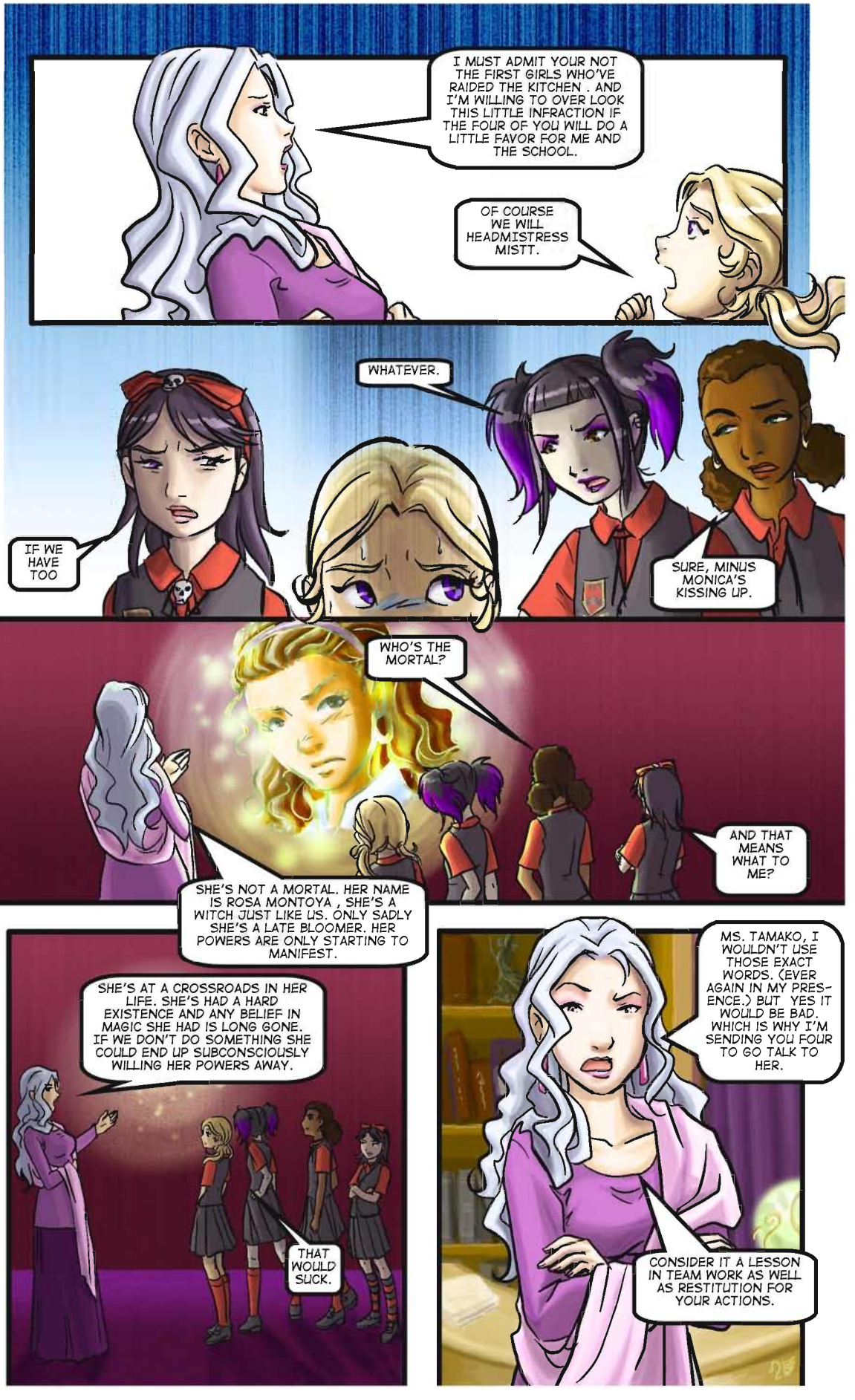
WITCH GIRLS Adventures



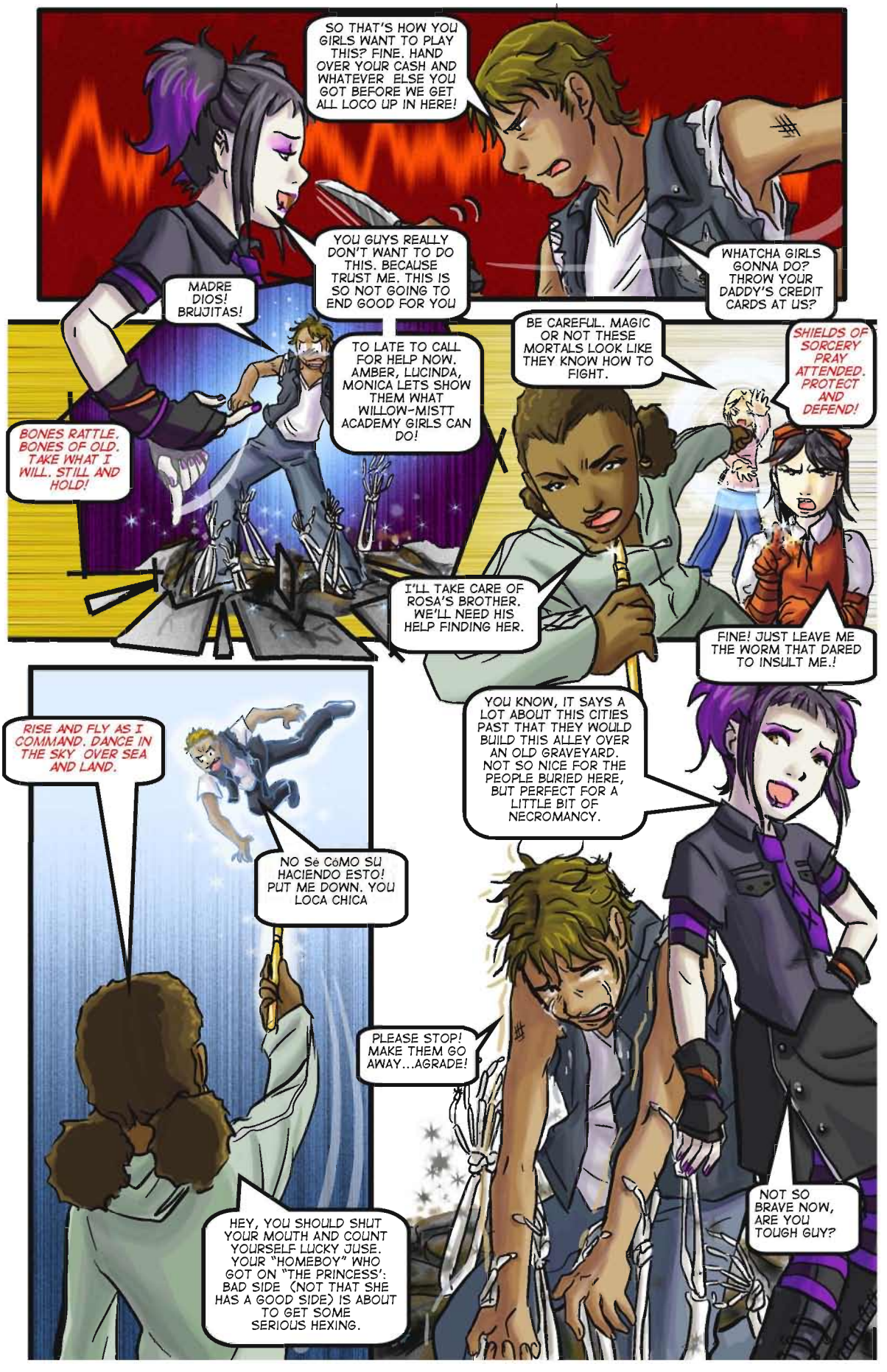
THE DRAMA-DIARIES GAME OF MAGIC AND MISCHIEF


Witch Hunt
a "witch-girls" tale
ART BY
PHUONG HONG AU
NGUYEN
WRITTEN BY
MALCOLM HARRIS
LADIES IT HAS COME TO MY ATTENTION THAT FOUR OF YOU WAS INVOLVED IN AN UNAUTHORIZED "RAID" ON THE SCHOOL KITCHEN. IS THAT TRUE?
...AND BEFORE YOU ANSWER REMEMBER IF I SO CHOOSE I CAN READ YOUR MINDS OR USE MY CRYSTAL BALL TO LOOK BACK INTO THE PAST.
HEADMISTRESS, LUCINDA AND I WERE JUST TRYING TO SEE WHAT INITIATES GREEN AND TAMAKO WERE DOING...WE WOULD NEVER PARTICIPATE IN SUCH A CHILDISH THING.
TELL THAT TO THE ICE CREAM YOU ATE YOU AMBER.
OH YEAH, WHAT ABOUT THAT HAM SANDWICH YOU WERE CHOMPING ON SISTER GIRL? WHAT ABOUT THAT LILLIAN?
HEY, I ADMIT I WANTED A REAL MIDNIGHT SNACK AND NOT CONJURED FOOD. I'M GUILTY. WOULDN'T BE THE FIRST TIME WON'T BE THE LAST TIME.
THIS ISN'T HELPING OUR POSITION.
WE ARE SO GETTING EXPELLED.


I MUST ADMIT YOUR NOT THE FIRST GIRLS WHO'VE RAIDED THE KITCHEN . AND I'M WILLING TO OVER LOOK THIS LITTLE INFRACTION IF THE FOUR OF YOU WILL DO A LITTLE FAVOR FOR ME AND THE SCHOOL.
OF COURSE WE WILL HEADMISTRESS MISTT.
WHATEVER.
IF WE HAVE TOO
SURE, MINUS MONICA'S KISSING UP.
WHO'S THE MORTAL?
AND THAT MEANS WHAT TO ME?
SHE'S NOT A MORTAL. HER NAME IS ROSA MONTOYA , SHE'S A WITCH JUST LIKE US. ONLY SADLY SHE'S A LATE BLOOMER. HER POWERS ARE ONLY STARTING TO MANIFEST.
SHE'S AT A CROSSROADS IN HER LIFE. SHE'S HAD A HARD EXISTENCE AND ANY BELIEF IN MAGIC SHE HAD IS LONG GONE. IF WE DON'T DO SOMETHING SHE COULD END UP SUBCONSCIOUSLY WILLING HER POWERS AWAY.
THAT WOULD SUCK.
MS. TAMAKO, I WOULDN'T USE THOSE EXACT WORDS. (EVER AGAIN IN MY PRESENCE.) BUT YES IT WOULD BE BAD. WHICH IS WHY I'M SENDING YOU FOUR TO GO TALK TO HER.
CONSIDER IT A LESSON IN TEAM WORK AS WELL AS RESTITUTION FOR YOUR ACTIONS.


LOS ANGELES, 1 TELEPORTATION SPELL AWAY.
I JUST WANT TO GET THIS OVER WITH IF YOU DON'T MIND.
HEY CAN WE PICK UP SOME TACOS WHILE WE'RE HERE? L.A. HAS THE BEST TACOS.
MONICA WILL YOU CHILL. THIS PLACE ISN'T SO BAD. AND LUCINDA STOP LOOKING LIKE YOUR QUEEN OF THE WORLD, YOU'LL ATTRACT TOO MUCH ATTENTION.
AS IF I CARE. ANYONE SO MUCH AS LOOK AT ME AND THEY'RE A FROG FOR THE REST OF THEIR SILLY LIVES.
WE'VE BEEN WALKING FOR HALF AN HOUR ANYONE KNOW A LOCATOR SPELL? I THINK WE'RE LOST.
I CAN TRY ONE. BUT I NEED TO USE MY WAND. WHICH MEANS WE BETTER FIND SOMEPLACE NOT SO IN THE OPEN.
OH SO NOW WE HAVE TO GO INTO A FILTHY AND FOUL SMELLY ALLEY. THIS DAY JUST KEEPS GETTING BETTER.
SIGH, I CAN'T TAKE YOU TWO ANYWHERE.
I AGREE WITH LUCINDA.
NOW HOW DID THAT SPELL GO?
I DON'T KNOW. I WISH I BROUGHT MY COMPUTER I HAVE A GPS SPELL...
GUYS, EXNAY ON THE AGICMAY, WE HAVE OMPANYMAY.

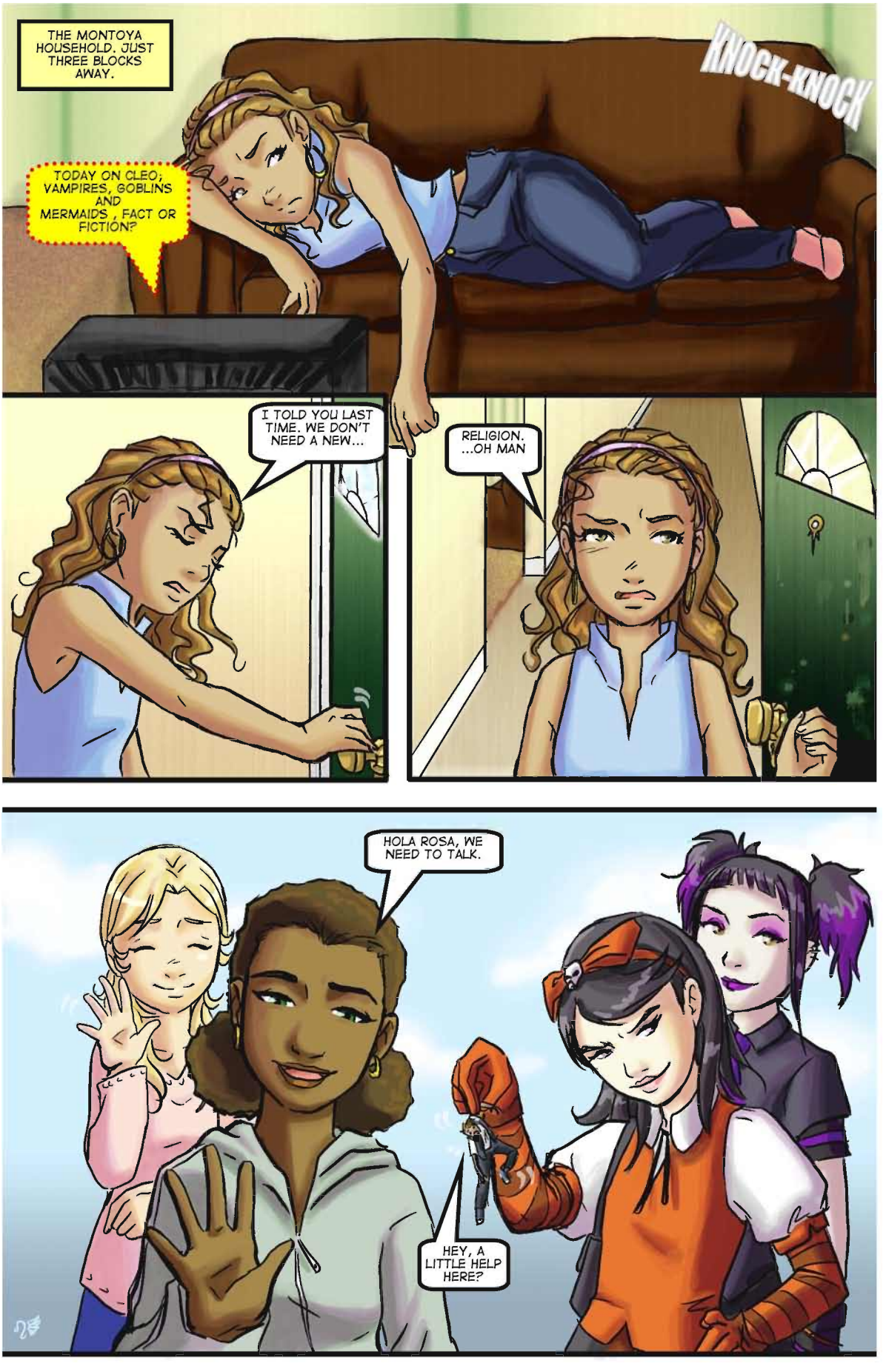

SO WHAT DO YOU THINK WE HAVE HERE JUSE?
FOUR LOST BEVERLY HILLS CHICAS NEEDING OUR HELP?
THEN MAYBE WE SHOULD HELP THEM?
JUAN IS RIGHT, WE SHOULD HELP ... STARTING WITH THE STUCK-UP LOOKING ONE'S PURSE
BEVERLY HILLS? I'M FROM CHICAGO...
DID THAT LITTLE IDIOT JUST INSULT ME, PRINCESS LUCINDA NIGHT-BANE! LADY OF THE DARK ISLES. WHO NAME BRINGS FEAR TO ALL THAT HEAR IT!
I'LL TURN HIS BLOOD INTO MAGGOTS!
PRINCESS, LET ME HANDLE THIS. I THINK I CAN GET US OUT OF HER WITH-OUT MAKING WITH THE ZAPPAGE.
HEY HANDSOME, YOU'RE FRIEND WAS PARTIALLY RIGHT. WE ARE LOST. WE'RE LOOKING FOR A FRIEND OF OURS. MAYBE YOU KNOW HER, ROSA MONTOYA?
YEAH WE MIGHT KNOW HER. AIN'T THAT RIGHT JUSE?
YEAH WE MIGHT, SINCE THE ONLY ROSA MONTOYA IN OUR HOOD IS MY LITTLE SISTER. AND SHE AIN'T GOT ANY FRIENDS.
GOTH GIRL AND HER FRIENDS ARE TRYING TO PLAY US.

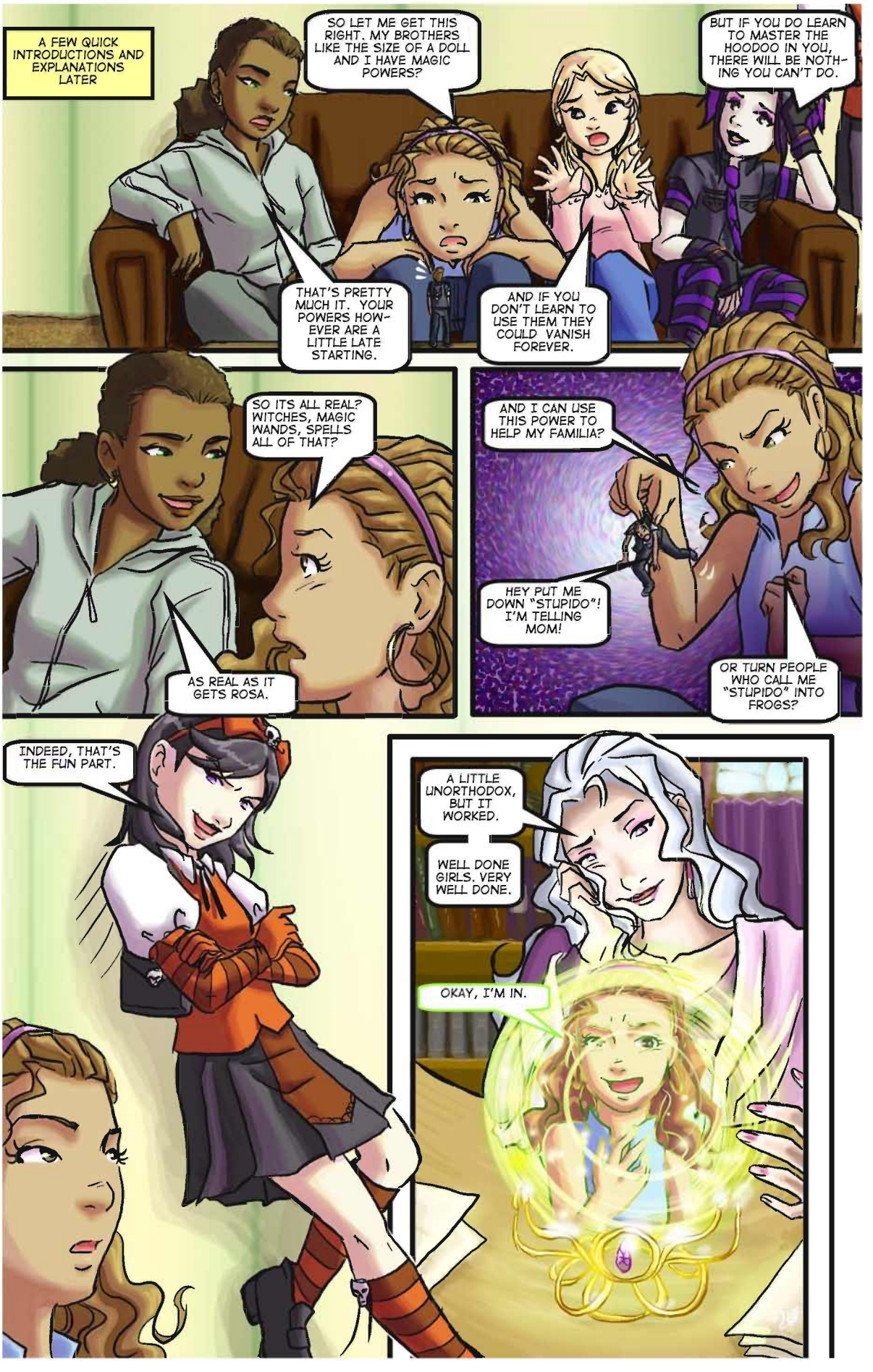

SO THAT'S HOW YOU GIRLS WANT TO PLAY THIS? FINE. HAND OVER YOUR CASH AND WHATEVER ELSE YOU GOT BEFORE WE GET ALL LOCO UP IN HERE!
YOU GUYS REALLY DON'T WANT TO DO THIS. BECAUSE TRUST ME. THIS IS SO NOT GOING TO END GOOD FOR YOU
WHATCHA GIRLS GONNA DO? THROW YOUR DADDY'S CREDIT CARDS AT US?
MADRE DIOS! BRUJITAS!
TO LATE TO CALL FOR HELP NOW. AMBER, LUCINDA, MONICA LETS SHOW THEM WHAT WILLOW-MISTT ACADEMY GIRLS CAN DO!
BONES RATTLE. BONES OF OLD. TAKE WHAT I WILL. STILL AND HOLD!
BE CAREFUL. MAGIC OR NOT THESE MORTALS LOOK LIKE THEY KNOW HOW TO FIGHT.
SHIELDS OF SORCERY PRAY ATTENDED. PROTECT AND DEFEND!
I'LL TAKE CARE OF ROSA'S BROTHER. WE'LL NEED HIS HELP FINDING HER.
FINE! JUST LEAVE ME THE WORM THAT DARED TO INSULT ME.!
YOU KNOW, IT SAYS A LOT ABOUT THIS CITIES PAST THAT THEY WOULD BUILD THIS ALLEY OVER AN OLD GRAVEYARD. NOT SO NICE FOR THE PEOPLE BURIED HERE, BUT PERFECT FOR A LITTLE BIT OF NECROMANCY.
RISE AND FLY AS I COMMAND. DANCE IN THE SKY OVER SEA AND LAND.
NO Sé CóMO SU HACIENDO ESTO! PUT ME DOWN. YOU LOCA CHICA
PLEASE STOP! MAKE THEM GO AWAY...AGRADE!
NOT SO BRAVE NOW, ARE YOU TOUGH GUY?
HEY, YOU SHOULD SHUT YOUR MOUTH AND COUNT YOURSELF LUCKY JUSE. YOUR "HOMEBOY" WHO GOT ON "THE PRINCESS': BAD SIDE (NOT THAT SHE HAS A GOOD SIDE) IS ABOUT TO GET SOME SERIOUS HEXING.


EXCUSE ME...MISTER GANG MEMBER. IF I WERE YOU I WOULD...
I HOPE YOUR "BEAT DOWN" INSURANCE IS BAD UP KID!
THUD!
STOP... BEFORE YOU HIT THE INVISIBLE SHIELD.
I'M SO SORRY. I HOPE I DIDN'T GIVE YOU A CONCUSSION.
MOMMY, DID GET THE LICENSE OF THAT TRUCK
OH MY STARS.
DUDE, I DON'T THINK IT WAS COOL MAKING FUN OF HER CLOTHS. GIRLS DON'T LIKE THAT.
AMIGO WE'RE LOBOS. AND WE'RE NOT AFRAID OF SOME LITTLE GIRL AND A FEW MAGIC TRICKS
TRUST ME WHEN I'M DONE WITH YOU YOUR GOING TO BE AFRAID OF YOUR OWN SHADOW.
COME ON BRUJITA SHOW ME WHAT YOU GOT!
BE CAREFUL WHAT YOU WISH FOR LITTLE BRIGAND.


NOW IT'S ONLY FAIR THAT SINCE YOUR LITTLE REMARKED BUGGED ME THAT I SHOULD BE ALLOWED TO BUG YOU BACK.
CHANGE!
ARRGH!
MADRE DIOS! NO WAY THIS IS REAL , NO WAY!
LO SIENTO! LO SIENTO! , LO SIENTO! , I'M
HMM, SINCE YOU SEEMED TO HAVE LEARNED THE ERROR OF YOUR PATHETIC WAYS I WON'T TURN YOU INTO A BUG.
THANK Y...
I'LL TURN YOU INTO A FROG. HAHAHAHAHAHAHA
CHANGE!
DUDE, YOU'RE A FREAKIN' FROG. HAH!
>RIBBIT< SHUT UP!


THAT'S WHAT I CALL GIRL POWER!
WE DID QUITE WELL DIDN'T WE?
I MUST SAY I'M REALLY STARTING TO ENJOY THIS EXCURSION.
YOU'RE NOT ENJOYING THE TRIP LUCINDA YOU'RE JUST ENJOYING THE CHANCE TO TURN PEOPLE INTO THINGS.
TRUE. IT'S A LITTLE FLAW I HAVE BUT I'VE LEARNED TO LIVE WITH IT.
NOW, WHY DON'T YOU TELL US WHERE WE CAN FIND YOUR SISTER ? WE'RE NOT GOING TO
I COULD JUST HYP-NOTIZE YOU AND MAKE YOU TELL ME.
NO WAY I'M TELLING YOU OR YOUR WEIRDO FRIENDS ANY-THING BRUJITA
OR I COULD PULL OUT YOUR SOUL AND BIND IT TO DO MY BIDDING
OR I COULD CONJURE A HUN-DRED OR SO REALLY SMALL SPIDERS JUST UNDER YOUR SKIN.
ZAP!
THEN AGAIN WE CAN FOREGO THE POINTLESS THREATS AND I CAN JUST DO


THE MONTOYA HOUSEHOLD. JUST THREE BLOCKS AWAY.
KNOCK-KNOCK
TODAY ON CLEO; VAMPIRES, GOBLINS AND MERMAIDS , FACT OR FICTION?
I TOLD YOU LAST TIME. WE DON'T NEED A NEW...
RELIGION. ...OH MAN
HOLA ROSA, WE NEED TO TALK.
HEY, A LITTLE HELP HERE?


A FEW QUICK INTRODUCTIONS AND EXPLANATIONS LATER
SO LET ME GET THIS RIGHT. MY BROTHERS LIKE THE SIZE OF A DOLL AND I HAVE MAGIC POWERS?
BUT IF YOU DO LEARN TO MASTER THE HOODOO IN YOU, THERE WILL BE NOTHING YOU CAN'T DO.
THAT'S PRETTY MUCH IT. YOUR POWERS HOWEVER ARE A LITTLE LATE STARTING.
AND IF YOU DON'T LEARN TO USE THEM THEY COULD VANISH FOREVER.
SO ITS ALL REAL? WITCHES, MAGIC WANDS, SPELLS ALL OF THAT?
AS REAL AS IT GETS ROSA.
AND I CAN USE THIS POWER TO HELP MY FAMILIA?
HEY PUT ME DOWN "STUPIDO"! I'M TELLING MOM!
OR TURN PEOPLE WHO CALL ME "STUPIDO" INTO FROGS?
INDEED, THAT'S THE FUN PART.
A LITTLE UNORTHODOX, BUT IT WORKED.
WELL DONE GIRLS. VERY WELL DONE.
OKAY, I'M IN.



ADVENTURES

The Drama-Diaries Game of Modern Magic and Mischeif

Written and Designed
By
Malcolm Harris

Based on the Witch Girls Comic and Universe by
Channel M

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Dedicated to
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Special Dedication to
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FOREWORD BY EMILY FOSTER

When Malcolm asked me to do the Foreword to *Witch Girls Adventures*, I felt honored. I'm not a professional writer, so he wasn't asking me because I was famous. And, even though Ms. Foster in the *Witch Girls* world is based on me, I don't use magic, I'm not a teacher, and even our personalities are different. He trusted me with the first page of this book, the page everyone opens up to read, and I don't want to let him down. But writing an introduction is a lot harder than you think it would be. You don't want to talk down to anyone, or be so obscure, or bring in your own baggage so that the introduction is about you and not the book.

After many stops and starts, I decided that if I could say one sentence that was so good it caught everyone's attention, they'd read the rest of the Forward, and maybe pick up the book. That one sentence is this:

With imagination, anything is possible.

It's trite and has been used many times, but it still remains true. What you're holding in your hands is a guidebook and a tool for your imagination.

As small children, our imaginations are fully in place. Our dolls go to tea parties, and our dump trucks move huge piles of dirt to make racetracks. We know anything is possible, and we pretend and make-believe that we are part of it. But as grown-ups, most people find that they've lost their imagination. The weight and responsibilities of being a grown-up tends to make it hard to pretend to be someone else, even for a moment. So many grown-ups forget how to have fun. And the ones who do still have fun and who lead the best lives are the ones who kept their imaginations.

Like any skill, if you don't use it, you lose it. During the time in between being a small child and being a grown up, individuals are encouraged to give up their imagination and their individuality and become responsible grown-ups. If you don't resist, and find other ways to play pretend, you lose yourself and get weighed down with responsibilities.

This book, like so many other role-playing books, is a book that guides you to use your imagination. But this book is different than others in that it teaches you how to use it. You don't have to come prepared with your dice and your calculator. You don't have to trade in your cool shades for nerdy glasses.

However, by having this book in your hands while you play pretend, you've added some responsibility to the game, which means that grown-ups will think that you're learning to be responsible like them. Instead, you're pretending to use magic, and you're going to a school so much better than your own with teachers who are interested in each individual in their class.

Grown-ups see an instruction manual. What you see are building blocks to create a world with rules that bend and stretch to fit each of you reading this.

Grown-ups will nod knowingly about how you're learning math, and learning skills to work together, and all sorts of other things that they think will make you good adults. What you're really learning is how each of you is important in the workings of any world, and how what you do has a reaction that you can control. You're not learning math and reading and comprehension; you're learning how to take your imagination and become bigger and better and more awesome than what the world is ready for.

Use your imagination with this book, and remember that anything is possible!

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A WORD FROM THE AUTHOR

Witch Girls and its magic are works of fiction, and Channel M has nothing to do with any real world occult or belief system. It is designed for entertainment purposes only.

Once again, this is a game and not real, so you really don't have any magic powers. I know it's kind of silly to have to state that, but there are people out there who like to blame everything on games, television, movies, or comics. You know the kind of people I'm talking about.

This isn't the first time someone has tried to turn the world of Witch Girls into a game. However, I think this time we've got it right.

Even more than the comic or the screenplay (which never saw production, but those things happen), this not only shows off a few Witch Girls characters but the entire world—a world you can now visit with your friends. Roll the dice, make a character, live the magic in your own mind, and become part of the world.

Want to know more about the world of witch girls Adventures? Check out

www.witchgirlsadventures.com

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All characters, situations, and histories are purely fictional, and any similarities to people living or dead are purely coincidental.



Introduction

1

Magic is real...

It is in the wind and rain. It is in stone and fire. And occasionally, in the souls of people.

Lilith was the first. But women blessed by magic have since the dawn of time been a source of fear. However, despite that fear, some have sought her power for insight, knowledge, and healing.

Still, fear is a powerful thing, and among humans, it is a driving force for many atrocities--most of which they soon regret.

Her name is spoken with reverence throughout history. Priestesses, Oracles, Goddesses, and Queens. Circe, Medea, Yemaya, the Blue Corn Woman, and Amaterasu.

Her name is vilified and feared throughout time. Wise Woman, Shaman, Momba... Witch.

Once a protector and mother of civilization, she was soon hunted by the untrusting, the ignorant, and the arrogant. And though she may think she's alone, there were always others.

And together they showed the Mundanes they never were the masters of their world. They learned eventually that power comes in all shapes and sizes.

So be nice...
... Or be a toad.

Initiate's Esoteric History Book,
3rd ed. Bell and Candle Book Publisher, 1809.

What is Witch Girls?

It is never good to be different, to be an outsider. Our society is all about conformity and being like everyone else. It's ironic that the biggest trend is to fit in, never question, and never be who you really are. To walk against the norm is to be branded as something different. Geek, nerd, and freak--those are the terms to brand the outsider.

And yet history has shown that it's the outsiders who change the world. It's the outsider who stands up for the weak, who tries to fix what is wrong. It's outsiders who transform the world, and as a great author once said, "Magic is all about change."
If you're a gamer you know what's coming. And if you're just someone looking for something to do and have never rolled a die or made a character, I think your going to be pleasantly surprised. And after all, isn't that what life is--a series of pleasant (and sometimes not so pleasant) surprises?

Welcome!



Witch Girls Adventures is a game that takes place in the world of the comic book Witch Girls Tales. In that world, players (we call them and their characters Stars) take on the role of a young Witch. As a Witch, players can fly through the air, turn their enemies into frogs, and go on fantastic adventures. Witch Girls Adventures is designed to be an open-ended game with each adventure leading to next. Players' characters gain new powers and abilities along the way and interact with their imaginations in a magical world.

We call that type of Game Drama –Dice but more traditionally its called a role-playing gamer. Now you may be thinking, what's that? Keep reading. Otherwise, do a Geek Happy-Dance and skip to the Character Generation section.

What is a role-playing game?

A role-playing game is in many ways like playing pretend, only with a set of rules to determine what's going on and the results for some actions. This is an interactive, continuing game limited only by the imagination of all involved (and those few pesky rules). Stars continue each game session where the last one left off, continuing their characters' adventures and lives.

Unlike computer games, these games require very little to play. The storylines, action, and drama revolve around the Star's unique characters, and the game is overseen by a person in charge of organizing the game, coming up with the basic ideas for all the adventures, and acting as a referee. We call that person the Director.

The Director and Stars

When starting a game of Witch Girls, you need to decide who are going to be the Stars and who is going to be the Director. Stars have it easy; they just need to make a character and send her out on adventures. The Director runs the world, tells the story, and plays the part of all the other characters (we call these the Cast). Stars interact with the Cast and need only read the first part of the book to make a character. Directors need to read all of it to become familiar with the rules and the expansive world of Witch Girls Adventures.

Everyone involved should keep in mind that just because a person starts the game as a Director doesn't mean they always have to be Director, and just because a person is a Star doesn't mean they can't direct (I mean look at Hollywood). It's your game to do as you please, and everyone should feel free to change roles from time to time to keep things fresh and to give everyone a chance to express their creativity.

What you need to play?

Before we discuss what you need to play, let's first discuss **what you don't need to play:**

- No expensive video game system.
- No expensive game discs or DVD's.
- You don't even need a game board.

What you will need is :

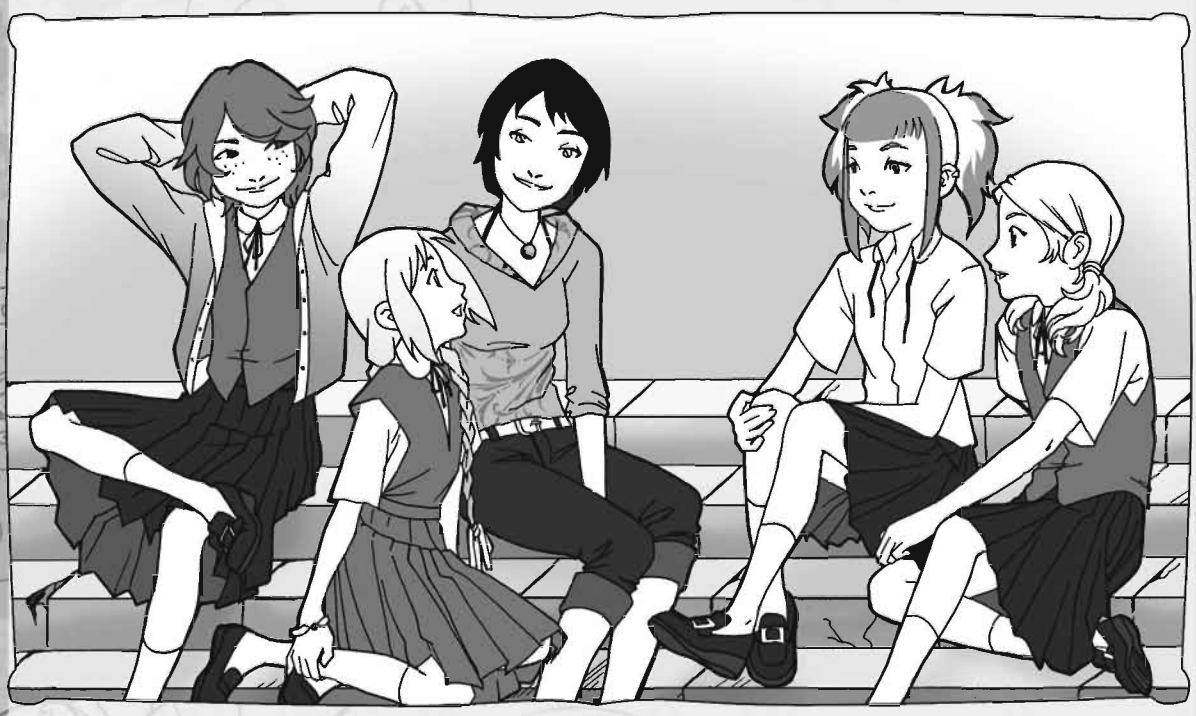
- **Witch Girls Adventures game book:** The book you're holding in your hands. Later on, we'll be publishing other books (called Supplements) to add to the rules and world of Witch Girls. You really don't need them to play, but they do add a lot to the game experience.
- **Dice:** Those crazy ones you might have to pick up at a game or comic store. Just tell the geek (trust me; they are used to be calling geeks) behind the counter you need a D4, D6, D8, D10, D12 and D20. If they look at you strangely, you have our permission to send them on a one-way trip to the moon via "Air-witchcraft." And don't worry, we'll explain what that means later.
- **Friends:** Two friends in fact, but more are better. You can always play with your family.
- **A way to keep track of information:** This may be pencil and paper, a computer, or cell phone with file system. Stars will need to keep track of their characters, and Directors, everything else.
- **Imagination:** The one thing you can't buy and likely the one thing everyone involved will have plenty of.

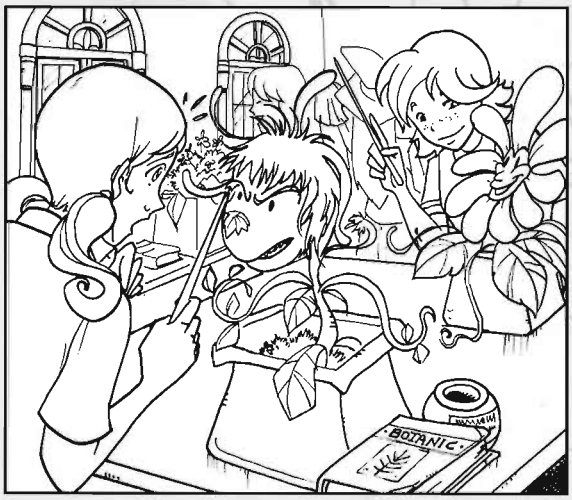
Terminology

One last thing before we get started on making your characters. In the game, you'll see a lot of different terms. Some of them we covered (Directors, Cast, Stars); others we have not but will now.

- **Act:** A series of scenes.
- **Attribute:** The abilities of a character. The basic attributes are Body, Mind, Senses, Social, and Zap. The secondary attributes are Life points, Reflex, Resist Magic, and Zap points.
- **Combat Scene:** A scene in which lots of magic is cast, attacks are done, and the character has a chance of being hurt. Combat scenes can be divided further into rounds. A round is when all the characters involved in combat have gone once. In game time, a combat scene lasts 5 seconds.
- **Die:** Two die are dice. Die is also another name for the representation of attributes or other game effects. A die roll is the result of a rolling a particular type of Dice.
- **Difficulty:** A number or category of numbers (Easy, Hard, etc.) representing how hard a task is. This number must be met or exceeded in a roll to succeed at a task given by the Director.
- **Damage:** When a character gets hurt, they take damage. Damage is subtracted from Life points.
- **Episode:** A full game session or a group of sessions that finishes a storyline.
- **Game Time:** How much time passes for the characters in the game. Game time is usually measured in rounds, scenes, acts, days, and episodes.
- **Magic Type Rank (MTR):** The rank from 1-10 a Witch has in a particular type of magic.
- **Mundane:** Humans, non-magical types. 99.9999999999 % of the world. The world of humans is commonly called Mundania.
- **Otherkin:** The other supernatural beings out there related to Witches. They include Immortals, Fae, Vampires and Werewolves.
- **Roll:** A roll is the result of a die roll, adding in any bonuses.
- **Scene:** Events involving role-playing and adventure but no combat. The Directors usually define the length of a scene.







- **Target:** The person place or thing that is being aimed at with a skill, attack, or spell.
- **Spell:** A magical effect created by a Witch or other magical creature.
- **Witch:** A female descendent of Lilith (the first Witch) blessed with magical powers. Players will take the roles of Witches. Witches are also referred in some of the game rules as Casters. All Witches are females.

Optional Rules

Oops! There is one other thing (I promise you after this we'll get to character generation). Throughout the book, you'll discover Optional Rules scrolls. These are rules that you may or may not wish to use. All of them are designed to help enhance the way the game is played and make it even more enjoyable.

Once Directors know the games rules, they may also wish to make

Optional Rule 1:
Larry Spotter and the world of Witches and Wizards

We know what a lot of you are thinking...
Wow I can run a game based on that book and movie series about that kid wizard with the glasses.

Well we rather you play in the world of Witch Girls. However if you feel like you have to recreate a world of muggles and magic then who are we to stop you. In fact we have some optional rules just for you.

Keep in mind these rules are based on "Larry Spotter Kid Sorcerer", a book published in the world of Witch Girls which most "real" witches find at best humorous and at worse backwards mortal untruths.

Cliques- Instead of clique's characters are based on Houses. They are

Brotherly Badger
Those in this house believe in loyalty and tolerance above all things.
Magic Attribute: D8
Other Attributes: D4, D6, D6, D6, D8
Education: 10 Mundane and 10 Magic
Magic Ranks: 8
Bonus: As a member of Brotherly Badger the character gains +1 to rolls when defending others. They also gain the ability to spend an action to giver another character +1 to any roll. While doing this they can do nothing else.

Contemplative Corvine
Imagination and intellect are the prime attributes of Contemplative Corvine.
Magic Attribute: D8
Other Attributes: D4, D6, D6, D6, D8
Education: 12 Mundane and 12 Magic
Magic Ranks: 8
Bonus: As a member of Contemplative Corvine the character gains +1 to rolls in situations where they use brains and not magic to resolve a dangerous situation or when figuring out puzzles.

Laudable Lion
Those in this house tend to be brave and prone to taking risks.
Magic Attribute: D8
Other Attributes: D4, D6, D6, D6, D8
Education: 10 Mundane and 10 Magic
Magic Ranks: 8
Bonus: As a member of Laudable Lion the character gains +1 to rolls to resist fear and to perform actions others would consider dangerous or risky.

Sly Snake
Power and subterfuge is the way of Sly Snake
Magic Attribute: D8
Other Attributes: D4, D4, D6, D6, D8
Education: 10 Mundane and 10 Magic
Magic Ranks: 8
Special abilities: As a member of Sly Snake the character gains +1 to rolls when causing fear, intimidation or showing off.

Skills- Skills remain unchanged.

Traits- Most of the traits in the book are useable. There are a few heritages they do not fit the "Larry Spotter " World.

Banned Heritages- Evil eye, Hag's Syndrome, Half Immortal, Half vampire, Twitch Witch and Wand Waver.

New Heritages- Old Blood: The Character has little or no mortal blood.
Advantage: The character gains +1 to their Magic Die (Written Die type +1). They gain +1 to Social rolls in magic society and +2 Skill Points for Magic skills only.
Disadvantages: Old Blood characters tend to be mentally unstable and prone to either melancholy, anger or weirdness (or combination of two or all). Their Will Die are lowered by one type.

Magic- Cybermancy does not exist in the world of Larry Spotter. Also Wands are used up to magic type rank 6.



Cliques

2

Lillian had never felt like other kids. Since she was little, she's been different. She could always see ghosts. In fact, after her grandmother died, her parents thought there was something wrong with her. She didn't cry or mourn in any way. Family members thought the girl just didn't care for the old woman, but that wasn't true. Lillian loved her grandmother, and even after she died, often spoke to her.

It was the ghost of her grandmother who told the then seven-year-old about her family's history: about coming from Japan and starting over, about the dark times of the war, and about the Maho. Lillian discovered she comes from a long line of these wise, magical women. The Maho were loved and feared, and those in her family were well respected even among there own kind. But centuries ago, something happened and the Maho in her family vanished. Many thought there would be no more.

Even at such a young age Lillian realized that she was not just special in her own mind but also to a family who had just regained something precious. She was the first Maho in her family in generations.



The world of Witch Girls is full of many colorful characters. Each one has a history, talents, and connections. Not all are Witches, but for the sake of saving time and because the name of the game is Witch Girls Adventures, we'll be discussing how to make your own unique Witch Girl character, a character that you will breath life into through the game and your own imagination. As you progress through character generation, you'll discover more about your Star character, who she is, who she wants to be.

Directors reading this not only get to make characters to populate the world but also learn about the rules and how they work, starting at the beginning. Character generation covers various aspects of the game that will come in handy once the spells start flying and the dice start rolling.

Dice

Remember all those dice we told you about? The ones you're probably looking at and wondering what they are for? Those dice are very important tools. The dice determine in a fair, random way how things work. The more numbers on the die, the higher it can roll, and in this game, the better it is.

Attributes in the game are each given a die to represent how good it is. So, the attribute a character is best in would be given larger die, while an attribute they are only average or not very good at would be a smaller die. Dice are often referred to in this game by the letter "D" and the number of sides it has. So, a six-sided die is often called a D6.

As you see, aside from the standard 6 types of dice, there are other die types. These are typically marked with a plus (+) sign and a number and represent levels of attributes (and some abilities) between D12 and D20 and above D20. Another die type is for really low attributes and is represented as D0+1. Zero is the absolutely lowest of die and is actually just a fancy way of saying the number one. D2 is a coin toss with 1 being heads and tails being 2.

Dice Types

Dice Type	Dice Rank
D0+1	Insignificant
D2	Poor
D4	Low Average
D6	Average
D8	Talented
D10	Extraordinary
D12	Superior
D12+1	Superior
D12+2	Legendary
D12+3	Legendary
D12+4	Legendary
D12+5	Mythical
D12+6	Mythical
D12+7	Mythical
D20	Cosmic

Attributes

All characters have a set of basic attributes. These attributes represent the non-trained natural and supernatural abilities of a character. Consider them the framework on which the character is built.

Basic Attributes

Basic attributes are determined by the die assigned to them. These attributes are:

- **Body:** The physicality of the character. It includes how strong she is, how tough she is, and how fast she is.
- **Mind:** How smart a character is. It includes how fast she processes information and how easily she understands things.
- **Senses:** How well a character perceives the world around her with her five senses.
- **Will:** The character's ability to resist coercion and to focus.
- **Social:** The character's force of personality. A character with a high Social will have the ability to convince others to do her bidding or even believe a bluff or lie.
- **Magic:** The mystical energy in a person, as well as her ability to control mystical forces.



Secondary Attributes

Secondary attributes are determined by basic attributes. These attributes are:

- **Life Points:** How much damage a character can take. When you take damage, you lose Life points. Your starting Life points is the maximum you could roll with your Body die type multiplied by 2 (Body die type rollx2).
- **Reflex:** How well you dodge magical attacks. To hit a person with your fist or a weapon, you must roll higher than their Reflex. Your Reflex is your maximum possible roll for a character's Body plus 3 (Body die type roll+3).
- **Resist Magic:** How resistant you are to magic through training, mindset, or just force of will. In order to cast at a person, you must exceed their Resist Magic with a Casting Roll. Resist Magic is your maximum roll possible from a character's Magic Die plus 3 (Magic die type roll+3).
- **Zap:** The mystical energy in a person. Witches use Zap to cast spells, and other creatures use it to access special abilities. Every time a Witch casts a spell, she expends 1 point of Zap, regardless of whether the spell works or not. To determine Zap, use the maximum roll of your Magic attribute multiplied by 2 (Magic die type rollx2).

Rolling Basics

From time to time in game, you'll be asked to roll a die. Some rolls are contested. In these, you roll a die, the Director rolls a die for another character, and the highest roll wins. The other type of roll is a difficulty roll. You roll the dice, add in to it any numbers associated with it, and try to beat a set number we call a difficulty.

Directors use difficulty numbers to show how hard a task is. Easy tasks have lower difficulty numbers. Impossible tasks really high numbers. Example: Rosa is trying to leap over a 6ft fence to escape an angry Chimera. The Director determines this is a Hard difficulty action. Rosa has a Body die of D8 and an Athletics skill (you'll learn more about skills later) of 5, so she roll D8+5. Rosa's player rolls the dice for a total of 9. Rosa easily leaps over the fence.

Difficulty Roll Chart

Difficulty Type	Difficulty Number	Example
Easy	4-5	hiding in a dark room or looking for a zip code on the internet
Hard	6-8	jumping over a 6ft fence or Knowing the habits of the North American Sasquatch.
Very Hard	9-12	convincing a Mundane they did not see you levitate a car
Extreme	13-17	hacking into a Government computer
Impossible	18-22	enduring the artic cold without a snow suit.
Unfathomable	23+	Convincing the clerk at a snooty boutique to let you have a dress half off.

Now that you understand dice and attributes, it's finally time to get to Witch-Girl-making.

Clique

Not all Witches are the same. Some have spent all their lives around magical beings, and others have just discovered magic. There are even some who have found a happy medium between the two and live equally in both worlds.

A clique represents your Star-character's basic background in the Witch Girls world. It tells you where the Star comes from as well as the most commonly held beliefs in her social group. It also gives you the basic dice and points you will need to build your character.

The Clique include:

- **Magic Attribute:** The Star's starting Magic Attribute die type.
- **Other Attributes:**Die types to be placed as you see fit in your remaining attributes (Body, Mind, Senses, Will, and Social).
- **Education:** Skill ranks to be placed among your choice of available Skills to show the Star's aptitudes (no more than 6 ranks can be placed in any one skill).
- **Magic Ranks:** The total number that will be divided up among your choice of available Magic types to show your Witch's magical aptitude in various types of magic (no more than 3 ranks can be placed in one magic type normally).
- **Bonus:** Bonuses granted by being a member of a unique clique.



Gothique

After finding out about her legacy, this Witch embraced the more cliché aspects of magic. She doesn't so much follow the real culture of the magical world but rather recreates what popular culture says the magical world is like.
Magic Attribute:D8
Other Attributes:D4, D6, D6, D8, D8
Education: Mundane 10 and Magic 10
Magic Ranks: 8
Bonus: 1 free magic rank in one of the following magic types: Curse or Necromancy

Insider



She is the Witch that walks between the magical and mundane worlds. She can exist in both societies and tries to spend and equal amounts of time in them.
Magic Attribute:D8
Other Attributes:D4, D6, D6, D8, D8
Education: Mundane 10 and Magic 10
Magic Ranks: 8
Bonus: 1 free mundane skill and 1 of the following skills at 1: Mysticism, Focus, or Magical Etiquette



Outsider

The most common kind of beginning Witch is the Outsider. She has just discovered the magical world. Outsiders feel more comfortable in the mundane world. To the average Outsider, the magical world is an alien and dangerous place. Some manage to find it one full of wonder and fantasy, and those normally deal better with their new challenges.

Magic Attribute:D8
Other Attributes:D6, D6, D6, D8, D8
Education: Mundane 12 and Magic 8
Magic Ranks: 7
Bonus: 2 free mundane skills at rank 1

Rustics



Rustics come from isolated places, such as small country towns, tribal settings, or isolated villages. Rustics are used to a simpler life and most Rustics exhibit a connection to the natural world and sometimes even to the spiritual worlds.

Magic Attribute:D8
Other Attributes:D4, D6, D6, D8, D8
Education: Mundane 8 and Magic 8
Magic: 8
Bonus: Free magic rank in one of the following magic types:Divination or Elementalism



Sorceress

This clique has spent most of its time in the magical world. Mundane rules and laws seem alien or silly to them, as do most human technology, laws, customs, and actions.

Magic Attribute:D10
Other Attributes:D4, D4, D6, D6, D8
Education: Mundane 8 and Magic 12
Magic Ranks: 8
Bonus: Free magic rank in one of the following magic types: Alteration or Conjuration

Attributes: More than a Number

Deciding where to put your character's attributes isn't easy. Body, Mind, Social, and all the rest can go a long way towards telling you who the character is. Making a truly realized Star character means making those attributes more than just numbers. As the creator of a character, you should ask yourself what the history behind those numbers is?

Is a Star's character Rustic? Where is she from? Is her mother a despot of a Witch using the town as her personal playground, or is she a local healer helping those in need?

How did a Witch Girl get a Body of D8? Is she in training to be a gymnast, or is she an overly competitive soccer star? Or was it learned dodging the authorities that tried to catch her writing graffiti on walls almost every day?

Each part of character generation has a story to tell, and it's up to the Director or Star to tell it and record it and use it to make the character come alive.
Here are a few examples of ways attributes can be used to build a characters history:

Body:

D4- The character was a sickly child or parents thought physical activity was not a priority.
D6- The character played as much as she studied. Mom made the character eat her veggies.
D8- The character worked hard at her hip-hop dance classes. Her grandfather taught her martial arts since she was 4.

Mind:

D4- The character spent more time focused on sports than study. She was raised among her werewolf family.
D6- The character works hard in school.
D8- She's a natural genius. Dad wanted better for her and emphasized study over everything else.

Senses:

D4- The character wears glasses. She's so caught up in her own world that she's is a bit oblivious of her surroundings.
D6- The character has average eyesight and other senses.
D8- Her big brother taught her all his old army tricks. An avid fan of mystery novels, the character trained herself to notice things.

Will:

D4- The character is laid-back and goes with the flow. The character was taught it's best to do as she's told.
D6- The character has a strong sense of self and her own feelings and opinions.
D8- Her New Age mom taught her the power of focus and meditation. She has a stubborn streak that frustrated her teachers.

Social:

D4- The character was home schooled and didn't get to play with kids her age. She doesn't even try to be polite.
D6- The character's well rounded and well adjusted.
D8- She's just naturally cool. Grandmother taught her how to read people and how to get along with them.

Magic:

D4– An unimaginative person. Someone who conforms to the norm.
D6-An imaginative person. Someone who believes in magic. A true individual
D8– The average Witch-Girl full of imagination and a connection to the magical world.



Skills

3

Amber knew magic wouldn't get her and Monica out of this. They had tried everything but the Witch Hunters had some type of high-tech gizmo that could not only find them but also detect their magic. They had also shot her and Monica with darts that made them too unfocused to use magic and left her friend almost asleep on her feet. Amber looked down the darkened stairwell, and all she could see were the beams of flashlights making their way up to them.



"Give it up, kids," said a gruff voice. "That dart we put into you will keep you from using your mojo for almost a day and slow you both down."

Amber had to think. She had no magic, her cell-phone was gone, and their day pass from school to try to find a missing 6-year-old Witch would be up at midnight. If she and Monica were not back in school by then, dead or not, she would still be in trouble.

"Well, you know what they say: when you can't zap them, outsmart them," Amber said as she looked at Monica. Looking down the unused hallway for anything that could help her escape or fight off her attackers, she saw it was empty. That left her just one choice.

Opening the door to the stairwell, she took a deep breath. "Hey mister, your dart was a dud. Now either turn around, or I'm going to show you a fire ball up close and personal!" Amber bluffed with all the bravado she could muster. She saw the flashlight beam slow down and heard the footstep below come to a stop.

Characters in Witch Girls come from all walks of life. Their education also varies, but being Witches and thus brilliant and talented by mundane standards, they have accumulated more knowledge than the average child their age.

Skills represent that knowledge, be it an understanding of computers or sports, the magical or the mundane.

Starting Skills

Characters' starting skill points are based on their clique. Skill points are ranked to represent how good a character is at a skill. Though starting Stars are limited to +6 in skills (4 points), usually their ranks will improve the more they play and the more they use them.

Skill Rank and Meaning

Rank	Meaning
0	No Training
+1	Minimal Training
+2	Basic Training
+3	Basic Training
+4	Moderate Training
+5	Moderate Training
+6	Superior Training
+7	Professional
+8	Expert
+9	Authority
+10	The Best

Skill Types and Attributes

Skills are first divided into magical and mundane skills. Magical skills include skills that have a magic effect (like Casting) and knowledge of the magical world. Mundane skills cover knowledge anyone can have from the mundane world (like Athletics).

All skills have a corresponding attribute. That attribute is used when a skill is used. A skill roll is the skill rank, plus the result of the skill die. For instance, Computers is a Mind-based skill. If a character spent 2 points on it (+2) and had a Mind of D8, their Mind skill roll will be D8+2.

Defaulting Skills

Characters without points in a skill may still try to use that skill. To use a skill you don't know, use the skill's corresponding die type for the roll and subtract one from the result.

So, if a character doesn't have Singing (a Social-based skill) and is trying to do Karaoke to win a contest and their Social is D6, then they roll D6 minus 1 to try to use the skill.

Using Skills

Using skills in the game is simple. The Director must first decide if a roll is needed or not. Sometimes the character's skills are just too low, and there is no chance. Occasionally the skill is so high the Director may decide that no roll is needed and the character just succeeded.

However, when a skill is needed the Director must decide what kind of roll it is.

Non-Contested Skills

When characters use a skill, they must first understand how difficult the situation is. The Director must describe the situation and assign a difficulty rating to the action (see Director 101 section for difficulty chart). The player then rolls the appropriate die and adds the skill rank to the roll. If the total equals or exceeds the difficulty rating, then the character succeeds.

Contested Skills

A contested skill is a skill that requires a contest to win. The contest is between the person using the skill and the target of that skill. Contested skills include any skill targeted at a person, be it Star or Cast.

The person using the skill rolls as normal, while the target (Star or Director for a Cast member) rolls the skill-resisting attribute. If the person using the skill rolls higher, the skill works; if not, it fails.

Skill List

Each skill has a standard description for ease of understanding (we don't want the game to hard). Each skill is listed as follows:

- Name of Skill
- Attribute: The attribute that corresponds to the skill.
- Description of what the skill does.
- Bonus: Any bonus the skill gives.
- Resisted: The attributes and/or skills that can be used to contest the skill, if any.

Mundane Skill

Skill	Attribute	Skill	Attribute
Acrobatics	Body	Gourmet	Mind
Acting	Social	Hear	Senses
Art	Mind	Hiding	Body
Athletics	Body	Instrument	Social
Bargain	Social	Leader	Social
Basics	Mind	Look	Senses
Computers	Mind	Mundane Etiquette	Social
Dancing	Body	Mythology	Mind
Drive	Body	Plucky	Will
Fib	Social	Pop Culture	Mind
Fighting	Body	Scare	Social
First Aid	Mind	Science	Mind
Fix-Electronics	Mind	Singing	Social
Fix Mechanical	Mind	Sports	Body
Games	Mind	Streetwise	Social
Garden	Mind	Track	Senses
Gossip	Social	Urchin	Body

Acrobatics

Attribute: Body

Acrobatics allows a character to not only performs feats of gymnastic artistry but also can use those skills outside the gym if needed. Such situations as walking on thin beams or ropes use this skill.

Bonus: Character gains +1 Reflex

Acting

Attribute: Social

Characters with this skill know how to perform theatrically with some skill. Acting also includes the ability do such things as fake emotions and accents and bluff. The skill also gives the character some information on famous actors, plays, and theater and television production.

Art

Attribute: Mind

This is the skill is used to create works of artistic expression. It also allows for a basic understanding of styles of art in your chosen area. A character must choose a single type of art in which to specialize. Examples of types would be painting, sculpture, photography, and drawing.

Athletics

Attribute: Body

Characters with this skill have either in the past or present maintained strict physical training. Those with this skill use their body to its fullest for jumping, lifting, or running. Instead of using a Body roll for those things, the character uses this skill.

Bonus: Athletics grants a character a one-time +1 to Life points.

Bargain

Attribute: Social

This is the ability to bid, negotiate deals, and make shrewd buys or sells. Characters can use it not only to try to get things cheaper but also to gage the quality items and also how to sell things with skill.

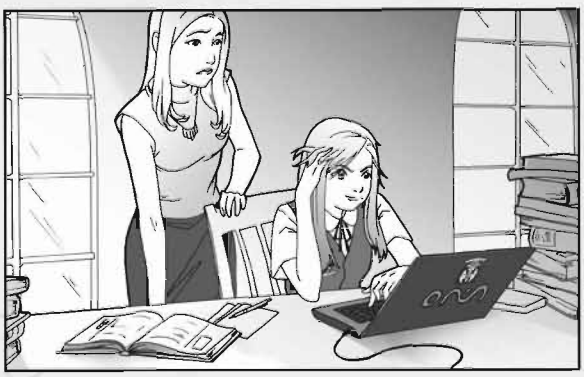
Bonus: +3 allowance points to buy starting equipment only.

Resisted: Will

Basics

Attribute: Mind

The character has an advanced understanding of the educational basics: reading, writing, and mathematics.



Computers

Attribute: Mind

From trying to build a website to mastering the latest operating system, this skill has all you need to need to know to be a master of cyberspace. Players can use this skill to do research on the internet, repair computers, program computers, and even learn new software packages.

Dancing
Attribute: Body
The Character knows how to dance. She may be a ballet dancer, an expert at hip-hop, or even a tribal dancer.
Bonus: The character gains +1 Reflex

Driving
Attribute: Body
The character can drive a mundane vehicle like a scooter, motorcycle, or car. Keep in mind this doesn't give a character the license to drive, just the skill to do so.

Fib
Attribute: Social
The character is an artful liar and can tell the most unlikely fibs in a way most would believe. Though mostly a dishonest skill, it has its uses.

Fighting
Attribute: Body
The character knows how to take care of herself in a fight. This could be a natural aptitude in hand-to-hand combat or training in a martial art.
Resisted: Reflex. See Combat.

First Aid
Attribute: Mind
The character knows how to analyze physical illness and damage, as well as perform minor healing and stabilization through medical procedure. First aid can be used to return 1 Life point if a roll is made versus a difficulty representing the type of injury set by the Director.

Fix-Electronics
Attribute: Mind
The character understands how to analyze and repair electronic devices.

Fix-Mechanical
Attribute: Mind
The character understands how to analyze and repair magical devices.

Games
Attribute: Mind
The character understands games and tactics. They can apply the ideas of chess or any other game to help them tactically.

Garden
Attribute: Mind
The Character can raise and tend plants. This skill is a must for characters wishing to become herbalists.

Gossip
Attribute: Social
The character is good at gathering information on others through talking, listening, and trading secrets.
Resisted: Will

Gourmet
Attribute: Mind
The character not only understands how to cook but also knows about various dishes from various cultures.



Hear
Attribute: Senses
The character can hear accurately and acutely. She can use this to pick up specific sounds or voices and even hear things others cannot.

Hiding
Attributes: Body
The character knows how to move about without being seen or heard, as well as how to hide from prying eyes.
Resisted: Hearing or Look Skill

Instrument
Attribute: Social
The character knows how to play a musical instrument of their choice, as well as read music. This skill also grants a basic understanding of famous musicians.

Leader
Attribute: Social
The character know how to use the abilities of others in a group to their fullest.
Bonus: If the person with this skill is doing nothing but leading all her friends in a combat scene, gain +1 to all rolls. There can only be one leader granting this bonus at a time.

Look
Attribute: Senses
The character can see and notice things with extreme accuracy. This skill grants a fine eye for detail. It is useful when looking for clues; the person with this skill is a trained sleuth.

Mundane Etiquette
Attribute: Social
The character understands the social graces and traditions of many cultures from around the world. A Witch with this skill is someone you want around when visiting other lands.

Mythology
Attribute: Mind
Mythology allows a character to understand various myths and legends. This may give the character insight on Supernatural beings and places in the magical world that they run across.

Plucky
Attribute: Will
The character can resist far more easily than most what would cause others to cower and run away. When faced with something that would frighten, a character can use this skill.
Bonus: The character gains +2 to Resist Magic against spells that would normally make them afraid.

Pop Culture
Attribute: Mind
When it comes to what's hip and happening, the character knows what's going on. They can tell you who's the hottest star and what's the music de jour.

Scare
Attribute: Social
Few dare meet their gaze. This Witch has the ability to cause apprehension in others with words or actions. The character can cause a single person or a whole group to be cowed and intimidated, thus invoking a -1 to all rolls from that person if they miss a contest using their Will.
Resisted: Will

Science
Attribute: Social
The character has a great understanding of mundane sciences and theories.

Singing
Attribute: Social
The character has a well-trained voice and can sing with some skill. This skill also includes basic information on famous singers and songs.

Sports
Attribute: Body
The ability to participate with some skill in a variety of team sports. It also grants the character familiarity with the rules of most sports, as well as their variants.
Bonus: The character gains +1 to Life points.

Streetwise
Attribute: Social
Streetwise characters know who to go to for information and articles on the seedy sides of the mundane and magical worlds.

Track
Attribute: Senses
This allows the character to follow trails and to track people in the wilderness without becoming lost. Also, you always know which way is north. The Director should set difficulties for this skill based on the length of time the trail being tracked has existed. Also, other characters with Track may try to cover their trail, thus making tracking a resisted skill.
Resisted: Tracking or Hide skill.

Urchin
Attribute: Body
The character knows how to perform petty acts of larceny like picking locks, pockets, and the like. Urchin is also useful in making an escape, especially if you are bound in some manner.
Bonus: If a character has Urchin, they gain +1 to either Hide or Streetwise skill.
Resisted: Mind

Magic Skill List

Skill	Attribute	Skill	Attribute
Casting	Magic	**Herbalism**	Mind
Broom Riding	Body	**Magic Etiquette**	Social
Cryptozoology	Mind	**Mysticism**	Mind
Enchantment	Magic	**Potions**	Magic
Focus	Will	**Spell Breaker**	Magic

Broom Riding
Attribute: Body
Any Witch worth her wand can fly on a broom, but to fly well is something else. Broom riding includes the basics of broom flight, as well as advanced broom control, increased speed, and trick flying.
Bonus: +1 to Reflex while on a broom.

Casting
Attribute: Magic
For a Witch Girl, this is the single most important skill. Casting allows a character to cast spells. It represents knowledge of how to wield magic, to alter reality, and blow up things. Whenever a spell is cast, a magic roll is made.
Resisted: Resist Magic

Cryptozoology
Attribute: Mind
This character knows the habits and appearance of every legendary (monster), real or imagined. The character knows the hunting patterns, most popular foods, and locations past and present of most



legendaries. Need to find a dragon? Then the character with this skill can help.
Bonus: Characters with Cryptozoology not only have a chance to know a monsters weakness, abilities and disposition (see Casting call) but gain +1 to Social rolls when dealing with Monsters.

Enchantment

Attribute: Magic

The ability to create permanent and temporary mystical devices is a rare one among Witches. It's dirty work, but for the Witch who masters this skill, it can mean not only making a great living but also a reasonable amount of fame. Enchantment is also useful in analyzing found magical devices and figuring out their uses and methods of creation. When a new Item is found, the Star needs to make a Hard difficulty Enchantment roll to figure out what the item does, then another Enchantment roll equal to its Creation difficulty to use it. They must make this roll every time they use it for the first ten times. After that, they no longer need to make that roll to use the item.

Making Enchanted Items

Players wishing to use this skill to make their own magical devices and trinkets need look no further than the Store chapter. There they will find a list of magical items as well as their difficulty to make. When making enchanted items, they should also keep in mind the time involved. Easy items take 12 hours of work; hard Items, 24 hours; and so on, doubling in time per category.

The cost to make an Artifact, however, is usually cheaper than what is listed for buying it. The Director decides the exact cost of material, but the guide should be about half of the listed price to buy that item out right. So, if an item will normally cost 10 allowance points to buy, a character can make it for 5 allowance points.

Repairing Enchanted Items

When an enchanted item is broken, a character with Enchantment can try to fix it. Fixing an item takes a difficulty roll equal to the item's Creation difficulty -1, with a Type Minimum of Easy. So, to fix a Hard difficulty item takes an Easy difficulty roll. The time it takes to repair an item is up to the Director but should be no more than a quarter the time it would take to make the item.

Focus

Attribute: Will

The character is skilled at inner reflection and focus. By meditating, they can rest without sleeping and quicken the rate at which they recover Zap points. In order to meditate, the person must have a place that is calm and quiet. They then make a Hard difficulty Focus roll. If they succeed, they start focusing and enter a meditative state. While in this state, they recover 1 Zap point per minute. Also, one hour of meditation can replace 2 hours of sleep.

Herbalism

Attribute: Mind

This skill grants an understanding of mystical plants and their medicinal uses, as well as their uses as poisons and all any other mystical properties. An Herbalist has no problem properly handling dangerous magical plants and with a roll, can identify them at a glance.
Bonus: Characters with this skill and First Aid can treat wounds for 2 points instead of one.

Magical Etiquette

Attribute: Social

The world of Witches is full of ancient rituals, rules, and protocols. Magical etiquette allows the character to navigate those arcane traditions. Everything from how to properly hold a wand, how to address a senior Witch, and what new rules the WWC (Witches' World Council) came up with this year are covered with this skill.

Mysticism

Attribute: Mind

The history of the magical world and Witches' relationship with just about everything is represented in this skill. For a Witch wishing to know where she came from historically, there is no better skill. Knowledge on famous and common Witches, spells, and artifacts are just some of the things available with this skill.

Mysticism also grants a character the ability to recognize a spell as it's being cast and recognize a spell by evidence left around. The Director sets a difficulty for the information being sought.

Potion

Attributes: Magic

The knowledge of how to make potions is one of the oldest in the culture of Witches. Through the use of magical herbs and her own magical power, a Witch imbues an elixir with mystical properties. Rules for making potions are very similar to making enchanted items, with difficulty numbers for each potion type listed in the Store chapter.

Spell Breaker

Attribute: Magic

Spell Breaker allows the character to try to break any spell. It's often one of the first things taught to a young Witch, just in case she accidentally casts a spell on herself while in training.

To break a spell, the character needs to exceed with a Spell Breaker skill roll the original casting roll of the spell they are targeting. This is a contested roll.
Resisted: Casting skill



Traits

4

Monica had heard it all before--geek, bookworm, brainiac--but she didn't care. She was given a gift and she was going to take advantage of it any way she could learning all she could.

"You're going to do fine on the test." The little fairy speaking fluttered about.

"I hope so. Ms. Scratch is just looking for a reason to lower my grade because I don't fit her idea of what a Witch should be." Monica looked worried and started going through the pages of Sprites, Pixies and Fairies: A Guide to Our Flitting



Friends.
"So why did you choose us for your report?" The Fairy stopped and landed on the book.

The girl smiled slyly. "The truth?"

"If you don't mind." The fairy crossed her arms and feigned annoyance as she looked into the girl's face.

"Mrs. Scratch is an old fashion fuddy-duddy. I wanted to do my Traditions of Magical Folk on Cyber-spirits, but according to my Luddite instructor, Cyber-spirits are not proper magical folk, as they live in Human computers and computers are silly mortal toys."

The Sprite looked up, lost. "You know, all I understood there was something about Serbia. That's a mortal country right?"
Monica rolled her eyes. "Cyber, not Serbia. As in Cybernancy. As in the internet." She tried not to laugh at her little friend but was finding it harder and harder.

"That's the problem with you big folk." The fairy fluttered up to meet Monica's gaze. "You talk so much and everything starts sounding the same."

Monica giggled. "My therapist says because I'm so smart, I don't work well with others and that's made me very talkative."

The pixie looked confused. "What's a therapist? Some kind of Goblin?" she asked with quizzical look on her face.

Traits are special talents and heritages that set the character apart from others of her kind. They give her a bit of uniqueness that helps define who she is both mentally and physically. Talents give minor advantages to a character while a Heritage grants a few advantages and a disadvantage. Directors and Stars should keep track of both.

