

# The DAGGER

Painted yellow, inscribed with magical names and sigils in violet.



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

- ☐ Control air in subtle but very precise ways.
- ☐ Roll to evacuate air from lungs of touched creature, if applicable.
- ☐ Compress air to form strong winds, roll to stop average sized creatures from approaching you.
- ☐ Form air into sudden gust, launching you and friends a long distance, or roll to launch group of creatures.
- ☐ Break through the glass ceiling. You may bet any number of death dice to your rolls and any number of catharsis dice to your bond.
- ☐ **Catharsis:** Your ~~mastery~~ misstery of air is absolute. You may create air where there was none. You may compress air to the point of ignition. You may oblige air to carry unusual artifacts like dreams, colors, poems, or ideas.

## CONDITIONS

## POSSESSIONS

Outfit

Dagger