

A HOCUS SUPPLEMENT FOR
APOCALYPSE WORLD



THE WITCH KING

Some Hocuses whisper their will to the world, guiding it in subtle but uncanny ways. Other Hocuses howl. Who cares for the consequences of such things? This world is already broken.

When you make the decision to play a Witch-King rather than a normal Hocus, you automatically get **Bargaining**.

Bargaining: Tell the MC the price you have paid for your power. If they are impressed, choose an extra Witch-King move. If they're not impressed, they'll provide you with three prices they *would* find impressive: you can choose one, in addition to the price you willingly paid, to choose an extra Witch-King move.

In addition, you may select any of the following Witch-King moves as if they were Hocus moves or moves from another playbook:

The Deepest Well: When your brain is open to the world's psychic maelstrom, you can read and manipulate it as if it were a person.

Hex: With your followers, a person's name, and something close to them (including any former part of their body), you can curse someone. Roll +weird: On a hit, they take -1 ongoing until they convince you to lift the curse, or you die, whichever comes first. On a 7-9, they know you cursed them, and where you are right now. On a miss, the curse fails, but they know you tried and where you are anyway.

When you curse an NPC, the MC will make their life miserable in countless ways until the curse is lifted as above, and while cursed they will never achieve what they want when pursuing their threat impulse.

Dark Ritual: Tell the MC what you want to accomplish with your ritual, and roll +weird. Take +1 if your followers are helping you with it. On a 10+, choose one, on a 7-9, choose two:

- The MC will tell you how long the ritual will take.
- The MC will tell you what price you need to pay for the ritual to work.
- The MC will tell you what unintended consequences the ritual may have.

On a miss, expect shit about as serious as what you're trying to do, except very bad for you and yours. Breaking reality isn't a safe practice.

Minor Utilitarian Blasphemies: When you resort to black magic to get what you want, roll +weird before using any other basic move except *opening your brain to the world's psychic maelstrom*. On a 10+, take +1 forward. On a 7-9, you don't help but neither do you hurt yourself. On a miss, take -1 forward. In addition, regardless of your roll, your basic move is obviously augmented by unnatural forces: black coruscating energy surrounds your weapon, your voice echoes as if you're speaking from an endless void, insects swarm around you in strange geometric patterns, etc. Feel free to describe how that manifests, but it shouldn't be *pleasant* and won't inspire a positive reaction in NPCs regardless of how you describe it.