Starting Traits

Each character has 2 Talents and 1 Heritage.

Different talents and heritages grant different bonuses and drawbacks, as well as special abilities and vulnerabilities. Listed here are the most common types.

Types of advantages are:

- **Ability:** A special ability.
- **Attribute Bonus:** This is a bonus to an attribute. Talents grant +1 to an attribute (Written Die type+1, example:D6+1), while Heritages raise a Die to the next highest type (example:D6 turns into a D8; a D12, to a D12+2).
- **Magic Bonus:** Yeah, I know we're not at Magic yet, but this basically gives you either knowledge of an extra kind of magic or a rank to a specific type of magic.
- **Skill Bonus:** A bonus to a skill (usually +1). If the character does not have that skill, they gain it at +1.
- **Roll Bonus:** Bonuses to certain types of rolls.
- **Attribute Bonus:** A bonus to an attribute making it one die higher (still cannot exceed D12).

Types of disadvantages are:

- **Roll Minus:** -1 or more to a type of skill roll or to a roll under a specific situation.
- **Attribute Minus:** -1 die to a specific attribute (cannot be reduced lower than D2).
- **Magic Minus:** Character loses one of her starting magic types or has a problem casting specific types of spells.
- **Disability:** A special vulnerability or imperfection a character has.

Trait List
Each trait is listed as follows:

- Name of the Talent or Heritage
- Description of the Talent or Heritage.
- Rules: How/when the Talent affects characters' rolls and other rules that apply to the trait.
- Advantages: How/when the Heritage affects characters' rolls in a positive way.
- Disadvantage: How/when the Heritage affects characters' rolls in a negative way.

Talents		
Beautiful	Geek	Ruffian
Braniac	Goody-Goody	Rural
Brave	Gloomy	Snob
Busy Body	Green-Thumb	Tinkerer
Calm	Jaded	Tough
Creepy	Jock	Trickster
Devious	Lackey	Temper
Drama Queen	Mary Sue	Unshakable
Eccentric	Meek	Urban
Entertainer	Mysterious	Warrior
Flier	Queen Bee	Wicked
Friendly	Rich	Zap Happy

Beautiful
Though there is really no such thing as an ugly Witch, some Witches are still more beautiful than others. A beautiful Witch is so stunning she puts most mundane actresses and models to shame. Beautiful Witches may be very humble about their looks or know just how beautiful they are.
Rules: +1 to Social die (Die type+1, example:D8+1).

Brainiac
This Witch is really smart (and that's saying a lot, as Witches tend to be many times smarter than Humans). She may be humble about her intellect or an incessant know-it-all.
Rules: +1 to Mind die (Mind type+1).

Brave
The character is either really courageous or just too naïve to realize there are things out there that would like nothing more than to eat her.
Rules: +2 to any roll to avoid being afraid and +2 to Resist Magic against fear-inducing Spells.

Busy Body
The busy body cannot stay out of others' business. She eavesdrops and has very keen senses.
Rules: +1 to Sense die (Die Type+1).

Calm
These characters are never frazzled. They either appear unemotional or extremely mellow.
Rules: +2 to all mundane skill rolls if being calm would help a roll (example:Disarming a dangerous trap that's about to go off).

Creepy
The macabre and weird side of things fascinates these characters. They see spiders as cute, slime as interesting, and beauty in what most people would call frightening.
Rules: +1 to Scare and to rolls when being scary.

Devious
Manipulative and two-faced, the devious character knows how to get others to do her dirty work for her.
Rules: +1 to rolls that involve controlling or manipulating others, including Spells.

Drama Queen
There are no small problems or situations to the drama queen. Everything to a drama queen is emotionally immense and dramatic.
Rules: +1 to rolls when at the center of attention.

Eccentric
Eccentrics march to the beat of their own drum. They don't care about fitting in and are more than a little bit insane.
Rules: +1 to rolls when being true to or defending the Star's eccentricity. Please choose an eccentric belief for the Star. Examples include the belief that she is from another time, that monsters only she can see exist, or that all Witches are really aliens.

Entertainer
The character has a talent or talents that allow them to perform (singing, instrument-playing, acting, poetry-writing) as a professional.
Rules: +1 to all rolls when performing or entertaining.

Flier
The Witch is more at home in flight than in on the ground. She is a master of soaring through the air.
Rules: +1 to rolls for any Flying skill and to cast any spell to cause flight. Also, +1 to Reflex while in flight.

Friendly
Friendly Witches are easy to get to know, likeable, and just fun to be around. The friendly Witch makes friends easily and can become chummy with even the most anti-social of people.
Rules: If she does nothing else in a scene, the Star can inspire a single person, giving them +1 to a single roll.

Geek
The geek has a fascination with the esoteric and trivial. They also tend to like things like computer games, comics, and this mundane moving picture thing called television.
Rules: +1 to rolls when dealing with things associated with the geek culture, like computers or science.

Goody-Goody
The goody-goody loves to help others with their magic. This type of Witch tends to annoy other Witches with her sweetness.
Rules: +1 to rolls when using magic to help others or be nice or annoyingly sweet.

Gloomy
The gloomy character is never up and always down. They get no enjoyment out of life because it seems they have no joy in them.
Rules: The gloomy person can spend an action on a target person in close proximity with -1 to a roll.

Green Thumb
This Character has a natural affinity for plants. For them, plants are just as alive as people and should be treated with love.
Rules: +1 To Herbalism skill rolls and Garden skill rolls. They also gain a +1 bonus to First Aid if they are using plants as medicine or to help healing.

Jaded
"Been there, done that, and I'm still bored" is the motto of the jaded person. Nothing seems to interest her and nothing seems to cause her any excitement or enjoyment. The only time the jaded Witch seems to be enjoying herself is when she's bringing someone else down by stating whatever they are doing as boring, unremarkable, or blah.
Rules: +1 to rolls for things she has done before in the same game (example: casting the same spell, performing the same skill rolls for the same reason).

Jock
Witches are not usually very physical by nature. Those that are excel at athletics and work hard to improve their strength, speed, and endurance. Some jocks try to push themselves physically and are very driven individuals. Others may see their physicality as something that makes them superior.
Rules: +1 to your Body die (Die Type+1).

Lackey
The lackey feels its better to follow than to lead. The Lackey knows how to listen to instructions and how to work as a subordinate. Though some are just yes-women doing whatever their leader says, other lackeys just enjoy helping out a person they view as worthy of their support.
Rules: +1 to rolls when under the watchful eye of a leader, especially someone with the Queen Bee trait.

Mary Sue
Mary-Sues are (at least according to them) the most important, most powerful and most capable people around. They usually claim to have some outlandish history, with life experiences always better than everyone else's, and see themselves as the heroine of every adventure (real or imagined).
Rules: +1 to rolls that make them stand out and seem special.

Meek
The Meek character doesn't stand out and tends to be shy, but inside that quiet exterior is a strong interior that shines best when others are not looking.
Rules: When alone and no one is looking, the meek Star gains +1 to all mundane skill rolls.

Mysterious
The mysterious character is hard to know and rarely says more than what needs to be said. Most mysterious Witches think being mysterious is actually really cool.
Rules: +1 to rolls that involve moving silently, keeping secrets, or just being spooky.

Queen Bee
The queen bee is a leader among Witches. She either leads by example or by intimidation. The queen bee is never a follower and has a hard time following the rules of others.
Rules: +1 to rolls when in a leadership position or when surrounded by willing lackeys.

Rich
The Witch is rich. Which isn't uncommon among people with magical powers. Their family has lots of money and often spoils their darling little Witch Girl. Rich Witches either fall into the category of those who use their money to help their friends or those who use



their money as just another way to show their superiority.
Rules: The character has an allowance of 6 and starting equipment allowance of 60.

Ruffian
The ruffian is the best at what they do, and what they do is cause trouble. Their criminal mentality and magical prowess makes for a dangerous combination in both the magical and mundane worlds.
Rules: +1 to rolls involving being street-smart and roguish, or for performing petty acts of crime. This includes the Urchin skill.

Rural
The rural character understands life in the wilderness and feels most at home there. Some rural Witches are simple, country folk, while others are proud and savvy tribes people.
Rules: +1 to all rolls when in a rural or wild area.

Snob
This Witch knows she is better than others and oozes superiority. Snobby Witches may actually be more haughty and pretentious than snobby mortals, as they actually have proof they are superior.
Rules: +1 to rolls involving dealing with high society, various etiquettes, and looking down on others (including Social skill rolls).

Temper
This Witch has a really bad temper. The slightest perceived infraction on her personal beliefs, goals, or rights might set her off. A Witch with a temper is believed to be the number one cause of destruction among other Witches and Mundanes.
Rules: When insulted or hurt, the Witch has to make a Hard difficulty Will roll. If she fails, she lashes out at the cause of her annoyance. She gains +1 to all rolls to punish said annoyance for that scene.

Tinkerer
Tinkers are always creating and building things (some of which actually work). Always experimenting and building despite potential danger and loss of life, she is a handy Witch to have around…except when her new device explodes along with everyone in a 20 ft range.
Rules: +1 to rolls dealing with construction, building, and repair (including Enchantment). They also create their items in half the usual time.





Tough
The Witch is tough—well, at least tough by witch standards. Tough characters like to rough house and have no problem with getting physical if needed.
Rules: +2 to Life points.

Trickster
Tricksters love to play jokes, poke fun, and generally have fun at others' expense. Some tricksters are good-natured, using their jokes to entertain. Others tricksters play dangerous and sometimes painful jokes.
Rules: +1 to all rolls when playing pranks or in any other way causing trouble.

Unshakable
Unshakeable characters are totally unfazed by the strange and unusual things they encounter. They are mentally tough characters, and situations rarely get to them.
Rule: +1 to your Will die (Die type+1).

Urban
The urban Witch is a creature of the big city. She thrives in the hustle and bustle of busy streets and crowds. Urban characters don't do so well in the country or away from the constant background noise of the big city.
Rules: +1 to all rolls when in a city environment.

Warrior
The Warrior knows how to fight and excels in combat. Fighting Witches are not so rare when you look back at history. From Athena to Boudicca, Witches have always been great warriors.
Rules: +1 to hand-to-hand damage. +1 to Reflex in combat.

Wicked
The wicked Witch enjoys doing ghastly things with her magic. Okay, that sounds like the average Witch, I know, but in this case we're talking about a Witch who lives to be mean.
Rules: +1 to Casting when using magic to harm others or just being mean. A character cannot have Wicked and Goody-Goody so HA!

Zap Happy
This Witch loves to use magic for just about anything. Why walk when you can fly? Why wait in line at the theater when you can just melt everyone in front of you? Life for a Zap happy Witch is just one spell after another.
Rules: +1 to Casting for spells not cast in a combat scene.

Heritages	
Attuned	Oracle
Conjurer	Persephone
Evil Eye	Prodigy
Hag's Syndrome	Protected
Half Otherkin	Shamaness
Healer	The Sight
Hex Breaker	Transmuter
Hexxer	Twenty first -century digital witch
Hypnotic	Twitch-Witch
Jinx	Wand Waver
Legacy	Warder
Medative	Warper
Mystic Void	Zappy Fingers

Attuned

The character is attuned to the forces of magic. Because of this attunement, she can focus her magic more acutely. As the Witch becomes more focused on magic, however, her body becomes physically weaker, and the character also becomes less observant of non-magical things.

Advantages: When determining if a Witch uses a wand, gesture, or incantation based on MTR, the Witch's MTR is considered 1 rank higher. +5 Zap points. +1 Resist Magic.

Disadvantages: Because they focus on the magical world and not the real world, Attuned are -2 Life points and -2 Reflex.

Conjurer

The character has a high aptitude for conjuration and summoning. She can perform with ease simple conjurations making literally something from nothing. Conjurers tend to be the materialistic type, using their power to make what they need without a second thought.

Advantages: Better quality conjurations. Maximum size is considered one rank higher than their MTR would suggest. Conjurers have a free rank in Conjuration magic and gain +1 to Casting when using conjurations.

Disadvantages: Conjurers spend so much time learning to create things from thin air that their other magic suffers. -2 to Casting skill for any other type of spell. Conjurers also tend to produce conjurations more independent than others'. Every time a Conjurer produces a living thing, that thing will show no special favoritism towards the conjurer.

Evil Eye

The character was born with eyes that project magic constantly. The character must wear dark, polarized glasses lest everyone notice the fact that she has strange, glowing eyes and ends up burnt at the stake or worse on reality television.

Advantages: The Witch can project magic from her eyes as multicolored beams and never needs to use gestures, incantations, or a wand. The Witch gains +1 to her Sense attribute (Sense die type+1).

Disadvantages: The constant stream of magic also drains Zap points. The character recovers Zap points at half the normal rate.

Hags Syndrome

When the character's powers manifest around age 6, her skin and hair turns green and her eyes, red. Those with Hags Syndrome must hide their true form from Mundanes with make-up (spells to alter the hair, skin, and eye color of an afflicted character always fail). On the good side, Witches with this problem tend to embrace their magical nature.

Advantages: The character's spells are stronger than normal, granting them +1 to Casting, Potions, and Enchantment roll. Those attempting to break the character's spells are -2 to their rolls.

Disadvantages: By law of the Witches' World Council, the afflicted Witch must hide her true appearance from prying mundane eyes. They also suffer -2 to Social rolls when dealing with anyone because of their deformity. The person with Hags syndrome also takes 1 Life point of damage per minute when exposed to water. This damage cannot be lowered in any way, as Water tends to melt the skin.

Half-Otherkin

The Witch is related to one of the other supernatural beings on the planet (usually by the father). That relationship has granted the character some rewards as well as some drawbacks, depending on the Otherkin type.

Choose one Otherkin type.

Fae: The half-Fae is usually thin and slightly taller than average, with large expressive eyes and pointed ears.

Advantages: Fae-bloods can spend 1 Zap point to change themselves and their clothing to look like any normal person. For up to one hour, they are also extremely charismatic and attractive, gaining +1 to their Social die (Die type+1), Fae-bloods are also natural users of Illusion magic, and the Witch gains 1 free rank in Illusion magic.

Disadvantages: Like Fae magic, half-Fae magic will not work on anything made of iron or steel or anything incased in iron or steel. Fae-blooded characters also take double damage from iron- and steel-based attacks and are so allergic to those metals that binding their hands in iron or steel can prevent them from using any magic.

Immortal: The Immortals are the great warriors of legend: Hercules, Achilles, and Hiawatha were all Immortals. Immortal-bloods are usually taller and more muscled than average Witches.

Advantages: The half-Immortal is more physically fit than other Witches. Her Body die is increased by 1 type (so if it's a D6 it becomes a D8). Immortals are also fast and tough, so the character can move twice as fast on foot as a normal girl her age and ignores 1 point of any kind of damage she takes.

Disadvantage: The Immortal blood lowers a Witch's resistance to magic by -2, and her large size makes her socially awkward, decreasing her Social die type by 1.

Werewolf: The children of a Werewolf tend to have a wild look about them, with small fangs, bristly hair, and pointed ears.

Advantages: The children of Werewolves have heightened senses, raising their Senses die up by one type (if their Senses is a D6, it's now a D8). The character can spend one Zap point to assume the shape of a wolf for one hour, and the character is a natural athlete, granting her +1 to Body-based skill rolls.

Disadvantages: Were-bloods tend to be driven by emotion and not by logic. Their Will die is one type lower. The were-blood also loses control of her form on a full moon, becoming a wolf from moonrise to moonset. Were-bloods also take double damage from silver weapons and attacks.

Vampire: It comes as a surprise to even people in the magical world that Vampires can have children. The children of Vampires tend to have pale skin, red eyes, and small fangs.

Advantages: Vampire-bloods gain +2 to all rolls at night. At night they can also grow bat-like wings from their backs and fly at up to 50 mph. Vampires are also really tough and ignore 1 point of damage, night or day.

Disadvantages: Vampire children are -1 to all rolls during the day. They cannot enter a room or home without being invited in. Sunlight also damages the Vampire, doing 5 points of damage for every hour they are in direct sunlight. Vampires are also very sluggish during the day and are -2 to Reflex.

Healer

Healers are witches with an aptitude for the Healing magic type. They are born with a natural understanding of the curative arts as well as the other uses of the power of life and positive energy itself.
Advantages: Healers gain +1 to casting rolls when using the Healing magic type. They also have an aura of pure life and positive energy around them that the undead (Vampires, Zombies and the like) tend not to like. Such creatures are -2 to all rolls against the hearer and -1 to general rolls when around the healer. (Half Vampire witches are immune to this but may still find it annoying for personal reasons).
Disadvantages: Healers are -2 to casting rolls for Non-Healing magic type spells. Also their surplus of positive energy interferes with hateful, harmful and mean spirited spells causing those kinds of spells to cost +2 Zap Points.

Hex Breaker

This Witch was taught starting at an early age how to break spells. She can undo curses, un-hoodoo that voo-doo, and pretty much make most Witches really upset with a wave of a hand.
Advantages: Hex breakers gain Spell Breaker skill at Rank 2 for free, or +2 to the Spell Breaker skill if she already has it. +2 to resist Curse magic.
Disadvantages: -1 to starting magic type ranks (if they would normally have 6 magic rank, they now have 5). Hex breakers are such naturals at breaking spells that helpful spells cast on them must exceed their Resist Magic rank instead of working normally.



Hexer

Hexers have a natural connection to luck and a flair for the poetic needed to cast a proper curse. Hexers see their talent as a blessing and a curse, as they can control the luck of everyone but themselves.
Advantages: Hexers are naturals at curse magic and gain 1 free rank in it. All their curses' durations last as if their MTR was one higher, and they can spend 1 Zap point to give a single target (except themselves). -1 or +1 to all rolls for a normal or combat scene.
Disadvantages: Hexers are -2 to cast non-Curse magic and -1 to all rolls in situations were they really need to be successful.

Hypnotic

Hypnotic characters have strong minds full of psychic potential. One look into the character's eyes can turn the strongest mind to mush.
Advantages: The hypnotic Witch gains one free rank in Mentalism and +1 to Casting rolls when using Mentalism spells. Hypnotic Witches' strong minds also grants them +1 to their Will die (Will die type+1).
Disadvantages: Hypnotic Witches' focus on Mentalism leaves them with -2 Casting skill rolls for non-Mentalism spells. They are also so focused in their minds that their bodies suffer, granting them -1 to their Body type die (written Body type die-1)

Jinx

Not all witches are graceful and refined. The Jinx rarely gets anything right, spells go off wrong, they trip over their own two feet and are usually seen by others as total screw-up and losers.

But the Jinx has a secret. You see the Universe likes a good joke and when things go wrong for the Jinx they also go amazingly right in the most unusual ways.
Advantages: The Jinx despite being accident prone rarely gets seriously hurt. They ignore 1 point of damage from all damage and can spend 1 zap point to ignore 1 point of damage (up to 10 points of damage) if the damage is caused by their Jinx nature. They also absorb bad luck from others giving near by friends +1 to all their rolls.
Disadvantages: The Jinks is -1 to all their rolls and when they miss a roll something comical always tends to happen. Jinx also because of their reputation are -1 to all social rolls. And lastly Jinx's klutzy nature reveals itself in an extra -1 to rolls involving grace, and agility.

Legacy

There is a famous or infamous Witch related to the character. Her mother may have written an often-used book of spells or done something worthy of notice in the magical community. She may be part of a prophecy or have performed a feat no one thought was possible, by purpose or accident. Regardless, she has some fame though she doesn't know about or is destined for great or terrible things.
Advantages: Until her destiny is done, the Witch with Legacy seems to have luck on her side, gaining +2 to rolls involving keeping her alive. The Witch's fame also grants 2 to Social rolls to citizens of the magical world.
Disadvantages: Thanks to her Legacy, the Witch has attracted an enemy of equal or greater power. The Star and Director should work together to create this enemy. Living up to destiny is hard for the Witch and involves lots of struggle. The character gains -1 to rolls involving her Legacy.

Meditative

Some Witches believe that by focusing on inner peace and karmic balance, they can achieve a state of mystical perfection and equilibrium. Though common in Witches of the east, it's a belief that is spreading.
Advantages: The Witch gains from her meditation a raise in her Will by one die type (if the die type is D4, it raises to D6). The Witch also starts the game with the Focus skill at rank 1 (or +1 to the skill if they already have it). The character can also restore her Life points at the same rate she can restore Zap points through meditation.
Disadvantage: The meditative Witch neglects her magical studies, making her -1 to starting magic type ranks (if her starting MTR is 6, it's now 5). The Witch can only restore Zap points and Life points by meditation.

Mystic Void

The character's very nature negates mystical energy, making it hard to effect with magic and to control magical forces. The Mystic Void ability to absorb magic makes the Witch a bit of a pariah among magical folks, as her presence can literally steal the life force from some mystical creatures.

Advantages: The dampening of magic grants her +2 to Resist Magic. Spells cast close to the Mystic void are -1 to Casting rolls, due to her being a magical black hole. The Witch may also spend 1 Zap point to take a Zap point from a target creature, person, or item. This Zap point doesn't go to the mystic void but actually vanishes.
Disadvantages: Mystic voids suffer for their nature in many ways. Their magic is equally affected by their power, making them -1 to all Casting rolls, as well as Potion and Enchantment. Their magic is also weakened giving others +2 to Resist Magic to resist the mystic void's spells.

Oracle

The character just seems to know more about the mystical world than anyone. Magical information seems to come easily and often to the character. For the oracle, the true power isn't spells but knowledge.
Advantages: The oracle has an uncanny knowledge of the magical world; they gain +2 to any roll that involves knowing or learning about magical people, places, and things. The Witch's Mind die type is increased by one type (if it's a D6, it'll raise to D4) to show her enhanced IQ.
Disadvantages: The oracle is so focused on her mind and knowledge that she is almost useless in a physical situation. Her Body die type is lowered by one, and when trying to learn about things that are physical or social, she is -1 to all rolls. In things not part of the intellectual world, she tends to be in over her head.



Persephone

Darkness and the sound of the spirits haunt the Witch with an aptitude in Necromancy (the ability to see ghosts). Though common among Gothiques, the Persephone exists in all cliques of Witches.
Advantages: Persephone has a free rank in Necromancy magic and +1 one when casting Necromancy spells. She also has a natural ability see and hear spirits. She may freely interact with spirits and ghosts, meaning she can physically touch them even when a spirit isn't trying to be solid.
Disadvantages: The Persephone is -2 to Casting skill for any other type of magic spell other than Necromancy. Except for her pets, living animals react negatively to her, and she tends to attract ghosts (even dangerous ones). Her dark aura also makes others uneasy around her, giving the Persephone -1 to all Social rolls.

Prodigy

The character's magical powers appeared early, or she has focused on using magic to the exclusion of almost anything else. The prodigy has mastered magic at a young age others only dream of. Prodigies, though powerful, are often looked on as misfit freaks. They also tend to be younger than other Witches in their school level.
Advantages: A prodigy's Magic die is increased by one rank (if it's a D8, it will raise to D10). And she gains +4 Magic skill points.
Disadvantages: Spending time taking advantage of her magical might has left the character lacking in other areas. The prodigy's Body die is lowered by 1 type. The character also has -4 mundane skill points.

Protected

Someone has cast magical wards of protection on the Witch (most likely an over-protective mother Witch or family member). Being protected isn't always a good thing, as the same wards that keep you safe also keep you from doing things the person protecting you would find risky.
Advantages: The Witch is +1 to Resist Magic and Reflex and ignores 1 point of damage from any single attack thanks to the enchantment on them.
Disadvantages: The protected character is -1 to rolls that an over-protective parent or family member would find dangerous. Also, there is a chance that if they are doing something really dangerous, the spell will signal the person protecting them. Directors, please feel free to have fun with this.

Shamaness

The Witch was either raised in a society where magic is a thing of nature or they just have a personal closeness to the nature. The Shamaness loves the wild places and all that dwell in them. She has focused a lot of her magic on controlling and manipulating the natural world for her own benefit or (more likely) the benefit of the environment.
Advantages: The character gains 1 Elementalism magic rank for free. The Witch can also talk to any animal or plant naturally, without the need of a spell. The Shamaness' closeness to nature also gives her a +1 to all Social rolls when dealing with animals or monsters that live away from civilization.
Disadvantages: The Shamaness' strength in Elementalism has weakened her other magic; all non-Elementalism is -2 to Casting skill rolls. The Shamaness is more comfortable with creatures of nature than people and is -1 to Social rolls when dealing with people.



The Sight

The character has glimpses of the future and can sense incoming danger. A master of divination, the person with the Sight is often sought out for her knowledge. Those with the Sight find their talent both helpful and harmful. People tend to think those with the Sight can get visions at the drop of the hat or spend all their time telling everyone their futures. That isn't true. In fact, asking a person with the Sight to tell you your future is a good way to annoy them.
Advantages: The knowledge of the beyond has granted the character +1 Reflex and 1 free rank in Divination magic. The Director may also grant to the person with the Sight visions of the future or danger (though that is rare).
Disadvantages: She is so caught up in the future, the person with the Sight always seems a bit out of it. Witches with this ability suffer a penalty of -1 to all their Sense-based rolls, and they are -2 to casting non-Divination spells.



Transmuter

The Witch has an aptitude at (and in most cases a great love for) turning people, animals… whatever into other things. Easily the last Witch you would ever want to cross, she is the bane of mundane and non-mundane alike.
Advantages: The Transmuter has a free rank in Alteration magic and +1 to her Casting skill when casting Alteration spells. The duration and size change maximums on her MTR are always considered one MTR higher.
Disadvantages: Transmuters spend so much time learning to turn things into other things that their other magic suffers. A Transmuter is -2 to Casting skill for any other type of spell. The Transmuter's non-Alteration spells are also -1 in range, based on the character's MTR.

Twenty-first Century Digital Witch

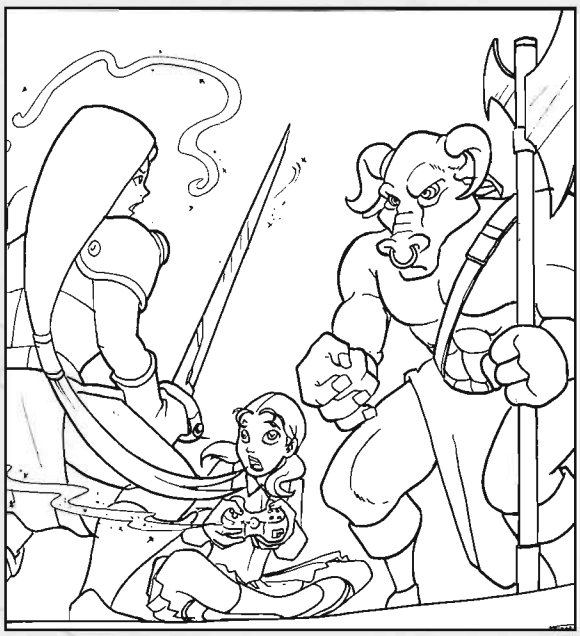
Computers and magic are as new to this Witch as they are to others. The 21st CDW, as they call themselves, has mastered the mystical digital realm and wants to show the world how Cybermancy is the way of the future.
Advantages: The 21st CDW gains 1 rank of Cybermancy for free and the Computer skill at rank 1 for free (if they already have that skill, then they gain a +1 in it). They also speak 3L33T, a computer language known only to those who have embraced Cybermancy.
Disadvantages: Magic and computers are so much this character's thing that she uses a computer to cast all her spells. The character is -1 to casting when casting a spell without a computer and a general -2 when casting non-Cybermancy spells.

Twitch Witch

Twitch Witches have learned to project their magic in the form of one gesture. This "twitch" can be wiggling your nose, blinking your eyes, or tugging of your earlobes. Each twitch for a Witch is different and is used whenever that Witch casts a spell.
Advantage: The Witch need never use a wand to cast a spell. She still may need incantations, but when a wand is called for, her "twitch" qualifies. The Witch also casts all spells at -1 Zap (the Zap point can never be reduced to less than 1).
Disadvantage: The Twitch Witch cannot perform magic if she cannot perform her "twitch." The Twitch Witch is also -1 to all her casting rolls, due to never learning to properly focus her magic. Also, wands do not work for the Twitch Witch, and she gains no advantage from using them.

Wand Waver

The wand waver has a connection to her wand that makes it not only a part of her magic but also a part of her body and soul. Most Witches would rather wean themselves off wand use, while a wand waver focuses on using a wand to continually augment her power.
Advantages: Wand wavers gain +1 to casting rolls when using a wand, and the range and duration based on the character's MTR is considered one rank higher when using a wand. Also, the Witch starts the game with a custom wand worth 20 allowance points (you can use your own personal allowance points to improve the wand further).
Disadvantages: The Witch is -1 to Casting skill rolls when not using a wand. If the Witch tries to cast a spell without a wand, said spell costs 1 Zap point. If her wand is destroyed or broken, the Witch takes 5 Life points in damage.



Warder

Warders work hard to master Protective magic. They specialize in mystic shields and defenses, as they live by the credo "the best offense is a good defense." Some warders seem paranoid, having protection spells ready to go at the smallest sign of trouble. Others know that Protection magic may be the most powerful magic of all.
Advantages: Warders gain 1 free rank of Protection magic for free and can spend 1 Zap point to ignore 1 point of damage or raise Resist Magic by 1 (only one point can be ignored this way per attack).
Disadvantages: Warders are -2 to Casting skill when casting non-Protection spells. Most warders believe their Protection spells to be the best around. Protection spells cast on warders by others are only half as effective.

Warper

Warpers are Witches who are accomplished at bending time and space to suit their needs. Warpers love to travel and experience new things and cultures. They are named for their ability to, after some training, make warps doors to other realities or through time.
Advantages: Warpers gain 1 free rank of Time and Space magic for free and gain +1 to Casting when using Time and Space Magic. Warpers also gain +1 to rolls to find specific people places and things.
Disadvantages: Time spent studying the true nature of reality has hurt the Warpers' other magical talents. They are -2 to Casting skill for using non-Time/Space spells. Because time to them is so malleable, they tend to show up either early or late (which ever is most inconvenient at the time).

Zappy-Fingers

When it comes to the magic of making things go boom, this Witch is an expert. The Witch with Zappy-Fingers views Offense magic as a martial art, learning to use her body, wand, and finger as a perfect tool to release destructive spells.
Advantages: The Witch gains +1 rank to Offense magic and +2 to Casting when using offensive spells. All spell damage is at +2 (so if the spell would do 5 points of damage normally, it does 7).
Disadvantages: The zappy-fingered Witch is -2 to casting when using non-offensive spells. She has also focused on how to conserve energy for Offensive magic so much that when using non-Offense spells, she spends one extra Zap point.



Optional Rule 2 younger and older Witch-Girls

Younger Witches

Younger Cast and Star characters can be fun to create and play. Younger Witches are not as powerful but have their own charm.

Neophyte (Age 6-10):
Lower Body Die by one type.
Lower Will Die by one type.
Half Skill Points.
Half Magic Type Ranks.

Older Witches

Some Directors may want a game with older Witch Girls Cast and Star characters or allow players to play older Witch Girls.

Teenage Witches (wasn't there a TV show about one of those?) are more powerful. Listed below are the bonuses gained for playing a teenage Witch.

Apprentice (Age 14-15):
Raise Will Die by one type.
Add +4 mundane skills and +4 Magic skills.
Add +4 Magic Ranks.
+1 Allowance.

Intern (Age 16-18):
Raise Magic attribute die by 1.
Raise Will and either Will or Social Die by one.
Add +8 mundane skills and +8 Magic skills.
Add +8 Magic Ranks.
+2 Allowance.



Magic 5



Lucinda never believed in rushing. "If a Witch had to rush, she wasn't much of a Witch," was one of her mother's many sayings on magic. As she walked through the dorm, she studied the high walls, intricate carvings, and multiple paintings. Despite not liking the fact she had to attend school with commoners, she did enjoy the school's beauty; it reminded her of her wing in the castle at home.

"Hey Lucy," a voice she did not recognize said. She chose to ignore it, despite that fact being called Lucy annoyed her to no end.

"Hey Princess," another girl's voice called.

The dark-haired Witch stopped and turned to face the two girls arms crossed. "What do you want, peasants?" she growled.

"Peasants?" one of the girls laughed. "I told you she thought she was a princess."

Lucinda looked puzzled. "Thought?" She growled to herself in announce.

"I bet she just says that," said the other girl. "If she was a princess, wouldn't I have heard about her in a book or something?"

Lucinda eyes narrowed as she spoke. "I am a Princess of Bruja and Lady of the dark Isle of Corbus, and you'll do well to remember that."

The taller girl turned her nose up and said, "Look at me. I'm a princess of a place no one's ever heard of," mocking Lucinda's accent.

Her friend laughed, "You sound just like her."

Lucinda took a step forward. "I'm not amused," she said.

"I'm not amused," the girl who mocked her voice did so again, and again her friend laughed.

"Hey, is it true that princesses can sing and make birds do the dishes and stuff?" the girl who was laughing spoke after she stopped her giggling

"I'm not that kind of princess," Lucinda started to smile the scariest smile either of her taunters had ever seen.

"Then what kind of Princess are you?" The other girl looked unafraid, even though a chill crept down her spine.

"The kind that takes kingdoms away from those kind of princesses and destroys all they hold dear." Lucinda snapped her fingers at the girls as she spoke. "Change," she commanded, unleashing her magic and turning one girl into a snake and the other into a mouse. The girls tried to call out but their minds changed too, and as far as they knew by the time they noticed their new forms, they had always been a snake and a mouse.

With a wickedly playful look, Lucinda walked up to the girls picking them both up by the tail. "Now lets see who's faster, the hungry serpent or the scared little rodent." Wicked laughter filled the hall and the princess walked slowly to find a place she could play uninterrupted with her new pets.

Behold the forces of nature as they bend to your whim! No, really! They do, at least in the world of Witch Girls Adventures.

Magic is a big part of Witch Girls Adventures. After all, Witches are by their very nature the most magical beings. For Stars and Directors, magic will play a big part in every game, and that's why we made the rules for its use and for figuring out what you can do with it easy.

What is magic?

Magic is an energy that connects all things. Some things and creatures have more of it than others. Some have a greater connection to it, and a few things actually generate it. Witches do all three and thus can do just about anything with proper training.

When a Witch casts a spell at something or someone, they form a connection with it and through that connection force a change in what they are connecting to. This is why when a Witch casts most spells, she produces various colored bolts, streamers, or sparkles.

Over time, Witches can learn to suppress those visual effects of their spells, although few do unless they need to be really subtle with their magic.

The Becoming and Early Training

In a Witch, magic is linked to emotions, and this link appears around ages 6-7. Young Witches discover that when they feel an intense emotion, things related to that emotion happen. Anger may cause a glass to shatter; glee, butterflies to spawn; and sadness, clouds overhead to darken. It's at this time (called the Becoming) that Witches are usually told about their true natures.

There is more than a 50% chance that a Witch has a Witch for a mother; if she does not, there is about the same chance she has an aunt, grandmother, or great aunt who's a Witch. According to the laws of the Witches' World Council (WWC), when a child's magic manifests, her basic training in magic must start.

Witches with magical family members are usually tutored at this time in basic spells or sent to a school of magic as a Neophyte. Those without such relations, they either are discovered by the WWC and have their nature explained before being sent to a school of magic, discover what they are on their own and start self-training, or (in the worse case) never discover what they are and risk losing their powers after they stop believing in them.

For those who take a more formal path of learning, their training consists of studying from books, seeing demonstrations, and experimenting with their powers until they learn to focus magical energy, emotions, and belief into a force that could in time literally move mountains.

By the time characters reach the age of 12 (the average age of a Star character in Witch Girls Adventures) most have not only mastered a basic magical understanding but also basic spells.



Starting Magic and Magic Ranks

All Witches start the game knowing how to use some magic. How skilled a character is in casting spells depends on three things: Casting skill (covered in the Skills section), aptitude (covered in the Traits section), and magic ranks.

Magic ranks represent a character's understanding of the different types of magic. Each clique has a starting total rank, and a few give you choices of a free rank in a specific type of magic. The higher the rank a character has in a specific magic type, the more spectacular the spells they can cast with that magic type are.

Those ranks are divided up as the Star (or Director, if he is making characters) sees fit among the various types of magic rank. In most cases, magic type rank will be written as MTR.

A Star cannot spend more than three (3) ranks in any one Magic type. And Four (4) is the maximum without exception for a Star's starting magic rank in any magic type. Also, a character can only start the game with one rank 4 in a magic type.

Example: *Lillian is a member of the Gothique clique; as a bonus she chooses a free rank in Necromancy. Thus, if she spends 3 magic ranks in Necromancy, her total magic rank is 4.*

As characters progress in the game, they will gain access to more magic type ranks.

Magic Types

The magic types you may choose from are as follows:

- **Alteration:** Changing one thing into another.
- **Conjuration:** Creating an animal, vegetable, or mineral, or item from nothing. This type also covers summoning creatures.
- **Curse:** Causing harm to others by converting the Witch's negative thoughts into reality.
- **Cybermancy:** Mystically controlling and understanding the computer and digital world.
- **Divination:** Mystical extending the senses. Includes the viewing of the past, present, and future.
- **Elementalism:** Manipulating and controlling nature, including the weather, elements, and plants.
- **Healing:** Applying magic to restore health and heartiness to the Witch and others.
- **Mentalism:** Increasing mental powers by magic. This type includes telepathy and telekinesis, as well as memory and academic understanding.
- **Necromancy:** Communicating and controlling spirits and the dead.
- **Offense:** Using magic stun, stop, and damage targets.
- **Protection:** Using magic to prevent damage and harm, of both mundane and magical types.
- **Time and Space:** Manipulating the fundamental forces of time and space.

Casting Spells

For a Witch, casting a spell is a matter of pointing or focusing on a target and "poof," something happens. Although that's usually what happens in the game, rules-wise there's a little bit more to it than that. So, in order, here's everything Stars and Directors need to know about characters and casting spells.

What is a spell?

A spell is the use of a specific magic type to produce a desired result. At the end of this section, you'll find examples of spells that you can use verbatim or as a guideline to designing your own unique spells. Stars and Directors should feel free to create spells, assign them a magic type and a MTR, and write them down.

The Director has the last say on if a character can use a spell and its MTR. This prevents over zealous Star's characters from deciding that an Offense magic type 1 spell can blow up the world (when we all know that's Offense magic type 10). This rule doesn't mean the Director should shot down all new spell ideas but rather should keep a balance for the game and give characters a reason to increase their powers for more powerful spells.

Determining Range, Duration, Damage, and Target Amounts

Once you figure out what you want to do and you know the character is capable of it with their MTRs, you also need to know how far the spell can be cast, how long it lasts, how many targets (people) it can affect at once, and the damage it does.

Witch Girls Adventures tries not to limit distance and time to exact feet, meters, or minutes. We instead use a scale based on how it's described by the Director to the Star and vice versa. A distance can be Touch, Close, etc. Time can be a round, scene, hour, and so on. Spells that cause damage (a lost of Life points or its equivalent) do so in a set amount of points. To make sure Directors and Stars know if a spell does damage, we've added that in parentheses next to the spells named in our list. Normally, a Witch can only aim a spell at a single target each time, but as a Witch increases in power and knowledge, this changes. Witches can eventually cast spells on large groups and on even entire cities.

To help Stars and Directors, we've created these references for Damage, Duration, Range, and Target amounts.

Note: A Witch can choose to lessen a spell's damage, duration, range and Targets when casting a spell.

MTR (magic type rank) Duration

MTR	Duration	MTR	Duration
1	Round	6	Month
2	Scene	7	Year
3	Hour	8	Decade
4	Day	9	Century
5	Week	10	Forever

MTR (magic type rank) Max Damage

MTR	Damage	MTR	Damage
1	3	6	25
2	5	7	30
3	10	8	35
4	15	9	40
5	20	10	45

MTR (magic type rank) Max Range

MTR	Range
1	Touch (must touch the target with a finger, hand or Wand)
2	Close (within the witch's immediate area, small room or a few yards
3	Near (within the witch's sense clear vision, across a field or up a couple of stories
4	Far (within a witches unobstructed line or sight Must be able to make out the targets details)
5	Really Far (within a witches unobstructed line or sight must be able to determine by site what the target is)
6	Citywide (Can cast a spell anywhere in a city or county)
7	State wide (can cast a spell anywhere in a state, or similar area)
8	Continental (can cast a spell anywhere on the continent you are own.
9	Global (Can spells anywhere in the world)
10	Transdimensional (Can cast spells across dimension)

Note: Range (a Witch who cannot see a target when casting a spell must know the target's name).

MTR (magic type rank) Max Targets

MTR	Targets
1	1
2	1
3	1
4	Duo (can affect up to two people/targets)
5	Group (Can affect a close together group of up to 5 people/targets)
6	Mob (Can affect a close together group of up to 10 people/targets)
7	Bunch (can affect every one in the witch's clear line of site)
8	Everyone in the witch's range
9	Everyone in the witch's range
10	Everyone in the witch's range



Gesture, Incantation, or Wand

Witches learn from an early age to use words and hand- and wand-movements to help focus their minds and powers when casting a spell. As a Witch grows older and wiser, she can disregard some, if not all, of the "song and dance" of casting spells, just snap a finger, and will it to happen.

Magic rank determines what a character needs to do to cast a spell. If a Witch cannot perform her incantation (words or rhyme to invoke the magic) or gestures (hand movements needed to weave the magic) or access a wand (as stated by their magic type rank), then they cannot cast that spell.

MTR (magic type rank) Gesture Incantation and Wand

MTR	Gesture, Incantation or Wand
1	Gesture, Incantation or wand
2	Gesture, Incantation and Wand (needs to use all three every spell)
3	Wand and choice of gesture or incantation
4	Gesture and Incantation
5	Gesture or Incantation
6	Minor Gesture and or single word Incantation
7	None
8	None
9	None
10	None

Note: The need to use gestures, incantations, or a wand (based on MTRs) counts towards all spells you cast of that magic type. For example: Lucinda has an Alteration of 6. All her Alteration spells can be cast with a minor gesture or single word incantation. Minor gestures include simple waves of the hand or snapping a finger and are not the kind of thing that would catch a Mundane's attention.



The Casting Skill Roll

When casting a spell, the creator of the casting character makes a Casting skill roll. The result needs to be either above the target's Resist magic or, if the target doesn't have one, equal or above the Easy difficulty ranking (7-9). If the rolls are successful, the spell takes place as written/desired.

Signature Spells

Witches tend to favor certain spells and use them all the time. Stars can choose for their character 1 signature spell. The Casting skill of a signature spell is 1 point higher and the Zap point used to cast the spell is decreased by 1 (but can still never be decreased to less than 1). The signature spell must be chosen from the characters highest MTR.

Zap Points and Magic

Zap points, as you know, represent a Witch's internal magical supply. When you cast a spell, you spend Zap points.



Spending Zap Points

The amount of Zap points you spend is based on the spell's difficulty (the MTR it takes to cast the spell). The MTR it takes to cast a spell is how many Zap points it costs per use. For example: Band-Aid (Healing MTR 1) costs 1 Zap point to cast.

Stars and Directors should keep in mind that no matter the result of the casting roll (be it success or failure), it still costs Zap points. Also, some magical devices (wands being the most common) can lower the number of Zap points spent.

Wands and Zap Points

A wand allows a Witch to focus her magical energy more. The result means she actually uses less magical energy when using a wand. A wand decreases Zap points used for a spell by one. So, a spell that normally costs 2 Zap points to cast would only cost 1 point with a wand.

The total Zap points needed to cast a spell can never be less than one. So, even if the cost with a wand would equal zero, its still counts as one.

Regaining Zap Points

A Witch's body is constantly producing magical energy. A Witch regains 1 Zap point at the end of a scene. She may also meditate (see Meditation skill) to regain lost Zap points or rest. A Witch that rests

(sits quietly with little physical exertion) for an uninterrupted hour in the game can roll her Magic Attribute die and gain the number they roll back in Zap points, up to their Maximum. Witches regain all their lost Zap points after 8 hours of sleep.

Spell List

Creating spells can be fun but sometimes you just want to cast spells without putting to much thought into what magic type it is and what it does. So, we've created a list of common spells used by the characters in the world of Witch Girls Adventures to help speed up game play to give everyone an idea of what spells can do at different levels.

Augmentations

Some spells can be cast in such a way as to grant them special abilities or bonuses. Spells cast this way are called augmented spells.

Adding an augmentation to a spell raises that MTR up by one. So, if the magic type is normally 2 and you add one augmentation, it goes up to 3. And yes, Stars and Directors can up with different augmentations.

All spell descriptions are formatted as follows:

- Magic Type
- Description of magic type.
- Possible Augmentations
- Name of Augmentation
- Description of what the augmentation does.
- Spell Rank
- Spell Name (Some Witches or characters may refer to the spell by a different name.)
- Damaging (Spells that are damaging have this indicator in parentheses by the name.)
- Description of what the spell does.



Alteration



Perhaps one of the oldest magic types, when people think of Witches (even Mundanes who don't think they exist) Alteration is one of the things that comes to mind. Alteration has lots of uses, ranging from altering something/someone's form to granting powers and ability to a target.

Alteration also has a specific aspect affected by MTR (like Range, Duration, etc.). That aspect is size. When a Witch alters something, she is limited in how much she can change its size, based on its original size. As her Alteration MTR increases, she can increase or decrease a target's new size by greater amounts. Also, the higher the magic type, the larger the target she can affect.

MTR (magic type rank) Size

MTR	Max Size Increase	Max Size Decrease	Max Size of Item
1	+ ½ the original	50% of original	Little (loaf of bread size)
2	X2 the original	25% of original	Petite (Child Size)
3	X3 the original	10% of original	Average (Adult size)
4	X4 the original	5% the original	Large (Fridge or Motor cycle)
5	X5 the original	2% the original	XL (Car)
6	X6 the original	1% the original	XXL (Large Truck or Elephant))
7	X7 the original	.50% the original	XXXL (Small Building or home)
8	X8 the original	.25% the original	XXXXL (Large Building or Dragon)
9	X9 the original	.10% the original	XXXXXL (City Block)
10	X10 the original	.05% the original	XXXXXXL (A Small town)

A Witch can choose to cast on smaller items and alter targets to smaller than maximum size.

Possible Augmentations

Alter Thought
This augmentation only works on thinking beings (people, animals, and monsters). The affected person not only is given a new form but also starts to act like her new form. Over time she even forgets she ever had a form other than her current one.

Multi-Form
The spell can now turn the target into two or more things. A person could be turned into 5 rabbits or a car, into thousands of pieces of candy. The caster must sill be able to cast the original spell in order to use Multiform.

Permanent
The normal duration of the Alteration spell is ignored. Instead the spell lasts until a Witch removes it and/or a set circumstance agreed upon by the Director and the Star happens. Examples of such circumstances include a kissed from the target's true love, the next fly-by of a particular comet, or the transformed person or thing being dipped into the waters of a particular river.

Rank 1

Animalize Animal
A Witch may turn any normal animal into any other type of normal animal. A dog may be turned to a bird; a cat, into a horse; etc.

Disguise
The caster can alter themselves and their clothing to match that of any normal size person, real or imagined. This spell also alters the caster's voice but not her fingerprints.

Elementary Alchemy
This spell alters the state of a substance to a solid, liquid, or gas. The types of substances that can be affected are simple, non-living ones such as water, glass, earth, or stone (which can be turned to solid stone, mud, lava, or dust).

Gift Exchange (Small)
Anything that isn't an animal, person, or monster can be altered to something that weighs less than or equal to its original form. This could turn a pencil into a paper clip or a sack of potatoes into shoes.

Sludge
This spell turns any non-living thing into an equal amount of sticky, semi-transparent, grayish goo. Depending on where it was originally, the sludge may cover items or people. The Director or Star can decide that the sludge is more slippery or sticky.

Rank 2

Animalize Object
The Witch can turn an inanimate object into an animal. The newly created animal has the basic attitude and thoughts of the animal it is turned into, along with base attributes for the animal.

Disguise Other
This is exactly the same as the Disguise spell, except it works both on willing and non-willing targets (non-willing targets' Resist Magic must be exceeded in a Casting skill roll).

Objectify Animal
With a flick of the wrist or the wave of a wand, the Witch can turn a normal animal into an object. The animal becomes the object fully but still has the thoughts of the animal trapped inside.

If an Animal in this form is broken or destroyed, it can still be returned to normal as long as 10% of the form is left.



Shrink
The Witch can shrink almost anything in size (see Alteration size chart for maximum shrinking size of the target). Aside from shrinking, the target gains -1 to their Body die rolls and -1 to Life points per the casting Witch's magic rank (Life points cannot be decreased to less than 1 this way).

Rank 3

Animalize Person
The person or humanoid monster targeted by this spell is turned into a normal animal. The target's Mind, Social, and Magic remain the same, while their Body and Senses alter to that of the animal. The Witch can set the spell to allow the person to talk in their native language, animal language, or both.

Grow
If this spells is successful the target person, plant, or thing's size can be increased up to twice that of the original (see Alteration size chart for maximum growth size of the target). Aside from growing, the

target gains +1 to their Body die rolls and +1 to Life points per the casting Witch's magic rank.

Humanize Animal
The target animal is turned into a normal human. The animal maintains its Mind, Will, Social, and Magic die but takes on the Body and Senses die of an average human adult (both D6). The animal can also speak the language of the caster and maintain any skills it normally has. Humans that were once animals also have a bit of their true form showing into their current one. For instance, a human that was once a rat may have beady eyes and a pointy noise.

Improve
This spell turns a person into something more. The Witch chooses a single attribute (Body, Mind, or Senses) and the target of that spell gains +1 per her Alteration MTR to rolls for that attribute up to a maximum of +10. The target's speed also doubles.

Non-living items improved gain +1 to their speed and efficiency, as well as double their Life points. Magical items or abilities are not affected by this spell.

Merge
The Witch can merge two people, animals, or a combination of the same into one being. The targets are merged haphazardly with the result almost always being unsettling and far from enjoyable. The resulting creature takes on the best characteristics of both creatures and the original creature with the highest Will tends to be in charge most of the time.

Rank 4

Jigsaw
The target of this spell divides into pieces. The pieces can be any shape as long as they fit back together again. A living target of this spell divided up is still alive and if the parts are large enough, can move around. There is no icky blood or gore involved in doing this to a person. Each piece is self-contained and smooth.

Improved Improve
The same as the spell Improve, only it affects magical items and can affect up to 2 attributes (Body Mind, or Senses).

Monsterize Animal
The normal, target animal can be turned into a rank 1-4 monster for the spells duration (or less). In its new form, the target maintains its Mind, Will, Social, and Magic die but gains the Senses and Body die of its new form, along with any special abilities.

Monsterize Person
The same as Monsterize Animal, only the target can be any person.

Objectify Person
The same as Objectify Animal, only the target is a person instead of an animal.

Rank 5

Disperse (Damaging)
This spell reduces a target to an odorless, colorless gas. This spell does standard damage with each strike, taking more of the target's form and converting it to gas. When the target reaches 0 Life points, it flows away into seeming nothingness.

Really Improved Improve
Same as Improved but affects all attributes (Body, Mind, and Senses).

Spawn Twin
This spell divides a target person, animal, or thing into two or more identical beings. When cloning animated/living targets, the Witch can decide to make one good clone and one bad clone. Clones with special abilities like those of a Witch or Mundanes only have access to half their abilities; the Director decides the exact manner of this division.

Rank 6

Make Make-Believe
The Witch using this spell can turn a person or animal into a fictional character and place them in a book, movie, or television show. The Witch can also do this to herself or a willing person. Those under this spell are transported into a nearby book or playing television show or movie. There they live in the world of that piece of entertainment. A Witch transporting herself can leave anytime she wishes. A willing person and an unwilling one can only leave by surviving to the end of the story or with the Witch's permission. While in this world, the target may gain powers and abilities that are commonplace there or may become whatever character type the Witch sets for the person (willing or unwilling). For example, a person sent into a comic book as a hero may gain superpowers while in that world, but those powers vanish when she leaves.



Conjuration

Conjuration allows the Witch to create something from nothing. Conjuration is one of the most commonly used types of magic as it allows the Witch to have almost everything she wants.

Conjured things, though they may act as a particular item or being, are not quite as good as non-conjured things. A conjured cake may taste good but can be never as good as a cake baked by an expert

baker. Conjured beings for this reason only have ½ the Life points they would normally have.

Like Alteration, Conjuration often deals with size, and Stars and Directors should consult the size chart from Alteration to figure out, based on Magic type points, how much they can conjure or how much a conjuration will effect.

Possible Augmentations

Permanent
Instead of lasting for usual duration, the Conjuration is permanent until dispelled by magic or by the casting Witch.

Rank 1

Gift Wrap
This spell creates around any item, animal, or person ornate gift-wrapping.

Smoke
The Witch creates from her hand or wand a tick smoke (it can be any color and smell like anything the Witch chooses). All fighting in the area the smoke covers is -2 to rolls to hit.

Snack
This spell creates one pound of candy, fruit or pasty of the Witch's choosing.

Swarm
This spell creates a swarm of nonpoisonous but annoying insects aimed at a target or an area. The swarm does not attack the Witch who created it, but everyone else in the area, friend or foe, is attacked for the duration or until the swarm is destroyed (it has 2 Life points). Those attacked are so annoyed by the little bites and buzzing they are -1 to their rolls.

Trinket
This spell creates a single small item 1 lb or less made of a single type of material. The cost of the item cannot exceed 2 allowance points. Examples include small statuettes, a length of rope, or a nice wooden chair. Trinkets cannot have magical powers and must be things that exist in the "real" world.

Rank 2

Gift
This spell is the same as Trinket, only the gifts can have moving parts but not advanced mechanical parts (like engines) or electronics (cell phones or computers). Things like bikes and lamps can be created with Gift. The created gifts cannot have magical powers and must be things that exist in the "real" world.

Meal Deal
This spell conjures a three-course meal for one person per Conjuration rank of the caster. The meal includes plates, drinks, and cutlery.

Rope Trick
This spell ties a target in thick, conjured rope. The rope has 5 Life points and can be broken free from by a Hard Body roll. A character can also use the Urchin skill instead of Body to try to escape.

Animals and people with Rope Trick cast on them cannot move until they are free. Witches who use gestures or a wand cannot cast spells while under the effect of Rope Trick.

Uncreate
The Witch destroys a target creature or thing created by Conjuration. The conjured item just vanishes in a puff of smoke.

Rank 3

Call Imaginary
This spell creates an Imaginary (see Casting Call: Imaginary). For it's duration, the Imaginary is either under the control of the Witch who created it or another person of the Witch's choosing. Unlike other conjurations, Imaginaries have their full Life points.

Call Monster
This spell creates under the casting Witch's control one monster of a Monster rank equal to the Witch's Conjuration magic rank.

Chain-Gang
This spell acts as Rope Trick, only instead of rope the target is wrapped in chains and locks. The chains have 10 Life points and can be broken free from by a Very Hard Body or Urchin skill roll.

Insta-Animal
The Witch can conjure from thin air a normal animal (see Casting Call: Normal Animal). If hostile, the animal being conjured will not harm the Witch that called it into being. The animal will follow one simple command such as attack, guard, or follow.

Shopping Spree
This spell is the same as Gift, only electronic and mechanical things can be conjured (batteries and fuel not included). The conjured item cannot exceed a total of 20 allowance points in cost and cannot be magical in nature. The item must also be something that exists in the "real" world.

Wall
This conjures a wall of stone with 20 Life points anywhere within the Witch's range. Walls not summoned on solid ground will hover in the air for one round before coming to rest on the ground.

Rank 4

Cage
This spell produces around a target or targets a metal cage up to 10 ft by 10 ft. The cage has 15 Life points, and its bars can be bent with an Extreme Difficulty Body or Athletics roll.

Call Clone
The Witch creates a duplicate of a person or thing in range. The duplicate looks exactly like the original and even thinks like the original. However, it still suffers from half hit points and lacks the ability to cast spells if the original can cast spells. This spell cannot copy magical items.

Call Guardian
This spells creates a Guardian. Guardians are protective creatures dedicated to keeping their charges safe (see Casting Call: Guardian). For it's duration, the Guardian is either under the control of the Witch who created it or another person of the Witch's choosing. Unlike other conjurations, Guardians have their full Life points.

Stream of Needles (Damaging)
The Witch conjures and fires a stream of dozens of sharp metal needles at a target.

Rank 5

Copy Enchanted Item
The Witch using this spell must have in hand a magical item. She can then create a magical item that looks just like the item they are holding or touching. The item itself isn't as good as the original and only has one use before it vanishes. This spell cannot be used to copy an already copied magic item.

Minion
This spell is similar to Call Guardian, only it creates an Average Mundane (see Casting Call: Average Mundane). The Witch can make this Mundane look like anyone she wishes, including like the Witch herself. The Mundane has no special powers but can have a complete history and background created by the Witch. Though they are not real, they will think they are real. The Mundane also will do without question the Witch's bidding.

Redecorate
This advanced form of Shopping Spree allows a Witch to redecorate an entire room as she sees fit with conjured items. The total cost of conjured items cannot exceed a total of 100 allowance points and cannot be magical in nature. The items must also be things that exist in the "real" world.

Rank 6

Cadre
This spell is in most ways like the Minion spell, only it creates up to 2 Minions per Conjuration rank of the Witch.

Dream House
This spell creates a full-sized house from nothing, complete with connected electricity, plumbing, and telephone. The size of the house depends on the character's Conjuration rank. For every rank of Conjuration, the Witch can create two 20 ft by 20 ft rooms, fully furnished with standard mundane items.



Curse



For a Witch, cursing is as much an art form of rhyme and verse as it is one of magic. The exact nature of Curse is to bring either good or bad luck/circumstances to an area or target. Most curses have a chance of happening and the magic just makes it more likely, while at higher MTRs curses can copy other magic types in their effects.

Rank 1

Blemish
The Witch curses a person to have any or all the following covering their skin in any pattern they choose: warts, moles, or acne. The person under the spell is so displeasing to look at that they are -2 to all Social attribute and skill rolls.

Butterfingers
The Witch curses a target with clumsy hands. Whatever the target is holding, she drops. She must also make a Hard difficulty Body roll to pick up and hold anything.

Bad Hair Day
Picture the worst possible hair day you can have; this spell does that. Depending on the person it's on, the results will vary. A Witch who likes wild and funky styles may end up with a nice "normal" hairstyle, while a Witch who pampers her tresses will find them unruly and wild for the duration of the spell. Bad Hair Day can also cause baldness. Hair removed by this spell grows back at a normal rate after the duration is up.

Charm
The target of this spell gains a bit of good luck. If her next roll fails, she can re-roll it.

Gibberish
This spell turns the words coming out of an affected person's mouth into gibberish. Gibberish cannot be understood by anyone hearing it. Witches under Gibberish can still cast spells as long as they don't require incantations.

Quick Curse
The target of this spell gains a bit of good luck. If the next roll of the character under the spell is successful, she gets to re-roll it.

Rank 2

Fool's Luck
For the spell's duration, everything goes well for the spell's target. They can find money or be put in situations were they are praised or rewarded; anything that can go right has a better chance to do so. This spell also gives the person under it +1 to all their rolls per Curse rank of the Witch that cast the spell. So, if cast by a Witch with a Curse rank of 4, the target is at +4 to all rolls.

Gremlin
The Gremlin spell infects any mechanical or electrical device with a magical device, causing it just not to work correctly. While under the spell, it may make strange noises, just not turn on, or even work backwards or in ways they defy science (but never productively).

Jinx
This archetypal Curse causes the target to have bad luck. Things they need become lost. Situations always turn out wrong, and people always come away with the worse possible meaning from the character's words. This spell also gives the person under it -1 to all their rolls per Curse rank of the Witch that cast the spell. So if cast by a Witch with a Curse rank of 4, the target is at -4 on all rolls.

Liar-Liar
Witches are known for being honest; after all, when you can just blow up people who disagree with you, you never have to lie. But when dealing with liars, Witches long ago created this spell. The person under it suffers a mystical transformation every time they lie. Either their nose grows a bit, or their ears grow, or a little hair falls off. The Witch can choose one of those results or, with the help of the Director, make one up.

Step on a Crack
A spell based on the popular rhyme, "Step on a crack; break your mother's back." This curse requires two targets and for both to be under the spell. Each target feels the other's pain (as well as their own) for the duration of the spell.

Zip It
Zip It works like Gibberish, only instead of turning words into Gibberish, the target's mouth is sealed. If anything good can be said about this spell, it's that while under it, the target no longer needs to eat or drink (but they still feel hungry and thirsty).

Rank 3

Brittle Bones (Damaging)
This spells makes a target's bones really brittle. If the target moves or is hit, their bones crack and break, causing them to take damage.

Collapse
This spell only works on structures like rooms, homes, and caves. The building cursed with this spell collapses in very clean and uniform matter. Walls fold in on top of each other, and the roof falls straight down. There's very little smoke or dust. Note to the caster:Don't be in a building you use this on.

Rabbit's Foot
The Witch casts a spell on an item; for the duration of the spell, anyone holding/wearing that item gains +1 to all their rolls, +1 allowance points for a week, and ignores 1 point of any kind of damage.

Voodoo Doll
Voodoo dolls really do work for a Witch! The Witch must first make a doll in the likeness of the target and inside the doll, place some of her target's hair or fingernail. Now with the doll, the Witch can cast at a limitless range any Curse, Mentalist, or Offense spell on the person the doll represents. Witches really into this spell spend a lot of time making dolls of family, friends, enemies, and even total strangers--just in case.

Rank 4

Broke
The person under this curse suffers financially for crossing a Witch. Something occurs in the life of the target to decrease the target's allowance for the duration. The allowance points lost are equal to the casting Witch's Curse MTR.

Chance
This spell makes a person or thing less likely to get hit. Situations both likely and unlikely occur that makes the character harder to hit or less likely to take damage. The character may stumble and avoid a blow, or something may move between them and an attacker at the exact instant of an attack. This spell grants +1 to Reflex per Curse magic type level of the casting Witch.

Fortune's Ward
The character under this spell gains a resistance to all Curse spells. The character gains +1 to Resist Magic per the Witch's Curse MTR. That bonus only applies against Curse spells.

Twisting Twinge
This spell causes a target to writhe in pain. The target feels as if they are being turned inside out (that's another Curse, by the way). The person under the spell is in so much pain that her movement speed is halved, and she is -4 to all rolls.

Voodoo Clay
Voodoo Clay works like Voodoo Doll, only a clay likeness of the target is used instead of a doll (but the hair and fingernail are still needed.). Voodoo clay allows the use of Alteration spells only.

Windfall
The Witch grants the target luck in money. The target's allowance points increase 1 point per Curse MTR of the casting Witch.

Rank 5

Devastate
This spell utterly destroys an item (even a magic item) making it not only useless but also unable to be repaired.

Doom
One of the most feared of all curses, Doom instantly kills whoever doesn't resist its sickly, black, magical lightning. Once dead, the character cannot be brought back or revived in any way.

Fortune's Rune
The same as Fortune's Ward, but it is cast on a stone instead of on a person. The stone transfers its power to whoever is holding it. The stone also now has the Witch's rune (magical symbol) of fortune on it.

Rank 6

Bad Blood
Bad Blood turns the target into a Vampire--and not one of those pale, angst-filled ones, either. This Vampire is a cadaverous monster with large fangs that seeks the blood of innocents. The character also gains:

- Die: A raise in her Body die by one.
- Fangs and Claws: +1 to fighting damage.
- Flight: The character can fly at up to 50 mph.
- Speed: The character's speed is doubled as she can move on all fours at will.
- Healing: By drinking blood of another (a Fighting attack to drain 1 pint of blood) she can regain 5 Life points.
- Sun Vulnerability: A Vampire bursts into flame in sunlight, taking D20 damage every minute she is in the sun.
- Minion: The Vampire cannot harm the Witch that cursed it and must do whatever that Witch asks of it during the full moon.

Bad Moon
The target character is turned into something akin to a werewolf. Normally, werewolves can control their change and their bestial side, but this curse turns the target into a brutal savage on the full moon, hunting for pleasure. On the full moon, the character grows hair all over her body and gains pointed ears and the snout of a wolf. The character also gains:

- Die: A raise in her Body and Senses die by one.
- Claws: +2 to fighting damage
- Speed: The character's speed is doubled, as she can move on all fours at will.
- Healing: When the morning comes after her rampage, the werewolf turns back and all her wounds heal.
- Silver Vulnerability: The werewolf cannot resist by Body roll damage from silver.
- Minion: The werewolf cannot harm the Witch that cursed it and must do whatever that Witch asks of it during the full moon.

Double Doom
Yes, it can get worse. Double Doom strikes down the target exactly like the Doom spell does. Then it gets nasty. Double Doom then strikes down (if their Resist magic isn't enough to oppose the spell) one family member per Curse rank of the Witch, starting with those most closely related to the original target.

Cybermancy



Cybermancy is the newest type of magic; it involves the use of computers and digital information. In a world of computers and the internet, younger Witches have embraced Cybermancy.

Witches who embrace Cybermancy also embrace using magic and technology together. Instead of using wands, these Witches may use a laptop or a sci-fi ray gun.

Rank 1

Copy
The Witch can magically transfer files from one computer to another, including files created by the Download spell. The Witch has to know the spell is there before the file can be copied.

Email
The character can place a spell they know in an email as an attachment. The spell will activate on whoever opens the attachment. The spell attached to the email lasts in electronic form virtually forever (or until opened). A spell's size as an electronic file is 100 megabytes per rank.

Mouse
The Witch can control a computer using their mind as the keyboard, mouse, or game controller.

Static
The Witch uses her magic to stop radio, television, phone, and internet connections to a specific device. The Witch can cut internet, cell phone, and radio connections for the duration of this spell. A cell phone under this spell will not work, and a radio will not receive.

Text
The Witch uses this spell to write a text messages into the air with her keyboard or cell phone. She can then instantly send that message to anyone whose cell phone number she knows. The text message can appear on any nearby wall, mirror, or television, computer, or cell phone screen of the person being called.

Unlimited Minutes
The Witch enhances a cell phone magically, granting it increased service. The cell phone can get service anywhere and for free. The spell may be cast on any cell phone.

Rank 2

EMP (Damaging)
The Witch mystically creates an electromagnetic pulse that fries a target computer or item with a circuit board. This spell damages the target's computer or digital device.

Hologram
The Witch can animate an image or text from a computer or other digital device as a hologram. The hologram appears out of the computer or digital device up to the spell's maximum range and as large as the magic type allows, based on the Alteration size chart.

Upgrade
The target computer is instantly repaired. Damage or erased software is also returned and updated to specs for the latest model of its type. This spell also cures the problems and glitches caused by the Virus spell.

Virus
The Witch creates a magical computer virus that makes a computer or electronic device useless. The virus on a computer that fails to resist scrambles the program, then shuts it down. Program files scrambled by this virus can only be unscrambled with magic.

WYSIWYG
With her mind, the Witch can create simple programs on a computer, tailoring them to her own imagination. This spell allows the Witch to make games, graphics, and even music based on her own thoughts and imagination.

Rank 3

A.I.
The Witch brings to life an intelligent computer file that does her bidding. This computer file must be stored in a computer but can travel through the internet as a spy for as long as it exists. The A.I. has a computer use skill equal to the casting Witch's Cybermancy MTR.

Magic Hacking
The Witch augments her computer skill with magic. She casts this spell on a computer or a jump drive. The Witch gains a Cybermancy MTR as a bonus to her computer use skill.

Modem
The caster can download themselves to a computer and travel via its internet connection to any other computer. No matter the distance between the computers, it takes one minute for the travel to take place. There is no maximum range of travel, but if the end point of the journey is destroyed or turned off, the caster will appear back at the starting point. If the starting point is destroyed, the caster will appear randomly at a computer connected to the internet at mid point.

Tech-bomb (Damaging)
The Witch causes a computer or digital device to explode, doing damage to anyone close to it. The Witch causes the pieces of technology to build up electricity and explode outward.

V-Block
The Witch casts a spell on a computer or digital device to protect it from both mundane and magical hacking. The spell provides for the duration +1 per Cybermancy level to the difficulty numbers, thus preventing hacking and resisting Cybermancy spells.

Rank 4

Avatar
This spell allows the Witch to make a copy of herself. This copy has half the creator's Life points and all her powers and abilities; however, it heals only 1 Life point. The avatar has no idea it's an avatar, but will do what the caster wants. Only one avatar can be summoned into being at a time. As soon as another is created, the first one vanishes.

Mind-Load
The witch or a target's mind is connected to the internet for the spell's duration giving them a single Mind, Will or Social based mundane sill at the spells Magic type rank for the spells duration.

Pong (Damaging)
The caster can fire a digital block about the size of a brick at the target. This brick does standard damage for the Cybermancy rank. The Pong-block can also be bounced off other objects to ricochet to hit a target. Though it's made of light, the Pong-Block is slow and can be dodged by a Hard Body roll.

Rank 5

Download
The caster may transform a living person or inanimate object into code and store it as a program on her computer. If a person is downloaded, she will remain as a program until the duration is up. When she returns to physical form, she will be unharmed. If erased or executed while a file, the person will instantly pop back into the real world.

Pop-Ups
The witch causes a target person, monster or animal to be hit random pop up ads . Only the person under the spell or a magical person can see the ads appear around the person.

The ads cause the person to become distracted and blurt the text of (if any) the ads for the spells duration . The target of the spell always goes last in combat and is minus one to all rolls per the spells magic type rank.

Rank 6

MMORPG
The target of the spell is placed inside a game program as a player. Only by winning the game or being released by the caster can the target leave the game. The Alteration spell Make Make-Believe is a variation of this spell.

Divination



The ability to see beyond where you are, know what you shouldn't, and know the future is an ancient type of magic. Divination grants a Witch a great advantage, but unlike other forms of magic, it's not as accurate and tends to be vague or full of symbols that must be interrupted.

More than any other magic type (expect maybe Time and Space), Divination has the potential to cause trouble for a Director (Star characters that can see the future can be problematic). Directors should play off the vagueness and symbology that makes Divination the interesting and often frustrating magic type it is.

Rank 1

Danger, Danger
This simple spell that a Witch casts on herself or another allows the target to know when hidden danger is near. The target feels the approaching danger just a few seconds early. In game terms, this spell grants the target +2 Reflex.

Lie Detector
This spells creates a bright, blue burst over the head of the target when she lies. The Witch that casts the spell can see the burst.

Right Answer
The Witch casts the spell on herself or another to give her a connection to the cosmic consciousness. The spell gives the target a +1 in skill roll to answer a question asked of her for the spell's duration. Witches have for centuries used this spell to cheat on tests.

See Magic
Witches can naturally feel magic in an area. This natural sense lacks details that this spell adds. When cast in an area all things magical glow a translucent white, save things under a spell or which have been touched by a spell. Each of those glow a specific color for the spell.

See Magic Color Chart

Magic Type	Color	Magic Type	Color
Alteration	Green	Conjuration	Pink
Curses	Dark Grey	Cybermancy:	Silver
Divination	Blue	Elementalism	Sepia
Healing	White	Mentalism	Orange
Necromancy	Black	Protect	Yellow
Offense	Orange	Time and Space	Purple

Rank 2

Find
With Find, the Witch focuses on the person or thing she's looking for and casts from her wand or hand a blue light. That light will go directly to what she's looking for if it's in range and hover over it. If the target is out of range, it will instead hover in the general direction of the target.

Reveal Magic
This spell is an advanced version of See Magic. In See Magic only the caster could see the various auras; in Reveal Magic, a pale blue light shines from the Witch's wand or hand and illuminates whatever it touches as as per See Magic for all to see.

Scry
Using a divination medium (mirror, crystal ball, or pool of clear water in a silver bowl) the Witch can see and hear past her normal range. For every rank of Divination, the character can see 1 mile away using this spell. The Witch can focus on a target within her range and zoom directly to it as long as there isn't a Scry Ward in the way. People being scryed on can make an Extreme difficulty Will roll to get the "feeling of being watched."

Scry Ward
This spell protects the caster or a target item or person from Divination spells. Per Divination rank of the caster, a +1 bonus is added to Resist Magic to resist Divination for the spell's duration.

Rank 3

False Divination
When cast on a target, this spell makes those scrying on that target see what the Witch who cast False Divination wishes for them to see. The Witch sets instructions for what she wishes the prying scryer to see, and that's what is seen.

Know Powers
This spell tells the Witch casting it the basic special powers (if any) of a target. The information is basic and funneled directly into the Witch's mind. Things like "it flies" and "it can breath acid" are instantly known. Directors should be careful and not describe things in game terms but rather in a way the character inside the game would understand.

