

ASH & OMEN

FREE QUICK-START SAMPLER

A Witch Solo Journaling RPG



AURAVEIL CREATIVE

Begin Your Chronicle

You are a witch living at the edge of a settlement that needs you, fears you, and remembers more about you than it admits. People arrive carrying impossible requests. Magic answers - but never without leaving a trace.

What you need

- One six-sided die
- A journal or blank document
- A pencil or pen

Quick start

1. Name your witch.
2. Choose one Gift: Sight, Greenhand, Shapecraft, Spirit Speech, Hearthcraft, or Stormcalling.
3. Choose one Burden: Haunted, Oathbound, Feared, Heartsore, Marked, or Hunted.
4. Name your sanctuary and describe one uncanny feature.
5. Create someone your witch trusts and someone who mistrusts her.
6. Begin with Prompt 1: The Knock After Midnight.

Core loop

Set the scene, ask the Oracle when uncertain, make a choice, roll when danger matters, pay the price of magic, and write what becomes true.

Your Witch

Gifts

- Sight: Dreams, omens, memories, and hidden intentions.
- Greenhand: Plants, remedies, poison, growth, and decay.
- Shapecraft: Transformation, glamour, mimicry, and concealment.
- Spirit Speech: Ghosts, ancestors, and restless dead.
- Hearthcraft: Protection, restoration, hospitality, and promises.
- Stormcalling: Wind, rain, flame, lightning, and raw force.

Add +1 to a Risk Roll when your Gift clearly helps.

Burdens

- Haunted: Something dead follows you.
- Oathbound: A promise limits what you may do.
- Feared: The settlement expects your worst.
- Heartsore: Someone can still unmake your judgment.
- Marked: Your magic is visible to those who know where to look.
- Hunted: A person, order, or creature is searching for you.

Subtract -1 when your Burden directly interferes.

Finish the character

What does your witch secretly desire? What truth is she hiding? What ordinary habit makes her feel human? What physical feature changes when she uses magic?

Oracle, Risk, and Magic

Yes/No Oracle

Roll	Answer
1	No, and something worsens
2	No
3	No, but an opportunity appears
4	Yes, but there is a cost
5	Yes
6	Yes, and something improves

Risk Roll

Roll 1d6. Add +1 if your Gift helps. Subtract -1 if your Burden interferes.

- 1-2: Failure and a serious consequence.
- 3-4: Success with a cost.
- 5-6: Clean success.
- 7+: Exceptional success; clear one consequence.

Every spell leaves a trace

When magic meaningfully changes a scene, it works according to the Risk Roll - but choose or roll a price: exhaustion, a supernatural mark, a strained bond, an unwanted witness, an ancient debt, or a crooked fulfilment.

Six Story Prompts

1. The Knock After Midnight

Someone knocks three times but leaves no footprints. The visitor asks your witch to identify a voice calling from inside their locked room. What detail proves the voice knows your witch?

2. Payment in Teeth

A client offers a velvet pouch of human teeth as payment. Ask the Oracle whether they were freely given. Why is ordinary money more dangerous?

3. The Child's Invisible Friend

A child introduces someone standing in an empty corner. The unseen presence knows your sanctuary's secret. Is it a threat, guest, or witness?

4. The Remedy That Wants More

A healing potion continues growing stronger after it should be finished. It cures one condition while creating an appetite for another dose.

5. The Door That Apologizes

A locked door opens and quietly apologizes. Beyond it lies a room created from something your witch regrets.

6. The Omen Names You

An omen publicly names your witch as saviour, culprit, or sacrifice. Which role does the settlement believe? Which is actually true?

Continue the story

The complete Ash & Omen game contains the full campaign system, Moon Cycle, sanctuary and relationship rules, random tables, 36 prompts, and printable tracking sheets.

Find Ash & Omen and more worldbuilding tools at auraveilcreative.com.

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