

# The WAND

A thirty centimeter rod of your making and design.



**SYSTEM  
CRASHERS**

## my DEATH

I was \_\_\_\_\_ (death, as above)  
for \_\_\_\_\_ (reason). My accuser was  
\_\_\_\_\_ (accuser), and the sentence was  
handed down by \_\_\_\_\_ (judge), and carried  
out by \_\_\_\_\_ (executioner).

### EXAMPLES

**Reason:** heresy / witchcraft / infidelity / murder / theft /  
insubordination / indecency / hysteria.

**Accuser:** a neighbor / my husband / a witch-finder / a  
child / my mother / a jealous friend.

**Judge:** the town elder / the local bully / a passing  
magistrate / the baron / a zealous priest.

**Executioner:** an angry mob / a hired executioner / a  
soldier / a general / a surprise volunteer.

## CATHARSIS

## INSTRUMENT POWERS

- ☐ Advance or rewind any object or plant along its expected timeline. Roll if it is equipped or if your action is likely to cause harm.
- ☐ Make a person experience a startling déjà-vu.
- ☐ Make an unattended object disappear in a puff of smoke.
- ☐ Time is an illusion. Make a person do something much faster or slower than usual, roll if they're unwilling.
- ☐ Draw greed and lust of power from another by shaping it into a greasy, black goblin that attacks immediately and is as powerful as the drives it represents.
- ☐ **Catharsis:** Carefully trace a door on a solid surface with your wand, and open a temporary portal to anywhere you know. Else rush it, and all who pass will emerge with the "skin and clothes torn and ripped" condition. Roll if it is a metaphysical destination.

## CONDITIONS

## POSSESSIONS

Outfit Wand