Know Magic
Similar to Know Powers, this spells tells the Witch what magic types another Witch knows. It cannot tell ranks or specific spells, just magic types.

See Near Past
The character can see the recent past (1 day per level of the spell). The character must be in the area where they wish to view the past. They also need a divination medium (see Scry). Each hour they wish to look back takes 10 seconds to rewind to that point. Once the timeframe being looked for is uncovered, it can be viewed from every angle, even from the eyes of a person in the image, for as long as there is duration left on the spell.

Rank 4

Scry Spell
This spell works in conjunction with Scry, allowing the Witch to cast spells on a target she's scrying on. Scry and Scry Spell must both be cast successfully for another spell cast through the divination medium to work. After that other spell is cast, Scry Spell needs to be recast in order to cast more spells through the medium.

See Near Future
The character can see the future (1 day per level of the spell). The character must be in the area for which they wish to view the future. She also needs a divination medium. For each hour she wishes to look forward, it takes 10 seconds to fast forward to that point. Once the timeframe being looked for is uncovered, it can be viewed from every angle, even from the eyes of a person in the image, for as long as there is duration left on the spell.

See Far Past
The same as See Past, except the Witch can view one year back per Divination rank.

Rank 5

See Far Future
The same as See Future, except the Witch can view one year ahead per Divination rank.

Know Secrets
This spell looks into a person's past, revealing the basic information of the target character's life up the point the spell is cast. Starting from the beginning, a basic fast forward view of a person's life is witnessed, focusing on any important questions the casting Witch has.

Rank 6

Know Fate
This is a dangerous spell, as it reveals the most probable destiny of the person a Witch is seeking to know about. Know Fate should be used as a tool by the Director to give information and, if needed, to mislead characters. Though a person's future life may seem like it can't be changed, nothing is written in stone. Know Fate just shows the likely outcome from the point in life the character it is cast on is in currently.

Elementalism



Nature is a powerful force. Calling upon storms, fire, earth, and plants was perhaps the first type of magic mastered by the ancient Witches long ago. Elementalism covers the control of the natural world, be it the wind, plants, or the very earth.

Rank 1

Drizzle Cloud
The first spell for anyone wishing to master storms is Drizzle Cloud. This spell produces a small cloud about three feet across that rains on a target. The target can be stationary or moving. In the case of a moving target, the cloud follows the target about, staying overhead and within the spell's range. The Witch that created the cloud may also move it about or tell it to move in a certain way or perform a task (for example: water my garden).

Fog
The Witch creates a tick fog from her hand or wand. The fog cannot be seen through by normal means. All fighting in the area is -2 to players' rolls to hit. This spell is in many ways like the Smoke spell under Conjuration.

Light
The Witch can produce a bright, steady light. This light can take the form of a glowing orb in her hand or a bright light on the tip of her wand. The light can be projected like a flashlight or like a lantern beam.

Talk to Animals
This spell allows the Witch to talk to and understand any animal. Animals not used to being able to understand humans may be frightened or curious by the sudden ability to do so.

Talk to Plants
The ability to talk to plants may seem trivial until one realizes that plants are everywhere and make good spies and sources of information. This spell grants the Witch the ability to understand the language of plants, speak that language, and be understood by all forms of plant life.

Rank 2

Broom Flight
The Witch can use this spell to give her broom basic flight. A broom can fly up to a Witch's MTR x 50 mph using this spell. Some special brooms (see Equipment) add to the speed.

Green Thumb
This spell grants the Witch the power to control the rate of growth on a living plant. The plant can be grown to maturity in seconds or reduced back to a seed just as fast. The plant's size can also be reduced by half for every rank of Elementalism or increased by twice per rank. The Director should feel free to award players for original use of this spell.

Fire Bug
This spell controls the spread and speed of existing fires, allowing the Witch to increase already lit fires in her spell range or stop them almost instantly. Fire Bug cannot start fires but rather control ones already in existence.

Sun Burst
Vampires beware. This spell creates a burst of sunlight that acts like real sunlight. The target of the spell must make a Hard difficulty Body roll or be blinded for duration. While blinded, the target is -4 to rolls that require eyesight and her Senses is lowered by 1 die type.

Surfs Up
This spell allows the caster to control the rise and flow of water in the range of the spell. Lakes, seas, and oceans can be made calm or restless with a thought. The amount of water that can be controlled is any within the spells range.

Vines
The Witch to causes vines to erupt from the earth and wrap around a target. The vines have 10 Life points and can be broken by a Hard difficulty Body roll or escaped though a Hard difficulty Urchin roll.

Rank 3

Gust
The caster calls up a wind that will clear all the area within the spell range of gasses, smoke, and fog. The Wind can also kick up dust and be used to knock down a target (the spell must specifically target the person). Gust can also be used to fly with or without a broom.

Quake (Damaging)
This spell causes a great earth tremor within the range of the spell. The quake does damage once every minute that it's active. Quake can also be used to open holes in the earth, do damage to earthen and stone walls, and even calm natural earthquakes.

Sculpt Nature
The character can shape water, fire, earth, or air with a gesture. They may part it, shape it, and move it about. With this spell, a stone could be sculpted into a work of art or a roaring fire can be made to form a face. Sculpt Nature is limited only by its range and the imagination of the user.

Sunny Day
This ends all rain, snow, and cloudy weather within its range. The bane of Drizzle Clouds, it can easily end that spell as well make a pleasant, sunny area in the middle of a storm. Thanks to this spell, many a Witch's picnic has gone unspoiled by weather.

Verdant
This spell restores to the land its fertility and equilibrium with nature. The land touched by this spell grows flowers, vines, trees, and even small indigenous animals appear.
If used on an urban, tress burst through concrete, vines crawl on the walls, and the area becomes infested with nature. As you would guess, this spell is popular among eco-friendly Witches.

Rank 4

Friendly Fire
This spell allows the Witch to create flames ranging from a match-like intensity to that of a roaring campfire. The fire can do damage based on its MTR, but the range is limited to within arms' length of the Witch. Friendly Fire does not harm the casting Witch.

Frosty
Frosty in many ways is the opposite of Friendly Fire. Where one creates flame, the other creates ice, frost, and snow. The spell can make a single snowflake or a sheet ice. When crossed, ice halves movement, and the person crossing must make a Body (Acrobatics or Athletics) roll of Hard difficulty or fall.

Improve Animal
This spell grants animals special powers. Improve Animal cannot be used on animals that already have powers. Witches have been using this to create flying Monkeys and extremely smart pets for centuries. The Witch can choose to grant two of the following powers to normal animals:

- Wings: The animals grows wings and can fly at 50 mph
- Smart: The animal's Mind goes up to by 1 die type (minimum D4) and they gain the ability to speak the Witch's native language.
- Flame Breath: The creature can breathe fire. The range is 20 ft and

damage, D6.

- Invisibility: The creature can turn invisible at will (see Illusion Spells: Invisibility).
- Grow: The creature grows to twice its normal size and gains +1 Body die rank, as well.

Improve Plant

This spell turns a common plant into something more. Plants can be granted two of the following powers:

- Movement: The plant can move about on its own. It can use branches as arms and fingers to see (though they have no eyes). The plant can also walk 10 ft in a Scene. They also gain a Reflex of 7.
- Smart: The plant can talk the native language of the caster, and it gains a Mind of D4.
- Thorns: The plant has several rows of thorns that it can toss up to 10 ft. The thorns do D4 damage.
- Pollen: The flower can fire a mist of pollen 5 ft around it or at a target 10 ft away. The pollen puts anyone breathing it who doesn't make a Hard difficulty Body roll to sleep for 1 hour.

Lightning Bolt (Damaging)

The Witch can fire from her wand, fingers, or the sky a bolt of lighting doing up to standard damage for the MTR rank. Lightning can strike up to 1 extra target per rank of the spell if the targets are standing within 5 feet of each other. A single bolt of lightning cannot strike the same target twice.

Due to its electrical charge, lightning can ruin electrical circuits with one strike. Living creatures hit by lighting are dazed and -1 to all rolls for the remainder of the scene.

Rain of Animals

This spell creates a small grey-green cloud. The cloud is 10 ft across per Elementalism magic rank of the Witch and can be raised 100 ft per minute by the caster. From this cloud, the Witch can rain one of the following: frogs, toads, crickets, or fish. The animals are very much alive when they land. Due to their small size, they do just D2 damage when they land, but a Witch can rain up to a ½ a foot of these creatures in a minute.

Storm (Damage)

This spell creates a massive storm. This storm includes heavy rain, hail stones, and random bolts of lightning. The storm can drop up to an inch of rain every 10 minutes, have wind gusts up to 10 mph per Elemental magic rank of the Witch, and release hail that does D2 damage over the area. The size of the storm varies per the Elementalism magic rank of the Witch.

Storms need room and a storm when summoned is always at Maximum range. The Witch can raise it 200 ft per minute, up to ½ mile. Once a storm is summoned, a Witch can shape it as she will and even make it stop raining in places. She can also controls where the lightning hits once per scene. Lightning does standard damage for a spell of its MTR.

Rank 5

Blizzard

The Witch calls up a blizzard (yes, she can do this even in the summer). The blizzard is in many ways like a storm, only it brings instead of wind and rain, snow, sleet and freezing rain. Blizzard can drop the temperature in the area it covers by 15 degrees per MTR of the Witch summing it, drop over a foot of precipitation in a minute, and have winds equivalent to a storm of its rank.

Drought

Where storms and blizzards can be fun, droughts are not. This spell raises the temperature in an area 15 degrees per Elementalism magic rank of the casting Witch. It destroys 1ft of standing water in the area per rank and withers all plants and trees there. It dries and cracks the earth. The area Drought covers is the equivalent of Storm.

Tornado (Damaging)

This spell summons a tornado at up to maximum range. The twister does standard damage for its MTR (or less if the Witch likes). The tornado can be as much as 50 ft across per Elementalism rank of the Witch and moves up to 1000 ft per minute. The tornado remains in the Witch's control as long as it's in her spell range. Once it leaves, it moves at random, cutting a swath of destruction (but it returns to the Witch's control if she moves in range or it returns to her range). Not only does it do damage but it can also suck up anything up to 1ton per Elementalism rank and deposit it (either damaged or not, depending on the Witch's mood).

Rank 6

Deluge (Damaging)

You do not mess with Mother Nature or a Witch at with rank 6 Elementalism. Deluge calls forth a super storm of legendary proportions. The size of Deluge is twice that of the Storm spell. Also, the wind gusts are twice as strong. Deluge can drop a foot of rain in a minute, hailstones that do MTR damage, and thunder so loud it can shatter windows. A Witch can choose to control her Deluge (which as per the WWC, you should) or let it run free. In that case, it'll move out of the area set by the Witch, based on the winds traveling along its own path.

Most likely, the deluge will last for the duration, then grow weaker and smaller each day, and finally vanish. But sometimes, especially if it hits open water, it can grow into an awesome hurricane.

Healing



In the past, Witches would often make a living among Mundanes as healers. The magic of healing is one of pure kindnesses and light. A Witch must put herself in a benevolent mindset when using Healing.

Healing is more then just fixing wounds; it's making things right and

working. Things that can be healed need not be alive but rather just need to be broken. Healing magic, because of its very nature, tends to be more effective against magical damage (and even death) than mundane damage or death.

Rank 1

Antidote
This spell cures all non-magical poisons on or in a target. It can render something normally poisonous harmless or cure someone already poisoned. If used on a poisoned person, it returns one Life level that was lost because of poison.

Band Aid
An easy Healing spell, this restores 2 damage points permanently on a wounded, living target.

Fix
This simple spell repairs broken non-electronic and -mechanical objects. It can even repair things like shredded documents or scratched CD's and DVD's.

Purify
The Witch turns molded or ruined food or drink back to its utmost purity and quality.

Sanitize
The target of the spell and everything within the spell's range are cleaned, and all germs are removed. If used on a living target, the spell also gives the equivalent of a bath. This is great for when you wake up late, have class in 5 minutes, and can't shower.

Rank 2

Balance
Balance restores the sanity of anyone it strikes, cures any magically induced mental problems, and breaks magic mental controls. Balance is a contested roll versus the total roll of the spell it's trying to break.

Cure
This spell cures any disease. From the cold to the flu, this spell permanently destroys all symptoms and impairments caused by that disease.

Heal Magic
This spell permanently heals 5 damage points from magic-only damage. When it heals, it removes bruises, breaks, or contusions.

Rank 3

Heal Normal
This spell permanently heals 10 damage from non-magical attacks. When it heals, it removes bruises, breaks, or contusions.

Princess Kiss
This spell restores any thing under an alteration spell to its normal form. For non-living things, this isn't contested, but for living ones, it is. The difficulty that must be met or exceeded is the total roll of the original transformation spell.

Reconstruct
This permanently restores to working condition any non-living, inorganic target. The target can even be mostly destroyed; as long as the Witch has some of its remains, she can reconstruct it. This spell does not work on mechanical or electrical devices.

Shining Star
Ever wonder how those people in Hollywood manage to look so good all the time? Shining Star restores a person to her best possible physical appearance. For the duration, she doesn't age or get sick, her skin and hair are perfect, and no matter what she wears, it looks the best it could possibly look.

Rank 4

Perfect Heal
This spell restores a living target back to maximum health. It also removes any breaks, bruises, contusions, or deformities permanently.

Regeneration
The person under this spell regrows all lost limbs, organs (including eyes) in a mater of seconds permanently

Stabilize
Stabilize prevents a target who is at 0 Life points or deathly ill from dying. For the duration of this spell, they have enough strength to hold on to life. Stabilize will also resuscitate people who can normally be resuscitated by medical means (drowning, heart attack, or electrical shock victims).

Rank 5

Revive
This spells allows the Witch to revive to full health anyone killed by magic. The person can be dead no more than a day and must be at least 90% intact with a head. Revive grants the target 1 Life point and stabilizes them but nothing more.

Zombie Bane (Damaging)
This spell fires a bolt of pure white light that will do standard damage for its MTR to any undead (Vampires, Ghouls, Zombies).

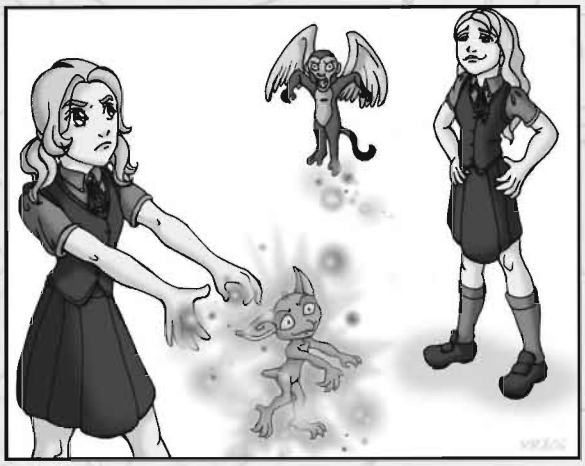
Rank 6

Recreate
This spells allows the Witch to repair anyone who destroyed or consumed while transformed into an object.

Rank 7

Return
This is the only rank 7 spell listed in the book. It's listed to show how powerful it is, and that it does exist but isn't common. Return brings back a person killed by normal means. It's just like Revive, only it applies to the non-magical.

Illusion



Illusion is the magic of imagination, sight, and sound. It brings the thoughts of a Witch to reality in a way that is neither real or fantasy. There are many illusions aside from trickery and creating images, sights, and sounds. Illusions can create phantom smells and touch as well.

A talented illusionist sees herself as an artist, weaving the senses in a way that just as real to the viewer as the ground she stands on.

Possible Augmentations

Programmed
A programmed illusion can be set to perform simple tasks for the duration. A sound illusion might be programmed to make a screaming noise when someone enters a room, or a visual illusion might be programmed to smile and nod when someone is talking to it. The Director has last say on how an illusion can be programmed.

Resisted by Will
Instead of besting a target's magic rank to succeed, resistance to the spell is done as a contested roll between the caster's Casting skill and the target's Will roll.

Rank 1

Ventriloquism
The character may throw her voice, making it seem to come from anything within her range.

Stink
The caster can cause a smell to imitate from a person, place, or thing. The smell stays in the area it's caught in and can be smelt up to the caster's range.

Pixie Duster
The Witch can make a bright flash a lot like a camera flash. This flash may temporarily blind a target (-2 die to Senses and -5 to Look skill rank).

Itch
The character may cause another to feel as if she is being itched or tickled. The result can distract people, making them -2 to most rolls.

Rank 2

Disillusion
This spell dispels illusions caused by spells. The illusion is instantly destroyed with no rolls needed for duration. After duration is over, the illusion will reinstate itself if it's able.

Knocker Sound
The Witch can create a realistic sound within range. She creates a single noise or a continuous voice and sound for the duration. The Witch can set the spell to perform a group of sounds such as a whispered conversation. Anyone experiencing the illusion can make a Will roll of Hard difficulty to disbelieve what she hears.

Texture
The caster makes a target feel something that is not there. This could be an itch, a touch, or any number of tactile sensations. The feeling may distract the target, who may receive a -2 to skills rolls at the Director's discretion. Anyone experiencing the illusion can make a Will roll of Hard to see past the illusion.

Rank 3

Glamour
The spell creates a visual image, either a static picture or a moving one. The image cannot move out of the range of the spell nor can it truly interact. Visually, the illusion can be as detailed as the Witch likes. Anyone experiencing the illusion can make a Will roll of Hard difficulty to ignore the illusion.

Invisibility
The character can become invisible or make someone or something else invisible. The target cannot be seen or targeted for attack unless they are detected by means other than sight. Invisibility works against forms of sight aside from natural sight, including the electronic sight of cameras.

The exception here is special equipment and some monsters that can see heat from a body (infrared). In that case, the invisible person can be targeted normally.

Solitary Illusion
This spell produces a single illusion of a person, animal, or object. This illusion covers sight, sound, smell, texture, and even taste.

Rank 4

Spectacle
This major illusion is a full sensory illusion. A person can smell it, see it, taste it, hear it, and touch it.

Phantom Friend
The Witch creates an image of an animal or person that responds as a real animal or person. The phantom has no real substance but looks, sounds, and smells 100% real. It can interact in a way specifically instructed by the creator or on its own, as decided upon the caster at its creation.

Phantom Wound (Damaging)
The character creates an illusionary wound on the target. The wound does standard damage for its MTR. It can look like anything the caster wants (a burn, weapon wound, or a monkey gnawing on the target's head). The wound only lasts for the duration or until disbelieved by a Will roll of Hard difficulty.

Rank 5

Grand Glamour
This spell creates an illusionary area. The illusion covers all five basic senses and follows the rules for the Glamour spell over the caster's maximum area for a spell, based on their MTR.

Grand Invisibility
This spell acts as Invisibility, but it affects anyone touching the target and also has up to a 10 ft radius (no crowding too much around the invisible target).

Rank 6

Blockbuster (Damaging)
This spell acts as Grand Glamour, except the creatures in it can do Phantom Damage. Another aspect of Blockbuster is that it feels solids and even acts as a solid until it's disbelieved.

Mentalism



A Witch's mind is her greatest weapon. Mentalism enhances a Witch's mind granting her the ability to move things with her thoughts, read others' thoughts, and control minds. Mentalism takes a calm mind, and to use it, a Witch must focus her thoughts more than with any other type of magic.

Possible Augmentations

Resisted by Will
Instead of besting a target's magic rank to succeed, resistance to the spell is done as a contested roll of the caster's Casting skill versus the target's Will roll.

Rank 1

Brain Fart
This spell dazes the target, making them -5 to their next attempt at a skill roll, including casting.

Duh
The Witch can strike a person stupid, making them lowering their Mind dice by one type.

Know Language
The target of this spell will understand and speak all languages.

Real Genius
The target of this spell gains great insight and knowledge. The character's Mind die raises by one. This rise can only be done once.

Levitate
The Witch can move up to her MTR x 10 lbs at range. She can lift, push, and grab things within the weight limit with ease. The Witch can also use this power to animate a broom for flight up to 50 mph per MTR.

Rank 2

Forget
The Witch can make the target of the spell forget one event of the Witch's choice. This cannot make a person forget a spell or skill but rather a situation.

Cupid's Arrow
The person under this spell loves with all her heart and without question any single person or thing the casting Witch chooses.

Eewwww!
The opposite of Cupid's Arrow, this spell makes a person hate with a murderous passion a single person or thing for duration.

Telepathy
The Witch can read the mind of others. She sees and hears memories and may search for specific events. The Witch can read what is on the character's mind normally. Other, deeper thoughts take a Will contest between the caster and the target. If the caster wins, she can read deeper thoughts and secrets.

Brain Drain
This spell removes a single mundane skill from a target and gives it to the Witch for duration. The skill rank remains the same as it originally did in the target.

Sleep
The target of this spell falls into a deep, unwavering sleep until the spell is released or removed by another Witch. The only other ways the target can awaken are if she takes more damage or if a condition set by the caster (like being pricked by a thorn or kissed by a virgin prince) is met. While asleep, the person has no dreams and cannot act or attack. She also cannot move and tends to be stiff as a board, with breathing so shallow that on first glance she appears dead.

Rank 3

Puppet
The Witch takes over the target's mind. While under control, the target will not do anything to endanger her life but beyond that, she is at the mercy of the Witch. The caster can also induce such things as sleep, uncontrollable laughter, etc. in the target.

Erase Mind
The Witch can remove multiple memories from a target or erase the whole mind, leaving it blank. This spells does not affect skills.

Free Mind
This spell undoes any changes to a person's thoughts or memories. It also returns removed memories.

Rank 4

Change Mind
The Witch can give a target's mind new memories and alter existing memories to suit her needs. The Witch can even reassign mundane skill points and erase or reassign magic skill points.

Delusion
The caster traps a person in her mindscape. The target experiences reality as the Witch wishes in her own mind. While she is trapped in her mind, her real body just sits there, possibly drooling.

The Witch can make the Delusion spell so realistic the person in it never realizes they are under a spell, or she can create a fantasy so detailed that the target thinks that her life has always been like that.

Link Minds
The Witch can link up to 10 minds per Mentalism rank together. Linked minds can communicate telepathically at any range and share knowledge with each other.

Rank 5

Puppet Show
Same as Puppet, only it affects anyone and/or everyone in the Witch's magic rank range.

Steal Mind
The Witch can take a person's memories and place them in an inanimate object. The body of the person becomes stiff and unmoving until the mind is freed by either magic or breaking the item that the mind is stored in.

Rank 6

Cover Up
This spell allows the Witch to change and erase the memories of any and/or everyone in her magic rank range. The WWC often uses this spell to cover up large scale, magical events.

Necromancy



Spooky, that's the perfect word for Necromancy. The magic of decay and death is often thought of as dark magic. Though Necromancy can be used for evil, it's not truly evil; rather, like any magic, the intent decides if it's light or dark magic.

Rank 1

Appear Dead
The Witch can cause herself to appear dead. When examined medically or psychically the Witch will show no body or brain activity. The Witch can do nothing but lie there while this spell is active. The Witch can stay this way as long at she likes and while in this state does not need to eat, sleep, breathe, or excrete.

Death Speaker
The Witch may speak to the spirit of a corpse dead no longer than 1 day per level of this spell. The Witch may use Social skills on the spirit to gather information or intimidate.

Destroy Dead (Damaging)
Any dead creature (including Vampires, Zombies, Great Aunt Gertie, etc.) takes MTR damage from this wave of black energy. If the creature is not killed, it must make a Will roll of Hard difficulty or do its best to flee.

Stitch
The Witch may take two dead creatures and animate them as one creature with the best qualities of both creatures. A Witch could for instance sew a dead mouse and fish together, creating a mouse-fish that could breath underwater and burrow.

Rank 2

Call Ghost
A Witch can call a ghost to her. This spell will call forth either the

nearest ghost (see Casting Call: Ghost) or a ghost the Witch knows.

Fester (Damaging)
The target of this spell starts to rot, taking standard damage for the Witch's Necromancy MTR. Festering wounds caused by this spell do not heal normally and can only be healed with magic.

Wake the Dead-Animal
The Witch may animate an animal's corpse as a Zombie (see Casting Call: Zombie). The creature that rises is under the Witch's control and can be no larger than an elephant. After the spell's duration is done, the creature turns to dust and green vapor.

Rank 3

Inhabit the Dead
The Witch can turn her body into a spirit and posses a dead body. While in this body, she has access to none of the body's specials abilities, save for all the physical attributes it had while it was alive. The Witch will also find that while inside, she can sound just like the dead person and has access to the creature's basic memories (name, loved ones, etc.) but not skills. If the Witch uses her powers from inside the body and the body is destroyed, the Witch is quickly expunged and reverts back to normal.

Trap Ghost
A Witch may trap a Ghost in an item or area. Once trapped, that ghost cannot move from the item or area. The Witch can set one or more situations that will free the ghost when the spell is cast.

Wake the Dead-Person
This spell acts the same as Wake the Dead-Animal, only it can target human and humanoid corpses (see Casting Call: Zombie).

Rank 4

Control the Dead
The Witch can cast this on the undead (Vampires included). If it succeeds, the creature falls under the control of the Witch as as per Puppet in Mentalism.

Soul Sucking (Damaging)
This spell sucks out a living target's life force. It does normal damage for the MTR. If it kills the person, the Witch can convert the spirit into pure magical energy (Zap points equal to the target's maximum Zap points) and store it in a crystal or object. She can then use the energy to power her spells. If all the points are used, the person's spirit is destroyed.

Use of this spell is frowned upon, especially if it's used on other Witches.

Super Ghost
A spirit under this spell may appear in the real world at will, create an ectoplasm body, and communicate normally to people. The Ghost still has all its other powers but can now interact with the real world.

Rank 5

Ghost Form
This spells turns a target into a Ghost. The body becomes ectoplasm, as does everything the target is wearing.
The target gains the following powers:

- Flight: The Ghost can fly at up to 20 mph.
- Ectoplasmic: The Ghost can pass through walls and if she concentrates, can turn somewhat solid. She is also immune to non-magical attacks of any sort.

A Witch who turns herself into a Ghost can still cast spells. A person a Witch turns into a Ghost isn't under her control but can be anchored by a Witch to haunt a certain place or person.

Drop Dead
This spell kills a living target outright, but only for the spell's duration. After the duration, the body wakes up normally with full Life points.

Rank 6

Vampirism
The Witch can turn a target into a Vampire like the Curse spell Bad Blood.

Offense



Offense is the magic of combat and making things go boom. Through the ages, Witches have used it as a means of magical self-defense.

Offense magic is one of the most physically grueling types of magic, as it requires a Witch to move, point, parry, and dodge as part of the casting.

Rank 1

Move
This spell is exactly like the Mentalism spell Levitate.

See-No-More
The target of the spell is blind for duration of the spell (lowers the Senses attribute by 1 die type, -2 die to Senses attribute). The target also cannot use her eyes to aim spells and is –4 to rolls that involve eyesight.

Deaf
The target of the spell is deaf for the duration (lowers the Senses attribute by 1 die type, -2 die to Senses attribute). The target also cannot use their hearing to judge their surroundings and is –4 to rolls that involve hearing.

Disarm
This spells removes weapons, including wands, from the target's hands and sends them flying. Disarm is aimed at the weapon, not the holder, and thus success is determined as if the spell is being cast on the object itself.

Rank 2

Freeze
The Witch causes the target to stop all movement and momentum and stand perfectly still for the duration. Targets falling or moving toward the Witch stop in midair until the spell is released. Living creatures held by freeze do not notice any time passing between being frozen and unfrozen.

Pain
This spell wracks the target with pain. The target is -2 to all rolls and moves at half her normal speed.

Zap (Damaging)
The caster fires from her finger or wand a single red bolt of energy that does standard damage for its magic rank. The target struck is -1 to her next roll from the slight daze this spell causes.

Rank 3

Bear Hug
This spell grips the target in an invisible hold that squeezes as it holds. In the first scene, Bear Hug does standard damage for its magic rank. Afterwards, it does just half its MTR damage as it squeezes. People in Bear Hug can move their legs (but are at half movement) but cannot move their arms from their sides.

Smash
This only effects non-living targets. If the spell works the target is destroyed in a puff of smoke. Smash can also effect parts of item. For example: instead of destroying a door, it could just destroy the lock.

Zow
The caster fires from her finger or wand a single blue stream of energy. Zow doesn't do damage but instead weakens the target. In anyone hit, the Body die drops by one type. Multiple hits drop the Body die multiple times (Body die can never be reduced to lower than D0+1).

Rank 4

Air Witchcraft
This spell sends a target (with a maximum weight of 100 lbs per Offense rank of the caster) flying directly up at 5 mph per MTR. After the spell turns off, the target continues flying until gravity takes over; after that, they fall.

Dragon Fire
The infamous fireball of legend can be projected from a hand or wand. The ball does standard damage for its MTR + 1 extra point per Casting skill rank.

Also, on contact to a target, the fireball can be made to explode. When it explodes, it does damage to an area around it up 10 ft per Offense rank of the caster. Dragon Fire will not harm the person casting it.

Screamer
This spell allows the caster to fire from their finger or wand a bolt of screaming green energy. The attack does normal damage and the target of the spell is over come with intense pain for the spells duration causing them to be at –3 to all rolls for the spells duration

Rank 5

Disintegrate
The Witch fires a white bolt energy that, on contact, reduces the target to a smoldering handful of ash, causing instant death.

Drain
This silver bolt of energy only affects living targets. When the target is hit, it transfers D6 Zap points to the caster for the duration or until the caster uses those Zap points.

Zip-Zap
This spell acts exactly as the Zap spell, except it can target one person per MTR at the same time. Zip-Zap cannot target the same person more than once per spell.

Rank 6

Destroyer of Worlds
Boom! This spell unleashes the power of the atom on a target (minus the nasty radiation).

It can strike an area up to 100 ft wide per Offense rank of the caster. The central quarter of the spell's blast radius is completely disintegrated (thus the spell's name). The middle half is consumed by fire, as per the Dragon Fire spell. The last, outer quarter is hit by a shock wave, doing standard damage for the caster's Offense magic rank.

The Witch herself is immune to the effects of the spell she has cast.

Protection



If there is one magic type most magical instructions say every Witch should learn, it's Protection. With Protection, Witches can lesson damage, undo spells beyond the Spell Breaker spell, and keep their friends and loved ones from harm.

Protection spells are some of the most powerful magics. Protection spells of the same type cannot be cast more than once on the same target.

Some Protection spells provide for those the spell is cast on defense. The defense of a spell is how much damage (Either all or a specific type) is ignored by the beneficiary of the Protection spell.

Defense while providing protection doesn't grant invulnerability. Every time a Protection spell with Defense is hit, the effective MTR of the Defense lowers by one.

MTR (magic type rank) Max Defense

MTR	Defense	MTR	Defense
1	1	6	20
2	3	7	25
3	5	8	30
4	10	9	35
5	15	10	40

Example: *A Protection spell with a MTR of 3 that provides defense 5. After being hit once it then Provides a Defense of 3. If it's hit again that defense lowers to 1.*

If the defense spell is hit one more time the spell no longer provides any Defense.

All Spells that provide defense is marked with (Defense) by the spell's title.

Possible Augmentations

Ward
The Witch casts the protection spell on a something other than herself or another spell protects the person caring the item as if the spell is cast on them. If cast on something like a door or wall, it protects a specific room up to the maximum MTR range of the spell.

Wards can also be set to remain dormant. Their duration doesn't start until an event set by the casting Witch happens.

Rank 1

Harm Ward
This spell protects the target from harmful spells in a minor way. It grants +1 to Resist Magic for the duration and also lets the target ignore 1 point of magical damage.

Toughen
This spell makes living targets less vulnerable to mundane damage. The target of Toughen gains +1 to their Body rolls to resist damage and also ignores 1 point of damage outright for the duration.

Unbreakable
This spell increases the durability of inanimate objects. The Life points of the inanimate object are doubled for the duration of the spell.

Rank 2

Bane
Bane lessens the effectiveness of a specific element or creature. When Bane is cast on a specific person it must be cast with a specific element or animal in mind and cannot be altered once cast.

Bane grants +1 per Protect MTR to resist attacks and abilities from that specific element or animal.

Example: if Goblin Bane is cast and the caster has a Protection MTR of 3 then the caster gains +3 to all rolls to resist goblins attacks or abilities.

Shield (Defense)
A flexible, invisible shield surrounds the target of this spell. The shield providing standard MTR defense against all attacks except for spells.

Brain Shield
While this spell is active, the target gains +4 to resist Mentalism magic and +4 to Will rolls.

Reflect
A person with this spell on them gains +5 to Resist Magic. If they resist a spell while Reflect is active, that spell bounces off and has a chance of hitting another target (the Director decides what it hits).

Rank 3

Absorb Magic
The target of this spell absorbs the next spell cast on them (and only the next spell). That spell is converted to the Zap points used to cast it and is added to the Zap points of the person struck for duration of the spell or until they are used.

Dome (Defense)
Same as Shield, only it affects an area up to 10 ft wide and 1 ft taller than the caster. Only the caster can fire through the shield without it taking damage. Also, the shield can be set not to move or to move with the caster.

Reverse
The caster can target another spell and enter a contested roll against the caster of that spell. The Witch casting Reverse must meet or exceed with her casting roll the number rolled by the caster of the target spell. If she succeeds, the spell reverses and strikes the target caster.

Reverse still has to surpass the target caster's Resist magic for the spell for it to work.

Super shield
Same as Shield but protects against all attacks.

Rank 4

Shield Wall
This spell creates a transparent barrier up to 10 ft tall and 10 ft wide per Protection MTR of the caster. The shield provides standard MTR defense.

The caster of the wall and anyone they choose can attack through the wall without harming it.

Spell Barrier
This spell creates a transparent barrier up to 10 ft tall and 10 ft wide per Protection magic rank of the caster. Any spell that hits the barrier but is of a rank lower than the caster's Protection Magic rank will not harm those behind it. The caster and anyone on her side of the wall can cast spells through the Spell barrier.

Unmovable
This spell instantly negates any spell or magical ability that will move, toss, or push the target of this spell in a harmful way.
While the target is under this spell, their movement is halved and they cannot use magic to alter their movement in any way (include flying).

Rank 5

Invincible
This bluish shield protects the caster or a target. The next mundane attack aimed at the target of this spell is ignored, no matter what the damage is. The spell for its duration also allows the target to ignore 1 point of damage per Protection magic rank of the caster.

Repulsion Field
When this spell is cast, the Witch chooses a type of monster her shield protects against. That creature must make a Hard difficulty Will roll to go past the shield.

The shield is invisible and can be extended in every direction 10 ft per Protective magic rank of the caster.
If the shield is breached, the creature it's designed to stop takes 1 point of damage. It cannot lessen in any way, for the monster must make a Will roll every minute it's in the shield. If it fails, the creature's instantly tossed out.

Witch-bane
The caster can protect herself or another with this red, energy barrier. The target of this spell ignores the next spell cast at her. For the duration of this spell, all subsequent counter-spells also have a better chance of failure. The target of the spell gains +1 to their Resist magic per Protection magic rank of the caster.

Rank 6

Stone Circle
A Witch can only have one Stone Circle active at a time. The Stone Circle forms an up cropping of earth where it is cast. The Stone Circle can be up to 20 ft wide per Protection magic rank of the caster.

While in the Stone Circle, the Witch cannot be harmed in any way. As long as she's in that area, not even death itself can touch her. The Stone Circle itself can be destroyed, but it has 100 Life points and ignores 10 points of damage from any attack thrown at it. The Stone Circle also regenerates it's own Life points at a rate of 1 per minute.

If she chooses to, a Witch can give another person a Stone Circle to protect her, but while it's protecting that person, the Witch cannot create another Stone Circle.

Time and Space Magic



Control over time and distance makes this magic type easily the most potent, as well as the hardest to grasp. Witches send years trying to understand the intense mathematics and concepts of bending space-time.

Time travel is the greatest of the powers this type of magic offers, and though it can be fun, it can cause serious problems with a Director's plans. Directors should do their best to manage the Stars' control over time while still allowing everyone to have fun.

Rank 1

Bigger on the Inside
The Witch can increase the space in a room or container up to 500% without altering the outside or the mass inside. This spell can allow a purse to hold x% more than it would normally hold with altering the weight. Bigger on the Inside can affect something non-living with an original size up 5 ft x 5 ft per Time and Space magic rank of the caster.

Short Cut
The Witch can decrease or increase the space between two points, objects, or people within her range by up to 500% or as little as 1%. The Witch must be able to see the person or comprehend on a map the distance between then and then will a road no longer than 10 ft wide to retract or stretch before her.

Fast Forward
The Witch can speed time around her, granting her a +5 bonus to Reflex and tripling her movement. The Witch is also +1 to all non-magical attacks. While sped up, the Witch sees everything around her as moving at a snail's pace.

Rank 2

Age
The Witch can cause herself or another either age forward or in reverse. Ageing backwards can reduce a target to infancy. Ageing forward can turned her into a 100-year-old.

Adult Witches, Immundanes, and Fae cannot be aged past their current age, and young Witches, Immundanes, and Fae cannot be aged past the prime of their life (between 25- and 30-years-old).

When something is aged, its Attribute die alters to match its new age. The Director must decide exactly how much ageing adds to or subtracts from attributes. In the case of decrease, an attribute cannot go less than D2.

Double Time
Out of combat, the caster increases the speed she works at and halves the normal time a task takes. The spell's duration still applies, but for that duration, twice as much can get done as long as the Witch is working on one task.

Time Stop
The Witch can stop time, allowing her to perform one more action in a scene. That action is at +5 to the roll if the Witch is the only person who has stopped time in that scene. If two or more Witches stop time in a scene, they are both in the same place outside of time and react to each other as normal.

Rank 3

Teleport
The Witch can instantly transport herself or another up to her Time and Space MTR. In a puff of smoke, she is at the destination. The Witch must be able to see where she is going or have visited where she is teleporting. The spell will not allow the teleporter to teleport into a solid object.

A Witch can also mark a personal magical symbol on a stone. The Witch can give the three-inch-tall statue to a person who can then place it where the Witch needs to teleport. The Witch can then teleport without ever having been there.

Teleport Ward
The Witch casts a spell on herself, another person, animal, or object so that no one can teleport within 20 ft of her. If a person tries to teleport to her, that person will appear outside the 20 ft area, and the Witch that set the ward will know it.
The casting Witch, however, is immune to her Teleport Ward.

Vanish
The witch caster can become unstuck from time for a set amount of time. She can reappear within 20 ft of where she left and will not miss her time she is gone. While gone, the Witch is no longer in this or any reality and cannot be affected or contacted by anything or anyone until the set duration is up.

Rank 4

Poof-Begone
Poof-Begone allows the Witch to make another person vanish, as per the Vanish spell. The target vanishes from this reality and all others until the Witch returns them, the spell is broken, the duration runs out, or another mystical force returns them (setting a Teleport Ward in the area the person was vanished will return them). The vanished person does not miss the time she is missing and does not age.

Warp Space
This spell works just like the Alteration spells Shrink and Grow. It allows the Witch to decrease or increase the size of a target. Aside from being able to mimic two spells, Warp Space also allows a Witch to shrink and grow parts of a target or allow a target to maintain it's weight no matter the size.

Rank 5

Reverse Time
This spell allows the Witch to travel back a total amount of time equal to her magic rank duration maximum. This allows a Witch with a Time and Space magic of 5 to step back 4 hours.

The Director can decide what can be done in past and if it can affect the present. And a note to those who abuse this power: the WWC frowns on frivolous, unauthorized time travel.

Dimensional travel
The Witch can open a two-way portal (like the Gate spell) to another dimension or alternate reality. This spell can only be used to travel to another dimension or reality the Witch has visited before or has researched thoroughly.



Equipment

6



Amber walked into Moon Shadow Circle Magical mall with the list already in her head of what she needed: a cauldron, a tube of Baby Phat's Broom Oil, and a gift for Rosa to welcome her to the school and the magical world. Lucinda already gave her a wand (which was not only out of character for the Princess but possibly a sign of the end of the world). Lillian gave her a magic backpack much bigger on the inside than outside. Amy, who seemed more interested in what Rosa could do for the school Soccer team, coaxed a very magical hamster to accept the new girl as its owner. And always-practical Monica loaned her a few dozen books she didn't need anymore.

"Now, if I was a girl new to the magical world, what would I want?" thought Amber to herself as she looked about at the various shops. "One of everything," she thought, pulling out her black "Magi's Bank Card." Though Witches used mortal money, there were banks exclusive to their kind that bridged the gap between both worlds' finances.

Quickly, the fifteen year old entered the Broom Shop, purchasing not only a new broom for Rosa but also a spare one for herself. She then moved on to a magical jewelry store, then to another store, and so on, until finally her need to shop was sated and she had more than enough gifts for herself and her new friend.

Witches don't need much. Still one of the three laws of the Witches' World Council states, "A Witch cannot interfere with the mundane world economy." That translates into them not using their magic to conjure money or precious jewels or metals for sale. A Witch who wants the finer things in life must earn a living and Witch Girls who want things they cannot conjure must get money from their parents in the form of an allowance.

Allowance Points

The allowance represents how much money the character gets from her parents per week. Allowance isn't written as a monetary amount but rather as points. A character starts the game with a base allowance of 3. Some characters, through talents, have more.

The total base allowance is how many allowance points a character can normally get for a week. A Star who wants more money can petition a parent with a Social roll once a week. The Hard difficulty (8-12) roll represents the characters appealing to the parent in their own way. If the character succeeds, they gain +1 D4 allowance points. The more often they beg for money, the harder the roll (raised one difficulty level each time).

Starting Equipment Allowance

Players start the game with more money than their allowance. This amount represents their savings and can only be used for starting equipment. The amount of starting allowance for starting equipment is based on the character's allowance:

Start Allowance

Weekly Allowance	Starting Savings	Family Finance Status.
2	20	Lower Middle Class
3	30	Middle Class
4	40	Upper Middle Class
5	50	Upper Class
6	60	Wealthy
7	70	Rich
8	80	Filthy Rich

Purchasing Equipment

Each item has a cost that is subtracted from the character's current allowance.

Navigating the Mall (Buying Equipment)

The Moon Shadow Mall is a magical marketplace that can be reached through any door if the right incantation is known. At the Mall, characters can buy just about anything they need at dozens of stores.

The Mall will be covered in detail later in Moon Shadow Circle: The Guide to Magical Towns. For now, here are a few of the shops where starting characters can pick up some cool swag:

- **A to Zoo Pet Supplies:** Pet store for magical animals.
- **Bast's Boutique:** Clothing and clothing accessories.
- **Hobbies and Hexes:** Magical kits for potion making, voodoo dolls, etc.
- **Madame Margauxes':** Magical rings, bracelets, and necklaces.
- **Mod Mia's Modern Magic:** Magical computers, cell phones, and games.
- **Potion 'n' Motion:** Potions, perfumes, powders, and make-up.
- **Radical Rene's Rad Rides:** Flying brooms, carpets, and more.
- **Witch Stix:** Place to buy wands.
- **Yallah's Books:** Magical books.

A to Zoo Pet Supplies

The well-kept little store ran by a tall, dark skinned Witch with blond hair dressed in an exotic African wrap lacks the typical smell of mortal pet stores. Here all you smell are lilacs. "Welcome to my store," says the woman in a melodious accent.

Many Witches choose an animal companion to help them and to practice spells upon. These animals are either referred to as Magical Pets or Familiars. These animals are mystically attached to the Witch through a nearly unbreakable bond.
All Magical Pets have the following abilities:

- **Speech:** Magical Pets can speak their Witch's native language and the language of their animal type, along with the general language of all animals.
- **Telepathy:** The Witch and her Pet can communicate telepathically. They can send each other thoughts and even see what the other sees. This ability costs 1 Zap point to activate for both the Witch and the Pet and lasts up to an hour.
- **Life Share:** The Witch and Pet are bonded physically, knowing what the other is feeling and even sharing Life points. If they are touching, they can give each other 1 Life point, just enough to save the other's life.
- **Zap Share:** A Witch can take her Pet's Zap points (but never all the points). The Witch can also give her Pet her Zap points (but never all of them).

Having an animal is a big responsibility. It must be taken care of like any pet, but it also needs to be mentally stimulated, as a Witch's animal tends to be much smarter than the normal variety.



Birds

Birds have become more common, thanks to a movie about a boy wizard (who ever heard of a boy wizard?). Birds include ravens, crows, and owls. The greatest ability of birds is their ability to fly, but birds also have a propensity to be wise, if not know-it-alls. Birds tend to be harder to take care of than most animals but are worth it.

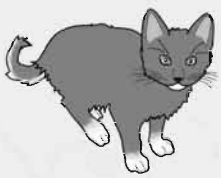
Birds' attributes are as follows:
Body:D2+1 **Mind:**D4 **Senses:**D4
Will:D4 **Social:**D4 **Magic:**D4
Life Points: 6 **Reflex:** 6
Resist Magic: 7 **Zap Points:** 8
Skills: Athletics +1, Basics + 2, Hide +2
Abilities: Magical birds can fly up to 40 mph. They also grant their owner +1 to mundane skill rolls if their own is close.
Cost: 10



Canines

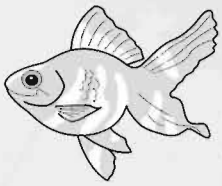
Canines include dogs, wolves, coyotes, and jackals. Fearlessly loyal, they make up for their lack of magic with their steadfast protection of their owners. Canines are extremely selfless and playful with their owners.
Canines' attributes are as follows:
Body:D4 **Mind:**D4
Senses:D8 **Will:**D4
Social:D6 **Magic:**D4
Life Points: 9 **Reflex:** 7
Resist Magic: 7 **Zap Points:** 8
Skills: Athletics +1, Fighting +2, Track +3
Abilities: Claws and teeth (Damage 5). Canines' senses are extremely acute, and they gain +1 to all Senses-based rolls, as do their owners if they are close to them.
Cost: 13

Cats



Cats are one of the most innately magical creatures about. A Witch's cat takes that one step further. Always opinionated and always vain, cats don't see themselves as pets but rather see the owner as the pet. Cats are very independent and self-sufficient.
Cats' attributes are as follows:

Body:D2+1 **Mind:**D4+1 **Senses:**D6
Will:D4 **Social:**D6 **Magic:**D6
Life Points: 6 **Reflex:** 10
Resist Magic: 9 **Zap Points:** 12
Skills: Hide +2, Athletics +1, Mysticism +2
Abilities: Claws (Damage 2). Night Vision; cats see equally well in day or night. If an owner is holding her cat, she gains the same night vision.
Cost: 13



Fish

This is a large goldfish or fish of similar size that actually seems to do more than just swim and eat. This fish breathes water but unlike normal fish, it may survive outside a bowl for up to 10 minutes with no adverse effects. The fish comes with a small glass bowl.

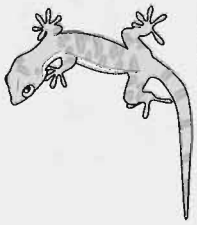
Fish's attributes are as follows:
Body:D0+1 **Mind:**D2 **Senses:**D0+1
Will:D2 **Social:**D4 **Magic:**D2
Life Points: 2 **Reflex:** 4
Resist Magic: 5 **Zap Points:** 4
Skills: Swimming +5
Abilities: Fish survive outside the water 10 minutes. The Witch can breathe underwater as long as she's close to her fish.
Cost: 2

Furballs



Furball is a generic term for a small, cage-dwelling animal and can be a mouse, hamster, gerbil, hedgehog, or sugar glider. Though not a common animal for a Witch, the furball is growing in popularity as it is easy to take care of and can be easily confined. Furballs tend to crave activities and have a mischievous streak.

Furballs' attributes are as follows:
Body:D0+1 **Mind:**D2 **Senses:**D4
Will:D2 **Social:**D4 **Magic:**D2
Life Points: 2 **Reflex:** 4
Resist Magic: 5 **Zap Points:** 4
Skills: Athletics +1, Hide +3, Urchin +1
Abilities: Chew (1 damage point to inanimate objects). The Witch gains +1 to Social rolls if she is close to her pet.
Cost: 3



Reptiles

Reptiles include medium-sized lizards and snakes. Reptiles make great Witch's pets, as they tend to only eat once a week and don't make much in the way of messes. Reptiles tend to be very honest and blunt. A Witch who doesn't like honesty shouldn't have one.

Reptiles' attributes are as follows:
Body:D2 **Mind:**D2
Senses:D4 **Will:**D2
Social:D4 **Magic:**D4
Life Points: 4 **Reflex:** 5
Resist Magic: 7 **Zap Points:** 8
Skills: Fighting +1, Hide +3, Tracking +1
Abilities: Reptiles are tough and gain +1 to Life points. Their owner can share that +1 bonus if she is close to her pet.
Cost: 5

Other Animals
Any animal can be a Witch's pet. Witches have had horses, monkeys, raccoons, and even a platypus in the world of Witch Girls. Directors should use normal animals from the Casting Call section as a guideline in creating unique Magical Pets.

Pet Magic

Some animals have other special abilities they are either born with or learn. These abilities make the Pet more unique (and more expensive). Stars and Directors can choose magic for Pets from the list below or together make new pet magical abilities.

Zap Points and Powers
Some Pet's powers cost Zap points to use. These powers are subtracted from the Pet's Zap points just like a Witch's spell. Pets regain 1 Zap point per hour.

Breathe Fire
The pet can breathe a stream of fire, hitting anything close to them. The fire does 10 points of damage.
Zap Cost: 4
Cost: 5

Call Kind
The animal can call to them D4 of their own kind (normal animal versions of the Pet). The animals will do what the Pet wishes or what the Pet's Witch wants.
Zap Cost: 3
Cost: 4

Fast Healer
This ability allows the Familiar to heal really quickly, gaining all its Life points back within an hour.
Zap Cost: None
Cost: 3

Grow
The Pets with this power can grow to a large size. Their Body die type increases 2 types (resulting in increased Life points and Reflex). This ability lasts until the end of a scene.
Zap Cost: 4
Cost: 4

Invisibility
The animal can turn invisible as per the Invisibility spell (see Magic: Illusion) until the end of the scene.
Zap Cost: 3
Cost: 3

Levitate
Animals with this power can levitate items up to their own normal weight at close range.
Zap Cost: 2
Cost: 3

Rugged
Rugged Pets are tough and hard to hurt. This Pet ignores 2 points of any kind of damage and has +2 to Body rolls that involve its survival.
Zap Cost: None
Cost: 4

Shape Shift (Animal)
The animal can change shape into a normal animal of its true size or

smaller. It gains the animal's Body, Senses, Reflex, and Life points but keeps all the others. It can keep the new form for up to an hour.
Zap Cost: 3
Cost: 4

Shape Shift (Inanimate)
The animal can change shape into an inanimate, non-magical item of its true size or smaller for up to one hour. The item can be no more advanced then a lamp or clock.
Zap Cost: 3
Cost: 3

Wings
The Animal has wings allowing it to fly at 50 mph. The wings can either be present all the time or grow on the animal as needed.
Zap Cost: None
Cost: 3 (if wings are always present) or 4 (if the wings grow at will)

Bast's Boutique

The large store seems more like a temple than a business. Egyptian-style pillars and murals form the walls and dividers of this brightly lit clothing shop. Cat-like people run about dressed in stylish human clothing with tape measurers, thread, and fabric, ready to turn you from drab to fab.

Witches have their own sense of style. It's rare to find a Witch who dresses in a manner that would consider trendy. In fact, most dress in whatever style they feel best expresses their attitude. Some choose to dress in styles decades or centuries old; others, in styles that they call neo-gothic, B-movie sci-fi, or anime cliché.

Clothing and accessories are listed with an Enchantment difficulty. That's the difficulty of an Enchantment skill roll needed to create the item. Characters wishing to create their on versions of the item must provide materials equal to half the item's store cost.

The items' abilities are also laid out in their descriptions.



Bigger-bag
This accessory can be a purse, backpack, messenger bag, or book bag. On the outside it looks perfectly normal. On the inside is another thing, for the Bigger-bag is literally bigger on the inside.
Enchantment Difficulty: Very Hard
Abilities: The inside of the bag is actually much larger, capable of holding a full-grown elephant (although since you can't place in anything that will not fit through the bag's opening, that would be hard… but not impossible). Things like foodstuffs or drinks never spoil and always stay at a perfect temperature. Creatures placed inside need not eat or drink to survive, and you always pull out of the bag what you are looking for without even looking.
Cost: 7



Change Clothing
Change Clothing does exactly what it says. Keeping with a Witch's particular style, it can change into various full outfits, including skirt, blouse, leggings, shoes, hats, and gloves.
Enchantment Difficulty: Hard
Abilities: Can alter into up to twelve different outfits instantly. The size of the outfits, however, does not change.
Cost: 5



Cape of Winds
For Witches who wish to fly without riding on something, this cape is perfect. It comes in white feathers, black feathers, phoenix red, and bat black leather designs.
Enchantment Difficulty: Very Hard
Abilities: Allows Witch to fly at 100 mph in the air. The cape also has a standard Mundane-avoidance charm on it, making any non-magical viewing or detection of the charm to be at -4 while the cape is in flight.
Cost: 10

Graceful Shoes
Though they can be any style, these shoes will always sport a brass buckle. They are deigned to increase a Witch's grace and speed. A perfect gift for a Witch wanting to learn how to dance or expecting trouble and the need to get out of it.
Enchantment Difficulty: Hard
Abilities: The magic in the shoes makes the Witch more graceful, adding +1 to rolls involving Acrobatics, Athletics, and Dancing. It also grants +1 Reflex.
Cost: 10





Invisibility Cloak
Though it looks like a normal cloak of any style or color, this cloak has a secret. When activated, the wearer of the cloak and anything else under it is rendered invisible.
Enchantment Difficulty: Very Hard
Abilities: When the hood on the cloak is raised over the head, the wearer vanishes as if under an Invisibility spell. Taking down the hood or removing the cloak can turn off the invisibility.
Cost: 13



Mini-Mirror
This device looks like a compact mirror in every way, including make-up and mini-brush. But looks can be deceiving, as this mirror not only allows you to keep your face pretty but also allows you to communicate with others at great distances.
Enchantment Difficulty: Hard
Abilities: The mirror of the compact acts a magic mirror granting +1 to Divination magic rolls. Targets that are being viewed with a divination spell are seen in the mirror. The mirror can also allow face-to-face communication via astral-connection of anyone else with a magic mirror.
Cost: 4



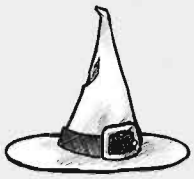
Polarized Glasses
Made from glass that was made from black sand and basilisk bone, these stylish, dark glasses can be any style and are designed to contain the power of a person with the Evil

Eye.
Enchantment Difficulty: Hard
Abilities: The glasses negate the constant projection of magic by the Evil Eye and render the wearer immune to petrifaction and stunning powers of magical creatures like gorgons, basilisks, and eye-killers.
Cost: 5

School Uniform

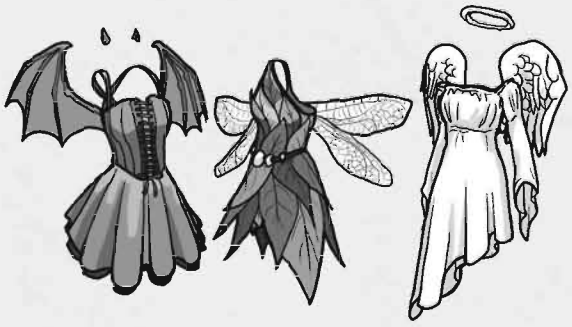


This uniform can be for any of the magical schools in the world.
Enchantment Difficulty: Hard
Abilities: The uniform always stays clean and pressed and adapts to the weather outside by changing into an appropriate version for the weather, as specified by the school dress code. The uniform keeps the wearer warm in the winter and cool in summer and is impervious to rain or snow.
Cost: 5 (all Magical schools provide students with a School uniform for free)



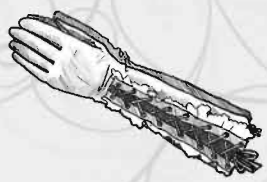
Shadow Hat

This hat can be a hat of any style, though most prefer the standard Witch's hat or a top hat.
Enchantment Difficulty: Very Hard
Abilities: The Witch may place anything that will fit into the hat's opening and it will vanish. The Witch may pull out whatever she placed inside at will. The hat never changes size or weight but cannot hold an item more than one hour. Things placed inside do not age or decay, and living things do not need to eat and never miss the time they are gone.
Cost: 10



Winged Dress

A favorite among Witch Girls with a leaning towards the unusual, these dresses come in three styles:
Fairy: Silver or pink dress with little pixie wings on back.
Angel: White dress with little feathered wings on back.
Lil' Devil: Red and black with little bat wings on back.
Often mistaken as a costume or just a bad fashion choice, the Winged Dress has powers based on the style, as well as common powers.
Enchantment Difficulty: Extreme
Abilities: The standard power is that, though the wings are small (with a wing span no more than three feet), they can propel the character up to 200 ft in the sky at 100 mph, while stile protecting them from the rigors of flight.
The Fairy Dress also grants the wearer the ability to shrink down to 10 inches tall.
The Angel Dress also grants the wearer the ability glow or cause inanimate objects to glow with the intensity of a standard light bulb for up to an hour.
The Lil' Devil Dress grants also the ability to cause small fires equal to a lit match at a range up to 20 ft or on the wearer's finger.
Cost: 15



Witch Gloves

These gloves can be any color or style and have several minor enchantments to help the Witch.
Enchantment Difficulty: Hard
Abilities: The gloves adapt colors to match a Witch's outfit. Instead of a gesture being a complex hand movement, with these gloves, a point or snap of the fingers is considered a gesture.
Cost: 5

Hobby and Hexes

The store looks like a typical, mundane hobby shop, except instead of model cars, game books, or packets of clay on the wall, you see Tarot cards, magical do-it-yourself kits, and other mystical esoterica. Behind the counter, two blond, identical twin Witches greet you at the same time, "Thank you for coming to Hobby and Hexes, where magic and fun are the same thing."

Putting the "craft" into witchcraft and the "gee-wiz" into wizardry, magical hobbies allow industrious and the collection-minded Witches a chance to use their magic for fun and profit. Magical hobbyists turn raw materials into working magical devices, play magical games, and produce magical art.

Magical hobby equipment includes the information on the skills needed to use the product and enchantment/potion difficulty needed to reproduce it, as well as the description and cost.

Build-A-Monster



This harmless section of various animal and creature parts can be used to create one monster. Said creature is usually a hodgepodge of various creatures, stitched together and animated via Necromancy by the creator.
Skill Use: Casting (Necromancy). The character must have one rank in Necromancy to purchase and use.
Abilities: The kit has parts for one small creature (1-3 ft tall). The creature has the following attributes die that can be divided up as the creator sees fit:D0+1, D2, D2, D4, D4, and D6.
The creature also has 4 mundane skill points and can have special normal animal abilities (see Cast: Normal Animals).
Cost: 10



Arcane Art Kit

This wooden box comes with magical paints and brushes for the artist wishing to produce magical world.
Skill Use: Art
Enchantment difficulty: Very Hard
Abilities: This kit can produce two magical paintings. Magical paintings can be made to move, showing a particular scene up to 1 minute long over and over again, or switch between various pictures on command, automatically or by giving a secret word (a perfect way to hide information).
Cost: 4

Go-Glue



This tube of silvery glue comes with multiple warning labels. There is enough in the tube for two uses.
Potion Difficulty: Very Hard
Abilities: Go-glue is magical glue that presently places two things together (great for repairing wands) by magically melding them at the spot they are attached. Go-Glue takes 20 Life points of damage or an Impossible difficulty Body die roll to break or pull apart. Go-Glue can be undone also with a Hard difficulty Hex Breaker skill roll.
Cost: 1



Holding Jars

Mini-Mortal collecting is a hobby that wicked Witch Girls enjoy. They collect various Mundanes and grade them on condition, uniqueness, and skills. Said mortals are shrunk to a few inches and stored in jars just like these. Holding Jars are clear, 3 inch tall jars with metal lids designed to hold living things.
Enchantment Difficulty: Very Hard
Abilities: Creatures (and people) inside the jar can survive without eating, drinking, or undergoing other bodily functions. They may get hungry, but they will not starve. The jar also protects the creature inside.
Cost: 1

Fairy Glitter

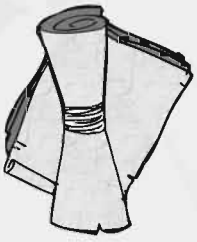


Fairy Glitter is silver and rainbow colored flakes stored in a bag. Made from actual fairy dust, it's perfect for decorations and more. There is enough in the transparent bag for 5 good sprinkles.
Enchantment Difficulty: Easy
Abilities: Fairy Glitter makes all things more attractive. The magical quality just makes it look better. The effect of a sprinkle of Fairy Glitter lasts forever if placed on a mundane or magical item. On people, it lasts about an hour and grants +1 to all Social-based rolls.
Cost: 1



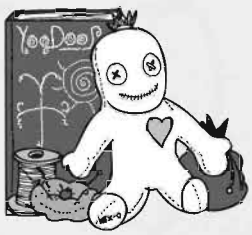
Potion Kit

This is a 2 ft by 2 ft box that folds out into a portable potion lab with enough supplies for 10 allowance points worth of potions.
Enchantment Difficulty: Hard
Cost: 5



Scroll Parchment

These handmade pieces of magic paper are standard notebook paper size and come in packs of 10.
Skill: Casting
Enchantment Difficulty: Easy
Abilities: Scroll Parchment has many uses. It may be written on, and with an Easy difficulty Casting roll, everything written on it can be made to scramble or vanish. Only the person who made it scramble or vanish can undo the scrambling or vanishing. Scroll Parchment can also have spells cast into it and Zap points spent. Anyone later holding and reading the scroll can release the spell. Depending on the person making the scroll, they can set the spell to cast on the scroll holder or at a target the scroll holder wants.
Cost: 2



Voodoo Doll Kit

This kit allows for the creation of one 6-inch doll that looks like a person whose hair or nail clipping the Witch has (these items must be placed in the doll for it to work). The voodoo doll can be used to cast Curse spells on the person it's made to resemble at an unlimited range. To use a voodoo doll, the character must make the doll (Mysticism: Very Hard difficulty of 13-17) and spend 1 Zap point.
Enchantment Difficulty: Hard
Cost: 5

Wand-Making Kit



This wand-making kit includes enough material to make a total of 10 allowance points in wand. A very good buy for the enterprising Witch.
Enchantment Difficulty: Easy
Cost: 5



Writer's Quill

This feathered writing quill comes in various sizes and colors and requires no ink.
Enchantment Difficulty: Hard
Abilities: The quill can float close to its owner and write whatever they say without running out of ink. If the owner spends one Zap point, the quill will also write in glowing magical energy in the air for up to a minute. The magical letters last for one day.
Cost: 1

Madame Margauxes'

You would think a place that sells such beautiful jewelry would have better security. Rings sit on animated hands that show off their wares as you walk past. Necklaces float in a row over beautiful light tables, and bracelets spin slowly on wooden bars that attach and reattach as you walk by.

A lone Witch sits at the jeweler's table, weaving metal and magic into works of art. Above her, you see a simple sign: "All Shoplifters Will Be Disintegrated." Your eyes then turn to the small pile of ash near the door you came through.

Witches use a variety of magical jewelry to grant them special abilities. Magical jewelry uses crystals, gems, and precious metals and weaves them with magic to produce a desired effect. A character can only use two pieces of magical jewelry at a time.

Trinkets are listed with a description, cost, and enchantment difficulty, along with any special abilities.



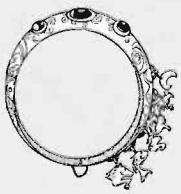
Aegis Ring

This alabaster ring creates an invisible protective aura around the wearer.
Enchantment Difficulty: Very Hard
Abilities: The wearer of the ring ignores 1 point of damage. The wearer may spend one extra Zap point to ignore 2 points of damage instead of one.
Cost: 10

Babble Ring



This ring is made of silver with 12 tiny gems of different colors set along the band.
Enchantment Difficulty: Hard
Abilities: The wearer of this ring can understand any non-animal language, and anyone speaking a non-animal language will hear the character's voice in her native tongue.
Cost: 2



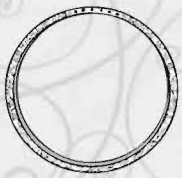
Charm Bracelet

This silver bracelet has 5 small charms (bird, cat, dog, fish, and horse). Each animal charm seems to move under close observation.
Enchantment Difficulty: Extreme
Abilities: The wearer of the bracelet can touch a charm and turn into a normal animal of that charm's type. While in that form, they may still speak normally and cast spells that don't require a gesture or wand. They may maintain their charm for one total hour a day.
Cost: 15

Crimson Teardrop



This large red gem mounted in a gold necklace is a powerful device used by Witches. Crimson Teardrops are actually made out of crystallized dragon blood, which accounts for some of its expense.
Enchantment Difficulty: Extreme
Abilities: Acts as a Scry Ward (see Magic: Protection), Grants +1 to the wearer's casting rolls and grants the wearer +3 Life points.
Cost: 30



Friendship Bracelet

These bright, colorful bracelets are made out of magically colored metals and can be any hue. Each comes engraved with the name a friend or friends.
Enchantment Difficulty: Hard
Abilities: The engraved names on Friendship Bracelets connect them. Each person wearing a bracelet connected to her friends' bracelets can spend 1 Zap point to telepathically send the group or someone in their group a message. Gain +3 to rolls to find the friend with a connected bracelet. With a touch to a friend's bracelet, give her either 1 Zap or Life point.
Cost: 10

Guardian Amulet



This necklace holds in it a Guardian and when activated calls forth the guardian to protect the owner. While in necklace form, it looks like a normal necklace and can be gold, silver, or jade.
Enchantment Difficulty: Extreme
Abilities: Calls forth a Guardian (see Casting Call: Guardian). If the Guardian in the amulet is destroyed or magically dispelled, it returns to the amulet and may be called again after 24 hours at the cost of 10 Zap points.
Cost: 25

Invisibility Ring



When twisted on a finger, this gold band renders its wearer invisible or unnoticed by mortals.
Enchantment Difficulty: Extreme
Abilities: This ring works just like the Invisibility spell. For every minute the spell is in action, it requires 1 Zap point from the wearer. The ring can provide a Mundane-avoidance charm to the wearer at no cost (-4 to rolls by Mundanes to notice the Witch). The Charm can be turned on and off at will and covers the Witch and anything she's holding.
Cost: 15

Rise-and-Shine Ring



Made of strands of spun gold, this ring is perfect for the Witch Girl who finds it hard to get up, get dressed, have breakfast, and make it to class.
Enchantment Difficulty: Hard
Abilities: The person wearing the ring always gets the effects of a full 10 hours of sleep (typical of the pampered Witch) as long as she sleeps at least 1 hour. She also wakes up cleaned, refreshed, and on a full stomach. Also, the ring will awake the Witch at any set time.
Cost: 3



Skull Cameo

The scull cameo looks like a tiny skull that can fit on a choker or tie. It may be made of silver or ivory.
Enchantment Difficulty: Easy
Abilities: The cameo provides the wearer with 1 extra Zap Point and Life point. A person can wear only one such item at a time.
Cost: 1

Spooky Ring



Although that's not the official name, it's the one most Witch Girls use. This ring is made of black metal with silver inlays.
Enchantment Difficulty: Very Hard
Abilities: The magic of the ring makes the wearer more attuned to the world of ghosts. The wearer may see and talk to ghosts and spend 1 Zap point to physically interact with them for up to one scene.
Cost: 5

Spy Ring



This ring has on it a large, marble-sized, clear gem and comes with another gem (though this one is not mounted). The ring picks up sound around the un-mounted jewel, allowing the wearer to hear those sounds in her mind at will.
Enchantment Difficulty: Very Hard
Abilities: The wearer of the ring can hear the sounds within a 20 ft radius of the un-mounted gem.
Cost: 10

Mod Mia's Modern Magic

A shorthaired, young, Hispanic woman in tank top, jeans, and combat boots sits behind a floating laptop. She doesn't even look at you as you enter the small shop draped in blinking neon, video screens, and flashing lights. Shelves full of bright electronic gadgets and gizmos sit shining.

"Whatcha need, sister-girl?" she finally asks with a smile. "I'm Mod Mia, and welcome to the 21st century."

Magical electronics are new and haven't really caught on with any but the most hip, young Witches of the internet age.

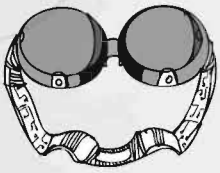
Magical electronics usually act as the typical electronics they're originally made as, with some magical upgrading added to them. Like most equipment, magical electronics have an enchantment difficulty, but unlike most items, a character needs at least one rank in Cybermancy to use the electronics.



Celestial Cell

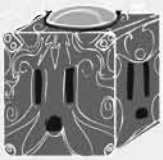
Though it looks like a mundane, sleek, flip-style cellphone, the Celestial Cell is far more. The Celestial Cell comes in dozens of bright colors and patterns.
Enchantment Difficulty: Hard
Abilities: The Celestial Cell can connect to any cell phone in any service anywhere on earth (and in most pocket dimensions) for normal phone or text messaging. The phone can alter color once a day. The phone battery lasts 48 hours and can recharge with 1 Zap point from the user. The phone also holds up to 1000 mp3's and has a high-resolution camera.
Cost: 5

Data Goggles



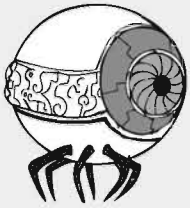
Data Goggles look like neon colored goggles. On the side of each one is a dial that can be turned or used as a button.
Enchantment Difficulty: Hard
Abilities: Data Goggles allow the person wearing them to see computer connections and wireless signals. They can read data being transferred in midair as long as it's not protected by a Cybermancy spell. The goggles can also pick up radio and television signals.
Cost: 5

Electra Cube

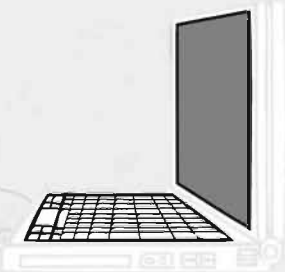


The Electra Cube is a 4-inch tall cube made of chrome metal with an electrical plug on four of its six faces.
Enchantment Difficulty: Hard
Abilities: The Electra Cube produces electricity for whatever is plugged into it. The cube never runs out of standard electrical energy, as long as it's recharged with one Zap point a week.
Cost: 5

Eye of Net



This device is a small, 2-inch tall orb with a small camera. The combined look is a high tech eye with mystical ruins etched on it.
Enchantment Difficulty: Hard
Abilities: The Eye of Net is a camera that can connect to Data Goggles, a Ghost Top, or a Mona Lisa Drive, allowing the user to see what the eye sees. The eye itself can move at normal walking speed via tiny insect-like legs that can unfold from its body. The eye can act as both a chat camera for a computer and a still-frame camera that can be downloaded to a computer.
Cost: 5



Ghost Top Computer

Magical computers are a growing trend and the number one brand is Ghost Top. Ghost Top computers are magically enhanced to be twice as fast and hold twice as much information as the best mortal laptop. It also can run all mortal software.
Enchantment Difficulty: Very Hard
Abilities: Ghost Tops are stored in an extra-dimensional space and can be called to the Witch anywhere. The computer itself is invisible save for the keys being hit while typing and the screen (which is translucent). The Ghost Top can magically connect to any computer accessory (like a printer) within 20 ft or the internet anywhere. The Ghost Top's superior EM-lite operating system grants the user +1 to Computer skill rolls when using it.
Cost: 12

Mona Lisa Drive Computer



The Mona Lisa Drive is a sleek, desktop computer with specs twice as good as any mortal desktop. The computer comes with a flat screen monitor, mouse, and keyboard, and EM-lite operating system capable of running all mortal software.
Enchantment Difficulty: Very Hard
Abilities: The Mona Lisa Drive can magically connect to any computer accessory (like a printer) within 20 ft or the internet anywhere. The superior EM-lite operating system grants the user +1 to Computer skill rolls when using it.
Cost: 9

Zap-Gun



The Zap-Gun looks like chromed, neon colored 1940's/50's sci-fi gun. The gun has various knobs and buttons on the side. The gun comes a variety of colors.
Enchantment Difficulty: Hard
Abilities: The Zap-Gun acts as a wand in every way for the user. It can also store up to 2 spells to be fired from it later.
Cost: 8

Monster-dex



The Monster-dex looks like a small palm-held device with a screen, miniature keyboard, and side keys for scrolling.
Enchantment Difficulty: Hard
Abilities: The Monster-dex is an encyclopedia of monsters and magical people; having a Monster-dex is the equivalent of having a Cryptozoology rank of 4 or a +4 to your Cryptozoology roll. The Monster-dex can identify a creature by aiming it at the creature at close range or by scrolling through the database. The Monster-dex also can store the user's notes on monsters and add monsters newly discovered by the user.
Cost: 5

Spell Pod



The Spell Pod looks like a portable Mp3 player with a tiny screen and headphones. It is easily twice as good as mortal portable media devices of the same size.
Enchantment Difficulty: Hard
Abilities: The Spell Pod acts as a normal portable media player. It can also hold up to 10 spells. The spells stored into it are stored in computer file format. The spells can be released at a target at up to close range. Spells stored on a Spell Pod may be traded but no more than 10 spells can be stored on it at a time.
Cost: 6

Witch Widget



The Witch Widget looks like an oversized (six inches long) chrome black pen. In the top side is a small digital read out that shows a variety of colors that (to a Witch who knows their meanings) can be translated into information on another Witch and her magic or spells in use.
Skill: Computer use
Enchantment Difficulty: Easy
Abilities: The device detects magic. By blinking a series of colors and long and short beeps, it tells the user how powerful a Witch is (ranked 1-10). It can detect if something is under a spell and if so, what magic type the spell is. The device can do its detections only at close range, and it takes a scene or combat round to get a reading. To understand the reading, the user must make a Hard Computer use roll.
Cost: 5

Potion 'n' Motion

This bright shop booms with techno music. Colorful lights illuminate shelves of potions. A colorfully dressed Fae with long, blond hair greets you, spraying a sample of pink potion on you. He smiles and says, "Welcome, young lady. We have a sale on Pretty in Pink today."

