

Preamble There are places where the world forgets its laws. Doorways that no one admits to knocking upon. Names th

Witchcraft is reciprocal and intimate. A working binds the witch to something that can answer back: a threshold, a sp

Core Principles Shadows Shadows arise wherever truth is denied, debt is unacknowledged, or identity is fractured by un

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Curse of the Unanswered Reflection

Effect: Mark a **Refusal** [6] clock on the target (individual or faction). Each time they double down on denial, cruelty, or violence, At 3/6: distorted reflections whisper failings (GM adds fear, doubt, paranoia as Conditions).

At 6/6: a Reckoning Scene is forced: confrontation, trial, or nightmare where the hidden truth is dragged into the open.

Price: Identity (mandatory). Mark +1 **Identity Strain**.

Suppression and Witness Witchcraft hates clarity. When a working is cast under scrutiny, doctrine, lanternlight, or formalism, Quick Reference

Declare **Intent**, **Vector**, **Price**.

Roll **Attribute** + **Witchcraft** vs scope **DV** (2–5+).

Pay **one Price**: Shadow, Shame, or Identity.

Optional: **Push It** for +1d / +1 Effect / **DV** -1 (at a cost).

Track **Identity Strain** [4] for self-touching magic.