

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 formal logic.

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.

Witch Orders and Their Rites

Witchcraft is not unified. Each Order encodes doctrine, taboo, and price into its rites, shaping how power is expressed and what it achieves.

The Night Court of Mab The Night Court teaches that beauty is leverage, promises are weapons, and truth is negotiable.

*Doctrine Reality bends most easily where desire and fear overlap. An oath half-kept is more powerful than one fulfilled.

*Observances

Never speak an unvarnished truth beneath the open moon.

All bargains must contain a flaw, spoken or hidden.

Broken promises are never wasted.

*Signature Rites

Thorn of Oaths-Broken

The target suffers *Oath-Bleed*: Position is reduced by 1 when acting against their word.

On a miss, the witch inherits the recoil of the broken oath.

Price: Shame or Shadow.

Moon-Veil Compact

Gain +1d to deception or concealment for the scene.

Leaves a glamour-tell visible only in reflections.

Price: Shadow.

The Ash Hags of Morag Morag's witches embody rot, endings, and consequence. They do not forgive; they conclude.

*Doctrine Everything ends. Magic exists to make sure it ends *properly*.

*Observances

Never reverse a punishment once begun.

Bones are records; treat them with respect.

Mercy is a lie told by those who fear endings.

*Signature Rites

Bone-Truth Casting

Ask one question about an unavoidable outcome.

The answer cannot be softened.

Price: Shame.

Curse of Settled Ash

Create a *Decay [6]* clock that advances when the target resists accountability.

At completion, a final reckoning scene occurs.

Price: Identity (mandatory).

The Handmaidens of Livaea Livaea's witches rule through attraction, influence, and emotional architecture. Power flows through them.

*Doctrine No one is free of desire. Control what is desired, and you control the world.

*Observances

Never refuse a sincere confession.

Desire must always be mirrored, never denied.

Public humiliation is forbidden; private leverage is sacred.

*Signature Rites

Thread of Longing

Each gains leverage over the other until the desire is resolved or destroyed.

Price: Shame.

Velvet Mirror

Gain +1 Position when acting on this knowledge this session.

Price: Shadow.

The Rainmaidens of Raéyn Raéyn's witches are tempestuous elementalists whose emotions shape storm and tide.

*Doctrine Emotion is not weakness. It is weather.

*Observances

Never deny your mood.

Water must be returned to water.

Storms demand witnesses.

*Signature Rites

Tidebreaker Surge

Allies gain +1 Position; enemies suffer -1d for one exchange.

Price: Shadow.

Mist-Crowned Omen

Ask one question about imminent danger or opportunity.

Price: Shame.

The Thorns of Malachai The Thorns are not servants of a patron. They are adherents to a principle: identity is harvested.

*Doctrine What the world refuses to hold must be taken. Forgotten selves are resources.