A Fae woman dressed just as colorfully sits at a make-up station near the counter. She's trying on bright, red lipstick that seems to glow. She looks at you and smiles. "We may not be Witches, honey, but we make some killer brews", she says, levitating a bottle of black liquid to her hand.

Potions for a Witch can take the place of medicine, poisons, hygiene products, and more. Combining mystical herbs with the magic of the brewer (what potion makers are called), they can be quite powerful and almost always useful.

Each potion listed comes with a brewing difficulty, which is what is needed to recreate the potion with a Potion skill roll.

Alms of Aphrodite



This sea foam green colored potion smells of the sea, is salty to the taste, and sounds like crashing waves. The potion comes in a beautiful bottle with a normal or spray-on top.
Uses: 5 Doses per Bottle
Brewing Difficulty: Hard
Abilities: This potion grants the drinker total physical perfection. Their Social die goes up by one type, and if she didn't have it, she gains the Beautiful talent. The potion lasts 1 hour.
Cost: 5

Brain in a Bottle



Teachers at magical schools often confiscate this blue potion in a simple little bottle. The liquid inside is odorless and the taste has been described as "old book."
Uses: 2 Doses per Bottle
Brewing Difficulty: Hard
Abilities: The person that drinks this potion gets smarter. Her Mind goes up by one dice type and she gains 5 skill points to place in any skill she has (except Casting). The potion lasts 1 hour. After the potion wears off, the drinker's original Mind rank lowers by one die type.
Cost: 8



Changing Blood

This blue potion swirls on its own. One of the actual ingredients is the donated blood of a Fae.
Uses: 2 Doses per Bottle
Brewing Difficulty: Hard
Abilities: This potion grants the drinker the shape of one human or humanoid. Hair, skin, or a fingernail of the person the target wishes to look like must be added to the potion before it's consumed. The potion alters height, weight, and voice but doesn't change attributes.
Cost: 5

Dahl's Delight



This pinkish potion smells of cotton candy. When opened, it lets forth little lavender swirls. When added to food and drink, it loses all taste and cannot be detected.
Uses: 3 Doses per Bottle
Brewing Difficulty: Very Hard
Abilities: The person drinking this must make a Hard difficulty Magic attribute roll or be instantly turned into a mouse for 1 hour. If two doses are taken, the potion's durations lasts one day. If they drink all three, they turn into a mouse for the entire episode. All rules for being transformed into an animal apply to this spell (see Magic: Alteration). A person willingly drinking the potion needs not make the roll and can turn back at will.
Cost: 10

Do and Dye



This swirling potion of rainbow colors is held in a jar of silvered glass. When opened, rainbow swirls erupt from the potion for a few seconds.
Uses: 3 Doses per Bottle
Brewing Difficulty: Easy
Abilities: Made from distilled rainbows, the person that drinks this potion can change her hair color at will to any color. The color changing ability lasts for one day.
Cost: 1

Glow Gloss

This lip-gloss comes in various covers and flavors, held in bright tubes that seem to vibrate with musical rhythms.
Uses: 20 per Tube
Brewing Difficulty: Hard
Abilities: Glow Gloss does exactly what it says: it glows. The lip-gloss tube itself can act as a small flashlight in the dark. If worn, the lip-gloss glows enough in the dark to illuminate a small room of closet size.
Cost: 1



Mind-Mint



The Mind-Mint looks like a small white candy tablet and taste of mints. The mints only affect mortals.
Uses: Contains 10 Mints
Brewing Difficulty: Hard
Abilities: When eaten, the mortal target must make a Hard difficulty Will roll or forever forget anything magical she's seen in the last 24 hours. Her mind replaces the memory with something more normal.
Cost: 5

Nightingale



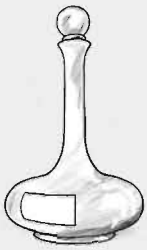
This clear potion sold in a crystal bottle is known for its receptive abilities. Nightingale potion pulses with a heart beat when opened.
Uses: 2 Doses per Bottle
Brewing Difficulty: Hard
Abilities: Heals 5 Life points of damage and cures all magically induced mental afflictions.
Cost: 5

Nocturnal Nights



A wicked Witch's best friend, this blue-black potion is constantly bubbling and has the scent of the air after a rainstorm.
Uses: 2 Doses per Bottle
Brewing Difficulty: Hard
Abilities: The person drinking this must make a Hard difficulty Magic attribute roll or be at -2 to all rolls as she is racked with bad luck. And to make matters worse, the person drinking it has really bad gas and constantly smells of rotten eggs. The potion lasts for one day.
Cost: 10

Pretty in Pink



This bright pink potion in a small pink bottle has a spray top. The sounds of murmuring voices are heard as the top opens.
Uses: 2 Doses per bottle
Brewing Difficulty: Hard
Potion Difficulty: Very Hard
Abilities: The sister potion to Alms of Aphrodite, Pretty in Pink brings confidence to the person drinking it. The Witch gains the Queen Bee talent (see Traits: Talents). The Character also gains +1 to any roll that would make her seem cool and popular. The potion lasts for one hour.
Cost: 10

Princess Kiss



This lime green potion smells like sour apple candy. The bottle comes with either a typical stopper or spray-on top.
Uses: 2 Doses per Bottle
Brewing Difficulty: Hard
Abilities: When Princess Kiss is poured on, sprayed on, or consumed by anything under an Alteration spell, the target will revert back to its original form.
Cost: 5

Truth Brew



A black potion that tastes like roses, Truth Brew is perfect for those who have a problem with honesty.
Brewing Difficulty: Hard
Abilities: The person drinking this must make a Hard difficulty Will roll or be unable to lie for one hour.
Cost: 6

Radical Rene's Rad Rides

Next door to Mod Mia's (and connected by an opening in the far right wall) is an equally neon shop. Counters near the ceiling are full of broom-racing and -riding trophies and awards, all for "Radical" Rene Roberts. Brooms line the walls on hangers. Magical motor scooters and bikes sit on the floor. Carpets are rolled into neat piles, and there's even a surfboard hanging from the ceiling.

A heavily tattooed and pierced Witch in coveralls sporting orange and fire engine red hair rocks out to music using a broom as an imaginary guitar. Meet the young Witch who ran the Equator Rally in 32 hours and broke the broom speed record at the Atlantis Gorge. Meet Radical Rene.

"Have broom, will travel" is the motto of many a Witch. To a Witch, a broom is more than just a tool for flight; it's a fashion statement. Brooms are than just sticks with straw tied to one end. In the modern world of magic, a broom is sleek and painted, sometimes with silver or gold gilding. Wood is still used but so are fiberglass, silver-titanium alloys, and combinations of the above.

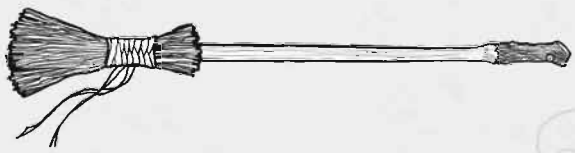
Brooms are not the only way to fly. Carpets, sky boards, and even enchanted mortal vehicles are becoming more and more common.

Transports list not only how many passengers they can carry but also other special abilities and their speed maximum. This maximum tells you how much faster than base flight speed (based on the original enchantment used to get the transport off the ground) a Witch can travel. Once in flight, all brooms and other transports will continue to fly for as long as the Witch gives the device 1 Zap point an hour.

Brooms, unlike most other equipment, take a lot of damage (crashing and wear and tear). All brooms have 15 Life points, unless the Abilities of the broom says otherwise.

All Brooms come with the following enchantments built in:

- **Minor Crash Charm:** The crash charm allows the Witch to ignore 5 points of damage from accidental (and only accidental) falls and crashes to the earth.
- **Mundane-avoidance Charm:** Mortals are -4 to rolls involving seeing, detecting, or remembering the Witch on the broom/magical transport.
- **Windshield Charm:** The charm allows the Witch to breathe at the transport's top speed and grants her protection from bugs in the teeth, bird droppings, and other minor mishaps.



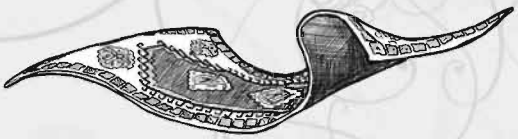
Bewitched Basic

The Bewitched Basic is a standard Witch's broom made of sleek wood and basic moonlight-grown straw. The broom can be purchased in almost any color.
Enchantment Difficulty: Hard
Speed: Standard as per Flying spell
Passengers: 1 (although it can carry 2 if needed)
Abilities: None
Cost: 7



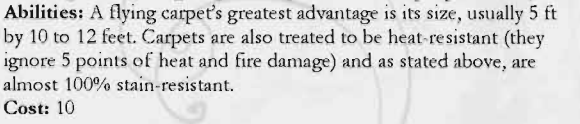
Black Racer

This broom is made for stealth and speed. It is made from lacquered black wood with bristles made from night-swamp straw over black Pegasus feathers.
Enchantment Difficulty: Very Hard
Speed: Triple Spell Maximum
Passengers: 1
Abilities: +1 to broom riding roll. The Mundane-avoidance charm grants -6 to rolls instead of -4.
Cost: 15



Flying carpet

Flying carpets are usually imported from the Middle East or Africa, where they are just as popular as brooms. Flying carpets come in a variety of designs and colors and unlike most carpets, they tend to be both dirt- and flame-resistant.
Enchantment Difficulty: Hard
Speed: Spell Maximum
Passengers: 4 (though a good carpet can cram 8 people onto it)
Abilities: A flying carpet's greatest advantage is its size, usually 5 ft by 10 to 12 feet. Carpets are also treated to be heat-resistant (they ignore 5 points of heat and fire damage) and as stated above, are almost 100% stain-resistant.
Cost: 10



Heaven's Harpy V

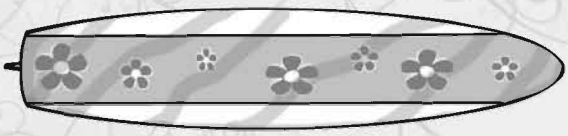
During World War II, the Ace broom pilots on the side of the Allies needed a Broom that was both tough and fast. They designed the first of the Harpies out of specially woven wood inside a hard wood covering. Over the years, newer models of these old, reliable brooms have become more and more popular.
Enchantment Difficulty: Hard
Speed: Double Spell Maximum
Passengers: 1 normally, but can carry 2 with no problem
Abilities: The fifth generation Harpy is a tough broom and ignores 1 point of any kind of damage.
Cost: 10



Laser-beam

The Laser-beam is a broom made of mystical metals and plastics, with fiber optics for straw. The broom is actually a less tricked-out

version of Radical Rene's own broom, "Trixie." The broom comes in a variety of bright colors and patterns.
Enchantment Difficulty: Very Hard
Speed: Triple Spell Maximum
Passengers: 1
Abilities: Once per day, the Laser-beam can accelerate to quadruple speed for up to half an hour per 1 extra Zap point spent to keep the broom in the air. The broom also grants the rider +2 Reflex in flight, as long as they are going less than quadruple speed.
Cost: 17



Sky-board

Surfing in the air is a growing fad among younger Witches. The Sky-board was created to cash in on this fad. Available in two sizes (full surfer size and snowboard size), the boards are made of enchanted fiberglass or wood and come in a variety of colors and patterns.
Enchantment Difficulty: Very Hard
Speed: Double Spell Maximum
Passengers: 2
Abilities: The Sky-board works just as well in the sky as it does on water or snow. The agility of the board also grants +1 to the rider's Reflex when in the air.
Cost: 11



Silver Streak

The Silver Streak is the broom for Witches who like the finer things in life. Made with a silver shaft and bleached white straw, it is the epitome of flying elegance.
Enchantment Difficulty: Very Hard
Speed: Double Spell Maximum
Passengers: 1
Abilities: +2 to broom riding rolls for controlling the broom in flight.
Cost: 12



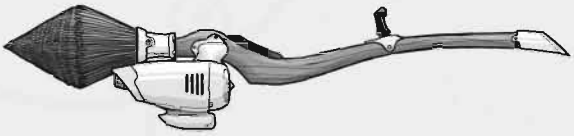
Training Broom

Usually painted bright red, orange, or yellow, this broom allows others to know the Witch is just learning to fly. Older Witches often see the Training Broom as a child's toy, but for the price it's a great value.
Enchantment Difficulty: Hard
Speed: Half Spell Maximum
Passengers: 1
Abilities: The training broom can fly without a spell to activate it. All you need is to speak the broom's particular code phrase, and off you go.
Cost: 5



Vespa-Flyer

The Vespa-Flyer is patterned off the Italian Vespa motor scooter. For years, Witches have been modifying mortal machines turning them into flying machines, as well as ground transport. The enchanted Vespa looks just like the standard type but is powered by magic and never needs refueling.
Enchantment Difficulty: Extreme
Speed: Standard, up to 80 mpg on the ground
Passengers: 2
Abilities: The Vespa-Flyer looks just like a mundane Vespa.
Cost: 18



Zoom-Broom

Zoom-Brooms have been around since the 60's. The Zoom-Broom resembles a broom with a small jet engine where the bristles would be, plus other crime attachments and highlights. Though shunned by traditionalists, the Zoom-Broom is very popular among techno-Witches.
Enchantment Difficulty: Extreme
Speed: Triple
Passengers: 1
Abilities: The Zoom-Broom's protective field allows the rider to ignore 1 point of damage while riding, even when not in a crash situation. The broom also produces an enhanced windshield charm that creates breathable air and atmosphere, allowing the Zoom-Broom to fly into space if needed.
Cost: 19

Flying Accessories

Most flying transport stores also sell accessories for flight.

Flight Goggles
These goggles look like aviator goggles. They provide, among other things, UV eye protection and can be fitted with prescription lenses.
Abilities: Grants the wearer +2 to sight-based Sense rolls while in flight.
Cost: 2

Flight Helmet
This helmet comes in styles ranging from old-fashioned Ace pilot to futuristic and sleek. The Flight Helmet comes with a visor that can be removed if the Witch chooses.
Abilities: The helmet doubles the protective shield the broom provides for crashes and extends the shield to the Witch, even if she is

not holding the broom.
Cost: 3

Key Charm
The Key Charm is a ring that fits on the broom or transport. That ring is magically attached to a key or ring owned by the Witch.
Abilities: The Key Charm prevents the flying transport from being activated by anyone but the Witch with the matching charm.
Cost: 1

Witch Stix

A one-eyed, green-skinned, fashionable Witch greets you at the store. Inside, you see glass cases full of wands, wand accessories, and wand parts. In the center of the room a circle is carved into the stone floor. There, a young Witch tests out a new wand, casting spells in the protected area.

"We carry only the top brands of wands", says the green woman, now standing next to a glass case. She takes out a lavender colored wand and flicks it. The tip glows and sparkles swirl into the air. "Hecatouch, Rumina, Fong Exclusive, and Laughing-bear: the top names in the field," she says.

Wands are devices used to focus the power of a Witch. A wand is usually 10-14 inches long and made of wood, precious metal, crystal, or a combination of the three.

A character's wand is a very personal thing. Wands have a bit of their owner's life force in them and never work quite as well for people other than the owner. This is why a Witch only carries one wand, and if that wand is broken, she will get it repaired instead of buying a new one (a Hard to Extreme difficulty Enchantment roll will repair most broken wands).

All wands come with wooden cases and wand oil. All wands, no mater the type, still count as a wand when casting spells.

All wands come with a set of special powers. Only the owner can use these powers. In another Witch's hand, a wand is just a wand and will only help as far as requirements to casting based on magic rank. To a non-Witch a wand is just a stick.
Focus: All wands reduce the Zap points of casting a spell by one (it cannot reduce the total to less than one).
Levitate: All wands can levitate up to one pound at close range.
Tough: Also, all wands are enchanted to be tough. They have 10 Life points and ignore 5 points of magical or non-magical damage.

Ready-made Wands
The wands listed below are name brand wands that can be picked up in any wand store.



Black Crystal Wand
This wand is made of a single peace of black crystal. Towards the grip are a series of three jade rings engraved with witch runes.
Enchantment Difficulty: Very Hard
Abilities: +1 Casting rank to all Curses spells. All spells from this wand have ranges as if their MTR was one rank higher.
Cost: 18



Dragon Bone Wand
Though the wand looks to be made out of red marble with blackish veins, it's actually carved from a dragon's bone.
Enchantment Difficulty: Very Hard
Abilities: All damaging spells cast do +2 damage. If the damage is fire-based, it does +3 damage.
Cost: 8



Ivory Wand
This ornate ivory wand is made of cockatrice bones and gold. The Ivory wand is designed based on the legendary wand of Circe.
Enchantment: Difficulty: Very Hard
Abilities: +1 Casting rank to all Alteration spells.
Cost: 13



Jade Wand
This wand is made entirely of green jade and towards the tip twists into a thin, sculpted dragon's head. Only Fong Exclusive makes jade wands for sale outside of Asia.
Enchantment Difficulty: Extreme
Abilities: The wand provides +1 to Resist Magic of owner and +1 to Casting rolls with Mentalism. The jade wand produces 2 Zap points that regenerate every 24 hours spells. The wand's owner may use the Zap points as she sees fit.
Cost: 23



Magician's Wand
This wand is made of lacquered, black wood with a flat silver cap at the tip. Its resemblance to a mundane magician's wand is the source of its name. Because it looks a prop for pretend magic, Witches using this have a better chance of explaining away their real magic as simple tricks.
Enchantment Difficulty: Very Hard
Abilities: Can levitate up to 20 lbs at close range for up to a scene at the cost of 1 Zap point.
Cost: 10

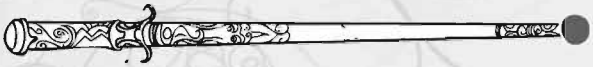


Neon Wand
Made of mystical, hardened, light plastic, this wand comes in neon colors and is prized by so-called cool-Witches. A neon-colored beam or stream of sparkles accompanies every spell fired from the wand.
Enchantment Difficulty: Hard
Abilities: With a touch, the wand's owner can change the color of anything they own to any other color.
Cost: 7



Rustic Wand

Though most Witches prefer an elegant wand, this one looks like a gnarled piece of wood with an ornately carved grip. Common among Witches from more naturalistic cultures, its only ability is acting as a wand.
Enchantment Difficulty: Hard
Abilities: The wand grants +1 to Casting rolls for Elementalism spells.
Cost: 8



Silver Wand

This wand is silver with a marble-sized and -shaped gem on the end. These gems come in a variety of colors.
Enchantment Difficulty: Very Hard
Abilities: A target's Resist magic is considered one less against spells from this wand. The wand can also produce a light equal to a mundane flashlight.
Cost: 17



Standard Wand

This wand looks like lacquered piece of wood with a three golden rings along the shaft. It is considered a beginner's wand.
Enchantment Difficulty: Hard
Abilities: The tip of the wand can be used as a flashlight.
Cost: 5



Star Wand

A beautiful wand of gold with a crystal star at the end, one would expect this from a fairy godmother.
Enchantment Difficulty: Very Hard
Abilities: +1 Casting rank to all Healing spells. The durations of spells cast by this wand are considered one MTR higher.
Cost: 18



Tech Wand
This metal wand looks like an old fashion radio antenna; it collapses in from 8 inches in length to 4. Towards the end of the wand are two gold disks and at the tip, a small metal ball. On the grip of the wand is a USB connector.
Enchantment Difficulty: Very Hard
Abilities: +1 Casting rank to all Cybermancy spells. The Wand can store up to 2 spells in digital form. The wand can also act as a USB drive, holding twice as much as the best mortal drives.
Cost: 20

Custom Wands

As stated already, wands are truly personal for a Witch. Instead of buying a ready-made wand, Witches with the Enchantment skill, extra spending money, or a wand passed down from a relative can opt to build a wand from scratch.

Part 1: The Base Wand

A generic, thin-shafted wand made of ash, willow, oak, or crystal is used as the base of a custom wand.
Enchantment Difficulty: Hard
Abilities: All basic wand abilities.
Cost: 3

Part 2: The Coating

This coating covers the wooden shaft. The material helps the wand conduct specific energies. A wand can only have one coating. In producing the wand, the coating is usually magically liquefied and then painted on the wand before it hardens.

Silver: Resist magic of the target is -1	Cost: 5
Gold: Stores 2 Zap points that regenerate daily	Cost: 5
Unicorn Horn: +1 Casting to good/helpful spells	Cost: 10
Manticore Stinger: +1 Casting to wicked spells.	Cost: 10
Ebony (Wood): Can levitate 20 lbs / 20 ft away.	Cost: 5
Dragon bone:Damaging spells do +2 damage, +3 if the spell is fire-based	Cost: 5

Part 3: Aptitude

Magical gems are liquefied to cap the wand. Once hardened, this grants the wand a +1 to Casting when using a specific magic type. The wand's creator can choose up to 2 magic types that the wand affects.
Cost: 10 per Aptitude.

Part 4: Focus

Focus increases the quality of the spell being cast. It can affect range and duration, making the wand cast spells as if the MTR for one of them was one rank higher. A wand can have only one range and one duration Focus increase.
Cost: 5 per Focus

Part 5: Specific Enchantments

Some wands have special enchantments placed on them or in magical crystal or metal caps on the wand. A wand can hold up to three specific enchantments.

Bracelet: The wand turns into a bracelet when not in use.
Cost: 1

Breaker: The wand grants +1 to Spell Breaker roll.
Cost: 3

Color Changer: The wand can change the color of any item owned by its wielder.
Cost: 2

Horn of plenty: The wand can conjure a full meal for one person at 1 Zap point.

Cost: 2

Light: The tip of the wand glows like a flashlight.
Cost: 2

M.A.C.: The wand has a Mundane-avoidance charm. Mortals watching the Witch cast spells are -2 to all rolls to notice it.
Cost: 5

Protector: The wand owner ignores 1 point of mundane damage.
Cost: 3

Recall: The wand can quickly float to the owner's hand if it's in close range.
Cost: 3

Staff: The wand becomes a 3- to 6-foot-tall staff. The wand also lowers a spell's Zap point cost by 2 instead of 1, with the result never being less than 1.
Cost: 5

Warded: The wand owner is granted +1 Resist magic as long as she holds the wand.
Cost: 5

Yallah's Books

The tall, narrow bookstore takes up two stories of the mall. Books of all kinds sit in piles and on shelves. People quietly look through the tomes. Sitting at the counter is an older Witch. She has frizzy, long, red hair and a prominent nose and is dressed in purple robes and a floppy purple witch hat with a grinning face stitched into it.

"Text books to the right," she says in an annoyed tone.

You feel the need to ask a question, but she points at the curious gathering of half a dozen toads on the counter and floor. "Any questions?" she asks, looking at you with a wicked grin.

A Witch's power comes as much from knowledge as anything. To a Witch, books are almost as precious as a wand.

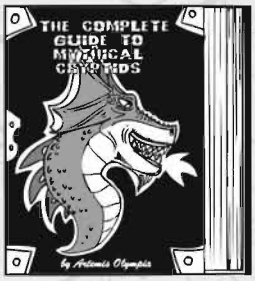
Books are special items, as they grant knowledge on the spot in the form of bonuses for referring to them. Some books help with the casting of specific spells; read from them as you cast the spell and gain the insights you need to make a spell more powerful. If a Witch is in trouble, she can reference a book in a combat round and gain the bonus on their next combat round.



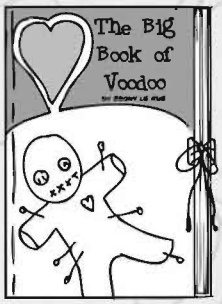
1001 Magical Jokes and Puns, by Nellie Coyote-Wind

Witch jokes, joke spells, and puns based incantations can get annoying if you're on the receiving end. This brightly colored and illustrated book is full of harmless jokes and pranks for the Witch with a trickster's spirit.
Abilities: The Witch gains +1 to Casting rolls when using a spell as a harmless prank after referencing this book.
Cost: 6

The Complete Guide to Mythical Cryptids, by Artemis Olympia



Written by the Witch who was at one time worshipped as a Greek goddess, this large book is bound in wood with pages made of greenish, recycled parchment.
Abilities: +2 to Cryptozoology and Mythology skill rolls.
Cost: 8



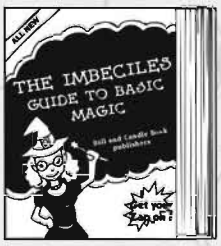
The Big Book of Voodoo

by Ebony Le Rue
This big, black book ribbed in bone smells of old wood and burnt meat. Inside is an irreverent take on sympathetic magic and its history.
Abilities: The person reading the book can use sympathetic magic if the book is near. The Witch uses a doll or clay model of the person on whom they are casting, along with something from that person (hair, fingernail, skin). The Witch can use one Curse, Healing, Mentalism, or Necromancy spell on the target, regardless of range, for 1 extra Zap point. The user also gains a +2 bonus to rolls about famous Witches who used sympathetic magic, a.k.a. voodoo.
Cost: 15

Denora's Law

by Denora Desade
A popular book among the wicked Witches, this beautifully transcribed book has the feel and look of a handwritten volume. Inside, you'll find antidotes, solutions, and spells aimed at the modern wicked Witch in training, as well as proper etiquette for the young Witch.
Abilities: Referencing the book grants the reader +1 to Casting or duration or range (choose 1) when casting wicked, selfish, or cruel spells. Add +2 to Magical Etiquette rolls.
Cost: 15





The Imbecile's Guide to Basic Magic, by Bell and Candle Book Publishers

This comical book with the picture of a somewhat bookish Witch on the front cover holds techniques for casting simple spells.
Abilities: Grants +1 to Casting rolls for spells with a MTR less than 2.
Cost: 5

Lilith's Song: the History of Witches. by Minerva Stone



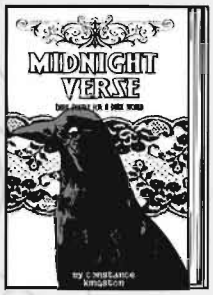
This red covered book has in-depth information on the history of Witches. A text for Mysticism class at most schools of magic.
Abilities: The reader referencing this book gains +2 to Mysticism rolls.
Cost: 5



Magic Diary

This beautifully bound journal comes in a variety of styles.
Enchantment Difficulty: Hard
Abilities: This magical diary is enchanted so only the owner can read its words. Also, a Witch can place a single spell on the diary that goes off if a specific person or people try to read it. The spell will target the prying reader.
Cost: 1

Midnight Verse:Dark Poetry for a Dark World, by Constance Kingston



A book of dark and moody gothic literature is not the kind of thing anyone but a Gothique would purchase. The black book with black pages and silver text holds dozens of poems by what sounds like a very depressed and sarcastic young Witch.
Abilities: The book itself as an Aura of depressing moodiness about it. So powerful is this aura that unless you're a Gothique or have the talent Creepy or the Heritage Half-Vampire or Persephone, you will get so depressed when near it you'll be at -1 on all rolls.
Cost: 12



Samantha's Guide to Merry Mortals, by S.C. Stephens

This pocket guide is the perfect book for Witches who don't know much about Mundania. Inside, animated pictures and illustrations show the Witch such mortal basics as how to cross a street and shake hands and explain why melting people who annoy you is generally frowned upon.
Abilities: The Witch referencing the book gains +1 to Social rolls when dealing with Mundanes.
Cost: 2

Saving Spells: The Modern Witch's Guide to Technology, by Emily Foster



Magical prodigy and mistress of Cybermancy, Professor Emily Foster's first book on Cybermancy introduces young Witches to the internet and its connection to the astral-net and magical world. This book's thickness is intimidating to a casual reader but is well worth it for the would-be Net-sorceress.
Abilities: The Witch referencing this book gains +1 to Cybermancy spell casting rolls and +2 to computer rolls.
Cost: 8



Mundane Equipment

If every available piece of mundane equipment available were to be listed, it would take another 100 books. Listed here are some common items that characters may need.

Trivial Equipment and Purchases

If you are new to role-playing games, you might be asking yourself, "So, Do I have to buy everything I own?" The answer to that is no. Characters are considered to have the basic things a kid their age has: enough clothes, accessories, trinkets, toys and whatnot to survive. Directors should not sweat the small stuff when it comes to what the character owns. Also, since the characters are Witches, there a good chance at least one of your Stars can conjure up what is needed.

For small things like a fast food, candy, lip gloss, or crickets for your ever-growing collection of frogs, 1 allowance point is more than enough to keep a character satisfied for 1 to 2 weeks, if you feel like keeping track of such things.

Listed below are some common mundane items (and a few uncommon ones) just in case a Star or Director would like details on what a character owns.

Clothing and Accessories	Allowance
Backpack	1
Book Bag	1
Casual Outfit	3
Cloak or Cape	3
Extra Normal School Uniform	3
Fancy Outfit	5
Fancy Shoes	3
Formal Witch's Attire	6
Gloves	1
Normal Hat	1

Clothing and Accessories	Allowance
Purse	1
Sports Outfit or Riding Outfit	3
Sports Shoes	2
Witch's Hat	1

Electronics	Allowance
Alphaplex Video Game System	3
Camcorder	3
Desktop Computer System	7
Digital Camera	2
DVD Player	2
Flashlight	1
Handheld GPS System	2
Mini-Alpha Handheld Game System	2
MP3 Player	3
Musical Keyboard	3
Standard Cell Phone	1
Stereo System	6
Standard Laptop Computer	8
Television Large	10
Television Small	4
Top of the Line Cell Phone	2
Top of the Line Laptop Computer	10

Normal Transportation	Allowance
Sports Bike	2
Car (Cheap)	35
Car (Sporty)	80
Horse	10
Normal Vespa	15
Pony	6
Skateboard	1
Skates	1





Finishing Up

7



Background

With her clique, skills, traits, education, magic, and cool magical gear picked out, you should have a basic idea of what your character's about by now. There's more to a character then numbers and items, though. A character for a tabletop role-playing game should be as detailed as you can possible makes her. The backgrounds, likes, dislikes, family and friends of Stars' characters will be used by a Director to give the game more life and drama.

To help you flesh out your character, we've added a little questionnaire that you should answer while thinking about what you want that character to be like and what you already know about the character.

Star Character (SC) Questionnaire

What's the SC's name?
Does the SC have a nickname?

How does your character look?
Is she tall, short, or average height?
How about size? Average, thin, or plump?
What's her eye color?
What's her hair color?

Where does the SC come from? Which city, state, and country?
Who are the SC's parents? What are their jobs?
How do you do they act?
Is the SC's Mom a Witch or did the magical talent skip a generation or two?
How does her dad feel about magic? Is there something special about him?

Does the SC have brothers and sisters?
How many?
Are they older or younger?
If they are sisters, are they Witches too?
If she has any brothers, how do they feel about magic?

Does the SC have any other relatives that pop in and out of her life?
What are the SC's hobbies?
Does she like sports? Who are her favorite sports teams?
What about games? What games does she play?

What are her habits?
What's the SC's your favorite food?
How would the SC describe her style of dress?
Does your SC use the phone or text a lot?
Does your SC have a computer and does she use it a lot?

Who are the SC's friends?
Are they Witches, Otherkin, Mundanes, or a combination of all?
Does she have a boyfriend? If so, does he know she's a Witch?

How does the SC feel about being a Witch?
How does she feel about the magical world?
How does she feel about the mortal world?

What is the SC's greatest secret?



THE COMPLETE CHARACTER

Character creation is by the far the hardest part of getting ready to play, but hopefully we've made it fun and easy. There will, of course, be questions from Stars. In that case, the Director has the final say on character generation. But just in case, let's review the checklist with our test character Celestia.

Clique and Attributes

Celestia's Star has picked the **Insider** clique.
Magic Attribute:D8
Other Attributes:D4, D6, D6, D8, D8
Education: 10 Mundane and 10 Magic
Magic Rank: 8
Bonus: 1 free mundane skill and 1 of the following skills at 1: Mysticism, Focus, or Magical Etiquette

For her Attributes we went with:
Body:D6, Mind:D8 (she's very smart), Senses:D6, Will:D4, Social:D6, and her magic attribute for the clique is D8.

Secondary attributes are calculated as:
Life points: 12 (D6 Body maximum roll is 6. Multiplied by 2, it's 12)
Reflex: 9 (D6 Body maximum roll is 6. Add +3 for 9)
Resist Magic: 11 (D8 Magic maximum roll is 8. Add +3 for 11)
Zap Points: 16 (D8 Magic maximum roll is 8. Multiplied by 2, it's 16)

Skills

Celestia has 10 mundane skill points and 10 magic skill points. Her star decides Celestia is pretty well rounded and is good at things requiring both brains and brawns. She also has 1 free mundane skill for being an insider and a choice of Mysticism, Focus, and Magical Etiquette.
Free Mundane Skill: Computer (Rank 1)
Free Magic Skill: Mysticism (Rank 1)

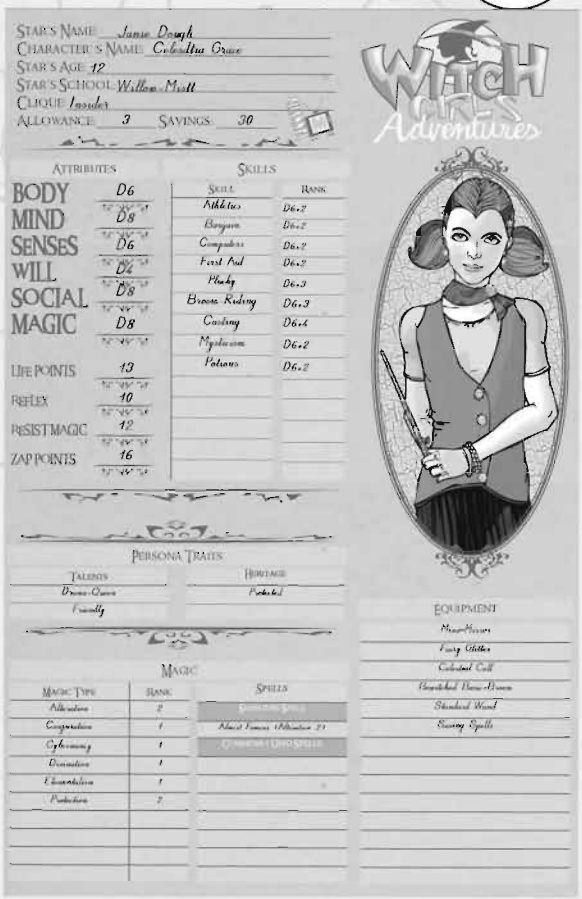
Mundane Skills
Athletics (2, adds +1 to Life points): Celestia likes to go running with her fireman dad.
Bargain (2): Celestia love shopping with her mom.
Computers (2): Her geeky older brother really got her interested in computers.
First Aid (2): Celestia learned some first aid from her dad.
Plucky (1): Celestia wants to be brave like her dad.

Magic Skills
Casting (4): Celestia is an average student at Willow-Mistt School.
Broom Riding (3): From her big sister, Celestia has learned Broom Riding
Mysticism (2): Celestia tries to keep up on witch history because it's important to her mother.
Potions (2): Celestia finds making Potions fun.

Note:Don't forget when writing ranks to place in the skill's corresponding attribute die type.

Traits

Talents
Being the youngest of four children, Celestia craves attention and can be a bit of a **Drama Queen**. For the same reason, she also knows how to get along with people and is really **Friendly**.



Heritage
Celestia's mother worries about her youngest and has cast several spells on her, leaving her very **Protected**.

Magic

Being an Insider, Celestia has 8 magic ranks. The Star decides Celestia is as well rounded magically as she is in everything else.

Alteration (2) shows her versatility. It has practical uses and can be fun. It also can be used to draw attention to herself.
Conjuration (1) allows Celestia to give gifts to friends and help out around the house.
Cybermancy (1) gives Celestia some insights into the world of computers, so she can both annoy and spend time with her brother.
Divination(1) will eventually allow her to keep an eye on her father, for whom she worries.
Elementalism(1) helps Celesta's broom get started. She loves to fly.
Protection(2) magic is especially important to Celestia because, like her father and mother, she wants to keep people safe.

Disguise Other (Alteration 2) is Celestia's signature spell. It allows Celestia and others to look like a famous person. She likes to use it to play jokes on people, usually with her brother as an accomplice.

Allowance and Equipment

With no special traits to raise her allowance, Celestia has an allowance of 3 and 30 savings to purchase starting equipment. She buys:

Mini-Mirror (4): For help with Divination.
Fairy Glitter (1): For personal flair and to help with some playful spells.
Celestial Cell (5): To communicate with her family and friends everywhere.
Bewitched Basic (7): The same kind of broom her sister started on.
Standard Wand (5): Just a basic wand she hopes to get modified later on.
Saving Spells (7): The book Celestia needed for her Cybermancy Class.
Savings left: 1

Background

Here are the answers to Celestia's SC Questionnaire:

Celestia's full name is Celestia Grace.
Her mom and dad call her Gracie. Her brother Ray calls her Celli.

She is average, with fair skin, freckles, and medium length hair.
She is about 5'2".
She's in good shape.
Her eyes are blue-gray.
Her hair has equally large streaks of light brown and auburn.

Celestia lives in Buffalo, New York, USA.
Her dad is a Fireman. Mom is a physician. Dad is kind, and mom is kind but protective.
Mother is a Witch working in the magical and mortal worlds as a holistic physician.
Her dad is a fireman and very brave. He wants his daughters to learn to use magic responsibly.

Celestia has brothers and sisters.
There are 3 of them, 2 older brothers (Ray and Kent) and one older sister (Emma).
Her older sister is 16; her older brothers, 13 (they're twins).
Emma is a Witch, too.
Ray is cool with magic and curious about it. Kent thinks it's kind of freaky.

Celestia has no other relatives.

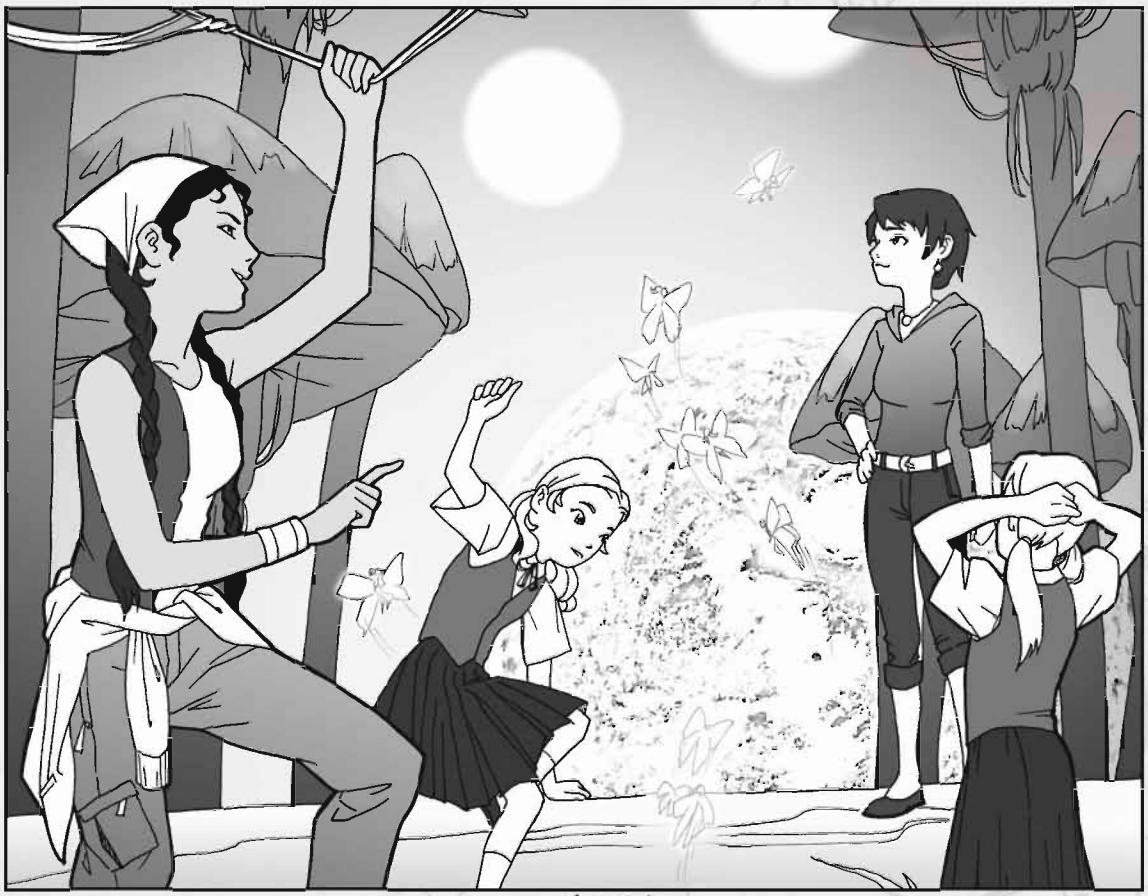
Celestia likes running and computer games.
Celestia wants to run a marathon one day. She doesn't follow team sports but likes to go watch her sister race brooms and brother Kent do martial arts.
She loves puzzle computer games.

Celestia chews the end of her wand when she's nervous. She wears star-shaped jewelry and hair clips.
Oranges are her favorite food.
Her dress style is Modern, with a bit of Retro.
She does text a lot and has a cell phone.
She doesn't own a computer but uses the one at school and home a lot. She is saving to buy a Ghost Top.

Her friends are Jennie, Tammera, Monica, and Lillian.
Jennie and Tammera are Mortals. Monica and Lillian are Witches.
She does not have a boyfriend, but she has a little crush on Ray's friend Chin.

She likes being a Witch, but sometimes it's hard hiding it.
She thinks the magical world is okay and in a way has fewer rules than the mundane world.
She feels the mortal world isn't bad and is more stable than the magical world.

Celestia's greatest secret is that she tried to make a love potion to use on Chin and ended up making his ears fall instead.





Director 101

8



If you are reading this, then you have decided to become a Witch Girls Adventures Director. The Director's job is to run the game. They act as the eyes, ears, and noses of the players, telling them what their characters see and hear. They act as the Cast of the adventure, giving them emotion and rolling their dice when needed. The biggest job of the Director lies in telling the story. It's the Director who decides what the adventure is, and together with the characters, they play it out.

To Roll or Not to Roll

Directors must know the rules of the game as well, as when it's better to use rolls or just role-play. The rule of thumb here is if it's something trivial (like walking down the street, figuring out how may witnessed a specific event, or a taking a test in class), it's best to just role-play. If the situation starts or may end in combat or if magic that may change the course of the game is involved, then it's better to roll instead of role.

The Basic Rules of Play

Difficulty Range

In Character Generation, you saw difficulty mentioned. Now it's time to tell you what it means. A difficulty range is a range of numbers representing how hard a task is. In a game, a Director may decide that a player needs to do something, or a player may want their character to do something. The number the character needs to meet or exceed to perform that task is based on how hard the Director thinks it is.

The Contested Roll

Not all rolls are based on difficulty range. Some rolls pit a player against a Cast member or another players. Contested rolls are resolved with the highest roll winning and in the case of a tie, the highest attribute die involved winning.
Usually a contested roll is when someone is trying to resist what the character is doing to him or her (for example: tying to see through a Fib or see a person using a Hide skill. Deciding what attribute to use to contest a roll may be the hardest part of using contested rolls. In the skill section, we've provided a Resisted listing for most skills, and we've also provided the above chart to show Resisting attributes for attribute-based contests (for example: a chess game between two characters is a contest of Mind).

Contested Roll	
Attribute or Attribute base skill	**Attribute used in contested Roll**
Body (Direct Conflict Ex. Athletics, Sports	Body
Body (Indirect Ex. Hide Urchin)	Senses
Senses	Body (or Hide or Urchin Skill)
Mind	Mind
Will	Will
Social	Social
Magic	Magic

You, the Director, will sometimes have to figure out how to resolve a contested roll off the cuff, but hey, that's why you make the big bucks.

Combat

Characters will eventually get in a situation where they must fight or zap their way out. The rules of combat are specialized for that situation. Though not every situation is covered, we will try to cover what every Director should know to get started.

Starting a Combat Scene

Combat scenes start when a situation that could end in both parties being injured or worse (and by worse, we mean turned inside out by an irate Witch). The director needs to let all the players know when it's their time to do something in the combat scene. This is decided by the characters' Reflex attributes, with everyone going in order of Reflex attribute from highest to lowest (in case of a tie, the events are said to take place at the same time).

Surprise!

In a situation were a Star-character or Cast character is trying to surprise another character, the character being surprised can make a Sense roll. If it meets or exceeds that of the person making the surprise, then the surprise fails.

The Director has last say on if a situation warrants such a roll and when a surprise takes place. If the surprise does take place, the person or persons doing the surprise gain one free action, and the person they are surprising is -2 to all rolls against whatever the surprise is. Once the surprise is finished, a regular scene or combat scene can start normally.

What Can You Do in a Combat Scene?

In a single combat scene, a character can perform one type of attack (magical or non-magical). Super-fast characters (common among some Monsters and Immortals) or Witches using Time and Space magic to gain speed may gain an extra attack at the end of the combat scene.

Characters may also perform one non-combat action. Though there are many types of non-combat actions, the most common are listed below:

- **Activate:** The character can activate a device.
- **Focus Power:** This takes an Easy difficulty Focus roll or a Hard difficulty Will roll. The character gains back one Zap point, but for the rest of the scene, she is at -5 Reflex.
- **Move:** A character can move 20 ft in a scene on foot, 10 ft in a scene in water, and 50 ft in a scene per calculated 100 mph of flight.
- **Prep a Spell:** A character prepares her next spell and gains +1 to casting on that spell.
- **Retreat:** The character moves away from combat. She can perform no other action (even attack) that scene, but her Movement is doubled and she gain +5 Reflex.
- **Talk:** The character communicates with other characters.

Attacking in Combat

There are essentially two types of attacks in the game: magical (using a spell) and non-magical (using your fist, purse, Witch Hunter flame thrower, or table leg to attack).

Magic Attacks

Magic is resolved simply. This was covered in the Magic section, but in case you were asleep, the attacker makes a casting roll (Casting skill rank + Magic Die Type + any special bonuses) and must exceed the target's Resist Magic attribute. If the casting roll meets or exceeds the Resist magic, the spell works.

Non-Magical Attacks

Mundane attacks are resolved about the same way. The attacker rolls her Body attribute die (or Fighting skill) and must exceed the target's Reflex attribute. The rule applies for ranged, non-ranged, and melee (hand-to-hand) attacks. If they wish, Directors may add pluses and minuses to rolls, depending on the situation. Personally, I say, "keep it simple."

Damage in Combat

When a character is hit, they take damage. Witches are not the toughest of creatures and should try to avoid being on the receiving end of lots of damage.

When a person is hit by something that does damage (fire ball, fist, Witch Hunter impact-net), she makes a Body attribute roll. The result is how much damage she ignores. The Player or Director in charge of the attacking character rolls the damage for the attack.
Spells have a set damage on the magic type rank. Most weapons used by Cast Characters also have a set damage number. Punches and kicks do an amount of damage equal to either a Body attribute roll or a Fighting skill roll. Natural weapons like teeth or claws add bonuses to these rolls.

Here Are some Damage Numbers a Director may need to know:

Common Damages

Attack	Damage or Bonus Damage
D0+1-D4 Body Character Punch or Kick	1
D4+1-D6 Body Character Punch or Kick	2
D6+1-D8 Body Character Punch or Kick	4
D8+1-D10 Body Character Punch or Kick	6
D10+1-D12 Body Character Punch or Kick	8
D12+1-D20 Body Character Punch or Kick	10
Fight Skill (Add to Damage based on Body)	+2
Ax (Add to Damage based on Body)	+4
Car Thrown at you (Add to Damage based on Body or MTR)	+10
Flame Thrower	14
Hand Gun	10
Hit by a big rock (boulder) (Add to Damage based on Body)	+8
Hit by a fast moving car	12
Hit by A rock (hand size) (Add to Damage based on Body)	+2
Knife	+2
Rifle	12
Sword	+3

Armor

Some characters have armor. Armor can be something worn or a natural resistance to all types or a certain type of damage. Depending on its rank, armor allows a character to ignore damage they take.

Immortals, for instance, have 1-2 points of natural armor because they are just so tough. So, if an Immortal takes 5 points of damage and he has 2 points of armor, only 3 points get through. The Immortal then makes a Body roll to lessen the damage again.

Life Points and Damage

Once damage is determined (damage taken – armor - Body die roll = final damage), the result is subtracted from Life points. If a person reaches 0 Life points, that character is in danger of dying.

Other Types of Damage

Combat isn't the only way a character can get hurt. Characters can fall, be hit by a bus, or learn that when you can't swim, you drown. When situations like this occur, the Director has last say on what happens. But just in case the Director needs help, we have another chart for you:

Various Damage Types

Type Of Mishap	Damage
Freezing Cold	5 points of damage per minute of exposure
Drowning	5 points of damage per minute per minute under wearer
Falling	3 points of damage per 10ft
Hit by fast moving Object	5 (10-40mph) 10 (41-80mph) 15 (80+)
Poison	2-10 depending on strength of poison
Raging Fire	5 points of damage per minute of exposure
Small Fire	3 points of damage per minute of exposure
The Vacuum of Space	15 per minute of exposure

Rounds and Ending a Combat Scene

After all players and Cast have finished their attacks and actions in combat, a round has past. If there are still characters to fight, then another round starts. Rounds go on until there is no one left to fight or the director sets in motion a situation that ends it. Once all the rounds are done, the combat scene ends.

Life Points and Healing

As discussed earlier, people lose Life points when they take damage. When a character's Life points reaches zero, what happens next depends on what kind of person the character is.

Dying

Witches will normally live forever, but when they get hurt, they have the chance of dying like everyone else.

When a Witch reaches 0 Life points, she is considered dying. For every combat round or minute out of combat that the Witch lies unaided, her Body die type drops by one. When it reaches to less than D0+1, that character is dead.

After reaching 0 Life points, any other attacks that do damage to a character lowers the Body type die by one also.
Mortals are not as lucky. Their life forces are not as strong and when a mortal reaches 0 Life points, she is considered dead.

While most monsters and Otherkin follow the dying rules set for Witches, some have special rules explained in their description in the Cast section. Creatures who regenerate (like Trolls, Werewolves and Immortals) stop dying on their own and don't need help to save themselves.

Stopping Death

Death can be stopped a number of ways. The First Aid skill known by paramedics, doctors, and some characters is the simplest way of doing this. The character using First Aid must make a Hard First Aid roll to stop a person from dying. If they succeed, they stop the Lowering of Body die type.

Every time they lose a Body die type from dying, characters can make a Hard Body die roll. If they succeed, their loss of Body Die type stops.

Healing spell, potions, and abilities automatically halt the lowering of Body die type, even if that only heals 1 point of damage.

Healing

When a character is hurt, she will need to get better, and as long as she stops dying and stops taking damage, she will get better.

At the end of a 24-hour period, all characters with the required amount of sleep make a Body die roll. The result is how many Life points they gain back. If the character is under medical attention, that roll is doubled.

Healing spells (see Magic: Healing) can instantly restore Life points, and some monsters and Otherkin heal extremely fast, restoring a set amount of points per minute, hour, or even scene.

Inanimate Objects Are People, Too

Well, they can be if you have a high enough Alteration magic rank. Actually, what we mean is that not everything the characters will be dealing with will be moving around. Sometimes, a character will just need to knock down a door or blow up house.

Like people, inanimate objects have Life points (yeah, they are not alive, but that's what they are called). Some items also have armor, especially those made of really tough materials. There is no way to list everything a character may need to damage, but here is a quick guide of common things their Life points and armor:



Objects Life Points and Armor		
Item	Life Points	Armor
Average Size Household Item (Chair T.V., Computer)	5	1
Bus, Small Aircraft or Semi-Trailer	35	3
Car	20	3
Heavy Wooden door or wall	10	5
Large Transport (Air Craft or Boat)	40	5
Large Transport (Train)	35	7
Large Boulder	15	7
Large size Household Item (Sofa ,Freezer)	10	2
Light Wooden Door or Wall	10	3
Metal door or Wall	20	10
Military Vehicle (Jeep)	30	10
Military Vehicle (Air Craft)	35	10
Military Vehicle (Tank)	40	15
Small size household Item (Lap top, Lamp, Phone Book)	3	0
Small Home	40	5
Small Vehicle (Motor Cycle, Scooter)	15	2
Stone Or Brick Door or wall	15	7
Truck (Or Boat or SUV)	30	3

Flight

In a game where you can have airplanes, girls on brooms, and dragons, rules of flight are a must. Characters in flight move differently than those on the ground. They can move side to side, backward and forward, and up and down.



Flight rolls are either made with a Body attribute roll or with the Broom Riding skill.

Flight Maneuvering	
Maneuver	Difficulty
Control Crash	Easy
Cruising Speed Maneuvering	Hard
Dog Fight While Casting	Hard
Fast Speed Maneuvering	Very Hard
Landing Faster	Hard
Maximum Speed Maneuvering	Extreme
Pull out of crash	Hard
Take Off Faster	Hard

Takeoff and Landing

When something takes off, it does so at a quarter of its maximum speed and lands at about the same. Landing and taking off at speeds other than that is a Hard difficulty roll. Also, landing on a damaged broom or aircraft is a Hard difficulty roll.

Reaching Full Speed

Once someone or something takes off, the take off speed doubles every minute (or combat round) until reaching full speed. If a character isn't in the mood for maximum speed, she can move at cruising speed or slower. Cruising speed is considered half of maximum speed.

Maneuvering in Flight

At cruising speed, maneuvering is at Easy Difficulty. At maximum speed, maneuvering is at Very Hard. Anything between Cruising and Maximum is a Hard difficulty roll. A maneuvering roll is needed for any change of direction or speed, and only one maneuvering roll can be done in a combat round if a character wishes to attack.

When a character misses a maneuvering roll, she loses control and must make a Hard difficulty roll to regain control.

Dog Fighting

A dogfight is a battle between two people in flight. Because of the speeds involved, characters above half speed are -1 to non-magical and magical attacks. So, if they are at maximum speed, they are -2 to hits.

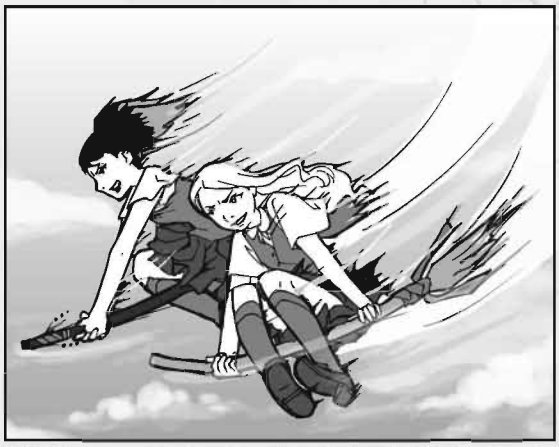
Magic always hits on the ground; however, it isn't as reliable in the air. Every time a spell is cast in flight the character needs to make a Hard Maneuvering roll if they fail the spell misses or Lose Control. Another aspect of dog fighting is taking hits. In flight if a character is hit they must make a Hard Maneuvering roll or again lose control.

Crashing

Witches' brooms and their other forms of magical transports have spells on them that negate pesky things like blacking out from hard turns or fast dives, as well as bugs in the teeth or messing up one's

hair in flight. They do not protect a character from crashing, though--just taking a lot of damage when crashing.

When a character loses control, she starts to crash. If the type of crash involves heading towards the ground (or something else), the character has two options: Pull Up/Dodge or Control Crash.



A Pull Up means the character pulls up before she hits the ground. A Dodge means she gets out of the way of whatever she is about to hit. Either option is a Hard difficulty Maneuvering roll normally; if moving at Maximum Speed, it's Very Hard.

If all else fails, the character can try a Control Crash. This is an Easy Maneuvering roll. If she succeeds, she only takes only 10 points of damage.

GAME BUILDING

Knowing the rules a lot more now, a Director should start thinking about what kind of game they will be running. What themes and ideas from the world of Witch Girls will you focus on? What will be the mood of your game? Directors should also think about whether the game be a single episode or multiple episodes, allowing the players and herself to interact in the world of Witch Girls over dozens of sessions.

Mood

The mood of the game is the general tone. Is it funny, scary, or dramatic? Each director has a style that suits them, and players may have a predisposition towards a certain feeling to their game.

We've provided a few possible moods for games and how they fit into the world of Witch Girls. Some Directors may want to come up with their own moods; others, combine moods (examples of such combos are comedic dramas or dark romances).

Adventure

Adventures focus on lots of action and combat. Stars travel to unique and interesting places, battle powerful people and monsters, and rarely have time to think about anything other than the next fight or dangerous situation.
This is the perfect type of game for players (and Directors) with short attention spans and a love of exciting things.

Dark
In a dark game, the world is a sinister place where great evils lurk in the night and shadows. Stars usually have some darkness or mystery in their pasts, and even the good guys have sinister agendas.

For moody players who want a gothic feel to their game and Directors who like lots of Vampires and other creatures, this could be the mood for you.

Drama

Dramatic games focus on the emotions and reactions of players and the world around them. Players deal with the emotional ramifications of their actions on others and themselves, and the Director must work hard to build real attachments between Stars and Cast.

Dramatic games can be fun, especially for Directors who want a soap opera quality to their game and for players who really want to get into their characters' emotions.

Horror
In a world of magic and monsters, horror is an obvious mood. Building up suspense to frighten players can be hard but rewarding. Directors wishing to bring fear into the game need to know what Stars fear.

In horror, Cast members are usually divided up into victims and attackers, and nothing is what it seems.

A true challenge for a Director, horror takes more than creepy monsters; it takes an understanding of fear and how to place it in the game. For players, horror means allowing yourself to enter your character's mind and becoming afraid.



Mystery

Mysteries deal with solving of puzzles, both literally and emotionally. In a mystery, no one is what he or she seems. Things are never out in the open, and everyone must search within herself and her environment for the truth.

A mystery game is perfect for a game master wanting to match wit with his players. Players wanting a challenge for their minds should consider asking the Director for a mystery game.

Romance

The world of love and dating is complex enough; throw in magic and secret lives, and it becomes truly mind-boggling. Like horror, romance is hard to play, as the Director must keep it interesting and players must be willing to really get into their characters' minds and hearts.

Players and Directors wanting to play a game that focuses almost exclusively on relationships may want to consider Romance.

Sitcom

Drama is easy; comedy is hard. Playing a game for laughs sounds like an easy out for Directors and players, but it's not. Keeping things funny and fresh is very difficult, and situations (the sit in sitcom) that could lead to comedy take a lot of thought.

Sitcoms can be entertaining for players and directors who are just wishing to have fun with the world and keep things light.

Theme

A theme is the central plot from which a game or its episodes revolve. There are several possible themes that we will present here. A Director is welcome to make up her own themes. A good game will not just have one plot, but also several subplots that allow for increased depth of play.

Double life

Characters may find themselves trying to juggle life as an everyday kid with life as a Witch. Magic may be fun, but it can also cause trouble, and trying to hide what you are can be hard. Characters may have friends or even family members from whom they must keep their true selves hidden. They may also have to deal with magical threats to that life in a way that will not reveal who they are. A Witch Girl with a mundane boyfriend may have to decide if she should tell him and risk his being afraid of her or hide her true self from him.

Family

The family of a Witch can be the source of many adventures. Most likely, a Witch has a mundane father and a few mundane siblings and has to deal with being caught between the magic and mundane worlds. Stars may also have to deal with strange relatives. Maybe an uncle is a joke-loving Fae, or a cousin is a wicked Witch Girl with a thing for shrinking and stepping on anyone who doesn't treat her like a princess. A Mundane father who doesn't like for his wife and children to use magic makes for a great sitcom and can be a plot hook in your adventures.

Good

Most games will have at least some aspect of this theme in it. Characters fight against the current witch mentality and help or are nice to Mundanes. Good Witches will have lots of problems, including how most Witches will not understand their goals or will misinterpret them. Witches may seek to find Mundanes who need help and help them out, or they may secretly protect Mundanes from magical events and creatures. Witches who are good are fighting an uphill battle against the current witch social structure and may spend a lot of time proving to Witches that Mundanes are their equals.

Magic School

This theme takes the character to a school for Witches and focuses on learning and adventures there. Characters will start out as new students, meet the teachers and other students, and learn together how the school runs. Adventures at a school could involve many things. The characters may have to deal with a student or group of students who hate them, or the characters may find a school secret that leads to an adventure. The characters could try to uncover if a teacher up to no good, or they may just deal with the general weirdness of a school for Witches.



Mundane School

Adventures in a mundane school allow Witches to interact more with different types of characters all trying to survive being a kid and being different. Mundane schools could be the launching point for a variety

of adventures. A Witch may discover that a teacher is really a Vampire or that the food at the school is making students into zombies, both things they and their friends have to stop without revealing who they are to others. Things could be worse if a Witch not used to Mundanes finds herself in mundane school with no one warning her about mundane cliques, rules, and dodge ball.

Wicked

Sometimes it's just fun to be the bad Witch. Scheming against innocent Mundanes, turning them into ants, and just being a general "Wicked Witch" has it's appeal, and a game where all the players are rotten to the core can be fun if played right.

Witch vs. Immortals

Immortals rarely get along with Witches, and this theme may be a perfect way to show it. Immortals view Witches as forces of disorder and danger and may decide to make an example out of Stars. Characters may also run across evil Immortals and must stop their schemes. Also, Witches who tend to be wicked may have to deal with a good Immortal or group of Immortals.

Witch vs. Monster

Monsters can crop up anywhere, and characters may be the only ones who can stop them or wish to. Players may be in a city plagued by monsters or be sent on assignment by their school to find monsters and deal with them before Mundanes find out what's really going on or get hurt.

Witch vs. Mundane

The characters may discover that Mundanes are plotting to do something they (the Stars) disagree with. Mundanes alone are not dangerous, but in large groups or when well organized, they can be a problem. Maybe a mundane corporation is destroying a Witch's favorite park or a powerful Mundane has discovered the Witch's secret and is threatening to reveal it. The Laws of Interaction make dealing with mundane government and business organizations difficult, allowing Stars in those situations a chance to use their minds instead of magic.

Witch vs. Witch

The characters are in this type of game are placed in a situation where they must foil the plans of a more powerful Witch or group of Witches. The Witch/Witches may have other creatures that work for them and cause the characters problems. A Witch may have harmed a character's family member or friend, and that Witch that may be seeking revenge. These are just a few examples of using this theme.



Outlining Your Game

Picking a mood and theme is the first big step in figuring out the basic premise of your game and its episodes. Directors who already have game probably have a good idea of what they want to do, and their Stars know exactly what they want to accomplish in the game.

New players and Directors may still need some help. Outlining your game will do that. In a few dozen lines, you can write out the basic plot of the game, the mood, who the bad guys are, and what their motivations are.
When building your game outline, here are some things to keep in mind:
Name: The name of your game, as if it was a television show or movie.
Tagline: A one-line description of the game, designed to capture the players' imaginations.
Synopsis: The basic plot of the game and basic information.
Mood: The mood or moods in the game.
Theme: The theme or themes used through most of the game.
Cast: Who the reoccurring good guys and bad guys are.
Rules: Any special rules in the game set by the Director.

To show you how the outline works and to give you some ideas on what kind of games can be played in the world of Witch Girls, we created some sample outlines you can use or study.

Darksiders

Tagline: *From the shadows comes salvation.*
Synopsis: A group of Witches battle Vampires and other vile monsters in a city ripe with corruption.
Mood: Dark, Adventure
Theme: Witch vs. Monster
Cast: The evil Vampire Leon rules the city, and a retired mundane monster hunter named Dr. Carl Van Helseing is the characters' ally.
Rules: The magic type Necromancy is not allowed.

The Goodes and Eaviles

Tagline: *Twice the families, twice the fun.*
Synopsis: Two Families, the Goode and Eaviles, vie to help (The Goodes) and control (the Eaviles) a community in a test of good vs. evil.
Mood: Sitcom
Themes: Witch vs. Witch, Family
Cast: The Goode and Eaviles families
Rules: Players much choose to be a member of the Goode or Eaviles family.

Sisters in Sorcery

Tagline: *Friendship can be its own kind of magic.*
Synopsis: Young Witches deal with their lives, romance, and coming of age in the suburbs.
Themes: Drama, Romance
Plot: Mundane School
Cast: The head cheerleader Cassie is actually a powerful Witch and hates the **Stars.** Tom and Keith are two cute Immortal brothers going to the same school as the characters. And the Principle, Mr. Lewis, suspects there are strange goings on in his school and is a novice Witch Hunter.
Rules: None.

Willow-Mistt

Tagline: *Learn to find the magic inside you.*
Synopsis: At the Willow-Mistt School, some new students learn about magic and growing up.
Mood: Adventure, Drama, Mystery
Theme: Magic School
Cast: The staff and student body of Willow-Mistt provide both friends and enemies.
Rules: More information on Willow-Mistt can be found in the Willow-Mistt section.

If these plots listed are not your cup of tea, remember they are just examples. Feel free to create your own



Rewards

When a game episode is over, you as a Director may be content with a job well done, but players are screaming for something more. Stars in Hollywood get paid, and in Witch Girls they get paid, too. No, not in money but in a kind of currency that can be applied to improving a character. Players can buy the characters higher attributes, improve their skills or magic ranks, or even buy new skills and magic.

Voodollars

Voodollars are the currency that Stars earn to purchase improvements. They are given out not only for succeeding in game tasks but also for role-playing. Players and Directors both contribute to the amount of Voodollars.

When a player earns Voodollars, you actually hand them the bills you'll find on this page (copy them to your heart's content). It's up to players to keep track of the Voodollars they earn. When Voodollars are spent, the players give them back and tell you on what they are spent, so you the Director, can keep track of how your Stars are evolving.

Earning Voodollars

Players can earn Voodollars for a lot of things, from showing up to a game on time to making everyone laugh.

Though Voodollars are usually handed out at the end of each Episode (game), the Director can hand them out during the game to help with player's motivation or just to reward a player for role-playing well or doing something truly spectacular.

Role-Playing and Voodollars

More than anything else, role-playing determines the success of a game. Groups with players who stay in character and try to advance the mood of the game are the groups that have the most fun. This is why more than anything, we suggest that you grant role-playing Voodollars separately from other points. This emphasizes its importance and shows the point of the game is more than a collection of fights and misadventures.

Voodollar payment suggestions for players

Action	Voodollars
Bring Emotion to a Scene	2
Character performs a mundane obligation (Go to school, hang with friends, go on dates.	1
Character defeats a foe of the same strength	2
Character defeats a stronger foe	4
Character defeats a weaker foe	1
Star does not disturb the game	1
Star or their character does something to move the game forward	1
Great role-playing in a scene or episode	2
Makes the entire group laugh	1
Character saves friend or ally	1
Star helps with game set up	1
Character uses a skill in a remarkable and or original way	2
Character solves a puzzle or mystery	1
Creation of a new spell	1
Character brings a little magic and wonder to the mundane world	1
Character uses wits and or skills instead of magic to bypass a dangerous situation.	2

In-game Training and Voodollars

Raises in attributes and spells just don't appear in a character over night. There is a lot of hard work involved.

Directors should have their players do things in game to show that their characters have worked towards the improvements they are buying. A character wanting to increase her Body may start running around the campus every morning and cut back in those cup cakes. A Character learning a new magic type may decide to research it at the library or state she is studying really hard in a class related to that magic type. A character learning to fly her broom may practice her flying expertise a few times of week.

Directors should award players who do make a point of doing little things like the above without coaxing.

Spending Voodollars

Players may use Voodollars to raise abilities, skills, and magic ranks and even buy new ones. Directors should try to balance the amount of points given to player, so they will advance at a steady rate. We suggest no more than 15 per player per episode.

The following are the costs of improvements in Voodollars:

Voodollar payment suggestions for players	
Purchase	**Cost in Voodollars**
New Magic skill at rank 1	20
New Magic Type at rank 1	25
New Mundane skill at rank 1	10
New Talent	20
Raise Allowance By one point a week	15
Raise A Magic skill by one rank	15
Raise a Magic Type by one rank	20
Raise a mundane Skill by one rank	5
Raise Body Mind, Senses, Will and Social die by one type	25
Raise Magic die by one type.	50
Stop a Character from Dying	20

It's Not About the Voodollars

Although Voodollars add incentive for the game, keep in mind it's not about the Voodollars. Role-playing games are about the interaction and fun and telling a story. If you remember that, you are guaranteed to have fun.

Conclusion

So you have the basics on how to run the dice part of the game. Using the Adventure at the end of the book, you should be able to start playing. But that one adventure will only last for so long, and eventually you'll have to start making your own. In order to do that, you need information on the Witch Girls world and a crash course in how to build your own games. Can you guess what's next?



(By the way any resemblance to actual famous witches is strictly coincidental)



For Your Coping needs, Voodoo Dollars in all known denominations.



The World of Witch-Girls

9



Directors running a game in the Witch Girls world need to know about that world. They need to know things like: what exactly is a Witch, what kinds of monsters exist in the world, and how does the world see Witches? Also, Directors need to know how to put together a story.

Some of you may have read the comic and have a basic understanding of the world. For others, this will be your first peek into this unique little universe. So without further ado…

Welcome to the world of Witch Girls!

What exactly is a Witch?

The first thing that needs to be stated is that Witches are not humans with magical powers. In fact, they are not human at all. Witches are an offshoot of humanity. They evolved mental and spiritual connections to the universe that even the smartest and most brilliant of humans can't start to comprehend.

Anatomy

A Witch's anatomy is slightly different from a human's. Channeling and producing massive amounts of mystical energy have created several biological changes that allow those in the know to tell a Witch apart from a normal person with a glance. They Include:

- **Witch eyes:** Witches' eyes are far brighter and more vibrant than a Mundane's and come in colors Mundanes' do not. Witches can have standard blues, brown, and green eyes, as well as just about every other color of the rainbow and even eyes that are multiple colors.
- **Witch Skin:** Witches do not wrinkle, tan, or get any type of skin disorder. Witches also do not scar after a wound heals.
- **Immortality:** Not something one would notice, it still deserves to be mentioned. Witches can live forever and they don't ever get sick (not from mundane illnesses, at least). When a Witch reaches her mid-twenties or early thirties, all aging stops. Witches can choose look older and more mature once they have a child or reach an age where Mundanes will notice that they have not aged. So, if a character's grandmother is a Witch, she may choose to allow herself a few well-placed laugh lines or a little grey.
- **Gender:** Another aspect of Witches is they are all female. There are no male Witches, and most male children born to Witches are human unless the father or mother has Otherkin blood in them; then, that boy is most likely going to be a member of that Otherkin group. The More magic a family has in blood, the more likely a Witch is to be born. Some Stars and Directors may want to know characters' chances of having magical brothers and sisters.

