

Player fantasy:

Embark on a journey of vengeance and forgiveness in a fantasy world where you are a witch of clairvoyance.

Actions:

The player can talk with other characters (both minor and major), and choose to do tarot readings for them. When a player does a reading, they can gain more health/mana, or buffs and advantages in battle at the cost of a powerful attacking card. If a player does a major character's reading, this will include a choice that impacts the flow of the narrative, where minor characters do not. Battle is a turn based system, where their tarot deck is their attacks and defenses.

Economy:

The economy of the game revolves around the player's limited mana/health pool, and their deck of tarot cards. While the player does not have the ability to upgrade their deck or equipment, they instead have the ability to sacrifice their deck to gain an advantage in combat. The player will still be able to level up to make their base stats higher.

World:

Set in a fantasy world, where humans, witches and familiars all live in a careful balance. Plant-animal hybrids can live with people or freely in nature. While not outwardly hostile to humans, the deeper a human travels into forests, the more dangerous it can be. Witches will either live in smaller communities away from humans or with them to protect them from any dangers that leave the forest.

Humans:

When a human dies, their soul is reincarnated over and over until the soul is "full" of experience. When a full soul is born into a mortal body, it becomes a witch. A soul's experience reflects the kind of witch they will become.

Witches:

A witch is born with a spiritual attachment to an object that serves as a conduit for their magic. Witches have a set amount of magic that also serves as their life force. If a witch runs out of magic, they die, and their soul returns in the form of a familiar. If a witch dies with an excess of magic, that magic returns to the world in an attempt to form a new soul.

Familiars:

Familiars can change their shape at will, but tend to settle on one form for a majority of their lives. Since they are the lingering attachments of a soul, familiars are attracted to humans or witches that have interesting souls. Like witches, they have a set amount of magic that keeps them alive, but have no way to replace that magic. Familiars die when

they run out of magic, and, upon death, a familiar's soul is reborn as an empty human soul.

Story:

Ezra is a witch of clairvoyance, and her partner, Rowan, is a witch of creation. Together they work at a traveling circus as a fortune teller and puppet maker respectively. Their circus stops in the city of Deenila for the first time, and after the first night Rowan starts acting strange. On the last night, the circus is attacked by a group looking for witches. Ezra begs Rowan to flee before they are found, but Rowan reveals they are with the attackers, and attacks Ezra, attempting to siphon her magic.

With the help of her familiar, Ezra is barely able to escape. On the verge of death, she is found by a farmer's family. There, she learns of a group that steals the magic and souls of witches to strengthen the power of humans, upsetting the balance. Regaining her strength, she sets off on a journey to find Ezra to get revenge and destroy the group that harmed her.