That Languidly Dreamt Raif:

A supplement for WTF

And through the tumbling towers and the burning skies, the wisher laid their hand upon the world:

And spoke the words of vampires
That languidly dreamt Raif.

Then tumbled from the welkin and down onto the land two rules;
      the one, that had been lost, a glimmer in the jewel
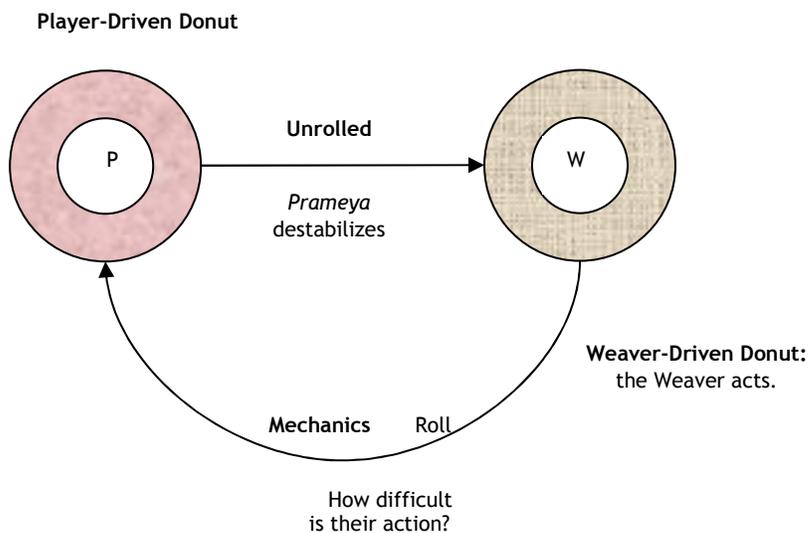   and one, forbidden, that ought ne'er have been born at all.

this release of this work is dedicated to

Chrysoula Tzavelas

Playable WTF

If *prameya* becomes unstable and begins fading to a state of non-being while not yet proven unreal, the Weaver may introduce the following ***prameya-stabilizing loop*** into the relevant player-driven donut. In so doing it is the Weaver, not the player, who rolls **Mechanics**, and the player, not the Weaver, who interprets its effect on the outcome. Once having navigated this loop, continue or do not continue with rules use normally.

Prameya-Stabilizing Loop

Player-Driven Donut

P

Unrolled

Prameya destabilizes

W

Weaver-Driven Donut: the Weaver acts.

Mechanics   Roll

How difficult is their action?

Competitive WTF

Players who are not playing WTF may be able to locate this toy. It is useful in playing CWTF, which you may choose to construe as similar to WTF. If you are playing CWTF, other players may introduce the following *challenge loop* into the relevant player-driven donut. In so doing, it is this mysterious other player, not the player, who rolls **Meaning**. Once having navigated this loop, continue or do not continue with rules use normally.

Player-Driven Donut
You propose taking an action or pursuing a goal.

Unrolled

Are you playing CWTF?

Gold Donut
A roar of challenge!

Meaning   Roll

How much can you make their action or goal cost them?