Witch Hereditary Chart

Family Circumstances	Chances of magical siblings
Witch mother, Otherkin father	Almost 100%
Witch mother, mortal father	1 in 2
Witch mother, father has some magical blood	1 in 5
Both parents have magical blood but are not magical	1 in 10

Beliefs

One myth Witches have to deal with is that their magic comes from some arcane belief system. To most people's surprise, Witches actually follow many of the same religions as Mundanes or at the very least, belief that there is more to the universe, life, and death than even they can ever know.

So, there are the Jewish, Christian, Hindu, Buddhist, Islamic, Pagan, and agnostic Witches.

Wonder, Change, and Chaos

Witches instinctively know their purpose in this world. And that purpose is to promote Wonder.

Witches have a nearly physical repulsion to stagnation, complacency, and conformity. To them, the world is a better place when everything is moving and changing, for change is growth and growth is good. One of the many ways to promote change is to promote Wonder. Witches try to show the world in small ways that do not break the laws of the WWC that the earth still has mysteries in it, be it through a spell or through inspiration as an artist, teacher, musician, or just unique individual.

The History of Witches

One of the first things a young Witch learns is here history. It grants a Witch a place in the world and a sense of where she comes from. Witch history is also the history of humanity and all the peoples of the world.



Lilith and the Dark Times

The first Witch was Lilith, and as far as anyone knows, she was born to mundane parents at the dawn of human civilization. Lilith was blessed with great powers but because of her powers, her tribe banished her to the wilderness. Lilith went into the wild where she befriended the animals and plants and became their queen. Some time later, humans found Lilith again. Though to Lilith a short time had past, in actuality centuries had past and she was long forgotten. Among the new people who found her was a mighty warrior. Lilith and the warrior fell in love and had four children.

The four children would be the mothers and father of the great supernatural societies of the world. The two eldest daughters, Isis and Mab, would be the progenitors of the Witches. Each of their daughters was blessed with magical powers like their mother, as well as wisdom.

The only son, mighty Gilgamesh, would be the father of the Immortals. His sons and theirs and so on would be mighty warriors and heroes.

And then there was Echidna. Echidna was the youngest daughter and was not only a Witch but also had power over the wild, shadows, and the darkness in all things. The sickly girl also had an allergy to the sun and would burn when it touched her. Echidna sowed seeds of mistrust between her elder siblings, especially between Mab and Gilgamesh. Though Lilith loved her, Echidna was jealous of her sister's beauty and Gilgamesh's strength.

As the centuries passed, the jealousy increased. As her older siblings argued and their children and children's children did the same, Echidna built an army from those who she corrupted with her power or created from darkness and shadow.

On one of his many trips around the world, Gilgamesh's son, the fleet-footed Zephyr, discovered this army and told his father. Mab, Isis, and their brother went to their sister to ask what she was planning. Echidna answered the question by killing Gilgamesh and nearly doing the same to Mab. Isis escaped with her wounded sister and hid with her behind the moon.

Echidna used her ability to change shape, went to her nephew Zephyr, and told him Mab and Isis had killed his father. In horror, sorrow, and anger, the brash warrior gathered together his brothers, sisters, children, and their children, along with the human they had accepted into their society, and made war on Mab and Isis.

The Immortals killed scores of Witches. Their speed, strength, and warrior training made up for their lack of magic. When Mab and Isis finally managed to gather their forces to face Zephyr, the other hammer fell. Echidna attacked. Outnumbered and divided, the Witches and Immortals were routed.

For thousands of years, civilization was plunged into darkness as Echidna and her children and creations ruled the world. What remained of the Witches and Immortals hid, knowing that they could not defeat the darkness alone. And thankfully, they would not have to.

The Great War

Lilith had been gone for some time and many thought she had died or willed herself out of existence. The truth was that she created her own personal dimension and hid the path to it in riddles and legends. The lack of knowledge did not stop a Young Immortal named Thunder Bird and a novice Witch named White-Corn-Woman, though. The two sought the great mother across the earth and many worlds until they found her. Standing before Lilith, they explained what had happened and begged for help. Seeing that her decedents and children needed her, she matters into her own hands.

When Lilith returned to Earth, she used her magic to gather together all her decedents, including Echidna, Mab, and Isis. She told them how upset she was with what had happened. Echidna who had grown mad with her own power, and upon hearing her mother's words, ordered her progeny to attack. The half that was foolish enough to rush forward was erased from history with a glance from the first Witch. After seeing her mother's wraith, Echidna tried to run, but there was no place she could hide from Lilith. When Lilith found her, she bound Echidna to a stone and brought Mab and Isis before her so they could punish her (for Lilith could not bring herself to do so).

Mab and Isis cursed Echidna to sleep through the centuries and only wake for short periods of time. Then, they bound her in the darkness beyond space and time, where things older than the earth slept. Lilith

then set about leading her children and decedents in returning the world to order. She then declared that the Witches and Immortals should protect the earth and its people and beasts. After those great words were spoken, the great mother, the first Witch, vanished again, this time forever.

The Golden Age

The Peace between Immortals and Witches would last only a few millennia. In that time, the Witches took their places as teachers and the Immortals, as protectors and providers.

Many of the children of Lilith became so enamored in the riches and respect Mundanes gave to them that they allowed themselves to be worshipped as gods. They gave help when asked and amused themselves with petty acts of destruction and mischief. Those that choose to keep to the commandments of Lilith helped human progress until they no longer needed the "gods."

Humanity learned to depend on its own ingenuity and spirit over time, and like most children, it left its watchful "parents" for other parts of the world, taking the old ways with it as stories and legends. It was at that point that history as Mundanes know it started.

Mundanes who chose to stay close to the Witches and Immortals who thought themselves gods fled to a small continent called Atlantis. Their fate became a thing of legend and a tragedy of epic proportions.

The Coven of the 13

With humanity spreading across the world and its need to improve turning into prejudice, the Witches knew it was only a matter of time before their former servants and charges would turn against them. Organizing themselves in Macedonia, they formed the first Witches' World Council (commonly called the WWC).

The 13 greatest Witches of the world gathered to set down the laws that would govern their kind and created checks and balances and a governing body that would organize the education, economy, and defense of Witches around the world. It was at this time that the first and greatest of the Witches' laws was laid down: "A Witch is above the laws of Mundanes but shall not interfere with their laws, ways, and means."

That law would stand for almost 2000 years, despite what was to come.

Coventry

In 905, Titania Morganne (the first WWC Director of Education) would travel the world to record the state of witch education. She found that almost every witch school from Asia to Europe to Africa and the yet undiscovered Americas had different ways and means of teaching magic.

Each path of magic, though different, showed a spark of brilliance. Titania knew that if these different methods were combined, they could produce Witches of power not seen since before the Dark Times.

Leaving her job and gathering together texts and teachers from around the world, Titania formed Coventry, the greatest of all schools of magic and the school that would stand as the model for schools of magic in centuries to come.

The Inquisition through the New Golden Age

As things changed in the magical education system, Witches' very existence started to fade into legend again just as they wanted. Mortals had them far outnumbered, and the Otherkin had retreated into themselves. No one had heard from an Immortal in centuries. This was a tranquil time that would end when a few careless Witches accidentally started a fervor of witch prejudice and blame across Europe.

The time of the Inquisition and witch-hunts killed more humans that Witches and would end in the Salem witch trials, a farce that would lead to mankind realizing its folly.

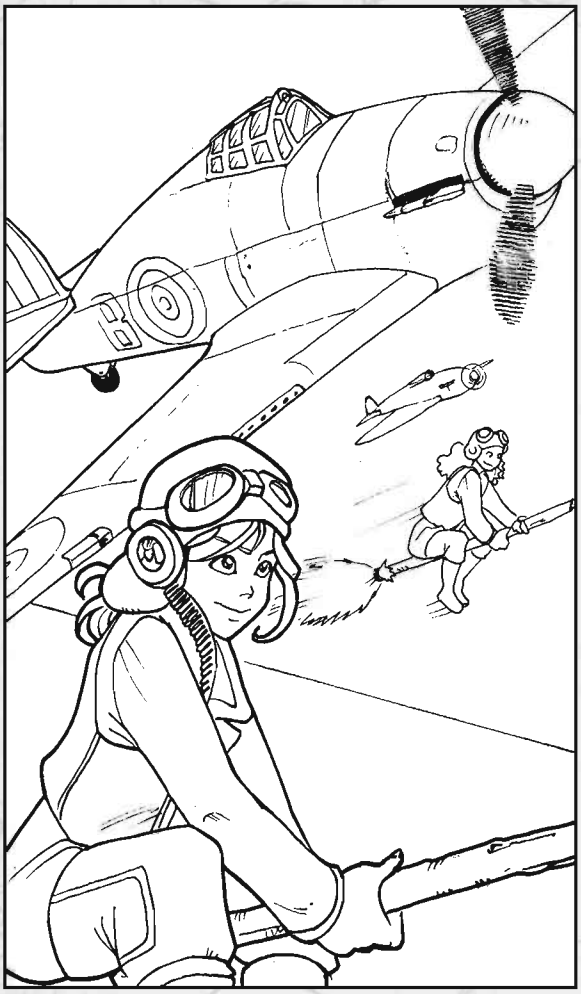
The next great upheaval came from Witches who almost unanimously were against the institution of African Slavery in the new world. Ironically, many Witches who loved a Mundane had little love for Mundanes as a whole; they found the idea of prejudice and slavery based on skin color an affront to all that the ancient Witches had worked for. These Witches would ignore the rules of the WWC and though various clandestine, mundane and magic means, help not only slaves but also set in motion events that would bring about the American Civil War.



The social rebellion weakened the WWC. Witches felt they could rebel at will if they thought their cause was right. Across the world, Witches promoted new ideas, new technologies, and changes in the world. Witches believed they could be more open about who they were again. This golden age of new freedom would lead Witches to inspire mundane scientists, writers, musicians, and philosophers. Though the WWC did its best to bring members back under control, Witches again became the teachers to the world (though some of them were teaching dark and evil things).

World War II and the Return of the Immortals

At the end of the 1800's, it was discovered that Immortals had integrated themselves into humanity far better than the Witches had, making them all but vanish. In fact, many young Witches thought the Immortals were just "bedtime stories." With the Witches' new closeness to humanity, though, it was only a matter of time before the old races crossed paths again. Though most of the meetings where amicable, others were not, and the WWC (despite its growing weakness) made sure that all magic schools would warn their students to avoid Immortals for their own safety.



With Witches and Immortals divided again, history would repeat itself. Vlad Dracul, an acolyte of Echidna who sought to free the ancient being, went to Germany in the 1930's seeking help from the country's new, radical, socialist government. There, Vlad met Baroness Ingrid Frieze, a Witch and former WWC member who was using her magic to help the current Nationalist regime.

Ingrid convinced Vlad that giving the world to Echidna was a good idea but taking it back and ruling it in a manner that glorified Echidna was a better idea. Frieze and Vlad joined with the Nazis and launched a rain of terror in the mundane and magical world that would ignite a world war.

While German troops attacked Europe by air, sea, and land, Witches and Vampires attacked from the shadows, creating a secret conflict that only the top officials on both sides knew about.

Patriotic Witches in Europe fought back through the newly organized British Mystical Happening Organization. Closing her school, Titania Morganne joined the BMHO as a Captain and fought German fighters and bombers from the back of her broom. She helped bring more Witches and eventually Immortals into the war.

Not long after the Allies' D-Day Invasion into France, a Witch and immortal task force captured Frieze. Her magic was bound and she was doomed to live the rest of her life as a Mundane. Vlad vanished after being nearly destroyed by the Immortal Alexander. Rudderless, the German supernatural forces fell apart, and soon so did the conventional ones.

The antagonism between Immortals and Witches softened some as victory came in Europe and the Pacific, but the joy was short lived. After helping humans win the war, the Witches decided to conceal themselves and cast a spell erasing all memory of supernatural involvement in the war and other world events for the past 200 years from the mind of every Mundane on the planet.

The Otherkin saw this as an act of cruelty on a global scale, for many had decided to reveal themselves slowly in hopes of rejoining humanity fully. But thanks to the Witches, the Otherkin too slid deeper and deeper into legend and fiction in the minds of humans. Thus, again relations between the decedents of Lilith became strained.

Among Witches, however, the divisions of the war brought a unity among their number not seen since the creation of the WWC. It was that unity that brought a lot of the lost political and social strength back to the Witches' World Council.

The Road to the 21st Century

Many Witches remained hidden from the mortal world until the 1960's, when the Counter-culture and Civil Rights Movements in the western world brought many younger, more radical Witches back into Mundania. These young Witches used their intelligence, a small amount of magic, and a will to change the world for the better.

Through the 70's, 80's, and 90's, a division started to grow between Witches who choose to live or spend time in mundane society and Witches who followed more conservative and almost anti-mundane beliefs and kept to the magical world.

The 21st century

Witches have spread out into cyberspace, allowing them to communicate with each other more and share ideas and experiences through magical and non-magical means. Computers have also allowed the Otherkin a chance to unify more with Witches, resulting in renewed unity between the decedents of Lilith.

Still, older, traditional organizations like The Highbinders (who advocate witch superiority) see Cybermancy as a corruption of magic by mortal ideas and want nothing to do with it. Highbinders and those of like them have started to take their anger over the seeming erosion

of witch culture out on mortals. The WWC, which has Highbinders among its members, turns a bind eye.

And in the Dark, Echidna stirs and those wanting her dark help have started to head the warning signs and prepare for her awakening and possible return.

Witches around the World

Though Witches have done their best to present a united front, magic and Witches are viewed differently around the world. Directors wishing to send characters to different places will have to do a little research, but traveling games can be both fun and, dare I say it, educational.

North America

North America is a melting pot of Witches from around the world. Most American Witches have embraced the modern world and it's love of trinkets and excess. The American Witches are not as unified as those in other countries. This may be due to the fact most American Witches live far from others of their kind. Still, especially among younger Witches, there is a growing online community of Witches.



Among North American Witches, the Native American Shamanesses are one of the few magical groups who have kept close to the old ways of being close to nature and sharing knowledge to all who listen.

Central and South America

The Witches of Latin America are spread from Mexico to Argentina but have a closeness few other groups can match. Most are backers or graduates of the world's second largest school of magic, Moon Jaguar, located in Belize. The beliefs of the people of the area also grant Witches more power.

Among the lower and middle classes, almost everyone has heard the rumors that a local woman or girl is a Bruja. Those thought to be Witches are feared and respected for their power, and even though some of the so-called "more educated" people dismiss these rumors, there is no doubt that word of a Witch carries among the common people.

Europe

Witches of Europe believe they are the most traditional and powerful of all the Witches in the world. It's an arrogance that they have no problem promoting among their kind. Existing in a tier system that has existed for thousands of years, they divide themselves into three groups. Hedge-Witches hold close to the old ways and their connection to nature. They include most enchanters, potion makers, and Witches who get their hands dirty making magic. They are usually taught not in magical schools but by local Service-Witches. Service-Witches provide a service either in secret to Mundanes or to other Witches. Noble Witches are of nobility and status. These Witches can trace their lineage to kings and queens throughout Europe and look down on the other Witches in Europe and just about any other Witch who isn't of similar status.

Asia

The Witches of Asia are some of the oldest and most powerful in the world. Like Central America, it's not uncommon for the common folk to know or suspect someone is a Witch. In fact, Witches are often approached to make blessings, potions, and more in Asia. In rural China, Mongolia, and eastern Russia where civilization has not advanced as much as the outside world, Witches still roam the countryside and preside over villages and isolated lands as rulers. Some Witches in those areas have no idea there are other Witches around the world or even in their own country, as things are so isolated.

Japanese, Taiwanese, and Korean Witches walk a thin line between the old and modern. Many hold on to old teaches but still enjoy the new, and among them, Cybermancy is becoming not just a type of magic but a way of life. Witches in these countries are not as open as in other parts of Asia but are more organized. Out of respect for each other, the Witches of Japan have divided the small country up into areas where only certain families of Witches can cast; all other Witches entering those areas must present themselves to the Witches controlling that area. The exception to the rule is Tokyo, which is open to all Witches and may have the highest concentration of Witches in the world.

Africa

African Witches see their home as both a paradise and a problem. The Witches here are isolated by custom and distance of economy. Half live in tribes where they help people openly but have almost no contact with the outside world. Others live in cities and are more metropolitan, but the economic distress of the area usually forces them to use their powers in less than benevolent ways to make money in the mundane world. In some cities, it's easier to buy a Curse for enemies than a bag of flour.

Then there is Wanobi. Wanobi is a small, African nation about the size of Virginia in central Africa. The same family has ruled it for years. Each queen in actuality a Witch. In Wanobi, powerful spells protect its people and keep outsiders from discovering the truth. But to the people there, it's common knowledge (but not always believed) that the queen has great magical powers.

Middle East

The Witches of the Middle East are victims of their lands' political turmoil. Many live in isolated places, away from the problems of the area. Others have taken sides in the warring parties of the area making it a dangerous place for Witches who do not announce themselves when entering the area. Also, unlike in other parts of the world where Witches tend to see themselves as above the other magical folks, in the Middle East it is not uncommon to see Immortals, Witches, and Fae (Djinn) being close friends or working together, as long as their political and philosophical beliefs are similar.

India

The Witches of India live in small groups that grow by taking Witches born in mundane families and training them. These witch families have divided India up into sections where groups control all things magical in the area. This is, however, different from Japan. In Japan, it's a matter of respect; in India, a matter of survival. Witches make money selling various blessings and curses to the common people who believe in them, allowing all the Witches involved to live in lap of luxury compared to the Mundanes in the area. Any Witch working alone or in another family's area will not be tolerated. This more than anything has lead to the decline in the population of the Witches of India, as they war with each other at the slightest provocation. Even the Witches' World Council Magistrate in the area cannot stop the feuds, as she is probably the last to know.

The Pacific Islands, New Zealand, and Australia
Australian and New Zealand Witches are almost all either European Service-Witches or Hedge-Witches who have escaped the arrogant and oppressive upper class Witches of England. In their own lands "down under," these Witches live in isolated communities.

Though there are many divisions and differences, there is some commonality among Witches in the world and how they live in it.

Pocket Realms

Pocket realms are extra dimensional lands connected permanently to the earth via magical and natural entrances. There are estimated to be hundreds of these places most yet to be discovered.

Only through magic or a specific route can you enter a pocket realm. The more famous of the pocket realms are listed here.

The Atlantis Rift

Entrance: A thin sea heading between Africa and Italy.
A great tear in the ocean where water rushes into and out of, causing strange currents, marks the entrance. Hundreds of tiny islands, some as small as 100 yards, others a mile wide, float here in a slow orbit around the rift.

Avalon
Entrance: By sea, taking a specific heading near Ireland, or by permission of the Headmistress of Coventry.
The Home of Coventry School for Girls and former home of the Fae (who now live among men), this is a pristine land of forests, valleys, hills, and mountains full of legendary creatures.

Mu

Entrance: By sea, through a very specific route in the Pacific Ocean.
This vast land surrounded by water is known for its unmatched beauty and its link to other realities. Mu sits near one of the last kingdoms of Merfolk and is the home of the Garden of Mu School of Magic.

Santa's Workshop

Entrance: A hidden valley near the North Pole.
The Immortal Kris Kringle, his magical Fae-blood toy makers, and his witch wife live here. Yes, Santa is real, and though many do not believe in him, he still brings gifts to children who are good.



The Empire

Entrance: The Empire's entrance is closed.
The Empire was a wild and deadly reality easily as big as our own. A cruel and malicious royal family ruled it for centuries, and travelers there described it as "swords and sorcery with some Victorian Age ideas and technology added in."

According to the WWC, the Empire is going through political upheavals and has been magically closed both by the WWC on their end and by whoever is in charge now on their end).

Xanadu
Entrance: A Mountain passes in Northern China.
This city built on the side of mountain has forests and hills full of creatures of Asian myth and the Dragon Stone School of Magic.

Humans who have reached a mind and body unity even Immortals envy occupy the city. These enlightened Mundanes live close to 200 years and seek only peace and quiet contemplation.

Witch Society

The average Witch spends more time in Mundania than the magical world. Even Witches who despise humans come to the human world to lord over them or to use their powers to live better than they could in the magical world.

Witches who had no idea the magical world existed or who prefer the freedom and culture of the mundane world must still visit the magical world for buying mystical supplies, visiting friends, and participating in witch culture (like some schools of magic and events).

Most major cities have magical gates into that city's magical society and vice versa. These magical societies have streets and neighborhoods hidden behind large Mundane-avoidance charms or even pocket dimensions.

Witches of today see each society (magical and mundane) as having both positive and negative points. The magical world allows for more open use of magic and access to magical things, while the mundane world forces Witches to hide their magic more but allows them more freedom from the WWC's watchful eye.

Government

All Witches, like it our not, are under the jurisdiction of the Witches' World Council. The WWC regulates magical society and its interactions with the mundane world. Even non-witch Otherkin find that their organizations (the Immortals Union, Fairies Confederacy, and Nightling Combine) must work with and at times for the more powerful and more organized WWC.

Organization

For all intents and purposes, the WWC is the most powerful organization on the earth. It consists of members ranging from the lowest staffer casting cleaning spells in a small, magic, town hall to the mighty WWC members who can shatter reality with a whim.

The Coven of the 13

The WWC consists of first and foremost the Coven of the 13. The Coven is divided up into three groups.

The Ladies of Days (six members elected every 20 years, one each from North America, South America, Europe, India, Africa, and Australia) are the members closest to the people and the true representatives of the common Witch (and Otherkin where they are allowed to vote).





The Ladies of Nights are 6 members elected for life or until they retire. Most have sat on the council for 500 years or more, and they tend to be aloof traditionalists. The Exalted Enchantress appoints the Ladies of Nights for their mystical power and wisdom. Once appointed, they can only leave if they choose to.

The Exalted Enchantress is a position also held for life or until retirement. Once an Exalted Enchantress retires, another is elected by unanimous vote from the Ladies of Days and Nights. The Exalted Enchantress has a tie-breaking vote and performs ceremonial duty as befitting a monarch. Any Witch can present herself for consideration for the job of Exalted Enchantress to the council if job comes up. The only stipulation is that she must pass tests on witch laws, etiquette, and power and past all tests with a perfect score.

Great High Witch

Every continent on the planet and most large pocket dimensions have a Great High Witch (GHW). The GHW's job is to act as the voice of the council in that area. She answers only to the council, keeps track of trouble in the area, and oversees council agents and actions on her continent. The Council of the 13 appoints GHWs as a group.

GHWs also work with magical community councils to make sure the community's needs are met and that community follows the laws of the WWC. GHWs work closely with council secretaries.

Secretaries

Secretaries are leaders of different organizations in the WWC. Secretaries work with GHWs to solve problems in their areas and report to the Council on the sate of their group.

Secretaries have working for them under-secretaries of various levels (continental, country, and local). The under-secretaries work with various levels of witch government down to the local level.

The Main Secretary Organizations are:

- **Dimensional Security and Interaction:** Protects the world from extra-dimensional threats and interacts with trans-dimensional species and governments to promote peace and understanding.
- **Magical Means:** Regulates magical equipment quality, trademarks, and magical business.
- **Magical School and Academia:** Organizes and sets educational standards for magical schools.
- **Magical Studies and Lore:** Keeps track of spells, spell copyrights, and dangerous mystical lore.
- **Mystical Flora and Fauna:** Protects magical animals and preserves.
- **Office Of Magistrates:** Keeps the secret of Witches from the mortal world, enforces council criminal laws.
- **Otherkin Interaction:** Works with Otherkin organizations for peaceful interaction between them and the WWC.

Local

Each magic town elects various officials to help run things. Local Witches (and Otherkin in places where they get to vote) choose officials such as the Mayor, Sheriff, City Council, and City Enchantress. Local officials handle most of the government work in a magical town and its surrounding area.

Last but not least are staffers. They are the various workers ranging from maintenance and magic schoolteachers to Delphi members in the Office of Magistrates who work for the Council. Staffers make up the bulk of the WWC but have the least power, as their job is to do the bidding of not only the council but also Grand High Witches and secretaries.

In some cases, like the Headmistress of a school of magic, the staffer's position is well respected and she rarely has to answer to a high authority. Others, however, are watched over constantly and treated as little more than servants.

The Grand Mall

The Witches' World Council is still based in Macedonia in a place known as the Grand Mall , a magically protected and isolated valley extending into a large pocket dimension that has been removed from mundane minds and history. Only through special gates can it be accessed, and only by Witches or those accompanied by a Witch.

Hecatia as The Grand Mall is also called, consists of the world's largest Witches-only community in the world, along with witch run shops of all types. The atmosphere is part bazaar, part carnival, and part vacation resort. Statues of famous Witches line the street. In the middle of all the organized chaos under a giant 300-foot statue of Lilith and her two eldest daughters is the Council Hall. In this grand building of Grecian design, the current members of the Coven of the 13 sit, along with various witch archivists, philosophers, and academics.

The Council meets once a month. Witches going on trial or petitioning the council for favors crowd the area, along with emissaries from Immortals, Nightlings, and small non-council witch organizations.

The Council Hall is open to all Witches, and meetings of the council can be attended by anyone visiting the Grand Mall. For this reason, the council viewing area has over 60 thousand seats, enough for just about every Witch on the planet if need be. Thankfully, it rarely reaches 10% of that capacity, with the largest crowds reserved for the trials of those who openly and often break the 8 main laws of the WWC.

The Laws of the Council

The WWC has set down a series of laws Witches must follow. Being Witches themselves, the council really isn't much into limiting the freedom of their kind but is protecting them from overzealous Mundanes who may rise up again out of fear (and this time get it right). The laws are left to the interpretation and enforcement of each individual Witch. The Council rarely interferes with the lives of Witches unless they break a law and show their magical uses to the general mundane public.

Witches know following the laws and dealing with the repercussions of magic are in their own best interests. How they do the latter, however, varies. Some Witches uses guile and creative story telling; others, subtle Mentalism magic. More wicked Witches just destroy the Mundanes involved or turn them into something that cannot tell what they have witnessed.

The Laws of Interaction



The laws of interaction cover how Witches shall deal with Mundanes' society. Listed are both how the law is actually worded and how young Witches often interrupt it.

1. ***Witches should not interfere with mundane government laws and institutions.*** (No turning world leaders into toads or blowing up congress for stupid laws.)
2. ***Witches should not reveal to the masses their true natures.*** (It's okay to tell a few people you trust or can bully that you're a Witch but not the whole world.)
3. ***Witches should not use magic to affect the mundane economy.*** (No turning lead into gold for profit. If you want mundane things, use "legally" earned mundane money.)
4. ***Witches may accept mundane money for mystical services and trade.*** (If you need a wand you can pay for it in cold hard cash or trade in magical stuff and services.)
5. ***Witches shall police their own transgressions in mundane society.*** (If you do something stupid, fix it yourself--or else. If someone else does something stupid, help they fix it.)
6. ***Witches have the right to use magic to promote their rights of life,*** liberty, and the pursuit of happiness, as long as doing so does not break any of the other laws of interaction. (You can do what you want as long as you don't break the other laws.)
7. ***Young Witches must be trained to understand the laws of interaction and their heritage.*** (If you're a Witch Girl, someone will teach you magic and witchy ways and traditions.)
8. **Altering time in a way that would alter mundane government, history, or economy on a large, noticeable scale is strictly forbidden.** (No saving Lincoln from assassination, buts okay to go back in time and save your cat form being hit by the paperboy.)

Office of the Magistrates

"Over fifty thousand Witches exist worldwide. There are ten times as many other, intelligent supernatural beings, plus some 7 billion humans. And one group has to make sure it doesn't all fall into chaos."

Those words are carved in stone on the wall of the Magistrates' office. The Magistrates are in charge of making sure Witches and witch-related Supernaturals remain secret in an ever-growing and more advanced mortal world. The Magistrates cleans up or overlook the big messes caused by Witches' callous and open use of magic. They also warn, fine, and even punish Witches and other magic-using beings that frequently break the laws of "mortal interference."

The Magistrates also have an even more difficult job:Dealing with mortals who have discovered the existence of Witches and other magic-using people and wish to use that knowledge to reveal the magical world or extort magical beings. Mortal organizations like the Argus Society often find themselves on the wrong side of a spell from Magistrate members.

Though the Magistrates are based out of the Grande Mall, they have access to the entire world and nearby pocket dimensions. For the sake of organization and speed, the Magistrates are divided into four different groups.

Delphi

Delphi work in the Magistrates' large hall of magic mirrors. There they watch known troublemakers and listen to automated magic mirrors enchanted to detect potential magical problems. All Delphi members are experts at Divination magic.

Liberians

Librarians organize the Magistrates' office, assign field agents missions, and catalogue and archive past, present, and occasionally future problems. Though most Liberians are Witches, a few are mortals in the know, Otherkin, or other intelligent beings (including one dragon).

Shadows

These field agents of the Magistrates are to work behind the scenes in magical and mortal societies to cover up dangerous, magical mishaps.

Most Shadows are assigned to a specific area or go undercover in various mortal national governments or media organizations.

Wardens

Wardens are the most feared kind of field agent of the Magistrates. Their job is to seek out troublemakers of all sorts and either put them back on the right path or punish them.

Wardens are usually tough and independent, acting more like old-fashioned traveling sheriffs or knights errant. They travel from place to place to bring the fear and power of the WWC to offenders.

The Magistrate as Friends

The Magistrates try to remain neutral, but a Star may have helped out a Magistrate in the past or have a family member working for them. The Magistrates usually give a Witch a chance to clean up any mess she makes, unless said mess is so large that the offending Witch cannot clean it up on her own or the acting of her cleaning up can cause an even bigger mess. A friendly relationship can give Stars more time to fix their own problems and allow stars to call the Magistrate Librarians and Delphi for information and Shadows and Wardens for back up.

The Magistrate as Enemy

Being marked as an enemy of the Magistrates or just a "troublemaker" can lead to all manner of problems, including fines, community service, trial before the WWC, imprisonment, or the binding of your magic. Particularly grievous offenders may find themselves watched by Shadows and Delphi or attacked by Wardens.

Luckily for a Witch Girl, ending up on the Magistrates' bad side is very difficult, as they understand that young Witches need to learn things for themselves, tend to be zap-happy, and need to learn to take care of things on their own.



The Witch Way of life

Young Witches learn early that witch culture is all about tradition. Living forever has made Witches set in their ways, with some of their notions on etiquette and lifestyle being positively archaic.
It's for that reason Gothiques and younger Outsiders and Insiders are often seen as less than "proper Witches," with their love of mortal ideas and embrace and (worse) integration of mundane ideas into witch culture.

Magical Etiquette

At most schools of magic, Witches are taught ancient rules of conduct revolving around using magic, presenting oneself, and picking attire. Most young Witches who were not born in the magical world see these rules as backwards and silly, while in the magical world, a Witch is expected to follow said rules. In most witch schools, the rules are followed when dealing with teachers and staff but are partially or totally disregarded between students, especially those not from the magical world.

Basic Rules of Magical Etiquette

1. Show respect to your elders at all times. Present yourself with a curtsy. Speak only when spoken to by an elder Witch.
2. Do not work another Witch's spell without her leave. Do not break or alter another Witch's spell without her permission (unless that spell is cast on you).
3. Do not cast spells on things belonging to other Witches.
4. Witches do not lie. (As they are powerful and above most punishments, some Witches believe there is no need reason to lie.)
5. Never point at another Witch. (Pointing in some circles is seen as a magical challenge.)
6. Never ask a Witch her full name. Accept whatever name she gives you.
7. Never speak a Witch's name more than three times in a minute.
8. When entering a new land (town or city), report to the most powerful Witch in that town.
9. Neither speak to mortals and other low creatures nor trust them unless you really have to.
10. Bragging and bravado are beneath a Witch.

The basic Etiquette rules are not the only ones, and different countries and magical towns have other rules of etiquette Witches are expected to follow. Also there is a common, unwritten rule that places Witches above the laws of Mundanes. That unwritten rule is the most common cause of problems between the two cultures.

While younger, more mundane-inclined Witches might (and should) call such beliefs as those mundanist (racist towards humans). Others will see it as a reason do to what they please in Mundania, as long as it does not break the rules of the WWC. They also see it as a reason to treat humans (no matter what their age is) like little more than pests or at best, well-liked pets.

Witch Sports

While more traditional Witches believe physical activity to be beneath them, over the millennia various witch sports have come into being. As time has gone by, they have become a part of mainstream witch culture, accepted even among those who disdain such frivolity.

Broom Racing

Broom racing, "the Sport of queens," is the most famous of the witch sports. The racers become celebrities in the magical world. Broom racing takes magical knowledge, athleticism, and a close connection between broom and rider.
Broom racing is divided into different categories: long distance, short distances, and obstacle riding.
Some famous broom racers are:
Arcane Angels: A group of expert formation flyers.
Leland Moonheart:: Vampire free-flight (Non-Broom) champion and hearth throb.
Radical Rene: Champion long distance and speed racer.
Shohona Windchaser: Champion obstacle rider.

Aerial Expertise (Broom Rodeo)

An off shoot of broom racing, this sport deals with riding brooms while performing acts of acrobatics and roping magical, flying beasts. Aerial expertise is more popular in North and South America where it started but is slowly taking hold in Australia, Africa, and parts of Asia.



Soccer

The most popular sport in the mundane world has made its way to the magical one. Soccer (most of the world calls it football) is played at almost all magical schools. Soccer is seen as a way to teach young Witches how to deal with adversity without the use of magic.
As soccer is new to the world of Witches, there are no professional teams, but school teams draw large crowds and some of best include:
The Coventry Harpies: The first school with a soccer team and past champions.
The Chiron Academy Titans: Though they are a school for Immortals, they compete in the witch school leagues and are the World Champions six years running.
Willow-Mistt Phoenixes: A new contender for the North American Championship.

Entertainment

The world of magic offers entertainment not found in the mortal world. Witches are always trying to find ways to ease the boredom of their long lives. Most turn to reading and attending concerts, balls, and plays, activities a lot of young Witches consider pretentious and highbrow. Others use their magic to entertain themselves and others, holding sessions of expert spell casting and incantation. A recent addition to magical entertainment is Astral Airwave entertainment (where dramas, game shows, and news are broadcast across the astral channels to appear on crystal balls, divining pools, and magical mirrors).



Balls and Formals
In magical society, where old ideas of aristocracy and privilege die hard, formal balls and dinners are common. Formals show off the wealth of powerful families, allow low castes to rub shoulders with the upper crust, and generally act as places to meet and greet.

Magical schools tend to have over the course of the year several balls to teach children the social graces and allow them to invite guests to the school (if mortals are invited, magic is discouraged). The most common balls are the All Hallows Eve Ball (fall), Yule Cotillion (winter), and Spring Ball (late April).

Reading

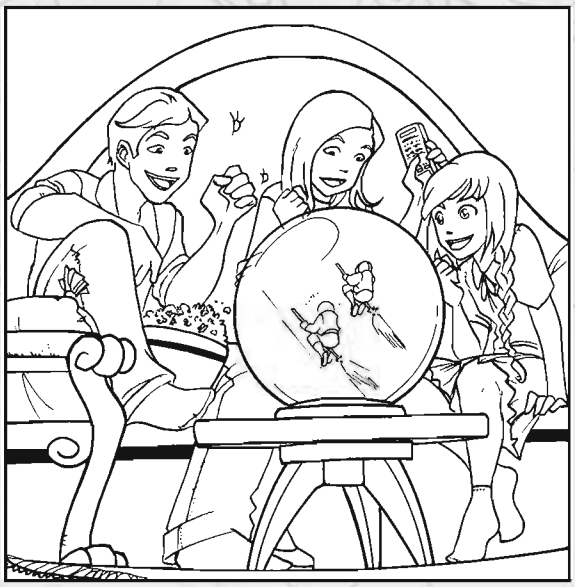
Witches have an almost insatiable love of reading. Thankfully, Witches, Otherkin, and other intelligent beings have been turning out books for millennia. Most witch published books have slights bits of magic in them to add to the experience, like animated pictures or charms that create smells, tastes, or sounds pertaining to what is being read.

Starting in the mid 19th century, witch publishers started selling magical versions of mortal classics, and in the mid-20th century, they started publishing magical versions of comic books/manga.
Some of the more famous modern book series include:
Magic for Imbeciles: A series of comical magical study books for Witches in need of serious mystical help.
The Molly Norman Series: Stories of a young girl who discovers she's a mortal (And not a witch) and must go to a mortal school.
Denora's Law: The memoir's of a famous Witch from France and her wild and wicked life in the 20th century.

Spelling Bees

No matter how they feel about magical and mundane culture, Witches pride themselves on magical ability. Spelling bees are events both privately and professionally designed to show skill in casting spells and creating new spells.

Witches that participate at school and professional levels do so in General Spelling and categories based on the different magic types and skills (potions, enchantment, Sympathetic magic, and so on). Participants are graded by magical experts in speed of casting, precision of casting, and originality.



Astral Airwaves Network (AAN)

The AAN (or as some people call it, witch TV) is a network of that can be picked up on any scrying device or Cybermancy-powered computer, cell phone, or television. Witch TV contains 24/7 programming, ranging from documentaries to dramas, comedies, news, and even talk shows.

AAN has created a new kind of celebrity: the Astral Star. Witch, Otherkin, and other creature actors have started to leave the magical and mundane theater for a chance at stardom. But being on a show doesn't guarantee celebrity, as only a few programs have reached household-name status. These shows are:

Councilor: The Council of the 13's newest and youngest member is followed around. It's a first hand look at magical politics.

Monster Fighter: Witches and Otherkin battle monsters and each other in the ring of pain.

My Pet Mortal: A young Witch discovers a mortal (who's an out-of-work comedian) and tries to keep him hidden from her family.

Wheel of Misfortune: Players spin the Wheel of Curses and try to survive.

Music

Magic has been described as "the music of creation." If that is true, then there is no reason Witches have created their very own musical culture. While most traditionalists are still playing classical music on their pianos and in their parlors, younger Witches have integrated mundane music with magic since the Jazz Age, thus creating a unique sound now available for download on the internet and at Magical music stores.

Some of the bigger names in magical music even have crossover appeal, hiding their magic for mortal audiences. Witch Girls who are exposed to the mortal world tend to like mundane music just as much as magical music. Young Witches tend to think it's cool that they have access to music their human friends don't. This allows them to expose Mundanes to some of the best music the magical world has to offer, even though those humans have no idea of the true nature of the performer in most cases.

Groups that characters and their friends might listen too include:

Ginger: The 16-year-old Witch with one name sings witch pop tunes and is the most popular Witch Girl in the world.



Hecate's Hate: Dark, brooding, and mysterious, this quartet of wicked Witches uses classical undertones to add something different to their wicked, Gothique music.

Midsummer's Night: This group of Fae sings infectious, upbeat music.

Old Skool: The too cool Immortal rapper Barnabus and his "historical homies" bring a sense of history to their music, covering everything from ancient battles to the rocky relationship between Immortals and Witches.

Vlad: The handsome Vampire rocker is the heartthrob of many a young Witch. He sings soulful and pain filled ballads about the many loves of the creatures of the night.

Witches in Cyberspace

Witches have learned the power of the computer with the creation of Cybermancy. They have also learned to use it to keep in touch, organ-

ize, and buy and trade goods. Witch-only sites and "dot-wch" web pages are reached almost exclusively through Cybermancy or through password-protected normal sites.

Usually run by younger Witches, there are pages to meet Witches in your area (Coven-up.wch), places to get dates with Immortals, Nightlings, and Mundanes in the know (Lovepotionnumber9.wch), and places to trade spells and spell ideas (Myspell.wch), as well as places like E-cant (where Witches can buy, sell, and trade mystical artifacts). The WWC has an expansive website designed for general information, and every school of magic has a site.

Witches using cyberspace should be careful, as magical viruses and malicious spells attached to emails are becoming more and more common. Also, other supernatural factions have linked to witch-only sites, as have Toadies. Toadies are notorious for pretending to be a Witch through email just to meet a Witch or crash witch-only meetings.

Characters and Culture

The information on culture is more than trivial information from the world of Witch Girls. Directors and Stars may want to use it for character backgrounds. What if a character's mother is a famous broom racer or a bit actor on an Astral Airwaves show?

Star characters may want to start a band and try to make it in the magical music world during their summer away from school. For players and Directors, this section, like all background sections, should help ground the characters more in the Witch Girls reality and help make the game more entertaining.



Magic Towns

Every large city has a "magic town," a place where Witches, Otherkin, and other intelligent beings can congregate, sell and trade magical items, meet, and have fun. Magic towns usually have spells over them that cut them off from the prying eyes of humans and even from being seen on satellite cameras in space. Only those with the touch of Lilith's blood or humans who have proven trustworthy can enter these small communities where special powers and magic are used openly.

Once inside the person may notice the community is larger than it should be. What may look like a dead-end alley from the mundane street is a bustling town of hundreds. Witches zoom about overhead, Immortals walk proudly in the street, swords and other archaic weapons in hand, and unicorns pull carts of fresh vegetables.

All magical towns are protected by powerful Mundane-avoidance charms to keep the unaware away (-10 to all rolls to detect, remember, or physically enter a magical town). Some towns use a key system. A key is a special device (a Necklace or even actual key needed to enter the town or even find it). And while some towns are just hidden others are linked to or in pocket dimension that are many times larger than the actual area of the town in the real world. These Magical towns may have connected to them great expanses of wild magical land where dangerous creatures roam free.

The Average magical town not only has homes, food stores, taverns, and cafes but also places specific to the needs of Witches and other magical people:

- **Apothecary:** A place to buy processed, magical powers and potions.
- **Black-market:** A hidden place where disreputable individuals congregate and sell illegal, magical artifacts and services.
- **Bookstore:** A small mystical bookstore.
- **Broom and Transport Store:** A store selling brooms and other magical transports.
- **Council Hall:** The locally elected mayor and council run the town from this centrally located building. Some times the council hall is also used as a general meeting hall for town and public functions.
- **Group Lodges:** The lodges are meeting places of sanctioned organizations like the Immortal Union, Nightling Confederacy, and Highbinders. Each group will have its own hall with its own rules.
- **Magical store:** A general store or mini-mall for magical supplies.
- **Magical Grocer:** Magically enhanced food, drink, and candy are bought here.
- **Mundane store:** For Witches and others who don't like to socialize with Mundanes, a place to buy mundane supplies.
- **Office of the High Enchantress:** The offices of the Witch in charge of spells cast for the magical town and dealing with harmful spells cast in the town. Some towns require a license from this office to use magic in the town.
- **Pet Store:** A store where you can buy magical pets or supplies, and have them trained.
- **Sheriff's Office:** The Sheriff can be a local Magistrate member or an elected Sheriff. Her office is usually in a secured location.
- **Teleported and Other Transport Terminal:**Depending on the amount of Witches in a town (some magical towns may be exclusive to one type of Otherkin or intelligent creature or have a small amount of Witches), it may have a teleportation hub where magical archways transport those who enter (for a set amount of money) to another magical town's teleport hub or to another part of the world. Other forms of transports include underground magical transport trains (usually run by Dwarves) and magically cloaked airships.
- **Wand store:** A store specializing in wands and wand repair.
- **WWC Offices:** WWC under-secretaries and other minor functionaries and employees work out of the WWC office in large Magical towns. Otherwise they usually have office space in the town hall.

Building Your Town

If a Director chooses to have a magical town nearby in her game, she needs to consider a few things: how big its is, who's in charge (Mayor, Sheriff, or Council), how its laid out, and what special stores and services it offers.

A well-built magical town can be a source of lots of adventure for Stars.

Witch Organizations

Witches are, by nature, individuals. Still, many Witches of like minds (or closed ones) organize groups to promote their ideas and values. Star characters may be friends with some organizations and enemies with others.

Some organizations also offer perks to members that a Director may or may not allow Stars to access. Directors should consider granting access to the perks only after a Star has performed a task for the Organization.

Each of the organizations are described as follows:

- Organization's Name
- Description of the organization.
- Members: Types of members.
- Initiation: Rules for joining.
- Meetings: Where, when, and why meetings are held.
- Perks: Special perks given out for joining the group.

Cryptozoology Task Force (CTF)
Dedicated to the health and preservation of endangered legendary creatures, the CTF travels the world helping magical creatures in need. Members are usually eco-friendly Witches with at least some understanding of Elementalism.

CTF members are notorious for placing the welfare of creatures over the lives of humans and have on many occasions removed forcefully humans from the habitats of endangered mystical creatures.
Members: Though founded by Witches, the CTF accepts Immortals, Fae, and Shape shifters as equal members.
Initiation: To join, all a person needs to do is prove they have helped an injured or displaced endangered mystical creature.
Meetings: CTF members meet in local chapters or online at the CTF website once a week.
Perks: Among more intelligent mystical creatures, CTF members are well respected and gain +2 to Social rolls when dealing with them.

Hex Scouts

Hex scouts is an organization designed for young Witches (ages 8-18) to get to know each other better and to know about each other's culture, magical traditions, and beliefs. Known for their black dresses, sashes, and berets, the Hex scouts participate in completions, meetings, camping, and tours of various countries and events in order to introduce young Witches to the world.

Hex scouts follow a strict code of conduct that includes being respectful towards others, obeying their elders, and not using their magic while "roughing it" on camping expeditions.

Through special tasks and events, Hex scouts also gain various badges and after a certain mount of badges are earned, different titles. Those titles are Witchling (beginner), Will-worker (intermediate), Sorceress (advanced), and Enchantress (expert).
Members: The Hex scouts will accept any Witch within its membership range for as long at the Witch keeps the rules.
Initiation: None. Hex scouts have no standard initiation, although some troupes do throw a party when new members join.
Meetings: Hex scouts meet once a week and on weekends for special events. In the summer, a Hex Scouts Jamboree is held and Hex scouts from all over the world meet for contests, camping, and friendship.
Perks: All Hex scouts gain the Hex scout uniform. As long as it's worn (or at least the hat), the uniform allows the Hex scout to understand any language magically.

Highbinders

When most people think of wicked Witches who enjoy nothing more than a day of making Mundanes' lives miserable, gossiping, and plotting wicked deeds, they are most likely thinking about Highbinders.



Highbinders is an exclusive organization of Witches who see themselves as the keepers of proper witch etiquette and superiority over the world. They are usually very powerful, snobbish, and elitist Witches from very snobby and elitist families. To be a Highbinder is to be the very best magically and the very worst towards your fellow humans and Witches.
The Highbinders are extremely secretive, with only members knowing their meeting places, plans and rituals. They shun anything progressive as far as communication (no-email or websites) and prefer to deliver any notices or announcements magically.

Rumor has it the Highbinders are plotting first a take over of the WWC through subterfuge and trickery and then the eventual overtaking of the world.
Members: In order to be a Highbinder, someone must nominate you. Members are only nominated from the most elite of witch families (only accepting Sorceresses and Insider cliques).
Initiation: Highbinders must first pass three tests to enter. The first is a written test of magical knowledge (Very Hard difficulty Mysticism roll to pass). The next is a test of power; the nominee must turn 50 Mundanes into frogs or toads over 3 days and present them for counting by the current members. The last test is the one of spirit, where the Highbinder must for a week forgo the use of magic in any way.
Meetings: The Highbinders meet in hidden halls on the 13th of every month or when elder members call special gatherings.
Perks: High binders, after they finish the initiation, are granted special rings. The rings signify their power and can be used to communicate at any distance with another Highbinder the ring bearer knows.

Godmothers' guild

One of the oldest witch organizations, the Godmother's guild created the often-ridiculed idea of granting wishes to deserving Mundanes.

Extremely organized, the guild uses Divination magic to find Mundanes who deserve their rewards and either openly or in secret grant that person's wish (within reason). The Godmothers' guild tries to grant only benevolent wishes but occasionally a wicked one slips past.

Godmothers (as members are called) are assigned to Mundanes based on location and their ability to make the wish come true as subtly as possible.
Members: Godmothers' guild will accept any Witch who can pass a test on ethical and benevolent use of her powers and who goes through a rigorous, 6-month training course.
Initiation: After the course and test are completed, the would-be Godmother is assigned a Mundane and told to grant their wish without the use of magic.
Meetings: The Godmothers meet in local union halls (yes they are called union halls). They usually meet once a month in mass and must come in once a year to renew their licenses.
Perks: Godmothers all receive special wands. Through the wand they can receive assignments telepathically and gain +3 to Casting rolls when granting a wish to the Mundane they've been assigned to help. A Godmother can only grant one wish per Mundane and wishing for other wishes does not count.

Lilians

Lilians are often called Hippy-Witches or free spirits. This organization believes that Lilith has ordained them to help elevate the world out of ignorance and darkness through education and magic.

Adult Lilians travel the world with no home, helping those in need with healing, education, and self-empowerment. Young Lilians help locally by organizing protests against crooked politicians and businesses and helping educate, feed, and care for the poor, old, and over-looked.

Though often thought of as a society of goody-goody Witches, they do have a dark side. Sometimes Lilians do a wrong to make a right; they are not above cursing "bad people" or turning the occasional crooked politician into an iguana in the name of helping the masses. Such acts are usually against the rules of the WWC, and more than once, the Lilians have been censured or punished by the Witches' World Council.
Members: Lilians are a witches-only organization but do work with mundane groups to help those in need.
Initiation: New members are nominated and screened by the current, local branch of Lilians. Once screened the Witch is accepted into the group.
Meetings: Lilians often meet online in chat rooms or in places like coffee shops, bookstores, and community centers. Lilians never meet in the same place twice in a year and hold at least one monthly face-to-face gathering.
Perks: Lilians are experts at getting their opinions across and gain +1 to all Social rolls when dealing with those in authority

Shadow Spells

Shadow spells are composed entirely of Gothique Witches and with good reason. Most other Witches would want to avoid the kind of clichés the Shadow spells promote.

This group of Witches meets in groups of 13. They wear only black to the meetings and have a thing for undue rituals and chanting when meeting. In fact, almost every cliché of the dark-Goth-girl Witch is fully accepted among the Shadow spells as a way of life.

Shadow spells is more a social club than one with an agenda. Beyond the pomp and circumstance and after the "Blessing of Lilith" at each meeting, the group usually just talks, drinks lots of coffee, listens the loud, moody music, and talks about how much the rest of the world "sucks."
Members: The Shadow spell members are all Gothique Witches, but they frequently associate with Vampires and like- minded Mundanes.
Initiation: Initiation varies from group to group. Some require just a dark poem written to show the new member's contempt for the rest of society.
Meetings: Shadow spells meet once during the full and new moons. They also meet on Friday the 13th, Halloween, and the Day of the Dead. The meeting places of Shadow spells tend to be dark-attuned places like cemeteries, funeral homes, or moody Goth-clubs.
Perks: Shadow spells are in touch with the dark side and gain +2 to social rolls when dealing with Vampires and ghosts of any kind.

WHAM (Witches Helping against Malice)

WHAM is one of the newest Witch organizations. Started to offset the wickedness of Highbinders, it is dedicated to peaceful coexistence and acceptance between Witches and Mundanes.

WHAM Members are ever vigilant to Witches abusing Mundanes for entertainment and their own selfish agendas. When such an abuse is found out, WHAM steps in to undo the damage and teach the offending Witch a lesson (although in a nonviolent way).

Though new, WHAM has made its fair share of enemies, including the Highbinders and Shadow spells. Among allies, they count the Godmothers' Guild and Lilians (at least the nicer Lilians).
Members: Most WHAM members are young Witches, but a few older ones have come onboard, giving the growing group more credibility and some financial backing.
Initiation: To join, WHAM members just need a to be willing to treat Mundanes as equals and protect them.
Meetings: WHAM chapters meet once every two weeks in person and on the Internet in WHAM chat rooms as often as they like.
Perks: WHAM members are experts at breaking wicked spells and gain +1 to any roll involved breaking or detecting an evil spell.



Witch Schools

Schools of magic have existed for millennia. By order of the WWC, every Witch has a right to an education until she's 18 years old, and every Witch must be educated in the basics of magic and witch culture lest they accidentally reveal to the world that Witches exist. Worldwide, there are just over two dozen schools of magic, with the largest amount existing in Europe. Magical schools make great places to start games and act as bases of operations for Stars, especially in an all-witches game.
Two schools of magic will be discussed in detail, one later on in this book (Willow-Mist) and another in its own book (the Complete Coventry). Directors will find listed here basic information on some of the other, more famous ones, just in case they wish to use them in their game.

All Schools are laid out in a similar format in game terms. They include:

- School Name
- **Established:**Date when it was first opened
- **Location:** Where it is located
- **Head Mistress:** Who is in charge of the school
- **Admission:** Requirements for admission.
- **Class Schedule:** What time of year the school opens and closes
- **Student Body:** Maximum amount of students
- **Professors:** Amount of teachers at the school
- **Colors:** School Colors
- **Mascot:** The schools totem animal and representative.
- **A description of the school.**
- **Philosophy:** The school's attitude toward teaching.



Coventry School for Girls

Established: 900 AD
Location: The Isle of Avalon
Head Mistress: Ms. Titania Morganne
Admission: All students are recruited or are the children of former students.
Class Schedule: First Semester: August 1-December 18th. 2nd Semester: February 1-June 1.
Student Body: 80 students
Professors: 20 Witches and 4 Ghosts
Colors: Dark Purple and Black
Mascot: The Harpies
Coventry is the most famous school of magic of the planet (they get their own book). Students from all over the world are admitted and taught magic based on a variety of cultures. Coventry girls excel in inter-school events and contests, as well as academic and mystical proficiency.
Philosophy: Coventry teaches Witches to be proper ladies and Witches. Coventry, like most schools of Witches, is against prejudice based on race, religion, or economic standing among Witches.

Coventry Witches are taught to use their powers responsibly to help them in life.

At Coventry, all types of magic are taught and there is no differentiation placed between wicked or good Witches. According to Coventry, magic has no alignment, and it's the user who determines its use.

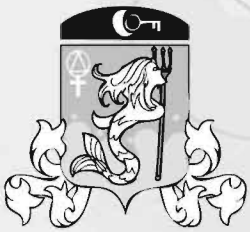
Dragon Stone School



Established: Unknown
Location: Xanadu, Northern China
Head Mistress: Grand Elder Shu-Loa
Student Body: 94 students.
Professors: 12 Witches, 4 Immortals and 2 Dragons
Colors: Blue and White.
Mascot: The Dragon (of course)
Dragon Stone may be the oldest surviving school of magic in the world. Its headmistress, a half-dragon Witch, is by far the oldest Witch teacher alive, having been with the school since it inception.

Started as a monastery for Witches wishing to be far away from Mundanes and their problems, it became a sanctuary for Dragons escaping the ignorance of humans, then a school for young Witches wishing to learn about their powers.

Shu-Loa runs the school as one big community, with everyone contributing to it. Students are like sisters here and the teachers, parents and grandparents.
Philosophy: At Dragoon Stone students train the mind, body, and soul into a prefect vessel of magical energy. Students rise early to do chores and exercise, then study twelve hours a day, six days a week, hoping to reach a state where the body and magic are one.



The Garden of Mu

Established: 1392 AD
Location: The Island of Mu
Head Mistress: Lady Ishtar
Student Body: 100 students
Professors: 36 Witches
Colors: Black and Turquoise
Mascot: The Mermaid

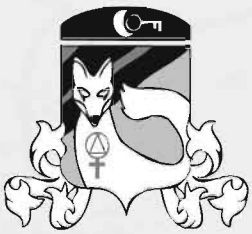
If Coventry has a rival school, it's the Garden of Mu. Before Coventry, it was the most prestigious and elite of all the schools of magic. Its Headmistress was once worshiped as a Babylonian Goddess, after all. Lady Ishtar works hard to keep her school on the hidden pacific island of Mu running like clockwork. She is order personified and expects nothing less from her students.

Mu accepts students from all over the world and vows it can make any Witch into a great Witch. That philosophy may be true, but what is also true is the high morality rate of students who do not tow the line.

Philosophy: The Garden of Mu teaches that order and perfection are the keys to magic. Individual ideas and thoughts on magic are not allowed. Only a precise and systematic way of magic is taught, with gestures and incantations showing no individuality.

Students at Mu dress alike at all times, wear their hair the same style, and even eat in perfect unison to prepare themselves for the often repetitive drudgery of their learning process.

Le Sorcière Pension

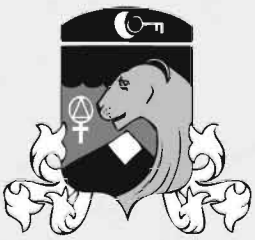


Establish: 1392 AD
Location: Paris, France
Head Mistress: Contessa Lebeau
Student Body: 50 students
Professors: 12 Witches
Colors: Gold and Green
Mascot: The Fox

Most Witches' schools pamper their students, but at Le Sorcière Pension, pampering has been taken to a new level. Students hardly walk and instead teleport or fly to class. They can eat or drink in class, and there are no rules regarding the use of magic to make one's life easier. And each student has a valet, personal cook, and maid.

Founded by a French Witch serving the French court, it is literally a palace hidden by magic. The grounds hold not only the school itself but also a personal cottage for each student, mansions for each teacher, and a servants' dormitory.

Philosophy: "Why work when magic will do it?" is the general opinion at this school. Normal classes are taught but are not nearly as detailed as the magical ones or the ones on leisure activities like art and music appreciation.



Onyx Storm

Establish: 1000 BC
Location: Kilimanjaro, Africa
Head Mistress: Dr. Kesa Mtombo
Student Body: 90 students
Professors: 19 Witches, 5 Ghosts, 1 Immortal, and 2 Shape shifters
Colors: Orange and Green
Mascot: The Lioness

Onyx Storm is the only school for Witches in Africa, and with good reason. Once it was one of many schools located there. These small schools were divided among social, political, and racial lines. Also, many tribal Witches were mentored exclusively under tribal elders and rarely knew that any other Witches beyond their boarders existed.

In 1903, the WWC appointed Dr. Kesa Mtombo, a former Coventry student from Nigeria, as the new Headmistress of Onyx Storm. Kesa brought the Coventry ideals to the area and sought to unify all the schools under one roof, and though it took decades, in 1967 Onyx Storm became a symbol of future unity in Africa.

Philosophy: Taking the best of the old and new, Onyx Storm teaches students both tribal and modern magical traditions. Witches learn from ancient elders as well as formally trained teachers and are told to take the best from both and form a new magic that's right for them.

Rheinhexxen School



Establish: 1013 AD
Location: German/Austrian boarder.
Head Mistress: Lady Gothel
Student Body: 76 students
Professors: 15 Witches, 6 Ghosts
Colors: Silver and Black
Mascot: The She-Wolf

German Witches are the source of many of the legendary Witches of bedtime stories and fairy tales. In fact, Lady Gothel is the Witch present in most of those stories. She was or claims to be the dark fairy from Sleeping Beauty, the Witch from Rapunzel, the wicked queen from Snow White, and many more. She is a frightening presence and a dark-hearted woman, and that is how she teaches her students to be.

Rheinhexxen is a feared school; only those who wish to travel the path of wickedness go there. Gothel rules over her students like a queen, expecting absolute loyalty and usually getting it. For, even though she is evil to the core, she's also very good at putting on a caring face and manipulating.

Philosophy: Witches were meant to rule. That is what Gothel teaches, and that is why many Highbinders send their daughters to Reinhexxen: to learn how to rule in the modern world and how to use their powers to at their wickedest.



Spirit Jaguar School

Establish: 1815 AD
Location: Belize
Head Mistress: Juanita Ortega
Student Body: 150 students
Professors: 15 Witches, 15 Ghosts
Colors: Red and Grey
Mascot: The Jaguar

The world's largest school of magic, Spirit Jaguar was founded on the ruins of an ancient Mayan temple where it is believed Witches were sacrificed in ancient rituals.

Home of Students from South America, Central America, the Caribbean, and Mexico, Sprit Jaguar has changed little since it's creation and in fact holds tight to its own tradition. With no running water or electricity, students live in relatively simple conditions.

Philosophy: Unlike most schools, Spirit Jaguar focuses on group magic instead of individual magic. Spells are cast in groups to increase

power. This use of group magic takes the focus from individuals and places it on groups.

West Grove School



Establish: 1500 BC
Location: Isle of Crete, Greece
Head Mistress: Ms. Hestia Maxis
Student Body: 64 students
Professors: 10 Witches
Colors: Green and Silver
Mascot: The Peacock
The oldest of all the Witches' schools, West Grove still looks like an ancient Grecian palace. Supported by Witches of the Mediterranean, this school has graduated some of the greatest Witches of all time. Today, thanks to its new Headmistress (who is more interested in her own ego than the students) the school isn't living up to its history. Instead, it is commonly said to be an average school turning out average Witches.

Though no one would dare say so out loud, the biggest problem with the school may be its sponsor. Though Hestia Maxis is the Headmistress, her older sister Olivia calls the shots and may be funneling school funds into her own ventures.
Philosophy: West Grove Witches are taught how to use their magic to get ahead in life and little else. Greed has become the path of these Witches as they follow in the footsteps of their headmistress.



Willow-Mistt

Establish: 1784 AD
Location: Willow-Brook, Maine, USA
Head Mistress: Amora Mistt
Student Body: 60 students
Professors: 12 Witches, 1 Mundane, 1 Immortal and 1 Ghost
Colors: Crimson and Black
Mascot: The Phoenix
(This school will be detailed in the Willow-Mistt chapter.)

Related Non-witch Schools

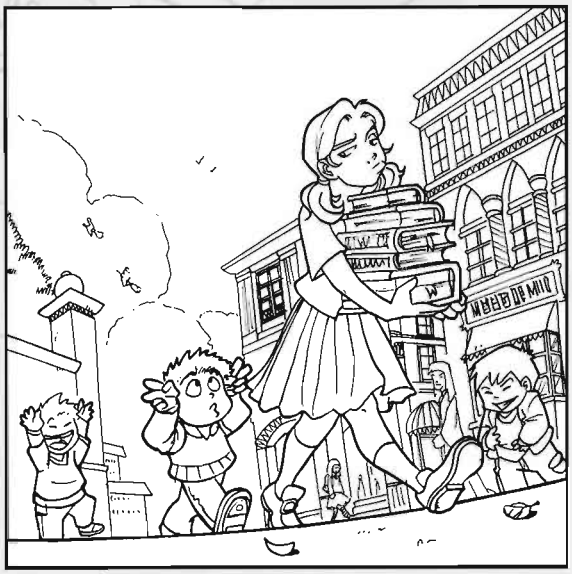
Chiron Academy



Establish: 2000 BC
Location: Crete
Head Master: Alexander of Macedonia
Student Body: 59 Students (all Immortals)
Professors: 12 Immortals, 2 Shape shifters
Colors: Gold and Purple
Mascot: Titans
Though it will be covered in detail in the Immortal supplement (due out in early 2008), Chiron needs to be mentioned.

A place of legend and the only school for Immortals, it prepares the world's next generation of heroes. Students (mostly boys) come here to learn how to fight monsters, help the helpless, and get a more than decent standard education.

The legendary Alexander the Great runs the school like a military academy but still allows his students to have some fun, as well as interact with witch schools. Other teachers of legend Include Robin of Loxley and Thunderbird.



Mundane Society

The mundane world, or Mundania, is the world of humans. Most humans know nothing of the world not in Mundania and are truly not ready to cope with the magical world. To Witches, Mundania is a place of conformity, too many rules, and too little imagination. Since most of us live in the mundane society, we don't think need to cover Mundanes around the world or mundane governments. In fact, what we will cover about Mundanes is how they view Witches and organizations and ideas that make them different from "real world" people.

Cliques in the Mundane World

For a Witch, the mundane world may well be home, but even if that's the case, she doesn't always fit in. For a Witch, the mundane world is a stagnant and boring place. Mundanes wake up to the same life every day and most can never see the magic about them.

Outsiders have it easiest in Mundania. They know it and its customs best and often act as the guide for their witch friends when in the world of humans. They are the first to brag about how technology has made things easier in the real world and about all the things that the magical world lacks when compared to Mundania. Members of this clique tend to invest more into the parts of their lives in Mundania, have human friends, go to human school, and enjoy human pastimes a lot more than other Witches.

For the **Gothiques**, the mortal world is also home but rarely is that because they think it's better than the magical world. To them, both are full of stubborn and closed-minded people trying to force their rules on them. Gothiques tend to gather closest to the underside of the mortal world where the so-called freaks, weirdoes, and outcasts are the norm. They know people on the fringes are not only more

accepting but also more likely to turn a blind eye to their magic and even treat them with difference because of that power.

Insiders see the mundane world as the other place in their lives, the place where they go to escape the strange and chaotic world of magic and relax. Insiders are very protective of their mundane identities, even more so than Outsiders, because they believe it's the balance between both worlds that make them stronger and better Witches. Unlike others who live or hide in the mortal world, this group seems to just be passing through.

Rustics view the mundane forests and fields and wilds the same as they view those of the magical world. They see no difference, other than the flora and fauna is different or unique in places. They, however, view mundane cities as places where nature is destroyed, the air is dirty, and everything is out of balance. Rustics who do find themselves living in mundane towns and cities know exactly where to find the natural things in them. They spend lots in time in the parks, they are on speaking terms with the local rat and pigeon populations, and they know where some of the rarest fungi and herbs grow. Mundane-dwelling Rustics are more likely to see themselves as protectors of the natural world and be more vocal about environmental concerns.

To the **Sorceresses**, the world of humans is an alien one. Living in a magical world, they tend to find human lifestyles, beliefs, and ideas primitive or wrong. Many grew up with tales of how dirty and drab the human world is, and sadly, to most of them it is. Still, some find Mundania fascinating, like visiting a new planet or among the more haughty Sorceresses, a Zoo. Sorceresses who live in the human world keep to themselves or others like them and maintain as much of the witch culture that they can. Witches in Mundania also tend to see the human world as a place they can easily rule and do as they please in, and for this reason, Sorceresses in Mundania tend to be very rich and powerful. It's that wealth and power that keeps them among humanity.

Mundanes' View on Witches

In Witch Girls Adventures, Witches are not commonly known to exist. In fact, they stand along side UFOs and "Bigfoot" as urban legends. Witches even promote their urban legend status. The WWC leaks blurry photos of Witches on brooms or casting spells to the media and purposely make them look like hoaxes.

Witches who make a living among humans using their magic as fortune tellers, gurus, psychics, curse casters, and healers are viewed by most of the Mundanes as fakes, and even though some can make a decent living hiding in plain sight, they must put up with being viewed by most as charlatans.

Mundane Friends and Romances

Witches in the mundane world will most likely have mundane friends, and most Witches will at one time in their life, date a Mundane. Such relationships in the mundane world can be complex and source of both joy and drama.

Discovering your friend is a Witch can lead to a lot of problems for a human. Mundane friends, upon learning this, can react in a variety of ways. Some may just accept it and continue the friendship as is. Some may resent their friend's abilities or even fear them at first but eventually realize that Witch or not, that person is still a friend. Others may break off the friendship because of that resentment and fear or start treating that friend differently.

Mundanes have other worries when befriending a Witch. The WWC may send Wardens to test the Mundane and see if she can keep the secret. Some Wardens may just talk to the Mundane, while others use tests boarding on physical or psychological torture to see if the mortal will betray their witch friend.

Mortals that are found worthy are usually treated with some respect, and a few even find themselves accepted into witch culture. Those not found worthy usually have their memory erased by the Warden. Some Wardens, however, especially those with Highbinder sympathies, have been known to just obliterate humans or permanently transform them into an animal or object.



Even more complex is the mundane romance. Not only does the human have to deal with a Warden eventually, but also, a Witch's family may become involved in determining the mortal's worth. There are no rules against Witches and Mundanes dating, although families may have other ideas. Sorceresses, especially those higher on the social ladder, prefer that their daughters date Mortals of high socio-economical potions. Rustics, Outsiders, and Gothiques tend to not have any restrictions, while Insiders can go either way, depending on their own beliefs and position.

Witch mothers can be great teachers when it comes to Mortal friends and romances. They have gone through those situations before and may attempt to teach their daughters their tactics of building mundane relationships (for better or worse). Treating a friend or boyfriend with respect and understanding and after some time (usually 2-3 years) revealing to them who and what you really are is the most common suggestion. On the other hand, wicked witch mothers may tell their daughters that the best way to gain a mortal's trust is through fear, and that's why she turns dad inside out every time he talks back to her.



Mundane Families

For a mortal, having a Witch in the family can be something to celebrate or fear. In most cases, a parent will always love a child, despite the fact she can see ghosts, talk to fairies, and mind control her little brother into doing her chores. Overall, mundane families tend to be divided into three types: Accepters, Deniers, and Fearfuls.
Accepters accept the Witches in their family for what they are and try to help them as possible. Well-adjusted Witches tend to come from families like these. These Mundanes also tend to go out of their way to keep their "Witch's secret" and make keeping that secret something over which the family can bond.
Deniers refuse to believe their perfect daughter is some kind of freak of nature. Deniers want their children to live as normal a life as possible and stay away from that "magical nonsense." Deniers go out of their way to make sure there is as little magic as possible as their lives, and even some even manage to convince the Witch in their life she is normal; at that point, the Witch actually turns into a Mundane.

Fearful mundane families fear the power of the Witches around them. They either become angry and aggressive about it, treating the Witch like a sub-human freak or (at best) a tolerated nonsense, or they embrace their fear, allowing the Witch in their life to rule over them. That Witch treats her family at best like servants and at worse like disposable pets.

While Accepters, Deniers, and Fearful mundane families are common, they are not the rule, and a Director should feel free to explore different combinations of theses three, as well as new their own concept about mundane families, as they can be diverse.

"Mortals in the Know"

Humans outside of a Witch's family who are aware of the magical world are rare. Most are related to Witches (or Otherkin) or have discovered on their own that Witches and magic are real.

Related mortals and those with magical friends and romances see the knowledge they have as a privilege and do their best to help their magical relative or friend keep her secrets. Loyal humans of this type, or Cronies as they tend to be called, are not above entering dangerous situations to protect the person they care about. But the life of the crony is not all love and laughs. Witches and magical beings are notorious for trying to hurt other Witches or teach them a lesson through their Cronies.

After Cronies in number come the Toadies. Toadies finding out about Witches tend to want to use the Witch to become part of the magical world by any means, leading most of them to become the human servants of Witches. Toadies are loyal to the point of being fanatics towards their Witch, helping mostly out of knowledge that only through that Witch can they experience a world of wonder most people never can. After a while, some of those Toadies actually form a friendship with the Witch, becoming a Crony.

While some Toadies have a choice on how and when to serve a Witch, others don't. These humans serve a Witch out of fear and are taken advantage of by the Witch. The term Toady comes from the types of humans who scrap and grovel out of fear and who tend to spend a lot of time "down the food chain" if they anger their Witch.

Some Mundanes, however, do not embrace the wonders of a magical world when they find it's there; they fear it.

The least dangerous of these are the Witch-Watchers. Witch-Watchers, for their own curiosity of scientific study, want to know more about Witches. Most are content to track a Witch's movements and learn more about them (although the Witch being stalked rarely sees it as something harmless). Occasionally, a Witch-Watcher becomes less of a watcher and wants to know things about Witches that can only be discovered through capture and experimentation. These Watchers are your typical mad scientist types. They think they are doing the world a favor, even though they have little regard for the Witches they hold prisoner, tag with tracking implants, or even worse, physically harm in their quest for knowledge.

Witch Hunters are the rarest and most dangerous of the Mortals in the know. They can be everything from a slightly comical, bumbling human with net and a bone to pick to the deadly and ruthless members of the Malleus Maleficarum. Most hunters are seeking revenge for a wrong done to them or a loved one by a Witch (or someone they think is a Witch). Others, for reasons based on belief or just ignorance, think all Witches are evil and should be destroyed.

Mundane Organizations

Conspiracy buffs, geeks, and others have for various reasons organized to explore, uncover, protect, or even destroy the Witches of the world. Listed here are some of the more well-known and or well-organized mortal organizations. Directors may choose to add these to their games.



Argus Society

The Argus society is a worldwide group of Witch Watchers whose beginnings can be traced back hundreds of years. The society is dedicated to exploring Witches and other magical peoples at a distance, cataloguing their findings, and sharing them with each other.

Members of the Argus Society do their best to keep their identities and presences secret, making them masters of hiding and long distance observation.
Members: Members come from all walks of life and tend to be into high technology.
Initiation: Members must have physical proof, be it video or photo, of a magical act. Once the picture is verified they are allowed into the organization.
Meetings: The Argus Society rarely meets in person, preferring to meet online. They do, however, have a yearly convention where about half of their 500 or so members show up.

Brigadoon

Named for the magical city that appears once every 100 years, Brigadoon is an organization of Toadies. Founded by a former Argus Society member, the group dedicates itself to making Witches' lives easier. Sadly, however, what they tend to do is annoy Witches by showing up in their lives, following them around, and asking way too many questions.

