

Old Wives:

A game about using old wives' tales to ensure you'll never be one.

YOU AND YOUR FRIENDS are young maidens (and aspiring witches) in the superstitious town of Fortuna! Soon, it will be your lucky day to get married to one of the town's many strapping young suitors. You are **STAUNCHLY OPPOSED** to this idea, because everyone knows saying "I do" saps you of your occult magics. But you have a plan. The people of Fortuna are afraid of one thing: bad luck. Tonight, at the town's annual moonlight jamboree, you're going to make yourself so repulsive, so awful, and (most importantly) so unlucky, that no one would even consider marrying you. Be careful though, if you're too good at your goal, the town might catch on to your... otherworldly activities.

You have three stats. Rate them 4,5, and 6:

- Charm: This is how good you are at interacting with people
 - (I want to influence this elder, I want to insult this suitor)
- Power: This is how effectively you're able to change your physical circumstances
 - (I want to break this door down, I want to levitate this barrel)
- Wit(ch): This is how good you are at reading your situation
 - (I want to guess my mother's intentions, I want to know how this action will affect my image)

When you want to complete an action, roll a d10. If you want to succeed, you must roll below your stat, if you want to fail, you must roll above your stat.

If you roll a 1, you collect a Witch Point, and the town suspects you of occult activity. If you collect 13 Witch Points, you will be burned at the stake.

If you roll a 10, you collect a Wife Point, and the town is convinced of your potential marriageability. If you collect 4 Wife Points, you will be married off and lose your magic.

TRAITS: Twice per game, you may use one of your Witchy traits to get rid of one of your or your companions' Wife Point, Mundane traits to get rid of one of your or your companions' Witch Point.

Pick a helpful witchy feature:

1. You have a wise rabbit familiar that helps you speak to animals (rabbit's foot)
2. You have a knowledge of magical herbs and healing remedies
3. You can see the future in swirling shapes like smoke or water
4. You own a centuries-old grimoire that tells you the town's secrets
5. You can teleport
6. You can make people forget the last thing you said
7. You can toss smoke bombs
8. You're fantastic at party tricks
9. You've helped many people in town and they respect you
10. You are friends with the many ghosts that live in town

Pick an inconvenient witchy complication:

1. There's a black cat that just WILL NOT leave you alone
2. Plants grow in your wake
3. You make the shadows around you darker
4. You use magic to solve simple problems
5. You make magic puns habitually
6. You have an intimidating and unsettling aura
7. You do a lot of magic by accident
8. You are sometimes possessed by a very rude demon
9. You're just. Legit evil.
10. You really want to tell people about your true power

Pick a lovely mundane feature:

1. A bright, sparkling laugh
2. A head of thick, shiny hair
3. Eyes that shine like the moon
4. Strong, capable hands
5. A famed family recipe
6. A stylish and flattering wardrobe
7. A generous inheritance
8. A genteel and desirable manner
9. Effortless chemistry with people
10. A wonderful sense of humor

Pick a mundane complication:

1. You are hopelessly clumsy
2. You can't keep other people's secrets
3. You're gullible and easily persuasive
4. You don't know how to cook
5. You care more about your books than the people around you
6. You feel guilt about disappointing your grandmother by staying single
7. You think everyone in town treats you like the little kid you used to be
8. You can't resist a challenge
9. You're deeply in love with someone at the celebration
10. You're very afraid of being alone

GAME MASTER: You are the rest of the town of Fortuna. You embody a town that's absolutely terrified of bad luck and witches. The town is full of overbearing mothers, disapproving elders, and (potentially false) old wisdom.

Tonight is the town's moonlight jamboree, an auspicious night for young ladies to get engaged. Lead these young people through loving suitors, festival events, and most importantly: stern grandparents, and figure out who will end up... an old wife.

Roll 4 d10 to determine the events of the night.

1. Apple Bobbing
2. Puppet Show
3. Dancing
4. Eating festival food
5. Ring toss
6. Stories around a bonfire
7. Hair braiding
8. Archery
9. Horse-riding
10. Amateur Cobblery

Take these witches through the events of the night, and see who will maintain their witchery, and who will end up an old wife