
Wishing Well Rules and Scenario

Scenario

You have journeyed long and far to find the fabled wishing well said to grant wishes once every hundred years. Legend says that the well grants three wishes to each who find it at the appointed time, but legends can be pesky things, and this one seems to have gotten it wrong. The carvings on the gate to the well say it can only grant one wish per person.

You have one hour to decide what to wish for. When everyone has wished or declined the opportunity, you will find yourselves outside the magic courtyard, the gate locked for another hundred years.

Rules

This is a game. Have fun. Don't take it too seriously. Be nice to other players.

Respect players' personal space. Ask before touching another player.

There is no combat system. Feel free to roleplay fights (without actually hitting each other). However, you can't accomplish anything with violence in this game.

Characters

Each character is comprised of three randomly-assorted parts: an appearance, a true identity, and a group.

Because of this random nature, some aspects of how your character fits together are up to you. Feel free to embellish your backstory to make the parts fit together with each other. But this game is deliberately ridiculous, so don't worry too much about making sense.

Characters are generally assumed to be human unless otherwise specified. Many characters are written gender-neutral. Feel free to pick whatever gender suits you.

Disguises and transformations are meant to be fun and silly, and true identities are not meant to be iron-clad secrets. Feel free to play up transitions and reveals.

Wishes

When making a wish, you're not necessarily limited to the wishes listed on your character sheet. However, wishes are an expression of your heart, not your mind, and thus a wish that's too long, complicated, or lawyer-like, or one that does multiple things, might not work. Wishes that are very broad in scope or power are more likely to backfire or have unfortunate consequences.

When it is time to wish, one hour after gamestart, each player will receive a coin to wish with. Coins cannot be traded.

Creativity

Many characters have abilities or items that are intentionally open-ended. We encourage creative solutions. If it seems like your character would know something, have something, or be able to do something that isn't in your sheets, feel free to talk to a GM.