Harmless and hapless, members have no idea just how pathetically they come across, and most really think they can be of some help. Many a member of Brigadoon has been hurt or worse trying to help a Witch in a battle with monsters or other Witches.
Members: Members can be anyone looking for "real adventure."
Initiation: None
Meetings: Local members meet weekly. Like the Argus Society, they spurn most large-scale meetings, and discussion takes place online.





Malleus Maleficarum

Based in Scotland with hidden enclaves around the world, this organization has but one goal: the extermination of all magical beings, especially Witches. Malleus Maleficarum members are far from the untrained and undisciplined average Witch Hunters. They are well trained and well funded and totally ruthless. No matter the Witch's age or goodness or badness, Malleus Maleficarum members have dedicated their lives to see her dead.

Lead by an Immortal who believes his power comes from a divine source, the group has access to the centuries-old man's brilliant, military mind and are fueled by his charismatic commands and single-minded but persuasive rants.

Members: Malleus Maleficarum only takes people into its ranks who had a tragic run in with Witches or other magical beings.

Initiation: None. If they contact you, you either join or you will be disposed of.

Meetings: The different enclaves never meet and don't even know where the other groups are located, just in case one person is interrogated. The only person who speaks to all the groups is their mad leader.

Project Stormwall

Project Stormwall is a government organization dedicated to exploring the world of the odd and the unusual. Formed during World War II to work with magical folk, it has since (like everyone else) forgotten its purpose. Now it deals strictly in alien conspiracies, UFOs, and the like.

Project Stormwall believes everything weird and supernatural that happens in the world is alien-related, and its agents are always looking for "the truth." Magic to them doesn't exist; instead, they see advanced psychic powers and super science humans can't understand.

Members: Members are government agents and are assigned to Project Stormwall usually for being oddballs themselves or as punishment. Some don't even believe in aliens, let alone magic and Witches.

Initiation: None

Meetings: Project Stormwall works out of a worn down, office building in Washington, DC.

Witchspiracy.com

Garry Reed is a reporter for the Tabloid Believer and founder of an online group dedicated to understanding and uncovering the "witchspiracy." According to Gary, the world is ruled by a group of powerful Witches who control everything. The Witches have infiltrated every place of power, from politics to Hollywood to industry.

Gary's site is rarely taken seriously (which is why no one has melted him yet). Still, it has a small group of "true believers" who do think Gary is right. Also, despite being seen as a bit of a nut, Gary is a great reporter and between his paranoid delusions and wild conjecture is some actual, accurate information on Witches and magic society.
Members: Internet subscribers to his site.
Initiation: None

Meetings: The group never meets for fear that the "witchspiracy" will destroy them. Ironically, the members do wear t-shirts that say, "Fear the Witchspiracy."





Casting Call 10



When putting together an adventure, you are going to need a cast of characters. Called Cast or Cast characters, these are the people the Director plays in games. Cast is everything including character's family, friends, enemies, creatures they fight, and reoccurring local color.

The Casting Call section gives the Director generic characters she can customize (or not) with attributes and abilities already figured, included, and explained. Need a crotchety old man to act as a villain in a mystery? Use Average Adult Mundane. Want the characters to fight flying monkeys? We have those here. Directors may want to make their own villains and creatures. They can use the ones in this section as reference.

Stars and Casting

Directors should work with Stars to figure out the basic casting need for a series. If Jill's character Erica has a mom, dad, two little sisters, and a talking dog named Blue and those characters will show up a lot in your series, then the Director needs to cast them. If they are heard of but rarely seen in game, you can get away without having actual attributes and abilities for them.

The Rating System

Cast characters' degree of difficulty to defeat is defined in our rating system. The higher the ranking, the tougher the Cast character is in combat and the more dangerous and crafty they are out of combat.

When compared to the average starting Star, the rating system works like this:

Cast Character Ranks

Cast Character	Comparison to star
1	Less powerful than a starting character
2	Equal to a starting character
3	More powerful than a starting character
4	Less powerful than a group of starting characters
5	A force to be reckoned with. More powerful than an experienced character
6	A being of immense power.
7	A boss character. A being of legend

Fleshing out Cast Characters

While some cast characters are listed with a set powers, abilities, and attitudes, the Director should flesh out others with motivations, histories, and even equipment unique to them. The more often the character comes into contact with the Stars, the more detailed she should be.

Directors should also remember that the attributes given here are averages and that some versions of Cast characters may exceed those listed (or not, as the case may be).

Cast Character Traits

Traits (Talents and Heritages) are not unique to Witches. While most of the witch traits are universal and can be applied not only to Witches but also to most Cast characters, the Heritages listed in the Traits section are only for Witches.

Some of the Cast listed here have under their group description unique Heritages just for them. Others don't have Heritages or can have heritages created uniquely for them by the Director. In Most cases, unless the character is one-of-a-kind or very powerful, like Witches they have 2 Talents and 1 Heritage.

Casting Descriptions

All Cast members are described in a similar manner. This information allows the director to quickly identify the Cast character, its abilities, and basic background.

- **Cast Character Type:**
- **Name of Cast Character**
- **Rank:** The rank of the character type.
- **Attributes :** Specific Attribute:Die type/rank.
- **Skills:** Skills of note for the character type or skill points available to purchase skills for the character.
- Abilities
- **Special Abilities or Spells:**Description of that ability or spell.
- **Magic:** Available magic types and ranks for the Cast character types. Only Witches must use wands for casting; others need to use either gestures or incantations.
- **Equipment:** Item: Any equipment of note that the Cast member has. The Stars may collect it if they defeat the character.
- **Description:** A physical description of the Cast character, as well as basic information on her attitude, beliefs, and ecology.

Casting to Types

When casting a series or an episode, the Director needs to figure out what she needs. The easiest way to do this is to cast to type. A type is a person who fills a specific niche in the story. In Witch Girls Adventures, a type is cast from one of the different categories of creatures. They include:

- **Descendents of Lilith:** Information on Otherkin and Cast character Witches and Immortals
- **Hunters and Mundanes:** If you are looking for Mundanes and people who hunt Witches, this is the place for that information.
- **Monsters:** These are the creatures live wild and free on the fringe of society or work as minions to smarter or more powerful monsters or Cast characters.
- **Normal Animals:** A listing of normal animals, their attributes, and their abilities.
- **Who's Who:** Famous Witches and more. Directors in search of major villains or allies need to look no further.

Under each type is information not only on the creature and its abilities and states but also a broader look at that creature type, their association with Witches, and more.

Descendents of Lilith

The decedents of Lilith are beings that can trace their family history back to Lilith and her four children directly. The decedents of Lilith are some of the more intelligent magical beings and have, for the most part, the ability to hide among Mundanes if they choose. Most of them are nearly indistinguishable from humans, unless you know what you're looking for.

While Witches are the most famous and numerous, the Otherkin are not without their own powers and reputation. The Otherkin include the physically powerful Immortals (descendents of Gilgamesh), and the Fae (non-witch decedents of Mab). The more human decedents of Echidna are Nightlings, creatures that avoid the sun or thrive at night. They include the Vampires and Shape shifters who have more or less made peace with the world. While some can be monstrous, they are not technically monsters.

Fae

The Fae trace their blood back to Mab, one of Lilith's daughters, and Oberon, an otherworldly shape-changing prince believed to be from the legendary world of the Empire. The result of the union created a race of innately magical beings.

Though Fae is the name given to the most human looking of the decedents of this union, it also is commonly used to describe all other members of the race, including Fairies, Gnomes, and Nymphs.

Fae in the World

Fae live in almost every continent humans do. When Mab and Oberon left their one-time home in Avalon for worlds unknown, over time so did the Fae.

The High Fae are the most numerous of their kind and except for their pointed ears, can pass for humans and live among them, enjoying all the world has offer. Gnomes, who can pass for very short humans, tend to divide their time between making mischief among men and living with the sprites and the Nymphs in the wild lands and forests where all Fae are welcomed.

Fae as Allies and Enemies

Fae make great allies and terrible enemies. Goodhearted Fae are steadfast friends and are always willing to help, especially if it involves a little mischief. However, the mischief in the wicked Fae has grown so dark that it has turned to cruelty. Evil Fae play fatal games and jokes with humans and others.

Fae and Witches

The Fae and the Witches have a very good relationship. They tend to respect each other, as well as congregate socially if the situation arises.

Fae Abilities

Fae have abilities both common to all of them and unique to specific members of the group.

Abilities Common to All Fae:

- **Fae Immortality:** All Fae are immune to standard human disease (they do catch fae diseases) and the negative effects of non-magical poisons. They also stop aging once they reach adulthood.
- **Iron Vulnerability:** The Fae's magic or powers cannot affect anything iron or encased in iron and they take double damage from iron attacks.

Fae Heritages

- **Half-Human:** These Fae have a human parent and are cursed with mortality, as well as blessed with the adaptively of humans.
  Advantages: Raise one Body die type (except magic) by one type. The character is immune to iron-based attacks.
  Disadvantages: The character cannot use magic, and she is mortal, vulnerable to mortal disease and poison, and will live only 20-50 years longer than a full human.
- **Seelie:** Seelie are the Fae of spring and summer and are usually very bright and cheerful in apprentice and attitude.
  Advantages: Seelie gain +1 to all their attribute dice (die type +1) in the spring or summer. They can also speak the language of animals and plants. For 1 Zap point, can shape change into either an eagle, stag, or rabbit for up to an hour.
  Disadvantages: Are -1 to all rolls to Reflex in the fall and winter, as they become tired and weakened.
- **Unseelie:** The Unseelie are the Fae of fall and winter and night. They are aligned to dark magic, and most have dark ideas and ambitions (though not all are evil).
  Advantages: Unseelie gain +1 to all their attribute dice (Die type +1) in the fall or winter. They can also speak the language of animals and plants. For 1 Zap point, can shape change into a raven, wolf, or cat for up to an hour.
  Disadvantages: Are -1 to all rolls to Reflex in the spring and summer, as they become tired and weakened.

Types of Fae



Fairy

Rank: 2
Body:D2 **Mind:**D6 **Senses:**D6
Will:D4 **Social:**D6 **Magic:**D8
Life Points: 4 **Reflex:** 5
Resist Magic: 11 **Zap Points:** 16
Skills: Athletics +2, Fib +3, Hear +3, Hiding +3, Mythology +1, Plucky +1, Casting +3, Herbalism +2

Abilities
Common Fae abilities
2 Talents and 1 Heritage
Flight: Fairies can fly at up to 50 mph in small form. Fairies use insect like wings (type varies with from fairy to fairy). In large form, the wings are still there but cannot be used to fly.
Size Change: Can Spend 1 Zap point to change size. They can assume their natural size of 3-5 inches tall or grow human size (3 1/2 to 4 ft tall). In human form, their Body die is D4 (Life points 8, Reflex 7).
You Missed!: If small, Fairies can spend 1 Zap point to automatically dodge any attack, even a spell.
Magic
Fairies have access to the following magic types: Alteration, Conjuration, Illusion, and Protection. They have 4-5 magic ranks to divide among them and can have no rank higher than 3.
Equipment
Wand: All Fae carry a wand made of magically hardened dew and.
- The Wand grants the Fae +1 to casting.
- A Witch can use the wand if it is taken while the Fae is at full size.

Description: Fae resemble human females ranging in age from child to young adult. Their skin and hair can literally be any color or multiple colors. Fairies wear dresses made of spider silk, flowers, and leaves, as well as magically created jewelry and sequins. Like all Fae, Fairies have pointed ears.

Fairies usually take up residence in forests or in glades where they can play and frolic. Known for being mischievous, they tend to be very skittish the usually hide when humans are around.

Gnomes



Rank: 2
Body:D6 **Mind:**D6 **Senses:**D6
Will:D4 **Social:**D6 **Magic:**D6
Life Points: 13 **Reflex:** 9
Resist Magic: 9 **Zap Points:** 12
Skills: Athletics +1, Art +2, Dancing +2, Fib +2, Games +3, Hiding +3, Urchin +2, Casting +2, Enchantment +4
Abilities
Common Fae abilities
2 Talents and 1 Heritage
Invisibility: Gnomes can spend 1 Zap point to turn invisible (as per the Illusion magic spell Invisibility) for up to one hour.
Seven League Stride: Gnomes can spend 1 Zap point to get to a destination seven times faster by foot, as long as they do not stop.
Trick: Gnomes, when playing any kind of game or practicing any kind of chicanery, gain +2 to all rolls.
Magic
Gnomes have access to the following magic types: Conjuration, Divination, Illusion, and Time and Space. They have 4-5 magic ranks to divide among them and can have no rank higher than 3.
Equipment
Hat: Gnomes usually have a magical hat (green or red).
- It grants them +2 Zap points (these Zap points regenerate 1 Zap point an hour).

Description: Gnomes are little people between 3 and a half to 4 and half feet tall. There are actually several families of gnomes. The two most common are the red-haired Leprechauns (Seelie) who love the color green and the Recaps (Unseelie) known for their vicious streaks and their red caps. All Gnomes have the Fae, pointed ears and tend to be plump, unlike most other Fae.

Gnomes tend to live away from humans or on the edge of human society. Always up for a party, good food, and strong drink, they rarely keep steady jobs and instead use their Enchantment skill to make magical items. Gnome enchanted items are some of the most sought-after in the world.

High-Fae



Rank: 2
Body:D6 **Mind:**D8 **Senses:**D8
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 12 **Reflex:** 9
Resist Magic: 11 **Zap Points:** 16
Skills: High-Fae have 10 mundane skill points and 6 magic skill points.
Abilities
Common Fae abilities
2 Talents and 1 Heritage
Disguise: The High-Fae can spend 1 Zap point to alter their form to look like any animal or normal human they wish for 1 hour. In human form, their attributes remain unchanged. In animal form, they gain the Body and Senses attributes of that animal, as well as any special abilities.
See Illusion: Fae can see through magical Illusions
Magic
High-Fae have access to the following magic types: Conjuration, Divination, Illusion, and Mentalism. They have 4-5 magic ranks to divide among them and can have no rank higher than 3.
Equipment
Varies depending on the High-Fae.
Description: High-Fae look like humans save for their large, almond shaped eyes and pointed ears. Their skin tone ranges from snow white to stark black. High-Fae tend to have eyes of pastel colors. High-Fae usually live among humans usually taking jobs involving imagination, creativity, or performance. Some more elitist or isolationist High-Fae live in small communities in the wild and shun modern ways and convinces.

High-Fae tend to be very imaginative and mischievous. They prefer being around creative people and often have at least one if not more artistic outlet in their life.

Nymph



Rank: 2
Body:D6 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 12 **Reflex:** 10
Resist Magic: 11 **Zap Points:** 16
Skills: Acrobatics +2, Garden +6, Hiding +6, Mythology +2, Singing +2, Casting +2, Herbalism +5
Abilities
Common Fae abilities
2 Talents and 1 Heritage
Animal speech: Tree Nymphs may speak with any normal land animal, while Sea Nymphs may speak to any water-breathing animal.
Elemental Unity: Depending on the Nymph's type (tree or water), she can spend one Zap point to merge with either a tree or body of water. While merged, she cannot be targeted by an attack or spell and can travel instantly up to 1 mile between bodies of waters or trees.
Water Breathing: Water Nymphs can breathe water just as well as they breath air.
Magic
Nymphs have access to the following magic types: Elementalism and

Illusion. They have 4-5 magic ranks to divide among them and can have no rank higher than 3.

Equipment

None

Description: Nymphs come in two varieties: Tree Nymphs, who have green hair and skin, and Water Nymphs, who have blue hair and skin. Except for the skin, Nymphs look like female Fae, standing 5-6 feet tall with golden colored eyes.

Nymphs live in the wilderness near trees or large bodies of water, depending on their type. They act as protectors of their environment and though normally peaceful, can become violent and dangerous when protecting animals or the environment.



Satyrs

Rank: 2
Body:D6 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D8 **Magic:**D8
Life Points: 12 **Reflex:** 9
Resist Magic:11 **Zap Points:** 12
Skills: Acrobatics +2, Garden +6, Hiding +6, Mythology +2, Singing +2, Instruments +4, Urchin +4, Casting +4

Abilities

Common Fae abilities
2 Talents and 1 Heritage
Language Talent: Satyrs can magically speak and understand any human or animal language.
Part Goat: Satyrs have the horns of goats. They have curly, woolly hair and their body from the waist is goat-like, with two legs and a tail. Satyrs can leap 10 ft up and across with ease and ram with thick skull and horns for +1 fighting damage.
Magic: Satyrs have access to the Mentalism magic type at up to Rank 3. To use this power they must use their hand pipes, sing, dance or tell a joke. They use their Instruments skill to cast spells.

Equipment

Hand Pipes: Satyrs use a 2-3 inch reed flute to perform with and cast spells.

- This special flute lowers their Zap cost by 1 for Mentalism spells
- Provides +1 to casting of Mentalism spells. It has 3 Life points.

Description: Satyrs are short (4 and a half to 5 feet tall) creatures. From the waist up, they are human, save for their goat-like ears and horns. From the waist down, they have two goat-like legs.

Satyrs are social creatures traveling in small groups like gypsies or as companions of travelers. They are always wiling to entertain, tell the story of their travels, or (if they can) steal a little money or a trinket.

Satyrs are not violent by nature but will attack to protect themselves or a friend.

Immortals

Immortals are walking legends. As the Witches were once worshiped as goddesses, the Immortals were once heroes. They are in many ways the epitome of the warriors of mythology: strong, fast, and nearly unstoppable.

The decedents of Gilgamesh live a life of honor and order. Where the Witches sow chaos and change, the Immortals bring stability.

Immortals in the World

Immortals, no matter what their inclination for good or evil, are protectors at heart, and thus, they live mostly among humanity. Heroic Immortals spend their time either in one place or traveling. Regardless they always seek trouble to turn wrongs to rights.

Dark Immortals are still protectors, but their zeal to protect has driven them to the point where they see almost everyone as an enemy who needs to be dispatched.

Immortals as Allies and Enemies

Immortals can be steadfast and loyal allies, willing to give their lives for someone they trust. Always up for an adventure and the opportunity to test themselves they are probably the best friends anyone can have.

As good a friend as they can be, an Immortal can be an equally deadly enemy. Immortals are stronger, faster, and tougher than Witches can even dream of being and know how to use this advantage in combat. Many (especially older ones) know how to use tactics to place an enemy in a position were their advantages (like magic) are nearly useless.

Immortals and Witches

Like bickering siblings, Immortals and Witches have a lot in common but rarely see eye to eye. Immortals see Witches on a whole as imperious and wild, with little or no responsibility in how they use their powers. Witches, on the other hand, see Immortals as the slow-witted but serious brother.

While most first meetings involve at least heated arguments, Witches and Immortals have been known to work together if things are bad enough or if they have a similar agenda.

Immortal Abilities

Immortals have abilities common to all of them and unique to specific members of the group.

Abilities Common to all Immortals:

- **Immortality:** Immortals are totally immune to non-magical poisons, drugs, and disease. They also gain +2 to rolls to resist magical poisons and disease.
- **Immortal Regeneration:** Immortals heal 1 point of damage per combat round or minute out of combat.
- **Legendary Speed:** Immortals gain an extra attack at the end of a combat round, +1 to reflex and moves three times faster than normal people.
- **Legendary Strength:** The character is incredibly strong and can lift 1 ton, has +1 to their Body die and does +1 damage with punches, kicks, and hand-based weapons per rank of Legendary Strength. Immortals can have up to 5 ranks of Legendary Strength, though 1 or 2 is average.
- **Tough Hide:** The character is tough and ignores 1 point of damage per rank of Tough Hide. Immortals can have up to 5 ranks of Tough Hide, though 1 or 2 is average.

Immortal Heritages

- **Atlasian:** The Immortals of earth are stable and sturdy. They can bend the earth to their will and call upon it for protection.
  Advantages: The Immortal may use the Elementalism magic type for the use, control, and creation of earth and stone only. Young Immortals have 1-2 ranks of Elementalism, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.

Disadvantages: Atlasians are vulnerable to air-based magic and abilities and are -2 to Resist Magic, Reflex, or any rolls to resist that type of attack.

- **Borian:** The Borians are explorers and love new things. They master the air and use it to travel.
  Advantages: The Immortal may use the Elementalism magic type for the use, control, and the creation of air and cold only. Young Immortals have 1-2 ranks of Elementalism, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.
  Disadvantages: Borians are vulnerable to Fire-based magic and abilities and are -2 to Resist Magic, Reflex, or any rolls to resist that type of attack.
- **Iniquitous:** The Iniquitous are the Immortals who draw their power from the darkness in the world (most likely sleeping Echidna). While most Iniquitous are evil, some use their dark powers for good in hope of redeeming themselves.
  Advantages: The Immortal may use the Necromancy magic type. Young Immortals have 1-2 ranks of Necromancy, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.
  Disadvantages: The Iniquitous is -4 to rolls to do anything that is good or just.
- **Promethean:** Hot tempered and full of passion, the Prometheans wield fire as a dangerous weapon and useful tool.
  Advantages: The Immortal may use the Elementalism magic type for the use, control, and the creation of fire. Young Immortals have 1-2 ranks of Elementalism, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.
  Disadvantages: Prometheans are vulnerable to water-based magic and abilities and are -2 to Resist Magic, Reflex, or any rolls to resist that type of attack.
- **Righteous:** The Righteous draw their powers from the good in all things and stand on the side of integrity and honor. Or least what they think is good and honorable.
  Advantages: The Immortal may use the Healing magic type. Young Immortals have 1-2 ranks of Healing, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.
  Disadvantages: The Righteous is -4 to rolls to do anything that is wicked or malicious.
- **Typhonian:** The water-wielding Typhonians tend to be laid back and like water, go with the flow.
  Advantages: The Immortal may use the Elementalism magic type for the use, control, and the creation of water. Young Immortals have 1-2 ranks of Elementalism, while older ones can have up to 6. Unlike Witches, Immortals do not need a Casting but rather a skill called Power that counts as a magic skill.
  Disadvantages: Typhonians are vulnerable to earth-based magic and abilities and are -2 to Resist Magic, Reflex, or any rolls to resist that type of attack.
- **Warlock:** The Warlock is not a male Witch as many think but an immortal who can borrow and steal the power of Witches. He is the least understood and least trusted among the Immortals.
  Advantages: Warlocks can touch a Witch and temporarily borrow one of her Magic type levels. This is done with a contested magic die vs. magic die roll. If the Warlock wins, he takes 1 Magic type rank from a Witch per point they win the contest by for up to a day. After the day, the magic reverts back to the Witch. A Warlock can never borrow more MTR than a Witch has and never more than his Magic die type, so if an Immortal's magic die type is D8, he can have a total of 8 magic type ranks. Warlocks can also absorb spells cast on them. If a spell is cast on them, the Warlock can spend the same amount of Zap points used in casting the spell to absorb it. They can then cast the spell at will. Warlocks' casting skills for spell averages 4-5, with older Warlocks having skills as high as 8. Warlocks may use all magical skills and can use Witches' magical items.
  Disadvantages: Warlocks are not as hardy as other Immortals and have a Body die that is 2 types lower than the average Immortal. They also don't have Legendary Strength or Tough Hide.

Types of Immortals



Adult Immortal

(21 years to a couple of centuries old)
Rank: 4
Body:D12 **Mind:**D8 **Senses:**D10
Will:D8 **Social:**D8 **Magic:**D12
Life Points: 24 **Reflex:** 15
Resist Magic: 13 **Zap Points:** 24
Skills: 40 mundane skill points, 15 magic skill points (cannot be used for Casting, Break spell, Enchantment, or Potions unless he is a Warlock)

Abilities
Common Immortal abilities
2 Talents and 1 Heritage
Magic
Depends on Heritage
Equipment
Weapons
Many Adult Immortals carry archaic weapons like swords or axes if they are going into battle. These weapons are usually Gnome-made. Warlock adults may carry a wand or staff.
Description: Adult Immortals can look almost like normal humans although they tend to be taller and more muscular. Though common belief says otherwise, Immortals come in both sexes; it's just that male Immortals outnumber females almost 10 to 1. Immortals are fond of saying, "Gilgamesh loved his sons more than his daughters, but he loved his daughters more than Mab or Isis loved their sons."

Warlocks are the rarest of Immortals. Many estimate there are less than 20 alive now. Warlocks are not as brawny as standard Immortals but they are still in pretty good shape. Even more so than other Immortals, Warlocks have a rocky history with Witches. Many Witches see nothing wrong with eliminating Warlocks at birth to prevent them from growing up and using their own powers against them.

Ancient Immortal



(More than a couple of centuries old)
Rank: 6
Body:D12 **Mind:**D10 **Senses:**D10
Will:D12 **Social:**D10 **Magic:**D12+4
Life Points: 24 **Reflex:** 15
Resist Magic: 17 **Zap Points:** 32
Skills: 60 mundane skill points, 20 magic skill points (cannot be used for Casting, Break spell, Enchantment, or Potions unless he is a Warlock)
Abilities
Common Immortal abilities
2 Talents and 1 Heritage
Command: The Immortal is so commanding and powerful that he can make lesser minds bend to his will. The Immortal spends 1 Zap point and makes a Will vs. Will die roll against the person/creature he wants to command. If the Immortal wins, the target must do as the Immortal asks, so long as the request is not potentially harmful to her or someone she loves.
Ancient Sleep: Ancient Immortals may enter a long sleep for centuries and awaken at a set time or when a specific event occurs. While in this sleep, they need not eat, breath, or drink. Their body and all clothing become coated in a grey shell that looks and feels like stone.
Magic
Depends on Heritage

Equipment
See Adult Immortal.
Description: Being warriors by birth or calling, most Immortals' lives are cut short, despite their impressive abilities. A few, however, do get to be ancient. Ancient Immortals are powerful, commanding beings that are like forces of nature. Feared and respected, even the oldest of Witches know better than to cross one.

Ancient Immortals sometime grow bored with the world and take long sleeps, sometimes for decades or centuries at a time, and wake to new worlds they can relearn and explore. Others choose to forget their pasts and create new lives for themselves, totally unaware of their past lives. The WWC warns Witches that a relatively inexperienced-looking Immortal may in fact be hiding great power even he doesn't know about.



Young Immortal
(under 21)
Rank: 2
Body:D8 **Mind:**D6 **Senses:**D8
Will:D8 **Social:**D6 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 11 **Zap Points:** 16
Skills: 12 mundane skill points, 6 magic skill points (cannot be used for Casting, Break spell, Enchantment, or Potions)
Abilities
Common Immortal abilities
2 Talents and 1 Heritage
Magic
Depends on Heritage
Equipment
See Adult Immortal.
Description: Young Immortals are the next generation for the forces of order. Most are the children of Immortals and heard from a young age the tales of honor and adventure that are their birthrights.

The stats here are for Immortals ages 12-18 who have yet to reach their full power. In most cases, Young Immortals look exactly like humans, save for being slightly taller than children their age and some increased musculature, especially in those in their mid- and late teens.

Shape shifters

While most Shape shifters are the descendents of Echidna, some are decedents of those cursed with lycanthropy or turned into animals by Witches. Able to take the form of animals and human/animal mixes (call Hybrids) at will, they tend to live in the wild away from both magical and mundane types.

Shape shifters in the World

Shape shifters who wish to enjoy the conveniences of the modern world live in rural areas. Rarely will one come into a large city. The bulk of Shape shifters live in small communities called "packs" in isolated parts of the wilderness. These rustic people have either embraced the animal and the fury of the full moon and become hunters of men, or they try to control who they are and protect those around them from their animal side.

Shape shifters as Allies and Enemies
Shape shifters are not very trusting. Making friends with them is hard but if you succeed and join their pack, pride, or flock, you not only have a friend but also an extended family that will help you, as long as that help doesn't put the Shape shifter and the group in danger.

Shape shifters who view a character as an enemy usually pass the word among her group and other groups about that character's betrayal or bad deed' that leads to them becoming an enemy. If one Shape shifter hates you, its only a matter of time before all Shape shifters hates you.

Shape shifters and Witches

Shape shifters and Witches tend to avoid each other. The Shape shifters' near immunity to Alteration magic makes them dangerous foes, and Witches know that. Shape shifters who hate their lot in life tend to blame Witches for cursing them or an ancestor with the affliction that turned them into shape shifters.

Shape shifter Abilities

Shape shifters have abilities both common to all of them and unique to specific members of the group.

Abilities Common to All Shape shifters:
- **Full Moon Rage:**During the full moon, Shape shifters grow angry and strike out at everything. During the full moon, the Shape shifter gains +2 to all rolls and must make a Very Hard Will roll to restrain from lashing out at everything outside of its pack and to take a human form for 1 minute.
- **Magic Resistance:** Shape shifters gain +5 to resist harmful Alteration magic. Any Alteration spell cast on the Shape shifter that succeeds is at ½ duration and does half damage if applicable.
- **Self-Shape:** Shape shifters can also turn into one type of animal at will. Though there are dozens of Shape shifter types the most common are Cat, Raven, and Wolf. Each form grants a variety of abilities.
- **Shapeshifter Resistance:** All Shape shifters heal quickly, gaining back one Life point per scene or combat scene hour. They also are resistant to poisons and disease and gain +2 to rolls to resist or ignore them.
- **Silver Vulnerability:** Shape shifters take double damage from silver weapons, including magically created silver.

Were-Cat: The Shape shifters most comfortable in civilization, Were-Cats tend to be very vain and snarky.
- **Animal Form:** The character can turn into a normal house cat at will. As a cat, she has the Body die type of a normal house cat (D2). All other die types remain the same. She also gains all special abilities and skills of the house cat.
- **Hybrid Fform:** The character takes on the form of a fury humanoid with cat-like head, ears, eyes, tail, and claws. In this form, she gains +1 to Body die type (Body die type+1), +2 to all leaping, climbing, and landing rolls. Her senses grant her +2 to hearing- and sight-based rolls and the ability to see in the dark. The character also has +2 Reflex and all the special abilities of a ca, including claws that do an extra +2 damage.

Were-Raven: The raven Shape shifters are travelers. They never stay in one place too long. They are known for being mischievous.
- **Animal Form:** The character can turn into a large raven. As a raven, she has the Body die type of a normal bird (D2). All other die types remain the same. She also gains all special abilities and skill of the raven.
- **Hybrid Form:** The character takes on the form of a feathered humanoid with raven-like head, eyes, wings, and claws. In this form, she gains +1 to Body die type (Body die type+1), +2 Sight-based and Urchin rolls, +1 Reflex, and all the special abilities of a raven, including Flight (up to 50 mph) and claws on her feet that do + 2 damage.

Werewolf: The most numerous of the Shape shifters, the Werewolves tend to dislike the company of anyone but werewolves or family. Known for being extremely territorial and savage, they can be

extremely loyal to those they see as family.

- **Animal Form:** The character can turn into a normal wolf at will. As a wolf, she has the Body die type of a normal canine (D2). All other Die types remain the same. She also gains all special abilities and skill of the wolf.
- **Hybrid Form:** In the massive, hairy, wolf form, the character has the head and tail of a wolf, sharp claws and teeth (+3 damage), and sharp senses (die goes up by one type). The character also gains Body die increases by one and the character gains 1-3 ranks of Legendary Strength (see Immortal) and 1 point of Tough Hide (see Immortal).

Shape shifter Heritages

- **Cursed:** These are either cursed themselves or descended from humans cursed by a Witch to become a Shape shifter. The Cursed tend to be very reluctant about their powers and prone to fits of anger and melancholy about their situation.
  Advantages: The Cursed embrace their humanity more and even look more human in their Hybrid form. A werewolf would look more like a shaggy, pointy-eared, and fanged human than wolf creature. The Cursed are less vulnerable to magic because they are already under a powerful spell and gain +1 to Resist magic and have access to Legendary Strength and Tough Skin in Human form.
  Disadvantages: The Shape shifter does not gain any bonuses doing the full moon but still suffers from the fury induced by it. Also, she must spend 3 Zap points to assume her animal form and can only do so for 1 hour.
- **Infected:** The Infected became a Shape shifter after being bitten by another Infected. They are seen as lesser Shape shifters and treated with disdain by others.
  Advantages: Infected can make other Shape shifters by hurting characters with tooth and or claw and taking all their Life points. Instead of dying, that person will go into a coma and wake up at the next full moon as a Shape shifter.
  Disadvantage: Infected are not immune to sickness and poisons like other Shape shifters, and during the full moon, they will lash out at everyone, regardless of friendship or relation, and cannot assume a human form.
- **Moon Blood:** Moon Bloods were born Shape shifters to Shape shifters and can trace their linage back centuries. They consider themselves the only true Shape shifters and can be a bit arrogant about it.
  Advantages: Moon Bloods can control their fury during a full moon and do not suffer any negative effects from the full moon.
  Disadvantages: The Moon Blood must spend 2 Zap points to assume Animal or Human form for up to an hour.

Types of Shape shifters



Adult Shape shifter

(Over 21)
Rank: 3
Body:D8 **Mind:**D6 **Senses:**D8
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 11 **Zap Points:** 16
Skills: 16 mundane skill points, 6 magic skill points (limited to Cryptozoology and Herbalism)

Abilities
Common Shape shifter abilities
2 Talents and 1 Heritage
Magic:
None.
Equipment
Varies with character.
Description: Shape shifters in their human forms look like average people, save for slight animalistic qualities depending on their animal type. Werewolves are always hairy (even females), Were-Cats have cat-like eyes, and Were-Ravens have large, beak-like noses. They tend to avoid those who are not their kind and live and hunt in small groups. Most live as animals with little in the way of humanly wants or needs, while a few try to hide among civilization (Were-Cats more than others). Were-Cats also tend to be the least violent of the Shape shifters, while Werewolves are the most violent and Were-Ravens are in the middle.

Young Shape shifter



(Under 21)
Rank: 2
Body:D6 **Mind:**D4 **Senses:**D8
Will:D4 **Social:**D6 **Magic:**D6
Life Points: 12 **Reflex:** 9
Resist Magic: 9 **Zap Points:** 12
Skills: 8 mundane skill points, 2 magic skill points (limited to Cryptozoology and Herbalism)
Abilities
Common Shape shifter abilities
2 Talents and 1 Heritage
Magic
None.
Equipment
Varies with character.
Description: Young Shape shifters, unlike their elders, are more likely to ignore tradition and befriend a human or Witch and even learn some modern skills. They are also more likely to hide that they fear being found out and branded a freak.

Vampires

Echidna needed generals for her armies, cunning creatures with the power to control the other beasts at her command. Her favored children became those generals, the Vampires.

Vampires are a social group of monsters that, despite legends, are not totally dead (just partially). In fact, the more a Vampire drinks blood, the more alive they become, which is why they crave it. Having the ability to taste, a heart beat, and feelings are all but a few reasons why drinking blood is so habit-forming.

Vampires in the World

Vampires are an egotistical lot and truthfully see only Witches as being close to them in power. Some even say the creatures are born pompous. In fact, to help with their pretentious natures, Vampires have created their on shadow society with Vampire kings and queens and lords and serfs in various parts of the world.

Vampires kingdoms consider themselves part of the Nightling Confederation and only follow the WWC and the rules of the confederacy when it suits them. In fact, many of the older Vampires are still loyal to Echidna and have nothing but contempt for Witches and Immortals (they would have contempt for Shape shifters, but they see them as little more than beasts and thus beneath them).

Vampires as Allies and Enemies

For most, it's hard to tell if a Vampire is a friend or enemy. Gameplayers and manipulators, they are not the most loyal of creatures and will do whatever it takes to get whatever they need done.

If someone manages to befriend a Vampire, that friendship will last as long as the Vampire needs it to and almost always on the Vampire's terms. Rare are the Vampires who understand friendship as most beings do (but they do exist).

A Vampire as an enemy is the real danger, as she will do anything to hurt her enemy, not just physically but going so far as to strike at a disliked person's family and friends.

Vampires and Witches

Vampires are social creatures and social climbers at heart. They often see Witches as a means to an end (Witches' blood is a delicacy, and Witches make good allies) and even though they may not like them, Vampires will be perfectly polite to their faces. They are always willing to help "for a price." Witches, for their part (especially Gothique cliques), find Vampires to be entertaining company, unless they are hungry; then, all bets are off.

Vampire Abilities

Vampires have abilities both common to all of them and unique to specific members are listed here.

Abilities Common to All Vampires:

- Night Power: Vampires' Body goes up 1 die at night.
- Legendary Speed: Vampires gain an extra attack at the end of a combat round, +1 to Reflex, and moves 3 times faster than normal people.
- Legendary Strength: The character is incredibly strong and has +1 to her Body die and does +1 damage with punches, kicks, and hand-based weapons per rank of Legendary Strength. Vampires can have up to 3 ranks of Legendary Strength, though 1 is average.
- **Tough Hide:** The character is tough and ignores 1 point of damage per rank of Tough Hide. Vampires can have up to 3 ranks of Tough Hide, though 1 is average.
- **Vampire Bite:** Vampires do 3-10 points of damage when they bite, depending on their age. When they do so, they take D6 Zap points away from their victim and can use those points to heal wounds. The more blood a Vampire drinks, the more alive the Vampire feels. Not only can blood heal a Vampire, but it also adds color to her skin, gives her body heat and a heartbeat, and enhances their normally bland sense of taste to that of a normal human. Vampires' bodies are normally numb, too but as they drink more blood, they can actually get a sense of touch.
- **Vampire Immortality:** Vampires do not age and are immune to mundane disease. They also don't need to breath, eat, or sleep, but can. They do not heal normally, but use Zap points to heal; 1 Zap point heals one Life point.
- **Vulnerabilities:** Vampires take 1 point of damage per minute they are exposed to direct sunlight. Also, during the day they feel tired and have -2 to all rolls and reflex. Vampires are also vulnerable to Necromancy magic used by Witches. They are -2 to resist magic when dealing with witch Necromancy.

Vampire Heritages

- **Hunters:** Hunters are Vampires who have embraced the wilderness. Most Hunters have wild hair and long claws. Hunters avoid the plots of the Vampire kingdoms when they can.
  Advantages: Hunters gain +2 to all sense rolls because of their acute senses and for one Zap point, can turn into a wolf for up to 1 hour. They also have claws that do +2 damage.
  Disadvantages: Hunters are not very smart and their Mind die type is lowered by one. They also are at -2 to all rolls when in the city and away from wilderness.
- **Imperial:** The Imperials are the self-styled lords of the Vampire. Beautiful, charismatic, and powerful, they are what many think when they think of Vampires.
  Advantages: Handsome and beautiful, they have +1 to all Social rolls. They can assume the form of a bat for up to an hour for 1 Zap point. Imperials can also fly at a cost of 1 point per hour of flight. They can fly at up to 50 mph.
  Disadvantage: Imperials are sticklers for tradition and protocols. They cannot enter a room without being invited and must sleep in a coffin or crypt with at least a handful of earth from their homeland. Imperials also can be killed, with a wooden stake through the heart doing in at least half their Life points in damage.
- **Peons:** Peons are the most common of Vampires and the most numerous. Most are dedicated to an Imperial or family of Imperials.
  Advantages: Peons have no particular advantages.
  Disadvantages: Peons have no particular disadvantages.
- **Shades:** Shades are Vampires who have one human parent. Most grow up not knowing they are Vampires until the first time they get the urge to drink blood.
  Advantages: Shades are not vulnerable to Necromancy, as they are actually far more alive than other Vampires, and instead of taking one point of damage in the sun once per minute, they do so once per hour. Shades also taste and feel as normal humans do.
  Disadvantages: Shades do not gain any special abilities at night. They also lack the Vampire immunity to disease and poisons.
- **Underborn:** Underborns are the most feral of Vampires. They are hairless, with pointed ears, beady, red eyes, and usually stand hunched over. They live under the ground and are treated badly by other Vampires because of their ugly appearance.
  Advantages: The Underborn can see in total darkness and have sharp senses of smell (+2 to all smell-based Sense rolls). By spending 1 Zap point, they can at will assume the shape of a rat for 1 hour. They can also spend a Zap point to control their own shadow, increasing its size, its shape, or using it to sheath themselves in darkness.
  Disadvantages: The Underborn take double damage from sunlight and also suffer -4 to rolls when above ground.

Types of Vampires

Adult Vampires



(21 to a couple of centuries old)
Rank: 4
Body:D10 **Mind:**D8 **Senses:**D6
Will:D8 **Social:**D8 **Magic:**D8
Life Points: 20 **Reflex:** 13
Resist Magic: 11 **Zap Points:** 16
Skills: 40 mundane skill points, 15 magical skill points (cannot be used for Casting, Break spell, Enchantment, or Potions)
Abilities
Common Vampire abilities
2 Talents and 1 Heritage
Magic
None
Equipment
None
Description: Adult Vampires, especially Imperials, are all about control and manipulation. Tall, pale, with red eyes and pointy ears, many can pass for human. Most live in secluded vampire towns or in secret conclaves in cities.

Adult Vampires are very protective of the power they have accumulated and will do anything to keep it. Adult Vampires usually prefer others to do their dirty work, but when confronted or forced to fight to protect a scheme, Vampires become vicious and almost animalistic.



Ancient Vampires

(Few centuries or more old)
Rank: 5
Body:D12 **Mind:**D8 **Senses:**D8
Will:D10 **Social:**D10 **Magic:**D10
Life Points: 24 **Reflex:** 15
Resist Magic:13 **Zap Points:** 20
Skills: 60 mundane kill points, 20 magical skill points (Break spell, Enchantment, or Potions)

Abilities
Common Vampire abilities
2 Talents and 1 Heritage
Create Vampire: If a Vampire drains a person of half her Life points, leaving her at 0 Life points, she will enter a death-like coma and in a few days, rise as a Peon Vampire.
Hypnosis: Ancient Vampires can hypnotize others whom they can best in a Will die vs. Will die roll. If they win, those people are under their power for 24 hours.
Magic Immunity: Ancient Vampires are immune to Mentalism and Necromancy type magic.
Magic
Some Ancient Vampires have learned to use Elemtalism and Necromancy magic types. Vampires are limited to magic type Ranks of 1-4
Equipment
Varies with character
Description: Ancient Vampires are creatures of great power. Masters of manipulation, they play games with each other and "lesser beings" that may take centuries to come to term. Like Adult Vampires, the ancient ones prefer to have others do their dirty work but will to what have to be done if they think they are facing a foe worthy of them.

While some are satisfied being masters of the earth, others plan for even darker things. The Awakening of Echidna or (at least stealing some of her power) is a common goal of some of the most evil Ancient Vampires.

Young Vampire



(Under 21)
Rank: 2
Body:D6 **Mind:**D6 Senses:D6
Will:D4 **Social:**D6 **Magic:**D6
Life Points: 12 **Reflex:** 9
Resist Magic: 9 **Zap Points:**12
Skills: 15 mundane skill points, 4 magical skill points (cannot be used for Casting, Break spell, Enchantment, or Potions)
Abilities
Common Vampire abilities
2 Talents and 1 Heritage
Magic
None
Equipment
Varies with Character
Description: Young Vampires are less into the entire kingdoms, bowing and scraping as other Vampires. Most just want to live their un-lives as normally as possible or use their abilities to have fun.

Witches

Though this game is about Witches we have placed here examples of average witch characters that can be used for Cast characters for the Directors.

Witches Abilities

Witches have abilities both common to all of them and unique to specific members of the group.

Abilities Common to all Witches:

- **Witch Immortality:** Witches are immune to the negative effects of normal poisons all human diseases. Witches virtually stop aging after adulthood. Older Witches can choose to show their age more or reverse their ageing as they see fit. An adult Witch cannot reverse her aging past her early 20's. It's for this reason that Witches close to the same age can actually look as if they are two different ages.

Cast Character Witch Heritages

Though a Witch can have Heritages from the Witch Girl Heritage List, some have access to Heritages Star characters do not.

- **Godmother:** Godmothers believe that their magic should be used to help others, especially those in great need and those needing something positive in their lives. The Godmother grants wishes within her power and also is a very good listener.
  Advantage: The Godmother's MTR is one higher for range, duration, target size when casting helpful spells. She also can fly at 50 mph as a natural ability for up to an hour for 1 Zap point and has a personal Mundane-avoidance charm (-2 to all rolls to remember or perceive her by mortals she's not there to help).
  Disadvantage: -2 to Casting for spells not meant to help others. Her magic also weakens around those who do not believe in a magical world, lowering her Casting skill by -1 and causing all spells to cost an extra Zap point.
- **House Witch:** The House Witch has turned living among Mundanes into a fine art. She knows how to play her spells off as coincidence and how not to be suspected as anything other than a human.
  Advantage: The House Witch's greatest ability is her inability to be seen as anything other than mortal. Any roll to detect her true nature or see her use mage is at -4.
  Disadvantages: The House Witch is so used to hiding her magic she is hesitant when using it. Her Casting skill roll is –2.
- **Follower of Echidna:** The Witch has a connection to Echidna's power and knowledge. The Followers seek to awaken Echidna and rule the universe along with her.
  Advantages: When being cruel and working towards goals of destruction, they gain +2 to rolls. Their MTR for any spell is always seen as 1 higher when casting spells that are painful and brutal. The Witch also gains +2 to Social rolls when dealing with evil monsters or Mundanes.
  Disadvantage: The Followers of Echidna are -2 to rolls when casting good or helpful spells. Also, other Witches can feel the power of Echidna in them, making them -2 to Social rolls when dealing with good people.
- **Magic Chaser:** Magic Chasers can track Witches and magical beings by their magic. This talent comes from a combination of attitude and training.
  Advantages: They may make a Track skill roll at a Hard difficulty to find a person by their magic in a city-sized area. The tracking can take up to an hour. They may also look at something or someone under a spell and gain information on the caster with a Very Hard difficulty Sense die roll. They can determine (one per roll) the caster's magical power, where she learned her magic at, her basic age, her nationality, and even her wand type.
  Disadvantages: When tracking a person by magic, a Magic Chaser focuses so much she are -1 to all rolls and -2 to Reflex when using the ability.

Types of Witches

Witches can uses any Magic type but certain types of Witches tend to use certain magic types. For convenience, we've listed what we think are most common types of Witches whom characters will run across and their magic types, as well as basic attitudes. The types here can be applied to any Witch.

Godmother: Godmothers can be any type of helpful or good Witch or an actual Witch with the Godmother Heritage. They use their powers for good and self defense. Godmothers tend not to use their magic frivolously.
Magic Types: Conjuration, Divination, Healing, Protection

Hex-girls: A Hex-girl is a Witch who uses her magic to have fun, to get what she wants, and to make life a bit more magical for all. A Hex-girl is almost always the life of the party but can be occasionally cruel to people not willing to have fun.
Magic Types: Alteration, Conjuration, Curse, Time and Space

Magic Mom: Magic moms are satisfied in using magic to helping keep their families safe. Some magic moms can be very sweet and humble, while others will use their powers to get their family ahead, no matter the cost.
Magic Type:Divination, Illusion, Mentalism, Protection

Manipulator: Manipulators make others do what they want and to make things go their way. They tend to be secretive but charismatic, often working from behind the scenes for good or ill.
Magic Types:Divination, Illusion, Mentalism, Protection

Modern Witch: Modern Witches are all about new things. They want to bring magic into the modern age and be at the forefront of everything. Quirky to a fault, they embrace mundane society.
Magic Types: Conjuration, Cybermancy, Offense, Time and Space.

Serious Witch: For the serious Witch, magic is something serious. Every spell is though out and prepared perfectly. Spell casting is never taken lightly with her. Serious Witches tend not to have much of a sense of humor.
Magic Types: Mentalism, Offense, Protection, Time and Space

Witch of the Woods: Witches of the Woods live away from society and close to nature. They respect the wild and animals and try to live in harmony with them. Witches of the woods tend to be traditionalists and shun any modern adaptations of the mystical arts.
Magic Types: Alteration, Divination, Elementalism, Illusion

Wicked Witch: The Wicked Witch enjoys nothing more than using their magic to hurt, control, and make others' lives miserable. Always willing to zap first and ask questions later, she knows how to use her magic to it's fullest.
Magic Types: Alteration, Mentalism, Necromancy and Offense



Adult Witch

(21 to a couple of centuries)
Rank: 4
Body:D6 **Mind:**D10 **Senses:**D6
Will:D8 **Social:**D8 **Magic:**D12+2
Life Points:12 **Reflex:** 9
Resist Magic: 15 **Zap Points:** 28
Skills: 40 mundane skill points, 40 magic skill points

Abilities
Common Witch abilities
2 Talents and 1 Heritage
Magic
Adult Witches have 12 Magic ranks they can divide up among their Magic types.
Equipment
Varies depending on the Witch.
Description: Adult Witches are a diverse group. They can be everything from magical housewives to Hollywood starlets in the mundane world. In the Magical world, they some may be ladies of the manor, others, simple shop owners.

Adult Witches can be allies to characters or dangerous enemies with access to magic Witch Girls cannot begin to master.

Ancient Witch



(few centuries or more old)
Rank: 6
Body:D6 **Mind:**D12 **Senses:**D6
Will:D12 **Social:**D10 **Magic:**D12+5
Life Points: 12 **Reflex:** 9
Resist Magic: 19 **Zap Points:** 34
Skills: 60 mundane skill points, 60 magic skill points
Abilities
Common Witch abilities
2 Talents and 1 Heritage
Wards: The Witch has cast spells to protect herself that are permanent in nature. The Witch ignores 2 points of damage and has +1 to Resist Magic.
Magic
Adult Witches have 20 Magic ranks they can divide up among their Magic types. Most also have at least 1 rank in every type of magic.
Equipment
Varies depending on the Witch.
Description: The Ancient Witch has seen the world change and time pass. They have learned nothing lasts forever, and that understanding has shaped their long lives.

Some of the ancients live everyday trying to experience something new, be it ostrich riding in Ethiopia in the morning or swimming with the dolphins in the evening. They are always moving and always out for something new, knowing the world still has a lot to offer.

Others have grown dour in their view of the world, seeing it as a dark place, and have moved away from it into worlds they have discovered or created. Theses Witches don't like visitors and can cause a lot of trouble if disturbed.

The most dangerous type of Ancient Witch is the one who thinks her age and power gives her a divine right to rule others. She sets into motions plots the Ancient Vampires envy and sees the world as hers to rule.



Witch Girl

(21 years a under)
Rank: 2
Body:D4 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 8 **Reflex:** 7
Resist Magic: 11 **Zap Points:** 16
Skills: 10 mundane skill points, 10 magic skill points.

Abilities
Common Witch abilities
2 Talents and 1 Heritage
Magic
Witch Girls have 6-7 magic ranks they can divide up among their

Magic types.

Equipment

Varies depending on the Witch. Most have at least a broom and wand.

Description: Some Witch Girls are new to the world of magic; others have been in it all there lives. The variety and potential for these young ladies are limitless. For characters, they can be the best of friends, schoolmates, or bitter rivals.

Humans

Humans are the dominant life form on the planet (or so they like to think). 99.99999% of them have no idea there is anything magical going on in the world. In fact, most Mundanes, when confronted with the supernatural, are so unwilling to accept it that their minds will not even let them see it.

Those who know what's going on form two camps: those who accept it and try to either live with it or avoid it and those who rage against it. Those that rage become bigoted and prejudiced towards mystical peoples and creatures. They try to make themselves feel better by treating those born with special abilities as oddities and freaks.

Some, however, become totally consumed in that rage and hunt special people. They do it for sport, they do it for a past wrong, or they do it because they think mankind needs protecting.

Mundanes

The Mundanes are the normal masses crawling over the earth. They can be kind or cruel, joyful or full of sorrow. They form an endless variety, each one an individual in their own way.

Mundanes in the World

You are a Mundane; you pretty much know their place in the world.

Mundanes and Witches

Mundanes are mostly not aware that Witches exist and so in most cases they treat them like they treat other Mundanes (which isn't exactly how a lot of Witches like to be treated). A few Witches (but growing number) see them as equals; most, as little more than a diversion or favored pet. Others treat Mundanes as toys or sport for games of manipulation and cruelty.

Mundane Powers

Mundanes have no special powers to speak of.

Types of Mundanes



Average Adult Mundane

(21 years or older)
Rank: 1
Body:D6 **Mind** D6 **Senses:**D6
Will:D4 **Social:**D6 **Magic:**D4
Life Points: 12 **Reflex:** 9
Resist Magic: 7 **Zap Points:** 8
Skills: 15 mundane skill points
Abilities
None
Magic
None
Equipment
Varies with character.
Description: These attributes represent the average mundane adult over the age of 20. Average adult Mundanes are the normal, unexceptional people that populate the world.

Directors should note that Adult Mundanes have lower magic attributes than younger ones. As Mundanes get older, they tend to believe less in all things magical.

Directors might wish to give older Mundanes lower attributes or minuses to certain rolls.



Average Young Mundane

(under Age 21)
Rank: 1
Body:D4 **Mind:**D6 **Senses:**D6
Will:D4 **Social:**D6 **Magic:**D6
Life Points: 8 **Reflex:** 7
Resist Magic: 9 **Zap Points:** 12
Skills: 10 mundane skill points
Abilities
None
Magic
None.
Equipment
Varies with character.
Description: These Cast characters represent the average human child.

These attributes represent the average Young Mundane between the ages of 12-21. The Director might wish to give older characters higher attributes.



Exceptional Adult Mundane

Rank: 2
Body:D8 **Mind:**D8 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D4
Life Points: 16 **Reflex:** 11
Resist Magic: 7 **Zap Points:** 8
Skills: 30 mundane skill points
Abilities
None
Magic
None.
Equipment
Varies with character.
Description: These attributes represent Mundanes with some form of advanced training or skills, like doctors, firemen, and policemen.

Directors should feel free to switch around attributes to better represent smarter, stronger, or more charismatic Mundanes.

Exceptional Young Mundane



Rank: 2
Body:D6 **Mind:**D8 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D4
Life Points: 12 **Reflex:** 9
Resist Magic: 7 **Zap Points:** 8
Skills: 15 mundane skill points

Abilities
None
Magic
None
Equipment
Varies with character.
Description: These attributes represent Young Mundanes with some form of superior talent.

Directors should feel free to switch around attributes to better represent smarter, stronger, or more charismatic Mundanes.

Hunters

Few things bring such a chill to Witches' hearts as Hunters do. Since mankind had the technology to strike back against Witches and magical beings, there have always been Hunters. The best of the Hunters know the supernatural world and those that live there better than some of its magical citizens.

There are two types of Hunters: the Freelance Hunters, and Malleus Maleficarum. Freelance Hunters are almost all self-trained and self-taught; they have had first hand experience with Witches and others and because of that experience, they hunt them.

Malleus Maleficarum, the hammer of Witches, is an ancient organization founded by an Immortal (see Deacon Silas Black in Who's Who). They are trained in large numbers like a military organization. Experts on the magical world school members, and experts on hunting and warfare train them. They are the elite special forces of Hunters and tend to see all other hunters as incompetent armatures.

Hunters in the World

Most Hunters see most of humanity as sheep and themselves as shepherds protecting a blind flock. Malleus Maleficarum is especially vigilant in looking for the signs of any witch activity.

Some hunt Witches and others for other reasons: just to prove they can do it, to avenge a specific wrong, or to eliminate the competition in nefarious schemes.

Hunters and Witches

Hunters hunt Witches; that in itself shows a certain amount of hatred towards the Witches. However, some Hunters make exceptions with good-hearted Witches and may only attempt to scare young Witches straight.

Malleus Maleficarum, on the other hand, will (as long as there is a single member left) try to hunt all Witches regardless of age or attitude into extinction. There is no middle ground for them; to be a Witch is to be destroyed.

Witch Hunter Equipment and Training

Witch Hunters don't have any special powers, but they do carry special equipment and training.

Equipment

Hunters use a variety of equipment. Below is a listing of several special items they carry. Whether each Hunter will have all, none, or some of the available equipment for his Cast character type is up to the Director.

Body Armor
Life Points: 12
The Witch Hunter ignores 2 points of damage directed at them at range.

Crossbow
Life Points: 7
The crossbow is a hand-held bow with a pistol grip. It fires an arrow (called a bolt) that does 8 points of damage at up to 100 ft.

Flame Thrower
Life Points: 10
The flamethrower consists of a small backpack tank of flammable liquid and a line leading to a simple gun-like weapon that projects flame. A flamethrower does 10 damage for 20 ft. The stream of the flame can be as wide at 5 ft.
Gadget Goggles
Life Points: 2
These high tech goggles allow the Witch Hunter to see as well at night as day.

Grapple Gun
Lifer Points: 6
This gun-like device has a thin but strong roll of line connected under the barrel. It fires up to 50 ft of rope with a grapple hook or spike on the end to aid in climbing (+2 to Athletics for Climbing).

Handgun
Life Points: 5
A typical, police-issue handgun can fire 1 or 2 bullets as an attack and does 10 points of damage. The gun carries 16 bullets and can shoot up to 200 ft.

Magic Goggles
Life Points: 3
These high tech goggles with black lenses detect alpha waves given off by magical people and items. The result gives the items a glow when viewed through the goggles.

Net Gun
Life Points: 10
This bulky gun fires soda-can-sized projectiles that unfold into nets. The nets fire up to 75 ft. A person struck must make a Very Hard Body or Urchin roll to escape or break free. Flying targets must make a very Hard Flying roll or start to crash.

Rifle
Life Points: 10
These are standard, military assault riffles. They can fire 1 or 2 bullets as an attack. They do 12 points of damage and fire up to 800 ft. Most carry 20 to 30 bullets.

Stun Baton
Life Points: 7
The stun baton is about 2 feet long and made of hard plastic, metal, and wood. These batons add +1 to hand-to-hand damage for the Witch Hunter. Anyone struck by them must make a Very Hard difficulty Body roll or be knocked out for an hour by electrical shock damage.

Stun Gun
Life Points: 5
This small gun-like device has a small box on the end instead of a barrel. When fired, it releases a 20 ft line with shocking electrodes on the end. Same as Stun

Baton, but does no damage other than knocking the target out. It can only fire once before being reloaded.

Witch Bands
Life Points: 5
These metallic headbands prevent a Witch from focusing enough to cast a spell. A Witch wearing it is -10 to her casting roll. The bands themselves are immune to magic.

Training
The abilities below represent specialized training available to Witch Hunters and a few other mortals.

- **Cold Iron Stomach**
  The Witch Hunter is immune to the effects of potions and gain +2 to rolls to resist damage and effects from all poisons.
- **Deductive Detective**
  The Witch Hunter can take two or more seemingly unrelated clues and put them together to figure out a mystery or answer a question.
- **Detect Magical Person**
  A Witch Hunter with this training can detect a magical person on sight. They can make a Hard difficulty Sense roll or Look skill roll to determine if a person is a Witch or other type of magical person.
- **Dodge Spell**
  A Witch Hunter with this training can dodge a spell. When seeing if a spell is successful, the caster must meet or exceed the Witch Hunter's Reflex.
- **Extreme Prejudice**
  The Hunter has a special hate for a specific magical being or monster (choose 1). He is +2 to all rolls when confronting that creature.
- **Mind over Matter**
  The Witch Hunter is immune to Mind control spells and gains +1 to Resist Magic against Illusion spells.
- **True Believer**
  The Mundane can see things magically hidden and is immune to Mundane-avoidance charms. He also can see ghosts and naturally invisible creatures.
- **Team Work**
  Witch Hunters in duos or groups with this training work well together. People in groups with people who have this training gain +1 to all rolls. They gain +2 if someone in the group has the Leader skill.
- **Sap Strike**
  This martial arts nerve-strike takes away 5 Zap points from the target it hits using Fighting skill.
- **Stun Strike**
  A martial arts strike that leaves the target undamaged but dizzy (-3 to all rolls) using Fighting skill.

Types of Witch Hunter

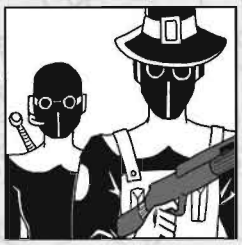


Freelance Hunter

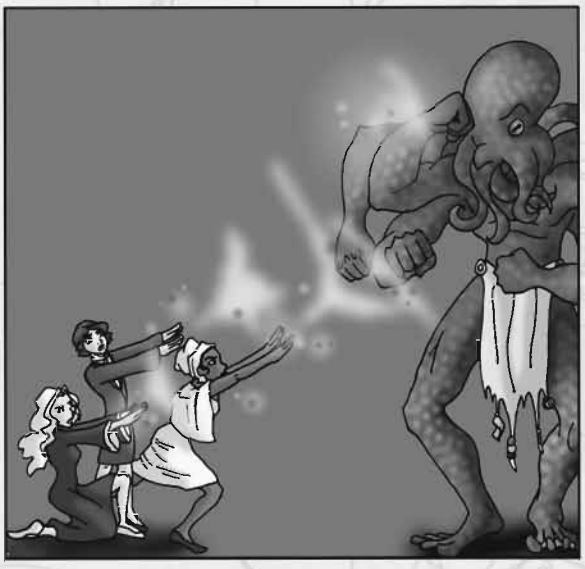
Rank: 3
Body:D10 **Mind:**D8 **Senses:**D6
Will:D8 **Social:**D6 **Magic:**D6
Life Points: 20 **Reflex:** 13
Resist Magic: 11 **Zap Points:** 12
Skills: 30 mundane skill points, Mysticism +3
Abilities
Witch Hunter Training: Choose 1-2 Witch Hunter training abilities.
Magic
None.
Equipment
2-3 pieces of Witch Hunter equipment, plus a motorcycle, car, or van for transportation.
Description: The modern Freelance Witch Hunter is a thrill- or vengeance-seeker. He knows no one is going to believe in Witches and doesn't really care. Most Freelancers claim to have destroyed dozens of Witches.

That's doubtful; in fact, it's more likely they have never seen a real Witch up close and the Witch they thought they had destroyed or run off was just a Fae or an oddly attired human. Witch Hunters come from all walks of life but share via the internet a hidden network where they brag, boast, and talk shop (that's www.witchhunter.org). Most Witch Hunters work alone or in small groups.

Malleus Maleficarum Solider



Rank: 4
Body:D10 **Mind:**D8 **Senses:**D6
Will:D8 **Social:**D6 **Magic:**D6
Life Points: 20 **Reflex:** 13
Resist Magic: 14 **Zap Points:** 12
Skills: 30 mundane skill points, Mysticism +5
Abilities
Witch Hunter Training: Choose 2-4 training abilities.
Cold Iron Implants: Malleus Maleficarum implants under the skin and in the bones grant members immunity to some magic. The Witch Hunter spends 1 Zap point to negate the effects of a single spell.
Magic
None.
Equipment
4-6 pieces of Witch Hunter equipment, plus a motorcycle, car, or van for transportation.
Description: Malleus Maleficarum, the Hammer of Witches, is the world's largest organization of Witch Hunters. Based in Ireland, these Witch Hunters are soldiers in a war against Witches whom they are taught are evil, no matter their age or true personality. The organization has agents all over the world looking for Witches. Once a Witch is found, they study her, then move in. They will first interrogate her to see if she will reveal other Witches; then they destroy her. The Hunters of Malleus Maleficarum have no mercy.



Monsters

Monsters include creatures with mystical origins that don't truly socialize outside their own kind or with anyone at all. Each monster listed has its own motives and abilities and is categorized according to rank.

Conjuring and Summoning Monsters

Witches can conjure monsters to do their bidding with magic. Monsters can be brought into existence through a variety of ways.

Conjuration literally creates facsimiles of monsters that have all the creatures' abilities, and they are created to serve the Witch who conjured them for however long they exist.

Elementalism can magically call near by monsters in nature to aid the Witch. Monsters called in this manner tend to only answer if they are not busy and can be of some service. Though they are called, they are still totally in control of their own movements and emotions, unless the Witch uses another spell to bend them to her will.
Necromantic monsters can be created or summoned. All Necromancy-summoned/created creatures must be dead or undead (ghost, Vampire, etc.). They also are inclined to do the Witch's bidding but can make a Very hard Will roll to resist.

Time and Space calls creatures from other places and realities. Time and Space creatures are basically plucked from their homes and dropped into a situation. Creatures summoned in this manner have full control of their actions and may decide to attack the Witch who "kidnapped" them.

Cryptozoology and Monsters

Cryptozoology is the study of monsters and magical beings. For the record, a being is considered a magical creature that is intelligent, self-aware, and usually humanoid. When characters encounter monsters, they might wish to use the Cryptozoology skill to learn about them and maybe find some weaknesses.

Cryptozoology roll and Information

Information requested or needed	Difficulty
Cryptozoology fact	Easy (If Star-character isn't specific.)
Types of that Monster, Were they live	Easy
Monster Powers and ability	Hard
Monster Society and History	Very Hard
Monster Weakness	Extreme.

All Monsters have Cryptozoology Facts. These facts can be trivia or useful when dealing with the creatures.

Monster Traits

Monsters, like all other characters, have access to all the Talent traits. Like humans however, monsters have no Heritages.

Rank 1 Monsters



Goblin

Body:D4 **Mind:**D4 **Senses:**D6
Will:D4 **Social:**D4 **Magic:**D4
Life Points: 9 **Reflex:** 7
Resist Magic: 7 **Zap Points:** 8
Skills: Athletics +2, Fighting +1, Urchin +3

Abilities

Flexible: Goblins bones and joints are extremely flexible. They can crawl through cracks half their size or width. Ignore 1 point of non-magical physical damage and gain +1 to Athletics when climbing.
Glamour: Goblins can spend 1 Zap point to appear as a human for 1 hour.
Vulnerability to Metal: Goblins take double damage from iron or steal weapons and attacks.

Magic

None

Equipment

Sticks: Goblins uses spears or small clubs that add +1 to their fighting damage. The Wooden items have 4 Life points.
Description: Goblins are three to four foot tall, green skinned creatures, with long pointed ears, large noises, and potbellies. Goblins have vicious faces and lots of short, pointy teeth. Goblins wear simple homemade clothing or fur.

Mischievous and criminal-minded by nature, Goblins live in forests or caves in small primitive communities. Hating real work in any form they survive by forging or thievery.

- **Cryptozoology fact:** Goblins are actually Fae, all belonging to the Unseelie court.
- **Cryptozoology fact:** When Goblins are cornered, they let out a scream not unlike a little girl.
- **Cryptozoology fact:** Goblins are notorious cowards and experts at playing dead.

Sasquatch



Body:D8 **Mind:**D4 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D4
Life Points: 17 **Reflex:** 12
Resist Magic: 7 **Zap Points:** 8
Skills: Acrobatic +4, Athletics + 2, Fighting +2, Hide+5, Herbalism +3

Abilities

Apelike: Sasquatches are hairy with long arms and a grace that exceeds their lumbering size. They are extremely strong (+4 to Body rolls for lifting, bending and acts of agility and balance).
Blending: Sasquatches can blend into their surrounds and move without making a sound (all rolls to see or hear a Sasquatch are halved). This ability costs 1 Zap point per hour.
Teeth and Claws: When in combat, Sasquatches fight with sharp teeth and claws; that adds +2 to their fighting damage.

Magic

None

Equipment

Sasquatches may carry simple tools and bead jewelry.
Description: Surviving Sasquatches are the so-called "Bigfoot" common to North America. They have long brown hair and stand

over 7 feet tall with large feet. In Asia, they are called Yeti. Yeti have white or grey fur and are the smaller of the species, standing just over 6 feet tall.

Sasquatches are not related to Echidna, though many think they are. In fact, no one knows where they come from, but they have been around as long as humans. Theses creatures are basically peaceful. They live away from humanity (as they have been nearly hunted to extension by man) and tend to be friendly towards magical folk. They will attack if betrayed or harmed.

- **Cryptozoology fact:** The North American Bigfoot, despite being endangered, is the most numerous of the Sasquatches.
- **Cryptozoology fact:** Yetis have a hard time breathing at or near sea level.
- **Cryptozoology fact:**During the war with Echidna, the Sasquatches remained neutral.



Troglodyte

Body:D8 **Mind:**D2 **Senses:**D6
Will:D2 **Social:**D2 **Magic:**D4
Life Points: 17 **Reflex:** 13
Resist Magic: 9 **Zap Points:** 8
Skills: Athletics + 3, Fighting +3, Track+ 3, Scare +3

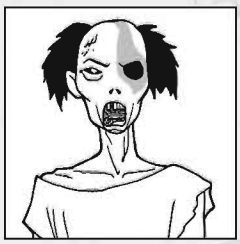
Abilities
Magic Resistant: Troglodytes are naturally resistant to Magic and gain a +2 to their Resist magic.
Tough Skin: Troglodytes have extremely tough skin and hearty bodies and ignore 2 points of non-magical damage.
Vulnerability to Fire: Troglodytes take x2 damage from fire.
Magic
None
Equipment
Club: Troglodytes sometimes carry clubs as weapons. Clubs add +2 to fighting damage and have 4 Life points.
Description: Troglodytes are large, brutish beasts that look like ugly, long-armed humans with patches of coarse hair, extended lower jaws with tusks, large brows, and beady eyes. The average Troglodyte is six feet tall.

One of the more adaptive of the decedents of Echidna, the Troglodytes live in caves all over the world, coming out to get food, steal what they need, and return to their often refuse-filled home.

- **Cryptozoology fact:** Troglodytes are related to trolls.
- **Cryptozoology fact:** They have a foul smell that even bathing will not cure.
- **Cryptozoology fact:** Asian troglodytes have red skin, one eye, and one horn and are called Akki.

Zombie

Body:D6 **Mind:**D2 **Senses:**D2
Will:D2 **Social:**D2 **Magic:**D2
Life Points: 12 **Reflex:** 9
Resist Magic: 5 **Zap Points:** 4
Skills: Fighting +2, Scare+3
Abilities
Dead: Zombies feel no pain, never tire, and are immune to Mentalism magic.
Equipment
None Normally. Zombies used at guards may be armed but that is rare.



Description: Zombies are the corpses of the dead, brought to a semblance of life (un-dead) to serve someone. Zombies are not very smart but do follow instructions well. Zombies look like thin, partially decomposed corpuses. They shuffle about and usually only speak a few words, one of those being "brains," which is the only thing they eat.

- **Cryptozoology fact:** Zombies are the lowest type of undead.
- **Cryptozoology fact:** Zombies do not see with their eyes but actually use a magical sense of sight.
- **Cryptozoology fact:** A group of Zombies is called a Crypt.

Rank 2 Monsters



Banshee

Body:D6 **Mind:**D4 **Senses:**D8
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 12 **Reflex:** 9
Resist Magic: 11 **Zap Points:** 16
Skills: Scare +4, Singing +6, Mysticism +4, Herbalism +4.
Abilities
Scream: The scream of the Banshee affects everyone within close range or a specific target of the banshee. The scream is screeching and extremely loud, doing 8 points of damage (1 point of damage cannot be negated in any way) and making the target or targets -3 to all rolls for up to a minute.
Flight: Banshees can fly up to 50 mph.
Magic
Banshees can use simple magic and have Elementalism 1 and Mentalism 2. Instead of casting, a Banshee uses her Singing skill to use magic.
Vulnerability to Good: Magic or attacks from a person with the Goody-Goody talent does double. A Healing spell cast on a Banshee does damage instead of healing.
Equipment
Banshees usually have some magical trinkets taken from victims.
Description: Banshees were once Fae who joined Echidna and were transformed by her into creatures of hate. Banshees look like tall, thin, and pale female Fae with white hair and dry, cracked skin. Banshees are not very sociable and live off the misery they cause. They must cause someone or something to suffer or they will die.

Banshees are often mistaken for Witches and sometimes pretend to be Witches in order to destroy a Witch's reputation or others' opinions of Witches as a way to bring suffering and disharmony.

Banshees usually live alone in the woods or swamps and only come out at night.

- **Cryptozoology fact:** Banshee are one of the most common types of Hates (creatures changed by Echidna's malice and evil).
- **Cryptozoology fact:** The reflection of a Banshee looks like the beautiful Fae it could have been and will either fascinate or enrage her.
- **Cryptozoology fact:** Urban legends about ladies in white haunting lonely stretches of roads, lakes, and forest are most likely about Banshees.

Centaurs



Body:D8 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D6
Life Points: 16 **Reflex:** 11
Resist Magic: 9 **Zap Points:** 12
Skills: Athletics +4, Fighting +4, First Aid +4, Hear +2, Leader +2, Plucky +2, and Herbalism +2

Abilities

Horse friend: Centaurs can talk to and understand the language of horses and their kin.
Part Horse: The Centaurs can run up to 40 mph and leap over 20 ft across and 10 ft in the air at a full gallop.

