

Witchburner



† *Heroes or Enemies* † *Witches and Rightmakers* †

a 2nd funeral edition special

Witch

»I can hear the voices of all things, the spirit song of rock and sky, wind and green.«



Says the Witch

- 1 I open my ears and hear the all-song.
- 2 Everything has a voice. I listen to what they do. What they did. Sometimes, what they will do.
- 3 I understand animals. I understand my pet.
- 4 If I listen carefully, I can help you want what you need.
- 5 Changing what you desire is very hard.
- 6 I have no truck with demons or godlings. Their voices are always madness.
- 7 I've heard it's possible to hear the voice of creation if you just listen long enough.
- 8 I use pigments and words, herbs and gestures, to make rhymes in the all-song.
- 9 My bag is very carefully and neatly packed.
- 10 Opening my spirit eye protects me from malevolent voices and vicious slanders.

Say the Folk

- 1 They listen to strange voices. To demons.
- 2 They steal words from other people's heads and strike them dumb.
- 3 They ride in the minds of animals. They let animals into their own heads.
- 4 They make people act abnormally, against the traditional ways of society.
- 5 They make people love and hate.
- 6 They deny the gods. Do not guard the spiritual walls against the demons.
- 7 They spread heresies with platitudes, promises, and sophistry.
- 8 They paint symbols and brew concoctions to bring strange dreams and madness.
- 9 They carry powerful medicines and dangerous poisons in their magic bags.
- 10 Their magic eye fascinates the unwary and traps the weak. It can even kill.

First Impressions

- 1 Beautiful. They draw the gaze.
- 2 Caring. They project safety.
- 3 Wizedened. They speak for the ancestors.
- 4 Colorful. A fountain of tales and imagination.
- 5 Veteran. Their eyes are marked by horror.
- 6 Sainly. They are all gentle understanding.

Look Closer

- 1 Their cat looms larger than life and seems to have little horns and opposable thumbs.
- 2 Their oven is exceptionally large.
- 3 Their pear tree is freakishly fruitful.
- 4 Their goat has six horns.
- 5 Their car never seems to break down.
- 6 Their house repels dirt and grime.
- 7 They never get ill.
- 8 They have a many-colored bag full of herbs and crystals and musical instruments.
- 9 Their beer is never sour, never weak.
- 10 Children and animals always listen to them.
- 11 They cannot swim and fear running water.
- 12 They never eat fish, not even on water days.

Their Magics

- 1 They strip away the lies you tell yourself, leaving you shocked and weak.
- 2 They make roots reach up to entangle, stools spill over to trip, roof tiles fall to strike. Bad luck follows their enemies.
- 3 They cause doubt and indecision.
- 4 They turn their enemies into their lovers.
- 5 They heal their friends, sicken their foes.
- 6 Their malevolent spirit eye first causes weakness, then sickness, then death.
- 7 They cause crops to flourish or wither.
- 8 They cause flocks to grow or shrink.
- 9 They see through the eyes of beasts and they control them.

Their Protector

- 1 It rises from the soil on command, blood and bone binding mud and stone.
- 2 A willow tree turned botanical hydra.
- 3 A pack of rats and voles and cats, writhing in communion.
- 4 A murder of crows forming a crow of crows. Each feather, another smaller crow.
- 5 Vehicles and machines rumble to golem-like life, spitting bolts, hissing steam.
- 6 Brooms and knives, chairs and pans, pull themselves into an applied abomination.
- 7 Sleep-walking children and lovers with the sudden strength of bears or lions.
- 8 Three wheels of eyes, turning one within another, with flapping golden bat wings.

Rightmaker

»I am the bastion of community, culture, and civilization. For society against savagery.«



Says the Rightmaker

- 1 I have the approval of the Emperor, but I have the blessing of Justice.
- 2 Every human has a beast within them, a beast that civilization tames and feeds.
- 3 I tame mobs with wisdom and discernment.
- 4 Justice is no abstract god or demon, it is the will of the people. It is particular.
- 5 With keen eye and careful word, I translate popular will into action.
- 6 I make no appeal to transcendent morality, only to the survival of society.
- 7 A mob is only as good as it is useful.
- 8 Sacrifice and compromise are often the best way to win a battle.
- 9 Without a state, my work is harder, thus I support the state.
- 10 Peace is my purpose. My mission. My war.

Say the Folk

- 1 Their eyes see into the souls of men.
- 2 Nobody ever expects the rightmaker to find them, but they always do.
- 3 They have no life of their own, apart from their work and their self-appointed task.
- 4 Their touch burns a liar's skin.
- 5 They bind demons in their swords.
- 6 They create a desolation and call it peace.
- 7 They are the Emperor's dogs.
- 8 Their black wagons look like hearses for a very good reason.
- 9 They don't torture people because they don't need to. They dig into human minds with their eyes, pin dreams and fears to bones like wriggling moths and butterflies.
- 10 They're often hidden. You can never tell who might be a rightmaker's servant.

First Impressions

- 1 Cruel. They enjoy their work.
- 2 Bored. They've seen all this a dozen times.
- 3 Abraded. Their humanity is worn to a stub.
- 4 Precise. Their tics and nervous habits keep them sane. Mostly.
- 5 Friendly. They like company and it breaks their hearts when people disappoint them.
- 6 Professional. They do everything by the iron book of Imperial law. Even corner-cutting.

Look Closer

- 1 Behind their dark glasses, they have no eyes. They watch you *without eyes*.
- 2 Their horse always seems half-dead.
- 3 Their sword whimpers and cries for blood.
- 4 Their fingers are thick with rings and medallions of a dozen decrepit cults.
- 5 Their wagon is a bullet-riddled hulk.
- 6 They sleep in their armor.
- 7 One of their arms is a detachable golem.
- 8 Their predilection for fine brandy is more than just an affectation.
- 9 Their expressions are a little too slow. Like they're choosing them consciously.
- 10 They have no heartbeat.
- 11 When they pull themselves up and address a crowd they fill with light.
- 12 Their smile withers flowers.

Their Magics

- 1 They turn lies into gnawing worms.
- 2 They turn anger into purifying flame.
- 3 They bind souls to bodies so strongly that they may never leave.
- 4 They steal voices and turn courage to water with a glance.
- 5 Their iron books speak to one another.
- 6 Their wagons are living things that feed on other life to rebuild themselves.
- 7 Their swords change shape like wax.
- 8 They still or inflame the passions of crowds, playing them like accordions.
- 9 They bring forth searing light or dark silence with their swords.
- 10 Mortal blows do not leave them dead.

Their Clerk

- 1 Silent stranger from a far land.
- 2 Ragged veteran of the psychic wars.
- 3 Youth, all awkward angles and smiles.
- 4 Massive wrestler from the western pits.
- 5 Slender official from the Castle of Records.
- 6 Bug-eyed, scuttling and obsequious.
- 7 Bumbling incompetent with a gun.
- 8 Miserable understudy with tired eyes.
- 9 Long-haired rebel traitor.
- 10 Country doctor out of their depth.