

The Witch

Play to find out:

Can outsiders among outsiders find a place?
 Can anyone solve the mystery that is you?
 Do you truly have the gift?

Choose your name:

- The name of a goddess (Who says you aren't her?)
- A poison (You're just as dangerous.)
- It twists the tongue (The better to keep it unspoken.)
- An epithet (True names should not be given freely.)
- The name of a bird (It helps you fly.)

Choose your form:

- Human
- Siren
- Hag
- Gorgon

Choose your gender:

- Goddess
- Bones
- Void
- Mystery

Choose Your Hands:

- Long-fingered
- Well-manicured
- Missing fingers
- Unnerving

Choose two traits:

Long black dresses, a bird that watches,
 eyes that don't match, a knowing smile,

perfect makeup, luscious fabrics, a smell of moss, a witch's mark, a voice like bells, tall boots, covered eyes, cold skin

Choose your gift:

- Reading tarot
- You see the shape of the void and guide the ship to calmer places
- You heal the sick and wounded
- You preside over a goddess cult
- Your rituals hold the ship together

Whose picture sits beside your altar?

- The old woman who taught you
- A lover now lost, possibly forever
- The one you used to sing with
- A sketch of the face in your dreams

How are you cursed?

- No one believes your prophecies
- Each life saved draws the grave closer
- You used to be beautiful
- You know how those you see die
- You have heard the voice of the void

====Final Questions====

Ask one to anyone:

- Do I scare you?
- What prophecy did I give you?
- Do you believe my gifts are real?

Ask one to whoever you see in dreams:

- What about me do you find beautiful?
- When did I make you uncomfortable?
- Do you secretly worship me?

Lure	When someone turns to you in desperation, they gain a token
Tips	-Be mysterious -Show up in scenes unnoticed -Use your gifts with gravity
Strong Moves (Spend a token)	-Get out of harm's way -Use magic with no consequences -Tell someone their future -Ask "What here can only I see?"
Regular Move	-Take action, leaving yourself vulnerable -Use magic with consequences -Appear in a scene unbidden -Quietly gather clues or information -Ask "How can I make you believe?"
Weak Moves (Gain a token)	-Lose control of your magic at the worst time -Show someone what you really are -Make someone uncomfortable -Admit you don't have the answer to someone's question or problem -Ask "Do you trust me?"

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Moon has set and Pleiades: middle night, the hour goes by. alone I lie.