Magic

None

Equipment

Bow: Centaurs use the bow and arrow. Their long bows can shoot 100 yards and do 10 damage. The bows have 6 Life points.
Sword: Some Centaurs use swords that grant them +3 to fighting damage. The swords have 10 Life points.
Description: Centaurs have the upper bodies of humans and from the waist down, the body of a horse (all four legs). They usually have long hair and horse-like ears on the side of their heads. The creatures live mostly in forests in magical lands, but a few herds are known to live in secluded Mundania.

Very protective of their lands and horses, Centaurs do not like trespassers. They particularly dislike people who smell of horses and see humans and others like them as enslavers of their brothers, the horses.

- **Cryptozoology fact:** The first Centaurs were horses transformed by Witches to help fight in the war against Echidna.
- **Cryptozoology fact:** Chiron, the great Centaur warrior, trained many Immortals and ever since then, Immortals have been close friends to Centaurs.
- **Cryptozoology fact:** Centaurs love good music and are less likely to attack a person displaying musical talent.



Flying Monkey

Body:D8 **Mind:**D4 **Senses:**D8
Will:D4 **Social:**D4 **Magic:**D4
Life Points: 16 **Reflex:** 11
Resist Magic: 7 **Zap Points:** 7
Skills: Acrobatics +3, Athletics +4, Fighting +4, Flying +3, Look+4, Track +6, Urchin +3

Abilities

Blood Hunt: Once a Flying Monkey gets a person's scent, they can track them anywhere across the world. Not even magic can hide the target's scent.
Fly: Flying Monkeys can fly at 50 mph and can spend 1 Zap point to double that speed for 1 hour.
Howl: A Flying Monkey can howl loudly. This Howl signals to all Flying Monkeys within a 10-mile radius that it needs help.
Teeth: Due to their Mandrill-like builds, they possess large canine teeth that add +2 to their fighting.
Witch Pet: A Witch can hear and see what a Flying Monkey in her control hears and sees.

Magic

None

Equipment

None

Description: People laugh at the thought of Flying Monkeys until they meet one. Flying Monkeys look like winged Mandrills (a kind of Baboon) and weigh close to 200 lbs. On their backs are large wings that, when at their full length, provides an10 ft wingspread.

Flying Monkeys were created by Witches centuries ago as loyal trackers and warriors. They exist only to serve and enjoy nothing more than hunting down their master's foe. Though Witches often use them, Flying Monkey breeders do sell them to other supernatural beings.

- **Cryptozoology Fact:** Flying Monkeys are bom flying.
- **Cryptozoology Fact:** Flying Monkeys are meat eaters and will try to eat anyone who attempts to feed them a banana.
- **Cryptozoology Fact:** Flying Monkeys cannot see the color yellow.

Ghost



Body:D4 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 Magic:D8
Life Points: 8 **Reflex:** 7
Resist Magic: 11 **Zap Points:** 16
Skills: Ghosts' skills depend on what they were like while alive. They have 10 mundane skill points, the Mysticism skill +4, and Casting +4.

Abilities

Spirit: Ghosts normally have no form and cannot be seen or heard or felt (save for a cold shiver). Ghosts while in this form are immune to all magic save Necromancy and Mental. They also are immune to all physical attacks and can walk through walls. They cannot do any harm in this form. Ghosts can also fly up to 20 mph.
Manifest: Ghosts in this form appear as pale, transparent versions of their human forms. They may use their ghost limbs to move things and talk to non-magical and magical beings. In this form, they are still immune to all but the aforementioned magic and all damage done to them by any non-magical attack is halved. If a Ghost's Life points reach 0, it vanishes for 24 hours. Manifesting costs 1 Zap points a minute for a Ghost.
Anchor: All ghosts have an item that connects them to the world of the living. This item is something that belonged to the ghost in life. Destroying the item will destroy the ghost, and people who know Necromancy can use that item to control the Ghost.

Magic

Illusion 2

Equipment

None

Description: Ghosts are the spirits of the dead haunting a particular place. Normally invisible to non-magical people, they can manifest for short periods. When they appear, Ghosts look like transparent versions of themselves at the time of death.

Though usually content with just haunting, some Ghosts become jealous of the living and attack them and try to cause them harm.

- **Cryptozoology fact:** Ghosts who haunt a specific place cannot leave that area.
- **Cryptozoology fact:** Ghost cannot see electronic images.
- **Cryptozoology fact:** Ghosts can be made to "cross over" to the ream of the dead through Necromancy or Healing magic.



Griffin/Hippogriff

Body:D10 **Mind:**D4 **Senses:**D8
Will:D4 **Social:**D4 **Magic:**D6
Life Points: 20 **Reflex:** 15
Resist Magic: 9 **Zap Points:** 12
Skills: Athletics +3, Fighting +3, Look+ 3, Flying +3

Abilities

Flight: Hippogriffs and Griffins can fly up to 100 mph and at up to 2000 ft.
Legendary Strength: The creature can lift 1 ton, gains +1 to rolls for lifting and feats of strength, and does +1 to damage.
Claws: Both creatures have eagle-like claws that add +3 to fighting damage.

Magic

None

Equipment

None

Description: A Griffin possesses the body of a lion, and the head and wings of an eagle. Hippogriffs have a horse's body and an eagle's head and wings. Both creatures have giant eagle talons in the place of the fore-hooves or fore-claws.

Members of the same species, they are extremely endangered and live in the mountains or in magical preserves like the one on Avalon. Griffins are the more aggressive of the two, but both will attack if threatened or if intruders do not respect their territory.

Despite their endangered status, Witches, Immortals, and other magical beings still seek the creatures out as steeds or pets, not knowing that the noble beasts don't do well in captivity.

- **Cryptozoology fact:** Both Griffin and Hippogriff females lay eggs, while the males sit on the eggs for the 3-4 months needed to hatch them. A baby Griffin is called a Mervyn.
- **Cryptozoology fact:** Both Griffins and Hippogriffs mate for life.
- **Cryptozoology fact:** An aquatic, wingless member of the Griff-spices called a Kirin lives in Asia.

Merfolk



Body:D6 **Mind:**D8 **Senses:**D6
Will:D8 **Social:**D8 **Magic:**D6
Life Points: 12 **Reflex:** 9
Resist Magic: 9 **Zap Points:** 12
Skills: Athletics+4, Basic +3, Fighting+2, First Aid +2, Hear +2, Mysticism +?

Abilities

Fish Friend: Merfolk can talk to fish and understand the language of fish.
Fish Shape: Merfolk can spend 1 Zap point to change shape into a specific type of fish or water-breathing creature for one hour.
Part Fish: Merfolk have the tail of a large fish (or octopus legs or an eel tail) from the waist down. They can swim up to 40 mph and breathe water and air equally. They can also swim at any depth without problems.

Magic

Normally, Merfolk lack magic; however, there are Merfolk who are decedents of Atlantian Witches. These sea-Witches have a Magic attribute of D8 to D10 and 6 Ranks they can divide among any magic type, as well as a Casting of +4 to +6, depending on age and training.

Equipment

Trident: Merfolk use a 3-pronged spear called a trident that is +2 to fighting damage. The trident has 10 Life points and can be thrown up to 30 ft.

Description: Merfolk are beautiful creatures with skin of blue or green, long hair of various watery colors, and large, dark eyes. Their bottom halves are the tails or limbs of sea-going animals. Though most are large fish tails, octopus limbs and eel tails on Merfolk are not uncommon.

The aquatic beings live in both fresh and salt water, with larger communities inhabiting the oceans and especially large communities near Mu and the Atlantian Rift. These Merfolk kingdoms are well hidden with Mundane-avoidance charms. Merfolk are untrusting of the surface folk, and some more hostile groups have attacked strangers for no reason at all.

- **Cryptozoology fact:** Fresh water Merfolk and saltwater Merfolk don't get along.
- **Cryptozoology fact:** Air breathing Merfolk with the tales of dolphins and killer whales are rumored to exist.
- **Cryptozoology fact:** All Merfolk can swim to any depth without any problem.



Unicorn

Body:D8 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 11 **Zap Points:** 16
Skills: Athletics +3, Fighting +1, Hearing +3, Hiding +3, Look+ 3, Casting +3

Abilities

Good: Unicorns are so pure and good that all good and benevolent spells cast within 5 feet of them cost no Zap, and all within 10 ft of the unicorn are +4 to Resist Magic versus wicked and cruel magic. Unicorns can also sense the goodness in people, even those who may not seem good; they bring out the best in them.
Hooves: Unicorns can run up to 50 mph and attack with their hooves for +2 fighting damage.
Horn: the Unicorn may attack with its horn doing +3 Fighting Damage. The Unicorn horn will not harm a good person
Spirit Flesh: Unicorns are creatures of both flesh and spirit and can turn invisible at will by spending 1 Zap point. The invisibility lasts for a minute.

Magic

Healing 2

Equipment

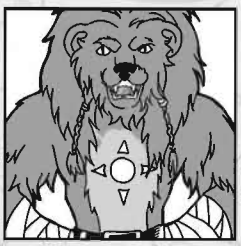
None

Description: Unicorns are a universal symbol of and vessel for good energies. They look like beautiful horses with curly white manes and a single golden horn coming out of the middle of their foreheads.

Unicorns live in isolated areas and preserves. Very endangered, they avoid contact with anyone and will attack if threatened. Many young Witches and their parents have sought Unicorns for pets, not knowing that captivity will kill a normally immortal Unicorn in a matter of years.

- **Cryptozoology fact:** Many evil creatures like Goblins, Giants, and Trolls find Unicorns very tasty. They call Unicorns Horn-Horses.
- **Cryptozoology fact:** Unicorn horns were once used to make wands.
- **Cryptozoology fact:** Though it's frowned on, owning a unicorn isn't illegal according to the laws of the WWC.

Rank 3 Monsters



Guardian

Body:D10 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 21 **Reflex:** 13
Resist Magic: 11 **Zap Points:** 16
Skills: Athletics +4, Fighting +4, Look +4, Plucky +?

Abilities

Attack: A Guardian's attack depends on its theme. A dragon might have a flame attack, while a little robot might have an oversized fist. Regardless, Guardians' attacks do +1 to +4 damage for hand-to-hand and 5-15 range (though that range that does not exceed 20 ft).

Defense: All Guardians have a kind of defense, but like attacks, those are based on the Guardian's theme. The Guardian's defense, no matter the form, allows it to ignore 1-5 point of any kind of damage.

Name: Every Guardian has a special name that, if known, will allow a person to control it.

Magic

None

Equipment

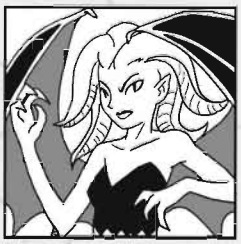
Guardians may carry items based on their theme, but those items are just window-dressings and vanish with them.

Description: Guardians are spirits of protection given flesh. They appear as mighty warriors crossed with animals. Depending on the culture, the Guardian's form, dress, and attitude will vary. A Japanese Guardian may be fearless and honorable samurai creature, while a Native American Guardian could be a cunning tracker. Guardians rarely exceed 6 ft in height and always have a slight glow about them.

They there mostly summoned. A guardian can appear to protect a particular person, place, or item if that person truly needs that protection or if an ancient oath or spell binds that guardian into the protection of its charge.

- **Cryptozoology fact:** Guardians are related to Imaginaries, both coming from a family of creatures called Numina.
- **Cryptozoology fact:** Some pop-culture-influenced Witches have summoned Guardians that look like the cute monsters popular in Japanese cartoons or even turtle ninjas.
- **Cryptozoology fact:** Guardians are 100% loyal to people they are assigned to or summoned to guard.

Harpy



Body:D8 **Mind:**D6 **Senses:**D8
Will:D6 **Social:**D4 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 11 **Zap Points:** 16
Skills: Acrobatics+3, Athletics +4, Fib +3, Fighting +3, Flying +3, Look+4, Casting +4

Abilities

Fly: Harpies can fly at 50 mph.

Screech: The Harpy can screech in such away that they fire a sonic wave that does 10 damage at a single target up to 50 ft away. This ability costs 1 Zap point per use.

Shape change: Harpies can spend 1 Zap point to appear as a normal female woman for up to an hour.

Claws: The Harpy's feet have large birdlike talons that add +3 to their fighting damage.

Magic:

Harpies have 3-6 Magic type ranks. They can never have a MTR of a single type over 3.

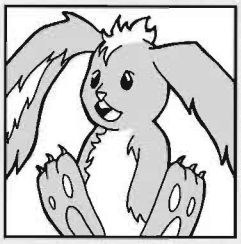
Equipment

None

Description: Harpies were once a group of Witches dedicated to Echidna who were turned into Hates. Harpies have the bodies of women, the wings of bats, the talons of a great bird, and feathers for hair. Normally very antisocial, they live in small tribes away from any form of civilization.

Harpies are notorious for their diet of humans and other humanoids. Though they eat other meat, their preference is for mankind, Witches, and others. They are also still very loyal to Echidna and are less likely to eat anyone dedicated to their creator.

- **Cryptozoology fact:** Some harpies do not like baths and have a putrid smell even magic can't hide.
- **Cryptozoology fact:** The original group of Witches who became the Harpies was from Sicily.
- **Cryptozoology fact:** Some Harpies have bird wings instead of bat wings.



Imaginary

Rank: 3

Imaginaries all have a magic rank of D8, with D4, D6, D6, D8, and D10 to be placed depending on the Imaginary's design among the other attributes.

Skills: 8 mundane skill points, 8 magic skill points (cannot use Casting, Spell breaker, Enchantment, Potion or Focus)

Abilities

Attack: Imaginaries do 3-10 points of damage, depending on size and ability. Imaginaries' wounds only damage you if you believe in them. Instead of using Body dice rolls to reduce damage, Will is used. Tough Hide does not lower damage from Imaginaries' attacks.

Illusion: Imaginaries are not real and can ignore non-magical damage. Creatures that are magical by their very nature (Goblins, Immortals, etc.) can harm the Imaginary.

Imagivore: As an attack, an Imaginary can eat the imagination of a child (and only children). The child resists with a magic roll against the Imaginary's magic roll. If the child fails, she loses 2 Zap points. When she reaches 0 Zap points, all her imagination is gone for 24 hours. During that period, she cannot regain Zap points naturally.

Teleport: Imaginaries can spend 1 Zap point to teleport up to 100 ft.

Vanish: Imaginaries can vanish at will, becoming invisible as per the Invisibility spell. When invisible, they cannot attack, affect the real world, or make a sound.

Magic

None

Equipment

None

Description: Imaginaries are the imaginary friends of magical children (Witches and Fae mostly) that have come to life and remained so. Imaginaries can look like anything and be as small as 1 inch or as large as 20 ft. Little, talking bugs and giant, polka-dotted dragons are some of the forms Imaginaries can take. Once created, Imaginaries can eventually detach themselves from their creators. Also, as kids grow up, they often leave the Imaginary behind. It's at that point that the creature seeks out lonely children to defend and protect.

Imaginaries are usually very childlike. Some (especially those abandoned by their creators) can become cruel and wicked. Imaginaries

need Imagination to survive (in the form of Zap points). An Imaginary can survive on very little imagination (about 1-2 Zap points from a child a week). Some evil Imaginaries try to eat all a child's Zap points.

- **Cryptozoology fact:** Like Guardians, Imaginaries are a class of creature called Numina.
- **Cryptozoology fact:** Imaginaries, if treated badly, can leave their creators.

Cryptozoology fact: Some imaginaries take the form of other monsters, even believing they are those monsters.

Minotaur



Body:D12 **Mind:**D4 **Senses:**D4
Will:D4 **Social:**D4 **Magic:**D6
Life Points: 24 **Reflex:** 15
Resist Magic: 9 **Zap Points:** 12
Skills: Athletics +4, Fighting +4, Hear +2, Leader +2, Track+3, Plucky +5

Abilities

Legendary Strength: The Minotaur is incredibly strong. It can lift 2 tons, has +2 to its Body die and does +2 damage with punches, kicks, and hand-held weapons.
Part Bull: The Minotaur has the head of the bull and large bull-like hooves and legs, granting it the ability to attack with its horns for +2 to fighting damage and to run at 20 mph.
Perfect Direction: Minotaurs never get lost, can always sense north, and are not fooled by complex passage layouts or mazes.
Tough Hide: Minotaurs have extremely tough skin and hearty bodies and ignore 2 points of non-magical damage.
Magic: None.

Equipment

Sword: Minotaurs use great swords that give +3 to fighting damage. The Swords have 10 Life points.
Description: Minotaurs have the heads of bulls (including the horns), broad shoulders, and muscular and hairy arms and chests. Their lower body ends in thick, bull-like legs, and they also sport a tail. Minotaurs usually walk on two legs, but when they charge, they bend over and move like a great ape on four limbs.

Minotaurs respect one thing: physical strength. That's why they get along so well with Immortals and other physically stronger beings. They see all others as puny weaklings and hate both technology and magic equally.

- **Cryptozoology fact:** Minotaurs love puzzles, especially mazes.
- **Cryptozoology fact:**Do not wave a red flag in front of a Minotaur to distract it. They find it annoying and condescending.
- **Cryptozoology fact:** Minotaur females are almost exclusively white in color.



Mummy

Body:D8 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 12 **Zap Points:** 16
Skills: Basics +3, Fighting +3, Leader +2, Mundane Etiquette +3, Scare +3, Mysticism +3

Abilities

Dead: . Dead creatures are immune to Mental- and Illusion-based magic and don't need to eat or sleep.
Magic Immunity: Mummies are immune to Elementalism magic and have +1 Resist magic vs. all magic.
Mummy Attack: Mummies can spend 2 Zap points in a combat scene to turn into either a tornado of sand or stinging bugs, doing 10-15 damage in a 50 ft radius.
Zombie: A Mummy can spend 3 Zap points to create a Zombie to do their bidding. The Zombie lasts for 1 hour.

Magic:

None.

Equipment

Weapon: Some Mummies may have swords or spears that give +2 to their fighting damage. The weapon has 10 Life points.
Description: Mummies are created when people are buried in mystical ways long forgotten. The burial usually involves magical potions created by Witches, Warlocks, or other potion makers to preserve the would-be mummy in places of great magical energy and during times of great magical power. Also, the spirit of the mummy needs a reason to come back.

Mummies look like humans with dry skin, usually wearing the wrappings they buried in. Mummies speak the language of the culture they lived in. The most common Mummy comes from Egypt, but Bog Mummies from northern England, Chinese Mummies, African and South American Mummies are also known to exist.

Most Mummies rise literally at random and seek the power they once had. A few are called to awaken by Necromancy, and even fewer are set to awake at specific times.

Cryptozoology facts: As an attack, Bog Mummies turn into bugs, not sand.
Cryptozoology facts: The Mummies of powerful Witches are known to exist, but as of yet, none have risen from the dead.
Cryptozoology facts: Mummies are a lot quicker on their feet than they look.

Troll



Body:D10 **Mind:**D4 **Senses:**D6
Will:D4 **Social:**D2 **Magic:**D8
Life Points: 21 **Reflex:** 13
Resist Magic: 15 **Zap Points:** 16
Skills: Athletics +3, Fighting +3, Track+ 3, Scare +3

Abilities

Legendary Strength: Trolls are incredibly strong. They can lift 2 tons, have +2 to their Body die, and do +2 damage with punches, kicks, and hand-held weapons.
Magic Resistant: Trolls are naturally resistant to Magic and gain a +2 to their Resist magic.
Regeneration: Trolls heal 1 Life point a scene or combat scene and may spend 1 Zap point to instantly re-grow a lost limb or heal 1 Life point.
Tough Hide: Trolls have extremely tough skin and hearty bodies and ignore 2 points of non-magical damage.
Turn to Stone: A Troll can turn into unmoving stone at will; while in this form, it needs not eat or breath. Trolls use this to hide, curling up and turning to stone to resemble a boulder or to lay in wait for people to ambush.

Magic

None

Equipment

Club: Trolls sometimes carry clubs that give +2 to fighting damage. Clubs have 5 Life points.

Description: The bigger, badder cousin of the Troglodyte, the Troll stands 8-10 ft tall. The Scandinavian Troll has green skin, a large nose, pointed ears, and lots of warts. The slightly smaller Bridge Troll is very hairy, with tusks, beady eyes, and tan skin. All Trolls dress in the furs and skins of their victims.

Trolls live wherever there is good hunting, and not many things that can hurt them. Fearful of technology, they prefer rural areas and magical forests. The average Troll lives alone or with creatures it can bully (like Goblins or some truly dull-witted troglodytes and lesser giants). Most trolls are content with being bullies and poaching endangered animals like unicorns or attacking travelers.

Cryptozoology Fact: Trolls sometimes turn to stone and hide in rivers.
Cryptozoology Fact: In Japan, Trolls are called Oni.
Cryptozoology Fact: Trolls and Troglodytes are part of the Ogre family.

Rank 4 Monsters



Animal Paragon

The Animal Paragon's Body is always 2 dice types higher than the animal it represents, and it's Mind and Will are at least D6. The Animal Paragon's Magic is always D8.
Skills: Athletics +3, Fighting +3, Mythology +4, Plucky +4, Scare +4, Casting +4, Magical Etiquette +4
Abilities
Language Master: Animal Paragons speak all languages.
Magic Resistant: Animal Paragons are naturally resistant to Magic and gain a +2 to their Resist magic.
Master of Animals: Normal animals of its type are compelled to do the bidding of the Animal Paragon. Magical versions of the animals are not affected by this ability.
Shape Shift: The Animal Paragon can spend one Zap point to shape shift into a normal human for up to 1 hour. While in this form, they have the attributes of a normal human and cannot access any of their other powers. They can revert to their true form as will. For the same Zap points, the Animal Paragon may become a normal animal of their type for up to an hour.
Spirit Animal: The Animal Paragon can become a spirit at will. They can fly at 50 mph and walk through solid objects but cannot attack.
Weapons: The Animal Paragon has the same natural weapons (claw, tooth, etc.) of its animal type. The bonus assigned to that natural weapon is doubled in the Paragon.
Magic:
Elementalism 2
Equipment
None
Description: Animal Paragons are the epitome of a particular animal. There are animal paragons for every type of animal. Animal Paragons look like a particular, animal only totally perfect and groomed. They are also 2-4 times as large as the animal they represent.

What magical folks are to humans, Animal Paragons are to normal animals. Among normal animals, Paragons are treated as gods or at the very least, wise leaders. Rare in Mundania, the creatures account for sightings of giant animals around the world. In the Magical world, they are not as rare and make up a quarter of all animals in the magical world. There, Animal Paragons live lives in groups of their own kind or among diverse Animal Paragons, forming small communities or kingdoms.

- **Cryptozoology fact:** Following Rabbit Animal Paragons down their holes is never a good idea.
- **Cryptozoology fact:** Animal Paragons have an organization called the Congress of the Beasts that passes laws among them.
- **Cryptozoology fact:** Lion and Tiger Animal Paragons are at war, each thinking they are king of all beasts.

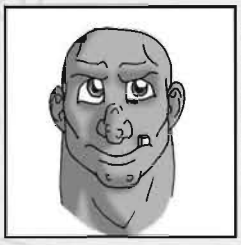
Chimera



Body:D12 **Mind:**D6 **Senses:**D8
Will:D4 **Social:**D2 **Magic:**D8
Life Points: 25 **Reflex:** 15
Resist Magic: 12 **Zap Points:** 16
Skills: Athletics +6, Fighting +6, Hiding +6, Scare +6
Abilities
Flame Breath: The Chimera can breath fire, doing 10-15 damage over up to 100 ft.
Magic Resistance: The Chimera is resistant to magic and gains +1 to Resist Magic.
Three Heads: The Chimera has three heads and thus gains 1 extra attack in a combat scene and is nearly impossible to surprise.
Tough Hide: Chimeras have extremely tough skin and hearty bodies and ignore 2 points of damage from any attack, including magical ones.
Tooth and Claw: The Chimera's teeth and claws are razor sharp and grant them +3 Fighting damage. Also, its bite is poisonous. Anyone damaged by it must make a Hard difficulty Body roll or have their Body rank drop by one die type for D6 days.
Magic
None
Equipment
Nome
Description: The Chimera was one of Echidna's most fearsome creations. It has a red-skinned, armored body that resembles a 7-foot tall, 12-foot long lion. This massively muscled creature has the head of a lion and ram, and its tail is actually a large cobra. Its claws and teeth are metal, and they smell of sulfur.

Chimeras live in the deepest caves and caverns in the earth. There, they sleep until summoned or disturbed. If awakened, their first and only instinct is to destroy every living soul they see until they've eaten fill of victims. Then, they will sleep again.

- **Cryptozoology fact:** The Chimera is actually a name of several types of monsters created by Echidna. The Northern Chimera (the one described above) is the most common.
- **Cryptozoology fact:** Chimeras cannot detect by scent anything else that smells of sulfur.
- **Cryptozoology fact:** The fire of a Chimera, like dragon fire, can only be extinguished by magic or enchanted earth.



Lesser Giant

Body:D12 **Mind:**D2 **Senses:**D6
Will:D4 **Social:**D4 **Magic:**D8
Life Points: 25 **Reflex:** 15
Resist Magic: 11 **Zap Points:** 16
Skills: Athletics +4, Fighting +3, Look +3, Hear +4, Scare +4
Abilities
Legendary Strength: Giants can lift 2 tons, do an extra +2 damage with hand-

to-hand and hand-held weapon attacks, and gain +2 to rolls for lifting, moving and all strength-type rolls.
Magic Immunity: Giants are immune to Mentalism magic.
Tough Hide: Giants have extremely tough skin and hearty bodies and ignore 4 points of non-magical damage and 2 of magical damage.
Thundering Stomp: A Giant can stomp its feet, sending a vibration through the earth and causing foes standing on the ground within a 20 ft area to make a Hard difficulty Body roll or fall down.
Magic
None
Equipment
Club: Giants sometimes carry clubs as weapons. These give +2 to Fighting Damage. Clubs have 7 Life points.
Stone: Giants can throw large stones. The stones do 5-10 damage. The stones can be thrown up to 500 ft.
Description: There are many types of Giants. The most common is the smaller, Lesser Giant, standing 12-15 ft tall. These brutish creatures look very much like humans, save for the primitive, sloping forehead and jutting jaw full of crooked teeth.

Giants live in small tribes in mountainous regions or in caves. They are herders by trade, but sometimes hire out as soldiers to other magical beings or wander into human civilization to terrorize Mundanes.

Cryptozoology fact: A race of one-eyed giants lives in both Greece and Ireland. The Cyclops and Balor are some of the more ruthless giants.
Cryptozoology fact: An Immortal named Jack dedicated his life to slaying giants. To this day, Giants have a great hatred for Immortals.
Cryptozoology fact: Some scholars believe Giants may be related to humans.

Wraith



Body:D6 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D8 **Magic:**D8
Life Points: 12 **Reflex:** 9
Resist Magic: 11 **Zap Points:** 16
Skills: Fighting + 5, Scare +5
Abilities
Spirit: Wraiths normally have no form and cannot be seen or heard or felt (save for a cold shiver). Wraiths while in this form are immune to all magic save Necromancy and Mental. They also are immune to all physical attacks and can walk through walls. On the other hand, they cannot do any harm in this form. Wraiths can also fly up to 20 mph and pass harmlessly through non-magical solids.
Manifest: Wraiths in this form appear as pale, transparent versions of their human form. They may use their limbs to move things and talk to non-magical and magical beings. In this form, they can are still immune to all but the aforementioned magic, and all damage done to them by any non-magical attack is halved. If a Wraith's Life points reach 0, they vanish for 24 hours. Manifesting costs 1 Zap point a minute for a Wraith.
Soul Eating: Wraiths can devour a target's life force. The Wraith must manifest and touch the person. The target makes a Hard difficulty Will roll. If the target fails, she loses 2 Life points (the amount of damage cannot be lowered in any way). If more than half of the Life points are drained this way and the target reaches 0 Life points, the person dies and cannot be brought back in any way. If she just reaches 0, she slips into a comma and will not awaken for D4 weeks.
Vulnerability to Name: Wraiths can be forced to appear if you say their full name three times and they are within 50 ft.
Vulnerability to Salt: Wraiths cannot cross a line or circle of salt and cannot move if surrounded by salt.
Magic
None
Equipment
None
Description: Wraiths are Ghosts that have been corrupted by Echidna or her followers and turned into Hates. Wraiths look like their former living selves, but are made of shadows and blackest night.

Unlike Ghosts, Wraiths are free to travel as they will and live off the souls they eat. Full of hate and jealousy for the living, they want nothing more than to destroy all the souls on earth. Thankfully, a Wraith can only eat a soul every 20-24 days, and most try to lay low, eating a little bit here and there so as not to draw attention to themselves.

Cryptozoology fact: Wraiths cannot see the living physically but rather sees their souls.
Cryptozoology fact: Wraiths are rare (luckily), as they must be created and creating a wraith is illegal (according to the WWC).
Cryptozoology fact: All animals can see wraiths, even when they are not manifesting.

Rank 5 Monsters



Gorgon

Body:D8 **Mind:**D10 **Senses:**D8
Will:D10 **Social:**D8 **Magic:**D12
Life Points: 16 **Reflex:** 11
Resist Magic: 15 **Zap Points:** 24
Skills: 20 mundane skill points, 20 magic skill points
Abilities
Petrifying Gaze: A Gorgon can turn anything to stone with a look. The target must make a Very Hard magic roll or be permanently turned into grey marble, along with everything they are wearing and carrying. This power costs 2 zap points to use.
Snakes for Hair: Gorgons' hair is made of dozens of thin snakes. A Gorgon at can make the snakes look like normal hair, but when touched, the illusion shatters, showing snakes. The snakes can stretch up to 10 ft to grab or lift targets equal to the Gorgon's Body. The Gorgon can also see through the eyes of her snakes, making her impossible to surprise, for she is able to extend her sight around corners.
Self-Return: Unless a Gorgon is beheaded, she will return to life if killed within 24 hours.
Magic
Gorgons have 12 Magic ranks they can divide up among their magic types. No single Magic Type can by higher than 4
Equipment
Serpent wand: Gorgons use wands made out of a petrified strands of their magically enhanced hair. These highly sought-after wands lower the Zap points used in spells by two and store 5 Zap points that regenerate in an hour. With a touch, the wand can also turn any inanimate object or person's limb or head into a snake or snakes. The target of this power must make a Hard magic attribute roll to resist.
Description: Gorgons are the decedents of Witches who battled Echidna and were cursed. They were turned into Hates and forced to serve Echidna through the war. Gorgons, though many think otherwise, are not all evil (though most are). Gorgons look like attractive human females with small fangs, pointed ears, snake-like eyes, and a nest of small sakes for hair. The snakes can be any color, ranging

from rattler tan to bright coral snake red to cobra black.

Gorgons live in mystical society, usually as outcasts though a few have found ways to fit in. Gorgons are notoriously vain and jealous of more attractive beings (Witches especially), and often that is a source of their conflict with others.

Gorgons who truly embrace their dark sides live secluded lives in underground palaces or small pocket realms where they rule and wait to harm or destroy anyone who dares come into their home.

- **Cryptozoology fact:** Gorgons who travel into magical civilization must wear polarized lenses or contacts, even though most have full control over their petrifaction power.
- **Cryptozoology fact:** Turning someone into a Gorgon is strictly prohibited by the WWC.
- **Cryptozoology fact:** If reversed on them, Gorgons' Petrifaction Gaze will turn them into stone.

Greater Giant



Body:D12+2 **Mind:**D6 **Senses:**D6
Will:D6 **Social:**D6 **Magic:**D8
Life Points: 27 **Reflex:** 12
Resist Magic: 15 **Zap Points:** 16
Skills: Art +3, Athletics +5, Fighting +5, Look +5, Gossip +5, Hear +5, Scare +5, Enchantment +5

Abilities

Legendary Strength: Greater Giants can lift 3 tons, do an extra +3 damage with hand-to-hand and hand-held weapon attacks, and gain +3 to rolls for lifting, moving, and all strength-type rolls.
Lumbering: Because of their size, Greater Giants are -5 to their Reflex while not in flight.
Magic Immunity: Greater Giants are Immune to Mentalism magic.
Magic Resistance: Greater Giants are resistant to magic and have +4 to resist magic.
Tough Hide: Giants have extremely tough skin and hearty bodies and ignore 5 points of non-magical damage and 2 points of magical damage.
Thundering Stomp: A Giant can stomp it's feet, sending a vibration through the earth and causing foes standing on the ground within a 50 ft area to make a Hard difficulty Body roll or fall down.
Cloud Walk: Giants can naturally walk on clouds as if they were solid ground.
Lightning: At a cost of 3 Zap points, a Greater Giant can fire a bolt of lightning up to 200 ft at a single target for 15 damage.

Magic

Though rare, there are Giant Witches. These Giantesses have Casting +6 and 6-10 magic ranks to divide among magic types. No single magic type rank can be above 4.

Equipment

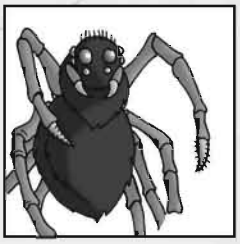
Giant weapons: Greater Giants sometimes carry giant weapons made of Metal and wood that give +4 to their fighting damage. The Weapons and have 20 Life points.
Description: Greater Giants resemble Ancient Nordic warriors standing 20 to 25 feet tall. They dress as Vikings in Leather armor and fur. Most have either blond or red hair and unlike lesser Giants, tend to be less brutish. Female Giantesses are Rubenesque women of equal height to the men, known for never cutting their hair and allowing it to grow down to their knees in some cases.

Greater Giants do not live on earth but in kingdoms in the clouds in great houses and castles built among thunderheads. Theses castles are invisible to humans. Proud, warlike, and not the best neighbors, the Greater Giants are almost constantly at war with each other, causing thunderstorms in the magical and mundane worlds.

Greater Giants are also notorious for raiding and destroying magical towns, riding from the sky on flying long boats like the Vikings of old (minus the flying), looting, plundering, and taking prisoners for capture.

- **Cryptozoology fact:** Some male Greater Giants are master shape changers able to take the form of any animal (spend 1Zap point to assume the form of a normal size animal for 1 hour).
- **Cryptozoology fact:** Other species of Greater Giant are known to exist, including ones that live in ice-covered lands, deep in volcanoes, and underwater.
- **Cryptozoology fact:** Giants love riddles and rhymes and are natural boasters and braggarts.

Magivore



Body:D8 **Mind:**D4 **Senses:**D10
Will:D6 **Social:**D4 **Magic:**D10
Life Points: 16 **Reflex:** 11
Resist Magic: 15 **Zap Points:** 20
Skills: Acrobatics +5, Fighting +5, Look +5, Track +5, Spell Breaker +10

Abilities

Absorb Magic: If a Magivore is hit with a spell and resists it or is immune to it, it can add the Zap points of the spell to its own or use them to heal wounds. 1 Zap point heals 1 Life point.
Devourer Magic: Magivores strike with their pincers, doing 10 damage. They also steal 1 spell rank from a Witch, permanently if the pincers do any damage. Also, the Witch must make a Very Hard difficulty Will roll or permanently have their Magic Attribute Drop by one die type.
Magic Immunity: Magivores are immune to two magic types. The types vary with each Magivore. They also are +3 to resist all spells.
Mundane Avoidance Field: Magivores are naturally invisible to all the senses of non-magical people.
Portal Tracker: Once a Magivore has started tracking a target, it can spend 2 Zap points to teleport instantly to that target.
Spider-like: The Magivore is very spider-like and can climb walls and surfaces and leap up to 30 ft at a target or particular place.

Magic

None

Equipment

None

Description: Picture a glowing, white spider the size of a horse. To each side of its mouth is a 6 ft long blade-like pincer. If you can picture that and the chitterling sound it makes as it moves, you can picture a Witch's greatest fear.

The Magivore was created by Echidna to hunt her enemies, drain them of their power, and kill them. Magivores need the magic to feed their young and thus will do anything to get it. Immortals, Witches, Fae, and others both fear and hunt the creatures, but for every nest they destroy, it seems as if one more takes it place.

If caught young enough (within the first month of life when they are the size of a large dog), Magivores can be trained to act as pets or attack animals. But owning one is Illegal, and the WWC and everyone else will not be merciful in finding any who would do such a thing.

- **Cryptozoology fact:** In a pinch, a Magivore will drain the magic from a

human, leaving them totally devoid of creativity. This may be the cause of creative blocks among artists.

- **Cryptozoology fact:** Magivores give birth to dozens of children. After birth, Magivore children eat each other until only a few of the strongest survive.
- **Cryptozoology fact:** If the hands of a Witch are bound in the web of a Magivore, that Witch cannot cast spells. Such webs are used as bindings and ropes by WWC Magistrates.

Reaper



Body:D12 **Mind:**D6 **Senses:**D6
Will:D12 **Social:**D6 **Magic:**D12
Life Points: 24 **Reflex:** 15
Resist Magic: 15 **Zap Points:** 24
Skills: Fighting +6, Hiding +6, Tracking +6, Scare +10, Casting +6

Abilities

Spirit: Reapers normally have no form and cannot be seen or heard or felt (save for a cold shiver). Reapers while in this form are immune to all magic save Necromancy and Mental. They also are immune to all physical attacks and can walk through walls. On the other hand, they cannot do any harm in this form. Reapers can also fly up to 50 mph and pass harmlessly through non-magical solids.

Manifest: Reapers in this form appear as pale, transparent versions of their human forms. They may use their limbs to move things and talk to non-magical and magical beings. In this form, they are still immune to all but the aforementioned magic, and all damage done to them by any non-magical attack is halved. If a Reaper's Life points reach 0, they vanish for 24 hours. Manifesting costs 1 Zap point a minute for a Reaper.

Mundane-Avoidance Field: Even while manifesting, a Reaper is invisible to all the senses of non-magical people.

Reap: Reapers can form from their body a large scythe-like blade that does 15 damage. This attack even hurts creatures immune to damage and ignores Tough Hide. Anyone struck by this blade also loses 1 die type from her Body, Will, and Magic attributes and Will and Magic dice. If all three reach 0, that person is permanently turned into a Ghost under the Reaper's control. If she does not, the lost die types will return at a rate of 1 die type a day.

Magic

Reapers can use Necromancy and have 2-5 ranks.

Equipment

Scythe: (see Abilities)

Description: Every one fears the Reaper. A Hate created from wraiths who have proven themselves, the reaper is known by all as a spectral, hooded creature in black, with thin, grey arms and long, bony fingers. The reaper has no face and where the face would be under its black hood is just darkness and the cries of a thousand ghosts, unless he has targeted you for reaping; then, you see your own skull looking back at you, skinless and grinning. Reapers, as far as anyone knows, hate mundane and magical foes equally. However, they avoid Mundanes if a more tasty magical soul is around.

Reapers usually choose a person to reap (turn into a Ghost) and will not stop until they are destroyed or their job is done. There is no reasoning with a reaper.

Cryptozoology fact: Without Echidna, Reapers now run wild, killing and making Ghosts for unknown purposes.
Cryptozoology fact: Reapers do not hunt well in groups with other Reapers and have been known to attack other Reapers.
Cryptozoology fact: Reapers hate beings that know Necromancy, as they see Necromancy as their domain and no one else's.

Rank 6 Monsters



Dragon

Body:D20 **Mind:**D10 **Senses:**D12
Will:D10 **Social:**D10Magic:D12
Life Points: 40 **Reflex:** 13
Resist Magic:17 **Zap Points:**24
Skills: 10-20 skills, Mysticism +10, Mystic Etiquette +8, Cryptozoology +8

Abilities

Blend: Dragons can alter their skin color to blend into an area, looking like a group of rocks or a grove of trees. Dragons are extremely difficult to see while blended. Dragons cannot move while blended. While blended, a dragon needs not eat or breathe, and shows no sign of life. It takes an Impossible difficulty Sense or Look roll to find a Dragon.

Fast Healing: Dragons heal 1 Life point back a Combat scene, unless they are reduced to 0 Life points.

Fire: Dragons can shoot from their mouths a stream of fire, doing 10-20 damage. The fire can hit a single target or a 10 ft radius. This ability costs 1 Zap point.

Legendary Strength: Dragons can lift 5 tons, do an extra +5 damage with hand-to-hand and hand-held weapon attacks, and gain +5 to rolls for lifting, moving, and all strength-type rolls.

Lumbering: Because of their size, Dragons are -10 to their Reflex while not in flight.

Magic Immunity: Dragons are immune to Elementalism Magic.

Magic Resistance: Dragons are resistant to magic and gain a +2 to their Magic resistance.

Smell Magic: Dragons can smell magic within a one mile radius.

Tooth And Claw: Dragons claws and bites grant them +5 in fighting damage.

Tough Hide: Dragons' scaly hides are tough and ignore 5 points of damage.

Wings: Dragons can fly up to 300 mph.

Magic

None

Equipment

None

Description: Dragons are creatures that may be the closet living relatives to Dinosaurs. The average dragon has a long tail and neck with a reptilian type head, four legs ending in claws, and a ridge of spikes on their backs. The wings of a dragon can fold up but when used in flight, are twice as wide as the dragon is tall. When first hatched, Dragons are about three feet long but grow about a foot year, leaving an adult Dragon of about seventy years over seventy feet long. After that, they grow a few feet in length a century.

Dragons are solitary hunters, tolerating only their young in their hunting area. Dragons can literally live anywhere thanks to blending, even in the heart of human cities. See that bridge over there? It's a blended dragon that has been asleep for decades.

Beings the oldest of all the intelligent races on Earth, Dragons tend to treat everyone like children. Those who choose to attack a Dagon (Dragons never attack first, unless they are hunting) will simply be eaten.

- **Cryptozoology fact:** The most common kind of Dragons are the Western Wyrm (described above), the Eastern Coiler, African Shaggy Serpent, and the South American Feathered Serpent.
- **Cryptozoology fact:**During the Great War, half of dragon kind sided with Echidna while the other half remained neutral. Because of those

who sided with Echidna, Immortals have over the years hunted Dragons into endangered status.

- **Cryptozoology fact:** Dragons do not mate for life but only lay eggs (1-6) once in their lifetime.

Horror



Body:D20 **Mind:**D4 **Senses:**D12
Will:D10 **Social:**D10 **Magic:**D12
Life Points: 40 **Reflex:** 13
Resist Magic: 17 **Zap Points:** 24
Skills: Fighting +6, Mysticism +6, Scare +9

Abilities

Gibbering Insanity: The Gibbering Insanity of a Horror drives everyone within 100 yards who hears it insane. A character hearing the noise makes a Hard difficulty Will roll or loses one die to her Will and Mind. She also starts acting more random, chaotic, and neurotic, as her attributes drop.

Lumbering: Because of their size, Horrors are -10 to their Reflex.

Magic Immunity: Horrors are immune to Alteration, Mentalism, and Time and Space magic. All magical damage used against a Horror does half damage.

Tentacles: The tentacles of Horrors can stretch up to 100 ft to hold and grab targets. They also add +4 to the Horror's fighting damage.

Trans-dimensional: Horrors exist in two realities at once and can leave our world at will (costs 1 Zap point). They can also assume their full, massive size, shrink to the size of a bug, or flatten themselves into a crawling shadow.

Magic

None

Equipment

None

Description: In the void beyond all space and time, great Echidna sleeps. Orbiting her form like tiny dark planets are creatures spawned by her rage and nightmares; these creatures are the Horrors. These creatures are the size of buildings, with a thousand eyes and tentacles. They gibber words so foul they drive those who hear them insane… or so they say.

The Horrors are ancient creatures that, according to some, Echidna created in her sleep. According to others, they were just corrupted even more by her evil dreams. The truth will hopefully never be known, for that truth can only come from Echidna when she awakens. What is known is that Horrors are real and occasionally escape into our world or into the places between realities. These creatures are pure chaos, destroying everything they cannot drive mad. Only those dedicated to Echidna abide their existence, as they see them as her heralds.

All others attempt to destroy Horrors as they appear. As the legend says, they are massive, some over 500 feet tall and all eyes, mouths, and tentacles in their world. In our world, they look like partially aquatic humanoids slightly smaller than their true forms.

- **Cryptozoology fact:** Some experts think there is really just one massive horror and what appears on earth and other realms are just small parts of it.
- **Cryptozoology fact:** Teleporting to the exact same place too often can weaken the reality wall enough to allow a Horror to come through.
- **Cryptozoology fact:** Some Mundanes have discovered Horrors and formed small cults and belief systems around them. The most famous mundane acolyte of the Horrors was a novelist and short story writer who told his tales in the early 20th century.

Normal Animals

There are thousands of species of normal animals in the world. We cannot even start to list them all, but we have listed some of what we think are the most famous representatives of the animal world (see Allowance: A to Zoo Pet Supplies).

Each one is listed with average attributes, skills of note, and special abilities. The special abilities include:

- Armor: Listed as the amount of points of physical damage the animal ignores from an attack.
- Damage: The creature's teeth, claw, talons, or tentacles do extra damage and that damage is noted.
- NV: Night Vision. The creature sees as well as night as day.
- Travel: The creature swims, flies, or runs at great speed and it's listed in miles per hour.

Directors should use these animals as examples for other types of animals, as well as superior versions of that specific animal types.

Shape shifting and being turned into an Animal

Witches will at one point either turn into an animal or turn someone else into an animal. As listed in the Magic section, it takes Alteration 3 to do both.

When a character willing turns into an animal, she gains the Body and Senses attributes of that animal while the others remain the same. She can also speak and understand the animal's language and her own. Witches can cast spells that do not require a wand and turn back to normal at will. People willingly turned into animals gain all the above advantages also.

People forcefully changed into animals gain the Body and Senses of the animals and their abilities. Over time, they also start thinking they are that animal. After about 24 hours, their other attributes start to become that of the animal. They still remember not being that animal, but that is just part of the tragedy of being transformed.

In the new form, the person forcefully transformed cannot speak the human language to anyone who isn't magical.

them, and for a lot of Witches, especially wicked ones, it's just plain fun.



Normal Animals

Name	Body	Int.	Sen.	Will	Soc.	Mag.	Life.	Refx.	MgRst.	Skills of note	Abilities
Aardvark	D4	D0+1	D8	D2	D2	D2	8	7	5		
Baboon	D4	D2	D6	D2	D4	D2	8	7	5	Athletics +2	NV , Bite +2
Bears	D10	D2	D8	D2	D4	D4	20	8	7	Track +2	Claws +3
Blue Whale	D20+2	D4	D6	D2	D4	D2	44	7	5	Athletics +2	
Cat Large	D2+1	D2	D6	D6	D4	D4	6	6	7	Acrobatics +2	NV, Claws +1
Cat-Small	D2	D2	D6	D6	D4	D4	4	6	7	Acrobatics +2	NV, Claws +1
Chicken	D2	D0+1	D6	D2	D2	D2	4	5	6		
Chimpanzee	D8	D4+1	D6	D4	D4	D4	16	11	7	Athletics +2	
Cow/Bull	D10	D0+1	D6	D2	D2	D2	20	7	5		Horns +1
Deer	D8	D0+1	D6	D2	D2	D4	16	13	7	Hear +2	Horns +2
Dog Small	D2	D2	D8	D4	D4	D2	4	5	5	Track +1	Bite +1
Dog-Large	D4	D2	D8	D4	D4	D2	8	7	5	Track +1	Bite +
Dolphin	D8	D4+1	D6	D6	D4	D2	16	14	5	Athletics +2 Acrobatics +2	
Duck	D2	D2	D6	D2	D2	D2	4	7	5		
Eagle	D4	D2	D8	D4	D2	D4	4	7	5	Look +2	
Elephant	D12+2	D2	D6	D4	D4	D4	28	6	7		Horn +2
Fish-Large	D2	D0+1	D6	D2	D0+1	D2	4	5	5		Swimmer 5mph
Fish-Small	D0+1	D0+1	D6	D2	D0+1	D2	1	6	5		Swimmer 10mph
Frog/Toad	D0+1	D0+1	D6	D2	D0+1	D2	2	4	5		
Giant Squid	D12+1	D2	D6	D4	D2	D2	24	7	5		Swimmer 20mph Tentacles +4
Goat	D4	D2	D6	D2	D2	D2	8	7	5		Horns +1
Gorilla	D10	D4	D6	D4	D4	D4	20	13	7	Athletics +2	
Hawk	D2	D2	D8	D2	D2	D2	4	7	7	Look +2	Flier 30mph
Horse	D8	D2	D6	D4	D4	D4	16	11	7	Athletics +2	Runner 40mph
Insect	D0+1	D0 +1	D6	D0+1	D0+1	D0+1	1	4	4		
Insect-Winged	D0+1	D0 +1	D6	D0+1	D0+1	D2	1	5	4		Flier 2mph
Killer Whale	D12+1	D4	D6	D4	D4	D4	26	7	7		Swimmer 20mph
Lion	D10	D2	D8	D4	D4	D4	20	13	7	Track +1	Claws +3
Monkey	D4	D4	D6	D4	D4	D4	8	7	7	Acrobatics +2	
Moose	D10	D2	D6	D2	D2	D2	20	6	5		
Orangutan	D8	D4 +1	D6	D4	D4	D4	16	13	7	Athletics +2	
Owl	D2	D2	D6	D4	D2	D2	4	6	5	Look +2	
Pig	D4	D4	D6	D2	D2	D2	8	5	5		
Platypus	D2	D2	D6	D2	D2	D2	8	5	5		
Rabbit	D2	D2	D6	D2	D2	D2	5	7	5	Athletic +2	
Rat	D0+1	D2	D6	D4	D2	D2	2	6	5	Hide +3	
Rhinoceros	D12+2	D2	D6	D2	D2	D2	28	7	57		Horn+4 Armor 1
Sea-lion	D6	D4	D6	D4	D2	D2	12	9	57	Athletics +2	Bite +1
Shark-Large	D10	D2	D6	D2	D2	D2	20	13	7	Track +2	Bite +4
Shark-Small	D6	D2	D6	D2	D2	D2	12	9	7	Track +2	Bite +3
Sheep	D4	D0 +1	D6	D2	D4	D2	8	7	7		
Snake-Venom	D2	D2	D6	D2	D4	D4	4	8	8	Hide +2	Bite +1, NV. Poison (+4damage)
Snake Large	D6	D2	D6	D2	D4	D4	1	7	8	Fighting +3	NV
Tiger	D10	D2	D6	D4	D4	D2	20	13	7	Track +2	Claws +3
Turtle-Large	D4	D2	D6	D4	D2	D2	8	4	7		Armor 1
Turtle-Small	D2	D2	D6	D4	D2	D2	4	4	7		Armor 1
Walrus	D12	D4	D6	D4	D2	D2	24	6	7		Horns +1
Wolf	D6	D4	D10	D4	D4	D2	12	9	7	Track +3	Bite +2

Who's Who

In a world of magic and monsters, there are those whose fame and infamy are known to all. The names of these Witches, Otherkin, Monsters, and even Mundanes bring fear or hope to those that hear them.

Listed here, you'll find some of the most well known individuals in the world of Witch Girls Adventures. They can be used as allies who help the characters either out of friendship or for their own hidden agenda. They may be part of a character's background and may make an appearance in the future for good or ill. The character could also be an enemy, the "big-bad" pulling all the strings in your adventure as she seeks power, glory, or prestige.

Directors can also use these characters as bases for allies and enemies in their game. To help, we've provided a basic layout for detailed Cast members. A director can use this format to make sure she has all the information they need to make a memorable ally and enemy.

- **Name:** Their name and alias.
- **Rank:** What rank they are.
- **Type:** If they are a Witch, Mundane, or Immortal.
- **Age:** The character's actually age and what age they appear to be.
- **Location:** Where the character lives and where they travel.
- **Motivation:** What they want out of life.
- **Attributes:** Specific Attribute:Die type/rank
- **Skills of note:** Some of their most commonly used skills.
- **Traits:** Talents and Heritages.
- **Abilities:**Special Ability or Spell:Description of that ability/spell.
- **Magic:** Magic they use.
- **Attacks:** Name of Attack or Spell Often Used:Description of maneuver.
- **Equipment:**Name of Any Special Equipment:Description of items.
- **Background:** Personality, tactics, and history.
- **Hooks:** Game ideas revolving around the character for Directors.



Anna Raj

Rank: 4
Type: Witch (Insider)
Age: 406 (looks mid-20's)
Location: Though she lives in India, Anna travels the world looking for her next big heist.
Motivation: To steal and own the rarest of mundane and magical things.

Body:D6 **Mind:**D10 **Senses:**D8
Will:D10 **Social:**D8 **Magic:**D12+2
Life Points: 13 **Reflex:** 10
Resist Magic: 17 **Zap Points:** 28
Skills of Note: Acrobatics+ 7, Athletics +7, Acting +3, Bargain +6, Basics +6, Computers +4, Fighting +5, Fix Electronics +6, Hide +5, Mythology +4, Plucky +6, Urchin +9, Casting, +6, Enchantment +8, Focus +8, Hex breaker +8
Traits: Urchin, Friendly, The Sight

Abilities
Naga: Anna can turn at will into either a 6 ft long black cobra or a 20 ft long giant black cobra. In that the giant form, she has the bite and venom of a cobra and a Body attribute of D12.
Magic
Alteration 1, Curses 3, Illusion 4, Mentalism 4, Offense 3, Protection 4, Time and Space 2
Attacks
Punch or Kick: 3 Damage
Forget spell (Mentalism 3): Makes a person forget up to Day of events
Slumber Party (Mentalism 4): Places up to 6 People in a deep sleep for up to a day.
Venom Fire (Offense 3): Anna fires a green fire from her finger that does 15 points of damage.
Equipment
Pocket car: Anna owns a black sports car.
- The car can shrink down to the size of a toy car.
- The car at full size can go 200 mph on land or air or water.

Naga Powder: Green dust in a small black pouch.
- When blown, this bag of dust turns into over a dozen fast moving but non-poisonous snakes. The Snakes look exactly like Anna in her small, snake form and are used as diversions.
- The Snakes can also act as ropes to tie up people or link together to form a climbing rope for entrances and escapes.

Background: Anna Raj comes from India. When she was young, hers was one of few native Indian families that did well under British occupation. Raised to be a proper English daughter and woman despite her heritage, she rebelled against her upbringing as a teenager. At the age of seventeen, Anna left home to see the world, traveling first to Britain, then to the British colonies in the Caribbean Islands. It was there that she met a group of pirates and was taken in, despite pirate tradition against women on ships.

For years, Anna lived the dangerous life of a pirate, eventually becoming captain of her own ship (the Indian Star). Sadly for her, the times of pirates ended, and Anna was forced to find a new way to occupy her time and need for adventure. After turning to India for a few decades, she hit upon what she thought may be her next calling:



that of a thief. After all, Anna so loved owning pretty and unique things.

As centuries passed, Anna become a better witch thief and set her eyes on some of the rarest items in the mundane and magical worlds. Anna loves the thrill of planning and executing dangerous robberies more than actually owning what she steals. This is why, when stealing, she uses magic only as a last resort. Always up for a new challenge and never one to harm anyone she doesn't have to, Anna is well liked by her friends and respected by her foes.

Hooks

1. Anna comes to steal something valuable from the Stars, their families, or a friend.
2. Anna tries to convince the Stars to help her with a dangerous heist.
3. Anna is captured by someone more powerful and convinces the Stars to come rescue her.

Arthur Pendragon



Rank: 5
Type: Otherkin (immortal)
Age: 16
Location: Goes to Chiron Academy. Travels the world on Adventures.
Motivation: Right wrongs, do good, save maidens in distress… typical Knight stuff.

Body:D10 **Mind:**D8 **Senses:**D10
Will:D10 **Social:**D10 **Magic:**D10
Life Points: 21 **Reflex:** 14
Resist Magic: 13 **Zap Points:** 20
Skills of note: Athletics +6, Basics +4, Fighting +7, Hiding +4, Look + 6, Leader +7, Mundane Etiquette +4, Mythology +5, Plucky +7, Sports +6, Track +4, Cryptozoology +7, Focus +5, Power+6
Traits: Goody-Goody, Warrior: Righteous (see Abilities)

Abilities

Immortal Speed: Immortals gain an extra attack at the end of a combat round, +1 to Reflex, and moves 3 times faster than normal people.
Immortal Regeneration: Immortals heal 1 point of damage per combat round or minute out of combat.
Legendary Strength (2)
Righteous (3)
Tough Hide (2)

Magic

Healing

Attacks

Punch or Kick: 9 Damage
Excalibur Slice: A slice with the sword Excalibur does 16 damage. Excalibur always does at least 3 points of damage, no matter the Body roll or defense to lower damage.
Excalibur Whirling Attack: Arthur whirls Excalibur around him, striking anyone in range of the blade he chooses, doing 14 damage. Excalibur always does at least 1 point of damage on this attack.

Equipment

Excalibur: The Immortal Merlin forged this gold and silver wide-bladed long sword. The sword has many magical powers and may be the most powerful magical weapon on the planet.

- **Damage:** Excalibur does 7 points of damage. 3 points of that damage will always get through, no matter the Body die roll to lower damage, ability, or spell.
- **Good:** Excalibur is a good weapon and cannot be used by anyone without the trait Goody-Goody. Anyone without the trait cannot lift or move Excalibur (or pull it from anything Excalibur is imbedded into).
- **Magic Breaker:** As an attack, Excalibur can slice into a spell, breaking it (but leaving the person under the spell unharmed) as if the person using Excalibur has the Hex-breaker skill at +10. Using this ability costs 2 Zap points.
- **Magic Immunity:** Excalibur itself is immune to all magic intended to harm it.
- **Magic Reflector:** Excalibur can parry incoming spells. When this ability is used, the Caster must exceed the Reflex of the person using Excalibur to cast a spell on him.
- Teleporter: The person using Excalibur thinks of a destination that he would like to travel and slices into the air, creating a literal cut in the fabric of reality that lasts 1 minute (or until closed by the person holding Excalibur). The cut is a one-way portal to wherever on earth the user of Excalibur was thinking.

Scabbard of Excalibur: The Scabbard that holds Excalibur allows Arthur to ignore 5 points of any type of damage.

Background: Once upon a time, there was an Immortal named Merlin who, upon seeing England's decent into darkness after the fall of Rome, took it upon himself save his homeland. The wily Warlock gathered from various magical sources enough power to build save the land. But he knew the people there would fear his power if he used it openly. So, he placed most of the power he had taken into a sword that can be used only by a person both good and just. That Sword was Excalibur.

Enter Arthur, a young Immortal who was being raised by mundane knights (his father, Uther, was a brutal warlord and had fallen in battle). Merlin placed the sword in a stone and once a year, held a tournament giving those in it a chance to try to pull the sword from the stone. While squiring for his foster brother Kay, Arthur happened to find himself alone with the sword and playfully pulled on it. For young Arthur and no other knight, Excalibur pulled free, and Arthur became King of the Britons and protector of England.

Decades later, Arthur would be mortally wounded by magic cast by a Witch. As he lay dying, his own sister (also a Witch) appeared to him and saved him with her magic, placing him in a magical sleep of rebirth to awake in England's darkest hour. That sister grew up to be Titania Morganne, headmistress of Coventry on the Island of Avalon (the same island where she stored Arthur's body in a great underground tomb). It was four of Titania's students who accidentally awakened Arthur as a teenager, leading to his reunion with his sister and the modern world.

Arthur's rebirth isn't commonly known, and only a select few, including his sister and Alexander (Headmaster of Chairon's Academy where he's a student) know not only of his true nature but also his wondrous destiny.

Hooks:

1. Arthur is on a quest to slay an evil Dragon, but the Dragon isn't as evil as Arthur thinks, and the Star characters must save the creature.
2. The Star characters' school is hosting students from Chairon's Academy for a week. Among them is a polite and handsome boy named Arthur.
3. Arthur thinks one of the Star characters is the reincarnation of his lost love Guinevere and attempts to win her love in typical, awkward, teenager fashion.



Circe

Rank: 6
Type: Witch (Outsider)
Age: 4,215 (looks to be in her late 20's/ early 30's)
Location: Circe lives in New York City and owns a bookstore called Circe's Secrets.
Motivation: To have a good time and not be bothered by witchly duties.

Body:D6 **Mind:**D10 **Senses:**D6
Will:D12 **Social:**D8 **Magic:**D20
Life Points: 12 **Reflex:** 9
Resist Magic: 23 **Zap Points:** 40
Skills: Art +9, Bargain +9, Computers +2, Garden, +10, Mundane Etiquette +9, Mythology +10, Pop-Culture +3, Casting +10, Cryptozoology +17, Herbalism +17, Magical Etiquette +17, Mysticism +17, Potions, +17, Spell Breaker +17
Traits: Beautiful, Mysterious, Transmuter

Abilities

Name Knowledge: Circe knows whenever someone speaks her name anywhere on the planet. She instantly knows where that person is, and it annoys her.
Wards: Circe has several protective and helpful spells on her at all times. She ignores 5 points of any kind of damage and is immune to Alteration spells. She also heals 1 Life point a minute if she is hurt.

Magic

Alteration 7, Divination 6, Healing 6, all others at 5.

Attacks

Animalize (Alteration 3): Turns a person into an animal .
Here Piggie-Piggie (Alteration 7): Turns everyone in the room except Circe into mindless Pigs.
Mouthless (Alteration 2): Makes the mouth of the spell's target vanish.
Wands to Wyrms (Alteration 5): Turns a target's wand into an 8 ft long winged, venous snake under Circe's control

Equipment

Home of Circe: In the back of her store is a room leading to Circe's home on a hidden magical Island. There on the Island is the palace of Circe. Various creatures including Dryads, Minotaurs, and Centaurs protect the castle.

- **Wand of Circe:** Though Circe never uses it, this ivory and gold wand is one of the most sought artifacts of all time. Circe keeps it in her home and isn't above lending the wand to young Witches for a good cause.
- Alteration Master: The wand grants +5 to casting Alteration spells and all Alteration spells cost 1 zap point, no mater the MTR.
- Magic Master: All nine Alteration spells are +2 to casting.
- Zap Points: The wand has 10 Zap points that recharge every 24 hours.

Background: Circe is one of the most powerful Witches on the planet and easily one of the most famous. A living legend, she has been hero, villain, and goddess. Born to an Ethiopian Witch who married a Greek Sailor, she was trained in magic by some of the most famous Witches of the ancient world.

Circe's claim to fame among Mundanes is the story of her turning Odysseus' men into pigs and helping him find his way home from the Trojan War. But for Witches, Circe's fame is her mystical skill, the magical books she's written, and her life of freedom and adventure.

Circe now lives a simple life running a bookstore that caters to science fiction and fantasy in Greenwich Village. She loves buying old books for her private collection, throwing wild and infamous parties, and going to the theater. Sadly, Witches often seek her out to teach or help them. Those that she deems have a legitimate need, she helps; those that she does not, fall victim to her legendary temper.

Hooks:

1. The Star characters need Circe's help in saving a friend or family member.
2. Circe has transformed someone dear to the Star characters into an animal, and they must go on a quest for Circe before she turns her back.
3. Circe looks into the future and sees the Star characters in the middle of a deadly situation. She decides to give them some extra training, training that is a lot harder than they expected.

Deacon Silas Black



Rank: 6
Type: Immortal
Age: 500 (looks to be in his early 30's)
Location: The Ireland headquarters of Malleus Maleficarum. Deacon Black also travels the world hunting Witches.
Motivation: The destruction of all Witches.

Body:D12 **Mind:**D10 **Senses:**D10
Will:D12 **Social:**D10 **Magic:**D12+2
Life Points: 25 **Reflex:** 15
Resist Magic: 17 **Zap Points**: 28
Skills: Athletics +7, Acrobatics +7, Basics +7, Computers +2, Fighting + 7, First Aid +5, Hear +5, Hiding +5, Leader +10, Mythology +8, Scare +8, Track +7, Urchin +7, Cryptozoology +9, Herbalism +7, Mysticism +5, Focus +7, Power +9
Traits: Warrior, Wicked, Promethean

Abilities

Cold Iron Implants: Deacon Black has under his skin and bones implants that grant him immunity to some magic (he can spend one Zap point to negate the effects of a spell).
Immortal Speed: Immortals gain an extra attack at the end of a combat round, +1 to Reflex, and moves 3 times faster than normal people.
Immortal Regeneration: Immortals heal 1 point of damage per combat round or minute out of combat.
Legendary Strength (3)
Promethean (6)
Tough Hide (2)
Extreme Prejudice
Iron Will

Magic

Elementalism 6 (see Promethean)

Attacks

Punch or kick: 11 Damage.
Flame Blast (Elementalism 3): Deacon Black can force a jet of flame from his hand, doing up to 25 points of damage.

Flame Cage (Elementalism 3): Creates a cage of flame around a target.
Flame Wall (Elementalism 4): Creates a wall of solid flame that damages those passing through. The Wall itself has 20 Life points.
Sap Strike: A martial arts nerve-strike that takes away 5 Zap points from the target it hits.
Stun Strike: A martial arts strike that leaves the target undamaged but dizzy (-3 to all rolls).
Equipment
Witch Hunters: Deacon Black has access to all Witch Hunter Devices and an Army of the best Witch Hunters in the world.
Background: He doesn't exist. He can't exist. But he does, and he will not rest until there are no Witches left. He is the mysterious head of the world's greatest group of Witch Hunters, an Immortal with no heart.

As a boy, Deacon Black was forced into exile by his Immortality. Living in an Irish abbey, he became a priest and was content. His parish and monks loved him and counted his abilities as gifts from God. Then one day, a witch pirate plundered his abbey and turned everyone to stone. Broken by this act, Black became a man obsessed with the destruction of Witches and for over 400 years, has lead a crusade to destroy them all; good or evil, he cares not. "Thou shalt not suffer a Witch to live" is his motto.

A true Zealot, Black is ruthless and hard, with no room in his heart for compassion r love. He carries out is "duty" with an intelligent, calculating coldness that in itself strikes fear into those who observe him. He is willing to sacrifice both his men and innocent bystanders to see every Witch destroyed.
Hooks:
1. Deacon Black is hunting the Star characters.
2. The Star characters must rescue a friend being held by Deacon Black.
3. The Star characters must themselves escape the clutches of Deacon Black.



Gary Reed
Rank: 3
Type: Mundane
Age: 38
Location: Garry lives in Seattle but travels the world, reporting assignments for the "Believer."
Motivation: To Prove to the world the "Witchspiracy" is real.

Body:D6 **Mind:**D8 **Senses:**D6
Will:D8 **Social:**D8 **Magic:**D6
Life Points: 12 **Reflex:** 9
Resist Magic: 9 **Zap Points:** 12
Skills: Basics +4, Computer +4, Driving +4, Fib +5, Gossip +6, Hear +4, Hide +4, Plucky +4, Streetwise +3, Urchin +3.
Traits: Geek, Eccentric, Believer
Abilities
True Believer
Magic
None

Equipment
Camera: Gary carries a special Camera with night vision capability.
Background: Gary knows the truth. A secret conclave of Witches rules the world and is responsible for everything from UFOs to the high cost of gasoline. This "witchspiracy" manipulates countries and economies and has done so for centuries.
Gary isn't exactly right, but he thinks he is. As a reporter for the tabloid "Believer," he sees it as his job to show the world the truth. Traveling from place to place, he attempts to expose Witches to the world anyway he can.

Gary knows Witches are real but has yet to get any irrefutable proof for his readers, his paper, or the world.
Hooks:
1. Gary has proof a Star character or all the Star characters are Witches and threatens to expose them. Can the Stars get the proof back?
2. Gary Is investigating what he things is a link to the "witchspiracy" and runs across the Stars following the same link that will lead to hostile Vampires.
3. Gary seeks to interview the Stars at all costs, even disputing their lives.

Ingrid Frieze
(The Black Baroness)
Rank: 6
Type: Witch (Insider)
Age: 380 (looks to be in her early 30's)
Location: Unknown, believed to be in Germany. She has allies at Reinhexxen School.
Motivation: World Domination



Body:D8 **Mind:**D12 **Senses:**D8
Will:D12 **Social:**D12 **Magic:**D20
Life Points: 17 **Reflex:** 12
Resist Magic: 23 Zap **Points:** 40
Skills: Athletics +3, Bargain +5, Basics +7, Fighting +4, Computers +1, Driving +6, Fib +7, Games +5, Gossip +6,Leader +9, Mundane Etiquette +1, Mythology +5, Plucky +6, Scare +6, Urchin+5, Casting +10, Broom Riding +8, Magical Etiquette +8, Mysticism + 7, Spell Breaker +8
Traits: Queen Bee, Wicked, Follower of Echidna
Abilities
Follower of Echidna
Quick Caster: At the end of a combat round, Ingrid can cast another spell.
Wards: Ingrid has several protective and helpful spells on her at all times. She ignores 3 points of any kind of damage. She also heals 1 Life point a minute if she is hurt.
Magic
Alteration 6, Conjuration 4, Curses 6, Divination 1, Elementalism 6, Mentalism 7, Offense 6, Protection 3, Necromancy 6, Time and Space 3
Attacks
Disintegrate (Offense 5): Ingrid can reduce a target to a handful of ash with but a point.
Ghost Army (Necromancy 7): Ingrid can call in existence a group of Wraiths to do her bidding.

Shrink (Alteration 2): Ingrid can shrink a target to miniature size.
Hounds of War (Alteration 5): Ingrid can turn a person or people into bull-sized wolves under her control.

Equipment

Soul Ring: This gold ring with a small, cut ruby can steal the soul of a person and trap them inside.

- The target must make a Hard difficulty magic roll to resist or be pulled from their body inside the ring. While in the ring, they are trapped in magical stasis, and Ingrid can use the ring to control the person's body. The ring can hold 50 souls; it is more than half full at one time.

Description: The girl who became the most evil Witch in the world started out as the child living in Bavaria with her parents, the owners of a local bakery in a small town. As a child, Ingrid wanted nothing more out of life than to be a baker like her parents (despite the fact she was horrible at it). At age 6, Ingrid discovered she was a Witch and was enrolled in the Reinhexxen School for Witches. There, she learned she was not only a Witch but also a talented one, becoming the prize pupil of the Headmistress, Madame Gothel.

Gothel saw potential in Ingrid and knew living among bakers, she would amount to little. So Gothel convinced Ingrid that her parents, a Mortal and an uneducated Rustic Witch, were holding her back. Ingrid agreed and at the age of 8, watched with glee as Gothel killed her parents. Now she could become the Witch she wanted to be, and Gothel trained her well. So well, in fact, that after graduating, she was offered a job with the WWC as an assistant Magistrate.

Ingrid's job was to determine if a human who was told a Witch's secret was trustworthy. Ingrid had learned humans were little more than wild beasts from Gothel and never trusted. Ingrid killed, transformed, and tortured humans, never finding one worthy. Ingrid's evil ways remained hidden until she killed the son of a WWC Secretary. The ensuing trial left Ingrid removed from office and exiled from the mundane world. Unfazed, Ingrid took a job at her adopted mother's school, teaching Mortal studies and Necromancy.

In the 1930's, the daring and handsome Vlad Dracul (a.k.a Dracula) approached Ingrid, wanting her help in awakening Echidna. Ingrid, seeing a chance to return to the mundane world, talked Vlad into helping her manipulate a group of German madmen into bringing terror to the world in the name of Echidna. Ingrid approached the Nazis and showed those in charge her power and the power of the Witches she trained. As the Mundanes fought a world war, Ingrid and Vlad fought a secret one that allowed Ingrid a chance to kill and maim magical and Mundane alike.

Eventually, however, Witches and Otherkin on the side of the Allies captured Ingrid. The Witches bound Ingrid's power, dooming her to a mortal life in Mundania…or so they thought. Recently, rumors have started to circulate about her regaining her powers and youth. If they are true or not is yet to be seen.

Hooks:

1. The Black Baroness has returned and tries to recruit the Star characters into her evil plans.
2. At a broom-racing rally, the characters meet an expert rider who looks like old photos they've seen of the Black Baroness.
3. One of the Star charters' relatives helped bind the Baroness in the 1940's, and she has come for revenge.



Jezebel "Bell" Wilkins

Rank: 5
Type: Witch (Rustic)
Age: 158 (looks to be in her early thirties)
Location: Travels a lot but lives in Texas.
Motivation: Being a fair and just (if sometimes scary) WWC Magistrate.

Body:D8 **Mind:**D8 **Senses:**D10
Will:D12 **Social:**D10 **Magic:**D12+2
Life Points: 16 **Reflex:** 11
Resist Magic: 23 **Zap Points:** 40
Skills: Athletics +3, Basics +3, Driving +5, Bargain +5, Fighting +5, Driving +6, Gossip +6, Plucky +6, Scare +7, Track +10, Urchin +5, Casting +8, Enchantment +5, Magical Etiquette +8, Mysticism + 7, Spell Breaker +7
Traits: Jock, Tough, Magic-chaser

Abilities

Scry Stealth: Jezebel is immune to Divination spells meant to find or track her, her magic, or anything she owns, unless she wants the magic to work or the person casting the spell has a Divination MTR of 6 or higher.
Quick Caster: At the end of a combat round, Jezebel can cast another spell.
Wards: Jezebel has several protective and helpful spells on her at all times. She ignores 2 points of any kind of damage. She also heals 1 Life point a minute if she is hurt.

Magic

Alteration 4, Conjuration 4, Curses 2, Divination 6, Elementalism 3, Illusion 2, Mentalism 5, Offense 4, Protection 4, Time and Space 3

Attacks

Brambles (Elementalism 3): Jezebel causes thorny fines and brambles to grow around a target, holding it and doing 10 points of damage if the target tries to escape.
Cuff (Conjuration 2): Jezebel creates metal handcuffs on a target.
Six Shooter (Offense 4): Jezebel points at a target as if her hand was an imaginary gun. The spell does up to 15 points of damage to a target.

Equipment

Beauty: Beauty is Jezebel's red Motorcycle.

- It can move up to 1550 mph on land and fly at up to 400 mph.
- Beaury can also turn into a bracelet that Jezebel can wear. Beauty repairs 1 point of damage done to it an hour, even if it's totally destroyed.

Magistrate Badge: Jezebel has the official badge of a WWC Magistrate.

- It allows her to teleport her, her motorcycle, and up to 5 people at will to the Grand Mall or any Magistrate office in the world.
- It grants her access to high security places in the Grand Mall.

Background: Jezebel grew up on a small ranch in Kansas. Her parents were Swedish immigrants and worked hard to make their little spread grow. The rambunctious Jezebel loved the rough and tumble life of growing up around horses and steers, even though her family wanted her to be a "lady." They even sent her to a mundane boarding school in the east when she turned twelve. The brawny, straight-talking Kansas girl didn't fit in the city; she missed the open spaces.

After a year in boarding school, she returned home. There, she heard rumors of Native American renegades stealing cattle. Seeing this as a time to prove to everyone she was a great cowgirl and tracker, Jezebel hunted the renegades down. The small group of natives turned out to be harmless and found it funny that a little girl had found them. The Medicine Woman, however, knew exactly how Jezebel found him; like her, the girl was a Witch.

The Medicine Woman told the girl of the power in her and though she was late starting her training, Jezebel took to it quickly. For years, she secretly trained with her mentor, while living with her parents on their ranch and being taught mundane book learning by her mother. At the age of 20, Jez left home to make her way in the world and discovered that with her tracking skills, toughness, ands magic, she made one formidable bounty hunter, first tracking mundane desperados, then magical ones.

Eventually, she came to the attention of the WWC and though she wasn't exactly a prim and properly trained Witch of the time, there was no denying her skills. At first, Jezebel hated the rules she had to follow as an apprentice-magistrate and liked the paperwork involved even less. But over time, the young Witch adapted and earned her full Magistrate's badge.

Today, Jezebel is the WWC's top Magistrate. Despite the prestige and fame she's earned over the years, she's still a straight-talking, two-fisted Kansas tracker at heart. Jez knows Witches underestimate her because she's says "a'int" and lacks social graces, but that's exactly what she wants them to do; it just makes her job easy.

Hooks:

1. Jezebel has an arrest warrant for one of the Star characters for a crime she did not commit.
2. Jezebel asks the Star characters for help hunting down a Leprechaun who loves to play dangerous magical pranks.
3. Jez comes to see if a Mundane one of the Star characters told her secret to is worthy.

"Mod" Mia Ramirez



Rank: 3
Type: Witch (Sorceress)
Age: 30 (looks early 20's)
Location: Mod Mia lives in the Moonshadow Circle magical town.
Motivation: To build new and cool magical devices

Body:D8 **Mind:**D12 **Senses:**D8
Will:D10 **Social:**D6 **Magic:**D12
Life Points: 17 **Reflex:** 11
Resist Magic: 15 **Zap Points:** 24
Skills: Athletics +5, Basics +6, Computers +8, Driving +3, Fighting +3, Fix-Electronics +8, Fix-Mechanical +6, Games +7, Hear +2, Plucky +6, Pop Culture +6, Science +6, Sports +5, Broom Riding +5, Casting +7, Enchantment +9
Traits: Geek, Tough, 21st Century Digital Witch
Abilities
None

Magic
Alteration 2, Conjuration 3, Cybermancy 6, Divination 2, Illusion 3, Mentalism 3, Offense 3, Protect 2,
Time and Space 2
Attacks
Punch or Kick: 5 Damage
Freeze Ray (Conjuration 3): Mod Mia fires a white beam from her ray gun that encases an object in a block of ice.
Quantum Atomizer (Offense 3): Mod Mia fires a red beam from her ray gun that does 10 points of damage.
Shrink Ray (Alteration 2): Mod Mia fires a blue beam from her ray gun that shrinks a target.
Equipment
Ray Gun: Instead of a wand, Mod Mia uses a chromed 1950's-style sci-fi ray gun. The gun acts as a wand in every way. It also has the following abilities:

- All durations and ranges of spells fired from the gun act as if their MTR was one higher.
- Only Mia can use the ray gun. Anyone else trying to use it will be digitized and loaded into it.
- The gun can convert a target into information and store it in the gun for up to 1 year. This ability costs 1 Zap point.

Ghost Top Computer: Mod Mia has a Ghost Top computer.

- This computer acts a standard Ghost Top with the added bonus that it can turn into a normal laptop or a palm-sized computer.

Store: Mia is the owner of a store of magical tech supplies.
Background: Mod Mia was born into the magical world but not into privilege. Raised by her grandmother (who sold mundane items in a small store), she became fascinated with the human world and technology, becoming her grandmother's fix-it Witch and repairing mundane electronics and engines for the family store up until age twelve, when she received a scholarship to the prestigious Coventry School for Girls.

Mia, who often became bored in school, found Coventry fascinating and made many friends (mostly Outsiders) who not only told her about the mundane world but also took her to visit it. It was at Coventry that Mia learned about computers. When the time came for her to apprentice with a Witch, Mia's choice was far from traditional. Instead of an older Witch, Mia chose a younger one: Emily Foster, a cutting edge Outsider who had created a new kind of magic, Cybermancy. Mia learned all she could from Emily, and the two became great friends until Mia struck out on her own and returned to Moonshadow Circle to open a magical shop.

Mod Mia is the kind of Witch most other Witches avoid. Mia is all about changing the way magic is done and embracing new ideas and technologies. She hates anything old-fashioned and old-fashioned ways of thinking. She uses her fame as an enchantress and gear-Witch to help spread the word about Cybermancy and techno-magic.

Hooks:

1. One of Mod Mia's new inventions, a magical robot who thinks it's a real boy, befriends a Star character.
2. As a punishment, the Star characters end up working a week in Mod Mia's shop.
3. A Mundane steals Mod Mia's computer, and she needs the characters' help to find it before the Mundane figures out it's magic and accesses the dangerous, magical programs she has on it.



Queen Zuri of Wanobi

Rank: 4
Age: 60 (Looks Mid 20's)
Location: Wanobi, Africa
Motivation: To protect her people and family.
Body:D6 **Mind:**D10
Senses:D8 **Will:**D12
Social:D12
Magic:D12+1
Life Points:12

Reflex: 9 **Resist Magic:** 16 **Zap Points:** 26
Skills: Art +5, Basics +7, First Aid +4, Gossip +7, Look +4, Leader +7, Mundane Etiquette +6, Plucky +6, Scare +?, Broom Riding +4, Casting +8, Magical Etiquette + 7, Focus +4, Herbalist +7
Traits: Beautiful, Queen Bee, Queen (Good) (see Description)
Abilities
A Thousand Spies: Zuri can use Divination magic to see through the eyes of any wild animal in Wanobi up to an hour for 1 Zap point.
Queen: Zuri is queen of Wanobi. She gains +2 to Social rolls when dealing with people from Wanobi. She has to pay half price for all items purchased in Wanobi and gains +2 to all Casting rolls for the good and protection of her country.
Ruler of Wanobi: Zuri has a connection to the land and vice versa. She can feel when the land is harmed or the people in it need help. She also is +2 to Resist Magic and all Body die rolls when in Wanobi.
Magic
Alteration 3, Curse 3, Conjuration 2, Divination 4, Elementalism 6, Mentalism 4, Protection 5
Equipment

- **Royal Scepter:** Zuri uses a magic scepter instead of a wand. This scepter is a 3 ft long, beautifully carved golden rod, capped by a sculpted lioness head holding an emerald in its mouth. The scepter acts as a wand and has the following abilities:
- All Elementalism and Divination spells are cast with +1 to Casting roll and have a range and duration as if the MTR was one higher.
- For 1 Zap point, The Wand can grant any animal native to Wanobi human intelligence for up to an hour.
- The staff can be stretched to 6 ft and can be used like a broom to fly at up to 200 mph.

Aslala (Pet Lioness): Ashala is the pet of the queen and her greatest spy. The Lioness is in actually a Guardian (See Monsters: Guardian). Ashala can assume the form of a human woman, a large lioness, or a creature part woman, part lioness.
Background: Zuri was the youngest of 12 witch sisters who lived in Wanobi, a small country in Africa ruled by her family for centuries. Zuri's mother the queen ruled with wisdom and the occasional spell. Her leadership and magic kept the little country prosperous. Being the youngest by some 100 years, Zuri was often ignored by her older sisters, who had their own lives and families. To them, she was just a child and not really needed to help Wanobi.

Zuri, like many of her sisters, traveled at the age of eleven to Coventry School for Girls. Isolated because she was royalty and always under the watchful eye of her sister Anansia (who taught Time and Space at Coventry), her years at the school were lonely. After Coventry, Zuri did not return home as expected but traveled the world, hoping to avoid a return back to the country where she was seen as just another princess.

While away, Zuri met and fell in love with a young Mundane from Wanobi. Eventually with the love came talks of marriage, and by tradition, both families must approve that marriage. The two prepared to return home, but tragedy struck. Warlords from an improvised, nearby nation invaded Wanobi. Mercenary Witch Hunters captured Zuri's mother and sisters.

Zuri and her Husband Uzani, seeing their people in need, returned. Zuri used her magic and her husband used his skills as a leader and warrior. They rallied the people, freed the hostages, and saved Wanobi. Zuri's mother, who had reigned for centuries (most Mundanes thought she was her own descendent), declared that for saving Wanobi and proving their worth to her and the people, Zuri and Uzani would be the new Queen and King. The other sisters, who never wanted to be queen anyway, were glad. Zuri accepted, helped rebuild the country, and to this day helps protect it.

Zuri still rules Wanobi along with her husband. She is kind and good-hearted but extremely protective of her land. Most of the natives of Wanobi know Zuri and her family are Witches, while outside mundane society remains ignorant. When not at home acting as queen or being mother to her three children, Zuri travels the world, speaking against poaching and larger countries profiting off smaller ones.
Hooks:

1. Zuri is giving a lecture at the Star characters' school on protecting endangered animals when she's kidnapped. Can the Star characters save her?
2. Zuri's 13-year-old daughter, Nephra, meets the Star characters at an aerial expertise meet. Can the characters make friends with the young princess?
3. The characters finds a magic shop that deals in potion supplies made from endangered animals and monsters. They buy a few ingredients, and Zuri finds out and targets the characters as enemies.

Vlad Dracula



Rank: 6
Age: 578
Location: Transylvania (has been known to travel throughout the world).
Motivation: Free Echidna
Body:D12
Mind:D8
Senses:D12
Will:D12
Social:D12
Magic:D10
Life Points: 25
Reflex: 15
Resist Magic: 13 **Zap Points:** 2
Skills: Athletics +6, Bargain +6, Basics +7, Computers +2, Fighting +6, Mythology +8, Hear +7, Look +7, Track +7, Mundane Etiquette + 7, Urchin +7, Mysticism +6
Traits: Manipulative, Wicked. Imperial
Abilities
Common Vampire abilities
Dream Walk: Dracula can enter the dreams of a person he knows. The target resists with a Very Hard difficulty Will roll. If she fails, Dracula can enter her dreams and control their contents for the night.
Hypnosis: Dracula can hypnotize others whom he can best in a Will

die vs. Will die roll. If Dracula wins, that person is under his power for 24 hours.
Magic Immunity: Dracula is immune to Alteration, Mentalism, and Necromancy type magic.
Plague: For 2 Zap points, Dracula can unleash either a plague of 100-200 rats in up to a 1 mile area or a swarm of biting gnats and flies in the same area. The plague lasts for 1 hour.
Shape Shift: Dracula can become a bat, wolf, rat or Animal Paragon version of a bat, wolf or rat at will. Dracula can also assume the form of any human he chooses. He can change not only his form but also his voice and fingerprints. To alter voice and fingerprints to perfectly match a person, he must drink her blood.
Special Immortality: Dracula can only be truly destroyed if he is decapitated and his body and head are destroyed.
Attacks
Bite: 10 damage and drains a person of all Life and Zap points. They will rise as a Vampire in 48 hours under Dracula's control.
Claws: 9
Hypnosis: See Abilities
Equipment
Minions: Dracula has access to an army of Vampire Minions.
Background: The origins of Vlad Dracula are shrouded in mystery. Some say he was the first Vampire created by Echidna. Others say a Witch he spurned in love cursed him. No matter what you believe, Dracula is not only a powerful foe but also the leader of an organization whose dream is to bring Echidna back from exile.

Dracula first appeared in modern times as the leader of a small Eastern European kingdom in the 1400's. There, he tortured his foes and for decades until faking his death to hide his true nature.

He later reappeared in Nazi Germany and fought along side the infamous "Black Baroness" in the mystical war that accompanied World War II. Many thought he perished there at the hands of Alexander, but that was not true. Although Alex beheaded Dracula, he did not destroy the body, and followers found the head and body frozen in the North Atlantic, thawed them, and reattached them. Dracula un-lived again!

Since that time, Dracula has been is seclusion, plotting with his followers and those of Echidna. He has found a way to free Echidna, but to do so, he must find the three keys to her prison. These keys are rumored to be with the direct descendents of Gilgamesh, Mab, and Isis.
Hooks:
1. Vlad has discovered a key hidden under the Stars' School. Can they stop him from getting it?
2. A friend of the Stars has fallen in with the followers of Dracula. Can they convince their friend not to become a pawn of the Vampire King?
3. A Vampire trying to free herself from Dracula comes to the Stars for help. Can they get the drop of Dracula's blood needed for the spell to





The Willow Mistt School

11

There are almost two dozen schools of magic around the world. The most famous being Coventry School for Girls, on the Isle of Avalon. Directors may eventually want to create their own schools of magic for their Stars. To help give them an idea of what a complete school of magic is like and to provide one for those wishing to use an established school, we've provided such a place.

Introducing Willow-Brook, Maine, a medium sized town and home of the Willow-Mistt School of Magic. For Directors and Stars, we've provided information on the city and the school, as well as ideas for adventures in and around the school.

Willow-Brook, Maine

Population: 50,000
Founded: 1743 AD
Current Mayor: Dutch Chandler, Jr.
Current Sheriff: Sam Olson



History: Legend has it the area known as Willow-Brook near Willow Lake and the Sunside River was once the home to Curly the Bloody. According to local myth, this pirate lost his way in a storm and traveled up several flowing rivers to the Sunside River. He and his crew were unable to leave and were attacked by local tribes. Fearing the worst, the pirates made a home in the hills overlooking the lake and forest (hence the name Buccaneer hill). They say Curly also buried his treasure in the caves in the hill before he and his crew was massacred. Willow-Brook is situated in northern Maine and officially started its existence as a trading post where Natives tribesmen and trappers from as far away as Canada met to barter and exchange goods. In 1743, Zachariah Mitchell, the owner of the Willow-Brook Trading Post, declared himself mayor of a town that at the time only existed as various tents and shops around his place of business.

In 1778, during the American Revolution, a group of British soldiers traveled from Canada south to build a staging area for a southern push against the Revolutionaries. The area was chosen because of the Sunside River, Willow Lake, and easily defensible Buccaneer Hill. Major Daniel Hanson ordered a fort built on the hill and a lavish home built for himself near an inlet of the lake. The fort was never more than a few walls and a garrison, but his home was something else. Hanson used money that should have gone to his men and the war effort to hire local craftsmen, as well as those from Britain to build the large home and various buildings of his estate. When the war came to an end, Hanson fled the area, leaving his home intact but unoccupied for almost a hundred years.

In 1867, Amora Mistt, a powerful Witch from the Pennsylvania, purchased from the town and Hanson's old home and converted it into a school for young ladies. The Willow-Mistt School has since then been home of many a young Witch and staff member. Amora Mistt mistakenly thought the area would be a perfect place for the school, as it was small and everyone pretty much kept to themselves.

This changed twenty years ago when Dutch Chandler, Sr. arrived on the scene. The progressive young man started out as a local lawyer and soon became Mayor. The idealistic young man wanted to expand the sleepy town of 1500 and set out to do so by first opening the pristine land to lumbering and then promoting the area as a perfect get-away for the upper-class, east-coast family. Slowly, the town started to grow. Ms. Mistt wasn't pleased and did her best to keep tourists away from the school. People who wandered too close would find themselves spirited to another part of the forest or lake, if they were lucky. Those who saw too much would have their memories erased or altered by staff or students or on a bad day, would end up transformed into a local mammal, bird, or fish.

Dutch Chandler stayed in office for two terms, after which his son (Dutch, Jr.) took over. Dutch Junior's first big move as Mayor was to outdo his father, and thanks to his charisma, he talked the locals into backing the Willow-Brook Mall. This shopping plaza looked as if it belonged in a big city and sat on Highway 86 near the exit to the town. It sported retail and specialty stores, as well as a twenty-screen theater. It was far larger than the town could support, but thanks to where it was and the fact no other city within 200 miles had such a place, the mall became more than an eyesore. It became an economic boon to the town. In the course of four years, the mall employees and visitors helped turn Willow-Brook from a logging town to one growing by leaps and bounds.

Places of Note in Willow-Brook

Willow-Brook is a quiet but growing town on the verge of becoming a city. It offers to visitors both the qualities of a modern suburb (even though it's no where near a large city) and a sleepy hamlet.

Also, among the mundane places are various magical places hidden from mundane eyes. These places sometimes are connected to specific places in the mundane world.

Outside of Town

Buccaneer Hill (Mundane)

Southwest of the town sits a series of hills. Unlike the rest, the tallest has no trees, just stone and small brush. This is Buccaneer Hill. Popular among climbers and hikers, it can be accessed by trails or by climbing it western side.

Buccaneer Hill is full of caves, some going so deep into the hill that they have never been fully explored. The caves are the occasional

homes of black bears and have in past been used by bootleggers and criminals. Its most famous resident, however, is a chest full of pirate gold that has never been found.

At the top of the hill are the remains of a Revolutionary War era fort, and though it's a State Historical Landmark, its upkeep is minimal at best. The fort now consists of the foundations of the garrison building and its walls.

Buccaneer Hill (Magical)

The hosts of deceased pirates live in caves throughout Buccaneer Hill. These caves are almost invisible to mortals and even if they do find them, a mortal would find it nearly impossible to find them again. Even magical folk who find the caves get lost easily (-5 to all rolls to avoid getting lost, including spells).

The pirates' Ghosts try to frighten visitors and have no idea any time has passed since their deaths.

Moaning Creek (Mundane)

Moaning Creek is a branch of the Sunside river that flows near Buccaneer hill and empties into a swampy area that is the home of numerous animals and plants, as well as what some believe is a swamp monster named "Moan 'n' Groan."

Moaning Creek is shallow, with the deepest parts only about three feet deep. People tend to avoid it, as the area around it is not only wild but also full of twists and turns between muddy wetlands and bogs.

Still, people looking for adventure or good, secluded fishing visit the creek, and almost monthly, someone gets lost and has to be rescued by the local Sheriff.

Moaning Creek (Magical)

Moan 'n' Groan is very real, and though he rarely seen, he can be heard. Pockets of the swamp are doors to a magical swamp where Moan 'n' Groan lives, as do a few Paragon Animals and a small tribe of Goblins.

Sunside Camp

Where the Sunside River cuts a small road out of town sits Willow-Brook Camp. This small campground has places for tents, a dozen fully furnished cabins, and a RV park for mobile travelers. During the summer, the cabins are often rented.

Sunside Docks

Sunside Docks is not only the name of the fishing and recreational docks near at the southwest corner of Willow Lake but also an affluent neighborhood that surrounds the lake and docks on the southwest shore.

The actual docks have two parts. One is a well-kept but simple area for local fishermen and recreational boats near the main road. The other docks are fully covered with security, a beautiful boating/fishing supply store, and a small café.

The neighborhood has two dozen houses that are mostly used as summer homes for rich New York and Massachusetts families and the few affluent Willow-Brook residents. The Mayor and this family make their home here, as does Roger Chapman, the owner of the Willow-Brook lumber company.

Willow-Brook Mall

Willow-Brook Mall is to the north of town, off the highway. This three-story building consists of over two dozen stores built around an atrium and food court. The Mall has both national chains as well as a few local stores. By far, it's the biggest employer in the area.



Most of the mall visitors are out-of-towners just passing through and wanting to explore the little but well-kept shopping area in the middle of nowhere. The Mall is also the place to hang out for local teenagers and has a 20-screen movie theater (Willow-Plex), arcade (Game Over!) and comic and game store (Coz Comics and Games) that caters to young people.

Other stores of note include Bargains Galore (dollar store), Williams and Stine (big chain department store), Neon Nights (computer and electronics), Fur and Fun (pet store), Style (high-end teen fashion store), Willow Workz (local arts and crafts store), and Big'ums (local burger joint).

Willow-Brook Summer Camp

Where the Sunside enters Willow Lake sit the log buildings and cabins of the Willow-Brook Summer Camp.

Founded less that two years ago, this camp features three large buildings and two dozen cabins for campers in their tweens and teens. The camp offers sports, arts and crafts, and hiking during the summer. It is rented out to hunting parties, and Roger Chapman, who built the summer camp, also uses it as a meeting place for his investors and their families every fall.

During the spring, the Willow-Brook Summer Camp is home of a big Boy Scout Jamboree that coincidently coincides with a Hex-scout Jamboree held at Willow-Mistt.

Willow Lake (Mundane)

Willow Lake is just over 10 miles across at its widest point and 50 ft at its deepest (though what most people don't know is that there are underwater canals going down much further, and more than a few underwater tunnels lead as far away as Buccaneer Hill).

The Sunside River constantly supplies the lake, and the water is always pristine. Next to the mall, Willow Lake is the biggest reason for visiting Willow-Brook.

Fishing, boating, and water-skiing are all allowed at the lake, and there is ample ice for ice-skating in the winter when the lake freezes over.

For swimmers, there are there areas where swimming is allowed. One is near the Sunside Docks; another, near Willow-Brook Summer Camp; and another, near the Willow-Mistt School. The lake is also popular with fishermen.

Willow Lake (Magical)

What most Mundanes don't know is that the lake is also home to a Paragon Animal Trout called Silver Fin. Silver Fin stays close to the Northern shore. Silver Fin is over 10 ft long and tends to be chatty if you manage to get his attention and you're "Magical folk."

Wood Crest Cemetery (Mundane)

Wood Crest Cemetery sits to the east of town. Still used by the locals, the land is surrounded by a tall, ornate, iron fence. Inside, the graves are divided up by age, with the oldest graves (some dating back to the 1700's) towards the middle. A lone flower shop/manager's office/ home sits near the gate. Dirt roads lead into the Cemetery and trees line the roads. A place of serenity and quiet during the day, it grows menacing at night, especially when fog comes off the lake.

Wood Crest Cemetery (Magical)

The Ghosts of the cemetery (yes, it's haunted) keep to themselves mostly and only make appearances to scare off vandals who would harm the area or to talk to a Willow-Mistt staff member or student.

Wood Crest Park
Wood Crest Park is home to the town fairground and the Willowburg Medieval Renaissance Fair. The latter event brings visitors to the town for most of October. The county fair that calls the fairground home starts in late August and ends in early September.

Outside of the two events, the grounds don't get a lot of use and are pretty much abandoned, save for an occasional flea market.



In Town

Big-Oh's Donuts

Run by the James family, Big Oh's is a tradition for residents for over twenty years. The small store with the giant plaster donut wearing a chef hat on the roof serves donuts, fresh coffee, cold milk, and blues and jazz 12 hours a day.
"The best coffee in the county," it actually imports beans from all over the world for its special, hand-ground, on-the-grounds-roasted mix. While famous for its coffee, it's infamous for the Big-O donut, a donut almost a foot across, glazed and dipped in powdered sugar and stuffed with your choice of strawberry jam, vanilla cream, or chocolate cream. This donut is not for the weak of heart.

City Hall

The Willow-Brook City Hall is home to the Mayor and City Council office and chambers, the Sheriff's office, the jail, and the municipal offices. Built in 1801, the current building is three stories tall and has an old world design.

Set literally in the middle of the city in the center of the town square, it gives the look of an old European town, as the surrounding building were built by the same German immigrants and have the same type of design.

The City Hall also acts as a town meeting place.

Second Hand Rosie's (Mundane)

Rosie Carlton opened Second Hand Rosie's thirty years ago. Recently, her daughter has taken over the store. The shop sells antique furniture, trinkets, and books just outside the town square. Wooden sculptures, junk metal creations, and more sit out front of the modified home across the street from the "Wiggly Piggy." Locals rarely visit this store and no one is sure how it makes enough money to stay open, but it's a sight many have grown used to.

Second Hand Rosie's (Magical)

What locals don't know about Rosie is that Rosie is a Fae and is actually pretending to be her own daughter to hide the fact that she doesn't age. Also, Rosie's store has a hidden back room where she sells magical supplies of all sorts to Maine Witches and Willow-Mistt staff members and students. The supplies here are also mostly second hand or purchased by Rosie at the Salem, Massachusetts magical town.

Strange magical oddities, artifacts, and potions can be found here.

Town Square

Thanks to the mall, the town square is seeing hard times. Small local businesses and restaurants make up the well-kept area marked by red colored stone streets and walkways.

At the north end of the square is the Willow-crest Historical Society, which acts a museum of local history. At the southern edge is the small Sunside Theater, where local concerts and plays are performed. Directly east on the town square is the Town Library, and to the west, the local "Wiggly Piggy" Food store and market sits on the grounds that held the original high school before it was demolished and replaced with a more modern school eight years ago.

Willow-Brook High

Students: 5000
Staff: 300
Mascot: Lumberjack
The town's only high school looks out of place in the town because it was made with a modern look and feel. With curved walls and tinted glass windows, it was built to be modern, up-to-date, and hold twice as many students as its does now.

Second in size to the mall, the school has not only the main building but also a large gymnasium and a 15,000-seat football stadium where the often-lackluster "Lumberjacks" play. Aside from its look, the school is pretty typical, as is the student body. The current Principle, Ms. Gloria Lucas, has set about improving the academic and artistic aspects of school and has even approached the Willow-Mistt Headmistress about providing tutors to some of the school's students.

The unspoken of rivalry between Willow-Brook and Willow-Mistt has made such an overture a surprise. For years, the Willow-Brook students have treated the Willow-Mistt students as outsiders and often make them feel less than welcomed. The Willow-Mistt students, for their part, have done their own share of magical pranks to the students in retaliation. "The Misttees," as the local kids call them, are thought of as snobbish, geeky, and antisocial, but occasionally friendships between students at both schools occur.

Willow-Brook Lumber

The second largest employer in the area, the Willow-Brook Lumber company has two facilities: one close to the Sunside river and the highway and one a mile downriver. The office near the highway has a log exterior and is often mistaken for a small hotel. The mill and other large machinery, as well as the motor pool, is at the other facility down river.

The lumber company has been the cause in the past and present of ecological protests, as Chapman has only replaced half the trees he has cut down with saplings and has not followed animal conversation laws. The mill also pollutes the Sunside River, angering both magical and non-magical locals. Chapman, though a good business man, is a crooked one and has paid bribes to just about everyone save the Sheriff to make his business run more smoothly.



Wood Crest Diner

Wood Crest Diner is to lunch and dinner what Big-Oh's is to breakfast. Designed to look like a small lodge, the diner offers the best food in the area for the best prices, 12 hours a day/6 days a week starting at noon (closed Tuesdays).

All the food in the area comes from local farms; even the salt at the tables is mined in Maine. Everything is always cooked fresh, and the menu changes daily, with 6 entrees, 6 sides, and 4 desserts. The diner also serves burgers, fries, and malts everyday, with discounts to school students.

Willow-Mistt School of Magic



Location: Willow-Brook, Maine
Students: 45 (10 Neophytes, 15 Initiates, 10 Apprentices, 10 Interns)
Staff: 12
Head Mistress: Amora Mistt
Situated on Willow Lake, the school grounds cover some 50 acres. Once the home of a Revolutionary War major, it consists of the large mansion that holds the classrooms, main hall, and student dormitory. The former guesthouse is now converted into the teachers' residence. The stables house some twenty-four horses. The barn is converted into a storage area and home for the groundskeeper. New construction in the last one hundred years includes the parade grounds used for sports and other activities, the Headmistress's home that sits across from the teachers' residence, and a new dock that allows students access to the lake and water activities. The school's garden is near the docks and is designed to block view of the school from the lake with exotic trees and plant growth.

New Student at Willow-Mistt

Students must submit an application to the school and pass the entrance exam (on both mundane and mystical studies). Like all schools of magic, tuition is free. Once students are accepted, they can start school at the beginning of the next semester (fall starts in early August and ends in late December; spring starts mid-January and ends in mid-June). Students are divided up by age as typical with schools of magic (Neophytes are age 6-9; Initiates, 11-13; Apprentices, 14-15; Interns, 16) until graduation.

Students can bring to school:

- 1 large trunk or 2 large suitcases that contain any type of attire that would not offend the other students or the staff plus the following:
- 1 wand.
- 1 form of magical transport (no cars).
- Up to 10 magical devices or potions. The enrollment officer (usually an Intern) must approve each one.
- One familiar. Students are to take care of their familiars.
- Students may bring electrical devices, but must realize outlets are limited to 4 per dorm room.
- Items like books and other educational tools are allowed as dorm space allows.

Students are provided:

- 3 school uniforms. Students are responsible for school uniform up-keep.
- 2 pairs of standard buckled shoes and one pair of all weather boots.
- School weather coat and rain cloak with hood.
- The school will provide all schoolbooks.

Student Rules of Conduct:

1. Students shall treat all other students as sisters.
2. Students shall not cast harmful spells on other students.
3. Students shall not haze other students.
4. Students shall report on time to all school functions and classes.

5. Students are not to run, fly, or teleport in the halls.
6. Students are to treat staff members with respect and kindness and use "Ma'am" and "Sir" when speaking to them.
7. Students whose grades are unacceptable (not passing all classes) shall not be allowed to participate in extracurricular activities.
8. Students may only visit Willow-Brook in school-chaperoned outings or with permission of a staff member.
9. Students shall not use spells in the presence of Mundanes in the Willow-Brook community.
10. Students shall treat the school grounds and environs as if it was their home.



Rule Breaking and Demerits

Young Witches, though they may try not to, will occasionally break the rules. And though Teachers can seem to be all knowing, they are not, and sometimes Stars and Cast members can get away with breaking a rule. If they are caught, however, they will receive a demerit. A demerit as a mark on a person's record. Staff members can give them for bad behavior, low marks, or rule breaking. Usually, a student gains one demerit at a time, but for severe rule breaking or dangerous activity, up to 4 may be given. Students can work off demerits in two ways. A staff member can remove a demerit for the performance of action they deem extraordinary. This is rare, and most demerits are removed through "student details." The student can sign up for a detail, ranging from tutoring to helping clean and improve school grounds non-magically. "Student details" last from one to two hours a day, and it takes 4 hours on student detail to remove a demerit.

If a student accumulates 10 demerits, she is placed on probation for one month. If she breaks another rule (and she is caught) or she does not remove all demerits through "student detail" by the end of the month, she is expelled from school for the remainder of the semester.

Dorm Life

While at school, students live in the dormitory wing. Neophytes all live together in one large room, sharing a communal restroom and common area (where meals are shared and games are played). An Intern (most likely one interested in teaching as a future occupation) who lives in an adjoining room looks after the Neophytes. Neophytes are allowed in other parts of the dorm (though not in the rooms of students) but are usually escorted.

Initiates live 2-3 to a room (Directors should consider placing Stars as roommates). Three-person rooms are larger than two, but both have room for the students' beds, chests of drawers, wardrobes, and study desks. Each room also has a bathroom.

Apprentices share rooms 2 to a student. The rooms are slightly larger than Intern rooms and actually have separate bedrooms, as well as a small living room. Apprentices still share bathrooms.

Interns' rooms are about the same design and size of an Apprentice room with one added and sought-after feature. Each of the two students assigned to the room has a separate bathroom.

The dorm at Willow-Mistt also holds a large common area where students can congregate, study, and socialize. Enchantments at each of the dozen tables in this area prevent voices and noise from carrying more than a few feet. The common room also has an enchantment on the bookshelves so that common books can be transported there on request from the library and back again.

Students wishing to eat non-conjured food can either receive special permission to travel to Willow-Brook (almost always denied, except on weekends) or eat in the main hall, where food is served three times a day at a formal setting. The cook, a Ghost of a renowned chef, prepares meals the old-fashioned way and is open and friendly enough to do specialty orders for students if they give him at least one hour's notice.

School Curriculum

Willow-Mistt School, though a part of the Witches' World Council educational system, is also known to Mundanes as a prestigious private school. Most Mundanes have no idea about the magical side of the school, and the people of Willow-Brook think the staff and students that go there are normal in every way, despite some of them having eccentric natures and mannerisms. In fact, the Willow-Brook

Elementary and High Schools sometimes hold joint events with Willow-Mistt. This gives the girls a chance to interact with Mundanes and practice hiding their true natures.

Students attending Willow-Mistt above Neophyte level (most, if not all, Stars) attend classes on a schedule of five one-hour classes on Monday, Wednesday, and Friday and three two-hour classes on Tuesday and Thursday. Half the students' classes are mundane and the others, magical. Extracurricular activates take place after standard classes. Willow-Mistt offers the following mundane classes: Grammar, Literature, Mathematics (ranging from Algebra to Advanced Calculus), Mundane Science (biology, chemistry, physics, and astronomy), History, Philosophy, Music, Visual Arts, and Physical Education. Magical classes cover not only the different types of magic (Alteration, Conjuration, etc.) but also include Mystical History, Cryptozoology, Potions, and Enchantment classes.

The Director should allow Stars to choose their eight classes and the days they take them on. This will give the Star more depth, and the Director can use classes as starting points for drama between Star characters and Cast, as well as starting points for adventures.

Willow-Mistt Buildings

The Willow-Mistt school grounds consist of the large main building and several smaller ones. Stretching just shy of a mile, the school grounds are kept perfect and manicured year-round.

Main Hall

The Willow-Mistt main hall is in the center of the campus. The four wings of the house make it very reminiscent of an old, manor house, as do the creeping vines on the wall and the tall, arched windows. Each wing also houses different part of the school.

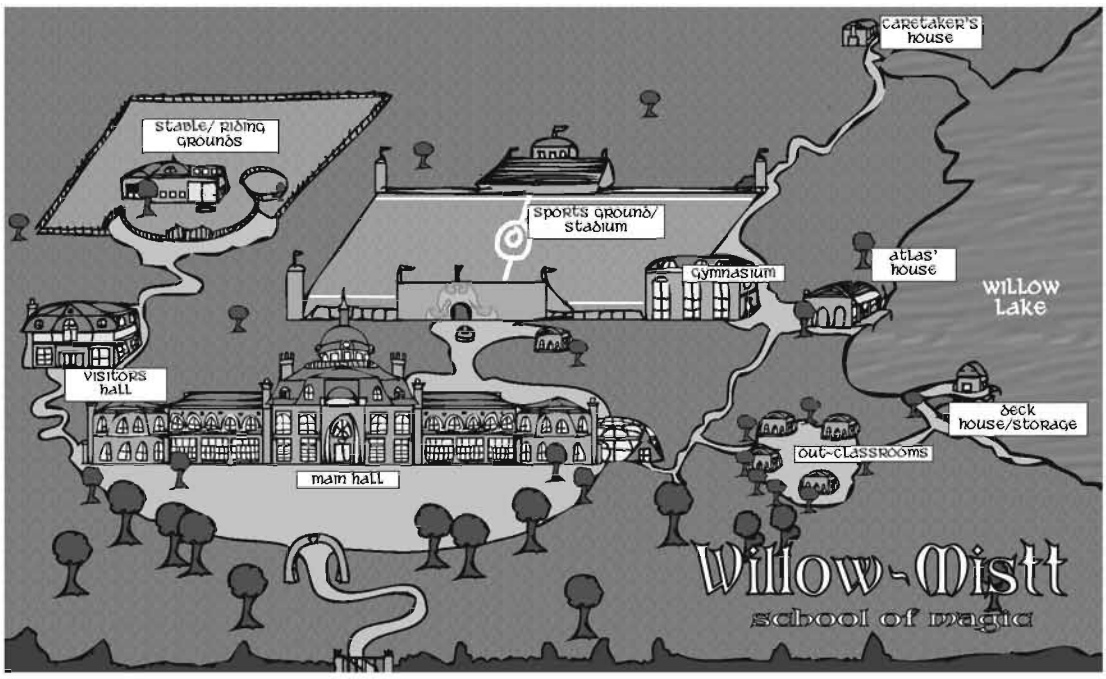
The largest wing facing the lake holds the actual classrooms and school offices. Mundane classes and school offices are on the ground floor, magical classes, on the second; and magical labs and storage, on the third. The use of magic is forbidden on the ground floor in case of mundane visitors, and it is frowned upon outside of classes throughout the wing.

The school wing has hard wood floors, wood paneled walls, and high ceilings. The three sets of stairs here curve upward with balconies that look down partially on the lower floors. Lining the walls here are original art from when the school was a home and pictures of past students and staff.

The student dormitories and dinning hall are in the second largest wing. The ground floor is the student common area with thousands of books on shelves that reach the 20 ft ceiling, a sitting area, and student organization meeting rooms. The dining hall is open for breakfast, lunch, and dinner. During breakfast and lunch, students can sit where they like, but at dinner, students sit in assigned areas with teachers and are told to be polite and social. The dining room can hold up to a hundred people but is usually set for staff and students on five long tables for dinner and more, smaller tables for breakfast and lunch.

The staff apartments take up another wing. The ground floor holds apartments for single staff members; the second floor, for staff with families and teachers with some pull; and the top floor, Ms. Mistt's home. Students are only allowed in this area with special permission. Also in this area is the staff meeting room.

The last wing faces the entrance and is the official visitors' entrance. Double doors open into a wide, open area with school trophies and awards, a fountain with a red, stone phoenix rising from the middle,



and the school crest tiled into the floor. In each corner is a statue of Lilith that seems to be holding up the ceiling with a hand. To either side of the room is the theater/concert hall and the library. Unlike the rest of the building, there is only one floor here, although the ceiling reaches up to the full height of three stories. Magic is also off limits in this area, as mundane visitors usually enter through this area.

Atlas's house

Atlas's house is simple, Mediterranean-style cottage with a welcoming patio and sun deck. Inside is a simple home with walls lined with trophies of the Immortals past, including more than a few taxidermy animal and monsters heads, weapons, and frescos of the battles, games, and adventures of the teacher. Moe Twitch and Derrick Kroft can be found here every Sunday, enjoying the little island of testosterone and watching sports and on Atlas' big screen TV.

Groundskeeper's Home

Moe Twitch, the groundskeeper, lives at the edge of the school grounds near the forest in a small, well-kept four-room cottage. Moe isn't very social and takes his meals here, too often cooking something foul smelling only he would eat.

Parade Grounds

The parade grounds cover the gate of the school and the lush, green lawn leading to the front entrance. Those entering the school do so through a winding road and a large gate of red stone and iron. The green lawns spread past the gate, forming the bulk of the parade grounds. Visitors will notice live peacocks on the lawn and small berry bushes lining the road to the main building.

The parade ground is often used by students for picnics or gatherings and for snowball fights in the winter.

School Greenhouse

Connected to the school wing is a large greenhouse. Home of mundane and magical plants, it's the source of some of the kitchen's fresh fruits and vegetables and the Potions and Herbalism classes' prized herbs.

The greenhouse is enchanted to stay at the perfect humidity and temperature for each plant, as well as providing the right nutrients and sunlight. Students are allowed to take samples of herbs and plants for classes but not for personal use. Dangerous herbs are kept in special rows and mystically guarded.

Sports Grounds

The sports ground sits across from the student dorms. The large, flat field ends at the tree line and has three small buildings: one for storage, one for locker rooms, and another is the home of Atlas Agrippa.

The storage and locker areas are connected. The storage room stores sports supplies and practice brooms for flight training. The locker room holds enough showers for Willow-Mistt sports team members and guest teams.

Stables

The school stables sit across from the staff apartments. The personal domain of Tandy McCormick, they holds the schools' two dozen horses for riding class, Tandy's Pegasus, and five milk cows (thanks a spell some time ago, one only gives chocolate milk). To the rear of the stable is a coral for the animals and a course where the riding class is held every Saturday morning.

Visitor, Hall

The visitors' dorm was once the manor's servants' quarters. It consists of two stories with a sitting room (once the building's kitchen), four communal bathrooms, and a dozen small bedrooms. Used for visiting students and parents, it isn't luxurious but is still well kept.



Staff

The Willow-Mistt staff is unique in the fact that it includes not only Witches but also Mundanes, Immortals, and Ghosts. Directors can use the Staff as examples for a school of their own design or use them as is. The Staff description covers not only their personalities, quirks, and attributes but also secrets that can be used to start adventures or provide more drama.
While most schools of magic are witch-run and operated, a few have spectral staffers, but Immortals and Mundanes are usually out of the question. Teachers, no matter their origins, are treated with respect. As with all schools of magic, casting on a teacher is ground for immediate expulsion from the school.

Because of the size of the student body and staff, most teachers teach multiple classes. The Headmistress tends solely to the running of the school but will step in if a teacher is sick or out for some reason.

Staff Cast

Listed here are the teachers at Willow-Mistt. Some of the more unusual or powerful ones have attributes as well as information.

Staff information includes:

- Character's Name
- Job: The character's job at the school if any.
- Age: Character's age.
- Place of Birth: Where the character was born.
- Motivation: The character's basic goal or motivation in life.
- Attributes
- Specific Attribute: Character's die/rank in that attribute.
- Skills: The characters skills or most commonly used skills.
- Traits: Characters quirks and Heritages.
- Abilities
- Special Ability or Power: Description of special ability/power.
- Magic: Magic types and ranks.
- Equipment
- Special Equipment: Properties of special item.
- Background: Basic character history and personality.
- Like and Dislikes: Things the characters enjoys or has problems with.





Amora Mistt

(Witch-Outsider)
Job: Headmistress
Age: 271
Place of birth: Philadelphia, PA
Motivation: To train well-rounded, responsible Witches and keep them safe.
Body:D6
Mind:D12+1
Senses:D6
Will:D12
Social:D10
Magic:D12+4

Life Points: 12 **Reflex:** 9
Resist Magic: 19 **Zap Points:** 32
Skills: Riding +5, Basics +10, Gourmet+3, Mythology +10, Hear: +3, Look: +3, Plucky +8, Mundane Etiquette +5, Leader +9, Scare+ 7, Casting +10, Cryptozoology +9, Enchantment + 7, Herbalism +8, Mysticism +10, Potions +9, Spell Breaker +9
Traits: Mysterious, Brainiac, Oracle
Abilities
Headmistress: Miss Mistt sees all and knows all at her school. Nothing goes on without her knowing it, and though she chooses to ignore a lot (hoping students will work things out on their own), she still can sense trouble brewing. Miss Mistt gains +2 all rolls when on school grounds and +4 to rolls when it comes to knowing what's going on at the school. Miss Mistt can also appear anywhere on the campus at will for 1 Zap point.
Wards: The Witch has cast spells on herself that are permanent in nature to protect her. The Witch ignores 2 points of damage and has +1 to Resist Magic.
Magic
Alteration 6, Conjuration 4, Divination 3, Healing 4, Illusion 6, Mental 5, Naturalism 4, Protection 4, Time and Space 6
Equipment
Black and Silver Wand: This twisting, black, wood cane with lace-patterned silver tip allows for the following:

- The ranges of spells act as if they're one MTR higher.
- The wand user may fire a bolt of lighting from the wand. The lightning does 15 points of damage.
- The wand user can negate any spell from a Willow-Mistt student with a touch.

The Eye of Selia: This basketball-sized crystal ball resembles an oversized bird eye made out of glass.

- A Witch with a Hard Mysticism skill ro can see what any single bird sees within 100 miles of the Eye.
- The Eye can also be used for Divination magic, granting +2 to casting Divination magic.

Background: Amora Mistt was born in pre-revolutionary America and grew up participating in one way or another in the growth of the country through every war up to the Civil War. Even before then, she ran a very successful leg of the Underground Railroad. Amora Mistt founded Willow-Mistt to be the premier American school of magic.

The often mysterious but understanding Headmistress runs the school like a mother. She treats her staff and students as her children. She expects respect and the best from her students, and though she's slow to anger, when she is pushed she has no problem striking back with the appropriate spell.

Likes: Tea, classical music, and students.
Dislikes: Busybodies, bigotry, and the WWC sticking its nose in her school's business.

Allison Cadabra



(Witch-Insider)
Job: Teacher (Conjuration and Enchantment)
Age: 93
Place of Birth: Buffalo, NY
Motivation: To entertain her students, as well as teach them to enjoy their powers.
Body:D6
Mind:D8
Senses:D8
Will:D8
Social:D8 **Magic:**D12+
Life Points: 12 **Reflex:** 10
Resist Magic: 17 **Zap Points:** 28
Skills: Acrobatics +4, Basics +6, Hear +4, Hide +6, Look +4, Pop Culture +4, Urchin +6, Casting +8, Enchantment +7, Mysticism +8
Traits: Entertainer, Zap-Happy, Hypnotic
Abilities
Magician: Alison has the ability to make real magic look like magic tricks. Anyone seeing her perform magic must make a Mind roll of Very Hard difficulty to even start thinking what she saw was more than a trick. Alison also gains +2 to rolls for actions dealing with performing stage magic or actions that can benefit from stage magic (like picking locks or slight-of-hand)
Magic
Conjuration 6, Elementalism 3, Mentalism 4, Protection 3, Offense 3, Time and Space 4

Equipment
Top Hat: Alison's black, silk top hat has many magical properties:
- It can conjure normal animals that can exit the hat's opening for 1 Zap point.
- It can also be used as a holding area some 10 ft by 10 ft on the inside. No matter how much is placed or teleported inside the hat, it never changes size or weight, and Alison can always pull out exactly what she wants that's inside the hat.

Wand of Cadabra: Allison has a magician style wand created by her.
- The wand provides +2 to all casting for Conjuration magic.
- It also provides the standard abilities for a magician's wand.

Background: Born Allison Cohen in early 1900's, this young woman worked as a magician's assistant for her late husband, the amazing Arnold Cadabra, a stage magician who never knew most of the magic he thought he was doing was actually his wife's work. After Arnold died in 1975, Allison assumed the role of her daughter and heir to the Cadabra magician legacy and moved to Las Vegas. She performed as a female magician for three years before realizing no one wanted to see a female magician. But what was Vegas' loss was Willow-Mistt's gain, as the still flamboyant Witch became a teacher at the school.

Allison is a bit Zap-Happy and enjoys the freedom of being able to use magic at any time she chooses at the school. She always appears before her class in a big puff a smoke and is rarely seen without a top hat. To Allison, every day of her life is a performance that shall be remembered.

Likes: Being entertained, entertaining g others, and imaginative uses of Conjuration.
Dislikes: Magical society, non-imaginative people, the quiet.

Atlas Agrippa



(Immortal)
Job: Teacher (Physical Education and History)
Age: 1120
Place of Birth: Somewhere in Greece (he kind of forgot where exactly)
Motivation: To bring history alive for his students
Body:D12
Mind:D8
Senses:D10 **Will:**D10
Social:D8 **Magic:**D12
Life Points: 25 **Reflex:** 15
Resist Magic: 17 **Zap Points:** 24
Skills: Athletics +8, Basics +9, Fighting +8, First Aid +7, Mythology +7, Pluck +10, Sports +10, Cryptozoology +6, Mysticism +6, Power +9
Traits: Jock, Warrior, Atlasian
Abilities
Atlasian (6)
Legendary Strength (4)
Tough Hide (2)
Magic
Elementalism 6
Equipment
Ax or Atlas: Atlas has an enchanted ax created by the great Vulcan (Immortal Warlock and artifact creator).
- The ax does +5 Damage.
- The large, double bladed ax returns to the hand of the person throwing it.
- The Ax itself has 20 Life points and ignores 5 points of damage done to it.

Willow-Mistt Signet Ring: A gift from Ms. Mistt, this ring renders the wearer immune to all magic from Willow-Mistt students.
Background: Immortals make great history teachers. It's a known fact, as they have lived it even more so than Witches. Atlas Agrippa was a foundling and was raised in Greece. His parents saw that even as a baby he was large, thus his name. By the time the boy was fully grown, he was just at seven feet tall. Throughout history, Atlas has been many things, most notably a side show string man, wrestler, and monster hunter.

Atlas is always full of stories for his students. He sometimes forgets he's supposed to be teaching and just tells stories about his past adventures and the famous people he's known. Students tend to think he's an easy teacher and don't realize exactly how much he has taught them not only about sports and history but also about living.

Likes: Sports, telling stories about his past, and flirting with the

female teachers (especially Hagatha).
Dislikes: Wicked use of magic, laziness, and cowardice.

Constance (Connie) Li



(Witch-Insider)
Job: Teacher (Divination and Mentalism)
Age: 25
Place of Birth: Hong Kong, China
Motivation: Getting out of a deal with her parents without getting into more trouble.
Body:D6
Mind:D10 **Senses:**D6
Will:D8 **Social:**D8
Magic:D12+1
Life Points: 12 **Reflex:** 9
Resist Magic: 16 **Zap Points:** 26
Skills: Bargain +7, Basics +6, Computers +3, Dancing +3, Drive +2, Gossip +3, Pop Culture +4, Casting +7, Broom Riding +3, Cryptozoology +5, Herbalism +5, Mysticism +5, Potion +6
Traits: Friendly, Rich, The Sight
Abilities
Bargain Hunter: Connie can always find a good bargain and usually pays -2 allowance points for everything she buys.
Magic
Cybermancy 3, Divination 6, Healing 2, Mentalism 6, Protection 2, Time and Space 3
Equipment
Cell Phone: Connie uses an enchanted cell phone.

- The phone can dial from anywhere, including other dimensions.
- For 1 Zap, it can summon anyone with a Resist Magic under 12 to her side.
- The phone can also dial up the spirits of the dead (but only those willing to talk through the phone).
- The cell phone also acts as Connie's wand.

Background: Constance Li loves big cities. She loves to shop. She loves all the restaurants. She has no idea how she was talked into being a teacher at a tiny, little school of magic. A modern Witch with a love of modern things, Constance's parents were born in Hong-Kong and spoiled their daughter rotten until she graduated from college. Then, they cut her off from their wealth and told her she'd have to earn a living for 10 years before gaining access to her inheritance. So, until then Constance teaches, knowing she's just 8 years from her goal.

Constance hates the forest, the trees, and anything dealing with getting dirty, the wilderness, or animals. She's good friends with Derrick and Susan Kroft and is constantly being made fun of by Tandy (who calls her a city slicker).

Likes: Shopping, shoes, and a good bargain.
Dislikes: Generic anything, the wilderness, and messes.

Derrick Kroft (Mundane)



Job: Teacher (Grammar, Literature, and Drama)
Age: 35
Place of Birth: New York, NY
Motivation: To be the best husband, father, and teacher he can possibly be.
Body:D6
Mind:D8
Senses:D6
Will:D4
Social:D6
Magic:D4
Life Points: 12 **Reflex:** 9
Resist Magic: 7 **Zap Points:** 8
Skills: Basics +7, Computers +5, Drive +5, Fix-Electronics +3, Fix-Mechanical +3, Mundane Etiquette +2, Mythology +1, Plucky +4, Cryptozoology +1
Traits: Friendly, Goody-Goody
Abilities
True Believer
Magic
None
Equipment
Willow-Mistt Signet ring: A gift from Ms. Mistt upon joining the staff. This ring renders the wearer immune to all magic from Willow-Mistt students.
Background: Derrick Kroft was born to an upper middle class family. He was good student and amateur actor. Like most Mundanes, he grew up never knowing there was magic in the world until while attending graduate school, he met Susan Bradford, a good-natured and funny young woman attending the same college as he. Derrick fell in love with Susan and after a year of dating, Susan told him something that changed his world. She was a Witch.

Derrick accepted Susan for what she was, and the two married after graduating. Not long after that, Susan was asked to come to work at Willow-Mistt. The new couple moved to the small town of Willow-Brook, and Derrick took a job as a librarian in town. When an opening for some mundane classes became available at Willow-Mistt, Miss Mistt asked Derrick if he would like the job.

Derrick, unlike a lot of mortals who know about Witches, isn't afraid of them. He treats them with respect and expects the same respect back. Well respected by most of his colleagues (the Exception being Ursula Scratch) and most of the students, he is willing to do anything to help his students excel and has been the source of many a harmless schoolgirl crush.

Likes: Theater, watching basketball, and teaching.
Dislikes: Being lied to, his mother-in-law, and Ursula Scratch.



Ebony LaRue (Witch-Insider)

Job: Teacher (Necromancy, Curses and Music)
Age: 120
Place of Birth: New Orleans, LA
Motivation: To help her students learn how to enjoy life.
Body:D6
Mind:D10
Senses:D6
Will:D8

Social: D8 **Magic:** D12+2
Life Points: 12 **Reflex:** 9
Resist Magic: 19 **Zap Points:** 28
Skills: Basis +6, Legendaries +7, Mythology +7, Gossip +7, Instrument +7, Scare +7, Singing +9, Casting +9, Potions +5, Enchantment +5, Mysticism +6, Spell Breaker +9
Traits: Beautiful, Trickster, Hexer

Abilities

Voodooist: Ebony understands the magical art of sympathetic magic. If she has a personal item, finger/toenail, strand of hair, or drop of blood, she can create a magical doll, candle, or lump of clay. She can then use those items to cast spells on the person whose personal effects she used at any range for just one extra Zap point. Also, for as long as she has that item on her, the person whom the item represents cannot harm her.

Wards: The Witch has cast spells on herself that are permanent in nature to protect her. The Witch ignores 2 points of damage and has +1 to Resist Magic.

Magic

Alteration 4, Curses 6, Mental 5, Naturalism 4, Necromancy 7, Offense 5, Protection 4, Time and Space 4.

Equipment

Gold Talon Ring: Worn on her right hand, this gold ring is linked and covers the entire finger, ending in a gold fingernail.

- All spells cast from that finger reduce the magic resistance of the target by 1 for D6 days. This ring can lower the target's magic resistance by up to a total of 5 points.
- The ring also acts as a wand.

Background: Ebony's mother was a legendary Voodoo-queen of the New Orleans area. She used her powers to help the poor and to make a good living selling potions, curses, and blessings to those who believed in her power. Ebony learned well from her mother and eventually took her mother's place in the area. But Ebony wasn't satisfied with the job, and when Miss Mistt offered her a job at her school, Ebony jumped at the chance.

Ebony is a perfectionist and expects only the best from her students. She also expects their undivided attention in class. Students see Ebony as stern, and unlike her fellow teachers, they rarely get to see the witty and mischievous Witch known for playing pranks among the staff.

Likes: Good music, good food, and good students.
Dislikes: Music made after the 1970's, snobs, and Vampires.



Hagatha Cross (Witch-Sorceress)

Job: Teacher (Protection, Time and Space, and Potions)
Age: 75 (looks 25)
Place of Birth: Green Bay, WI
Motivation: To be seen as a whole person, not as someone disabled.
Body:D6
Mind:D10
Senses:D6

Will:D8 **Social:**D8
Magic:D12+1
Life Points: 12 **Reflex:** 9
Resist Magic: 16 **Zap Points:** 26
Skills: Basics +6, Computers +12, Dancing +3, Garden +4, Look +5, Plucky +3, Casting +7, Broom Riding +4, Cryptozoology +5, Focus +5, Herbalism +5, Mysticism +7, Potion +8
Traits: Friendly, Hags Syndrome, Evil Eye

Abilities

Ricochet Spell: When casting spells as beams from her eyes, Hagatha can spend an extra Zap point to bounce the spell off an item, making it turn directions and allowing her to cast spells on things not in her line of sight. She can spend multiple Zap points for multiple bounces.

Magic

Alteration 2, Conjuration 4, Divination 3, Elementalism 3, Mentalism 3, Offense 2, Protection 5, Time and Space 5

Equipment

Polarized Glasses: Hagatha owns a pair of Polarized glasses with a special enchantment. Only Hagatha can remove the glasses.

Background: Born with both Hags Syndrome and the Evil Eye, Hagatha Cross didn't fit into witch or mundane society. Thankfully, when she came to Willow-Mistt as a child, Miss Mistt made the young girls see her true worth early on. Hagatha grew up as well adjusted as one could hope, despite her green skin and dark, cat eyeglasses. She is very popular among students for her sense of humor and outgoing nature.

Hagatha is good friends with Miss Mistt and Ebony Le Rue. She doesn't like Ursula (Ursula treats her with slightly less contempt then she treats Mundanes). Students who first meet her tend to be afraid, expecting her to be a "wicked Witch," but soon discover she's almost the exact opposite of that cliché.

Likes: The color red, making friends, and throwing parties.
Dislikes: Ursula Scratch, Highbinders, and bigots.



Moe Twitch

(Mundane)
Job: Groundskeeper, Janitor
Age: 40ish
Place of Birth: New York, NY
Motivation: To try to stay alive and in one piece.
Body:D6
Mind:D6
Senses:D8
Will:D4
Social:D4
Magic:D2
Life Points: 12
Reflex: 9**Resist Magic:** 5
Zap Points: 4
Skills: Fib +1, Gossip +2, Garden +7, Hear +6, Urchin +5
Traits: Coward, Ruffian

Abilities

Senses: Moe has a rat-like sense of smell and gains +4 to Senses rolls when using his nose.
Rat Form: Moe can spend a Zap point to turn into a rat for up to an hour.

Equipment

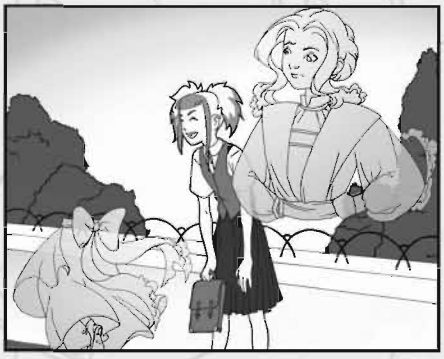
Tool Box: A gift from Mia Sanchez, this large, red toolbox never seems to get dirty or dinged.

It allows Moe to pull any normal tool he needs from it from his storage shed. The tools vanish from the shed when they are pulled from the box and return to where they were in the shed when placed back into the box. The box allows Moe to pull out a tool as large as a shovel or rake but sadly not his lawn mower.

Background: Moe Twitch was not always a person. Once, he was a rat living in an alley in New York. When some children decided to torture the beast while Ms Mistt watched, they found the creature suddenly turned into a man. Upon becoming human, Moe found out he liked it, and Miss Mistt, seeing the need for someone to take care of the yards and buildings of her school, offered him a job (the last caretaker insulted Ursula Scratch and was reduced to a smoldering stain before he had the chance to scream).

Despite being human, Moe has a slightly rat-like appearance and is very skittish, to the point of almost being afraid of his own shadow.

Likes: Being human, cheese, and Miss Mistt.
Dislikes: Turning into a rat, having spells cast on him, and hard work.





Molly Daggle

(Ghost)
Job: Cook
Age: 115
Place of Birth: San Francisco, CA
Motivation: To make sure everyone is well fed and happy.
Body:D6
Mind:D8
Senses:D6
Will:D6
Social:D6
Magic:D6
Life Points: 12 **Reflex:** 09
Resist Magic: 9 **Zap Points:** 12
Skills: Art +4, First Aid +2, Garden +4, Gossip +3, Gourmet +10, Plucky +3
Traits: Friendly, Calm

Abilities

Spirit: Ghosts normally have no form and cannot be seen or heard or felt (save for a cold shiver). Ghosts while in this form are immune to all magic save Necromancy and Mental. They also are immune to all physical attacks and can walk through walls. They cannot do any harm in this form. Ghosts can also fly up to 20 mph.
Manifest: Ghosts in this form appear as pale, transparent versions of their human form. They may use their limbs to move things and talk to non-magical and magical beings. In this form, they can are still immune to all but the above mentioned magic and all damage done to them by any non-magical attack is halved. If a Ghost's Life points reach 0, they vanish for 24 hours. Manifesting costs 1 Zap point a minute for a Ghost.
Mind over Matter: Molly has mastered how to move things at range. She can move up to 300 lbs at up to 100 ft. She can also divide up that effort up to including moving up to twenty different things at once (as long as the total weight doesn't exceed 300 lbs). This allows her to do at range 20 tasks at once, the perfect power for someone running a large kitchen.

Magic

None

Equipment

Anchor: A simple, smooth stone was created by Miss Mistt, and anyone holding it can control Molly. Thankfully, Molly is in possession of it and has hidden it well.
Background: Molly Daggle was once a promising cook at an 1800's boarding house. Her life ended tragically when the boarding house burned down thanks to an angry Witch. That same Witch trapped Molly's spirit in a Ghost Gem and made Molly work as her cook for almost twenty years before Miss Mistt was given the Gem as a gift from a student's parent. Miss Mistt freed Molly and offered her a job at the school. Molly would be turned into a full fledge Ghost and granted independence if she accepted. Molly accepted and has been the school's cook ever since.

Molly has learned to use her ghostly powers over the years and can manifest in a manner that makes her look totally human and alive. She can also move multiple things at the same time with her thoughts, allowing her to run the entire kitchen by herself.

Likes: Cooking, talking to students, and occasional trips in the mun-

dane world.
Dislikes: Being alone, seeing other Ghosts being controlled, and picky students.



Nina Sanchez

(Witch-Outsider)
Job: Teacher (Healing, Herbalism, Mathematics, and Mundane Science)
Age: 27
Place of Birth: Denver, CO
Motivation: To push herself to her limits and show her students how to live without magic.

Body:D8+1 **Mind:**D10
Senses:D6 **Will:**D8
Social:D8 **Magic:**D12+1
Life Points: 15 **Reflex:** 10
Resist Magic: 19 **Zap Points:** 28
Skills: Athletics +5, Acrobatics +5, Basics +7, Computers +3, Drive +2, Fighting +2, Hear +4, Plucky +5, Science +8, Sports +5, Casting +7, Broom Riding +3, Cryptozoology +5, Focused +7, Herbalism +7, Mysticism +5, Potion +6
Traits: Jock, Friendly, Attuned
Abilities
Lucky: Luck just sees to be on Nina's side. Nina gains +1 to all rolls. She can spend 2 Zaps to raise a roll by another +1 up to a +5. She cannot use this ability to affect magic skills.
Magic
Conjuration 3, Curse 2, Cybermancy 2, Healing 6, Mentalism 3, Protection 4
Equipment
None
Background: Nina may have only learned the how to use Healing magic to help herself in her love of extreme sports. Her love of adventure started when she first learned to fly a broom, then expanded as her scientific studies lead her to oceans to surf on while studying marine biology, mountains to climb while learning geology, and bungee cords used in exploring physics. If Nina loves anything more than danger, it is science and teaching.

Nina is very popular among the more adventurous students. On her off days, she's often seen climbing the more dangerous parts of Buccaneer Hill or kayaking down the more dangerous parts of Sunside River. Though Nina has made many friends among the staff, her lack of proper views about "mundane past times" has made her an enemy of Ursula, who sees her as a bad influence.

Likes: Dangers, adventure, and sports.
Dislikes: Quiet, boring people, and hiding she's a Witch.



Susan Kroft

(Witch-Sorceress)
Job: Teacher (Computers and Cybermancy)
Age: 34
Place of Birth: Portland, ME
Motivation: To be the best wife, mother, and teacher she can.
Body:D6
Mind:D10
Senses: D10
Will:D10 **Social:**D10
Magic:D12+1
Life Points: 12 **Reflex:** 11
Resist Magic: 18 **Zap Points:** 26
Skills: Basis +7, Computer +7, Drive +3, Fix-Electronics +4, Leader +4, Legendaries +8, Casting +8, Cryptozoology +7, Mysticism +8, and Mythology 8
Persona Traits: Brainiac, Goody-Goody, 21st Century Digital Witch.
Abilities
Caller: Susan can make her voice heard across the astral void, allowing her to send short messages to people just by talking aloud to them. She can spend 1 Zap to send one short message to anyone, any place. The person receiving the message hears it in her mind and not aloud.
Magic
Alteration 2, Divination 1, Cybermancy 6, Elementalism 1, Mentalism 5, Protection 4, Time and Space 3
Equipment
None
Background: Susan Bradford comes from a long line of New England Witches. A former student at Willow-Mistt, she was always good-natured and popular. A disappointment to her social climbing mother, Susan wanted to do nothing more than teach after graduating. While in college, she meet her husband-to-be, Derrick, and through support and love, the two managed to not only excel in college but also survive Susan's mother's plans to break the them up. She though Derrick was beneath her daughter and was none too happy to find out that Derrick had no problem standing up to the powerful, old Witch.

Susan went to work at Willow-Mistt after college, and Derrick soon followed. Susan is a popular teacher and is seen as a big sister figure among the girls who have no problem talking to her about their problems

Likes: Her family, helping students with their problems, and computers.
Dislikes: Her mother butting in, the WWC butting in, and nosey people in general.



Tandy McCormick

(Witch-Insider)
Job: Teacher (Elementalism, Riding, Broom Riding, and Cryptozoology).
Age: 28
Place of Birth: Ft. Worth, TX
Motivation: To teach others have to live in harmony with nature.
Body:D6
Mind:D8
Senses:D8 **Will:**D8
Social:D8 **Magic:**D12+1
Life Points: 13 **Reflex:** 9
Resist Magic: 16 **Zap Points:** 26
Skills: Athletics +5, Basics +7, Computers +3, First Aid +4, Hear +4, Plucky +4, Sports +3, Streetwise +3, Casting +7, Broom Riding +9, Cryptozoology +8, Mysticism +5, Potion +6
Traits: Brave, Flier, Shamaness
Abilities
Natural: Tandy's presence does not frighten animals or cause them worry. In fact, animals really love her, and she has +2 to all Social rolls when dealing with animals.
Magic
Divination 2, Elementalism 7, Healing 2, Offense 3, Protection 3
Equipment
Twister: Twister is Tandy's friend. He does not consider himself a horse or a pet but more of a partner in helping others understand nature and animals. He's a good-natured Pegasus but is very protective of Tandy and the children at the school. He can be a bit intimidating if riled up and has a soft spot for the lady horses.

A large, North American breed, he looks like a large black stallion with large black wings and dark purple eyes. Like a typical ridden, winged horse, he has a special secure saddle and shoes made of silvery moon metal. He has the following attributes, skills, and abilities:
Body:D10 **Mind:**D4 **Senses:**D8 **Will:**D4 **Social:**D4 **Magic:**D6
Life Points: 20 **Reflex:** 13 **Resist Magic:** 9 **Zap Points:** 12
Skills: Athletics +3, Fighting +3, Look +3, Flying +3
Abilities
Flight: Twister can fly to 200 mph.
Hooves: Twister's hooves add +3 to fighting damage.
Background: Tandy was born and raised near Ft. Worth, Texas, on a cattle ranch owned by her family for generations. A cowgirl at heart, Tandy loves animals and the outdoors. Often made fun of because of her Texas accent and the cowgirl-like attire she wears to class, the Rustic Witch doesn't really care. In fact, Tandy is probably the easiest-going, most down-to-earth Witch a character is liable to meet.

It took Miss Mistt some time to convince Tandy to leave a magical horse-grooming ranch she worked at and come to Willow-Mistt. Only after Miss Mistt convinced Twister to talk to Tandy on her behalf did the things work out for the Headmistress.

Likes: Riding, the outdoors, and exploring.
Dislikes: Big cities, uppity Witches and people, and people who are not kind to animals.



Ursula Scratch

(Witch-Sorceress)
Job: Teacher (Alteration, Offense, and Mysticism)
Age: 253
Place of Birth: Kent, England
Motivation: To become Headmistress of Willow-Mistt
Body:D6
Mind:D10
Senses:D8
Will: D10 **Social:**D10
Magic:D12+3
Life Points: 10 **Reflex:** 7
Resist Magic: 20 **Zap Points**: 32
Skills: Basis +10, Hear +7, Gossip +7, Leader +5, Mythology +9, Scare +10, Casting +10, Broom Riding +5, Cryptozoology +?, Potions +8, Enchantment +8, Focus +8, Magical Etiquette +8, Mysticism +10, Spell Breaker +9
Traits: Devious, Queen Bee, Attuned
Abilities
Wards: The Witch has cast spells on herself that are permanent in nature to protect her. The Witch ignores 2 points of damage and has +1 to Resist Magic.
High Binder: Highbinders are witch elitists. They believe Witches should rule the world openly and that mortals and all Otherkin should serve them. Highbinders are organized and help other Highbinders gain power and prestige, granting the member +1 to all Social rolls when talking to people in power in the witch community. They also train in casting on mortals. Highbinders gain +2 to Casting when using spells on Mundanes.
Magic
Alteration 7, Conjuration 4, Curses 5, Mentalism 6, Naturalism 4, Offense 5, Protection 5, Time and Space 4.
Equipment
Highbinder Ring: Ursula owns a ring that identifies her as a Highbinder.
- The ring allows Ursula to communicate with any highbinder with a ring telepathically at any distance.

Hour Glass Broach: This Broach is a powerful family heirloom and looks like a ruby and gold hourglass.
- The wearer can touch it twice a day and add up to an hour to time around them and the room they are in. To the outside world, time moves the same, but in the area altered, up to 1 hour may be added. Ursula often uses this to extend some of her classes.

Background: Ursula is a proper Witch. In other words, she despises Mundanes, does not suffer fools, and is always prim and proper. Ursula is the only Witch in her family as far as anyone knows. At first, other Witches looked down on her for that reason, but through hard work and a ruthlessness that rivals the sorceresses of legend, she has become someone respected and feared.

Ursula is the most hated teacher at Willow-Mistt. She gives the most homework, she uses magic to extend her classes for hours at a time, and she looks down her noise at everyone. Non-witch teachers are beneath her notice, and she rarely even speaks to them, unless it's to threaten their painful destruction. Ursula also thinks Miss Mistt isn't running the school like a proper school for Witches and often speaks

to anyone that listens about how she would be a much better Headmistress. In fact, when Miss Mistt isn't at the school, Ursula is not above trying to make changes in rules and curriculum as she attempts to temporarily take over. And though the town of Willow-Brook may not know it, the rise in the frog and toad populations is due more to tourists and others annoying Ursula than anything else. In fact, the only time Ursula seems to enjoy herself is when she's turning Mundanes into toads and frogs for little or no reason.

Likes: Being a Highbinder, being a superior being (Witch), and putting humans in their place.
Dislikes: Witches who treat mortals as equals, Mortals, and Otherkin.



Valerie Grey

(Witch-Outsider)
Job: Teacher (Protection and Potions)
Age: 54 (Looks 23)
Place of Birth: Boston, MA
Motivation: To serve Ursula Scratch in hopes of one day being made a Highbinder.
Body:D4
Mind:D10
Senses:D6
Will:D6
Social:D4 **Magic:**D12+1
Life Points: 8 **Reflex:** 7
Resist Magic: 16 **Zap Points:** 26
Skills: Basics +4, Computers +1, Garden +7, Mythology +2, Casting +8, Enchantment +5, Focus +4, Herbalism +9, Mysticism +8, Potions +9
Traits: Meek, Lackey, Warder

Abilities

Ward Maker: Valerie can create powerful wards on people, places, and things. Wards last forever or until the spell is removed or broken (and even they can restore themselves). Valerie can spend 5 Zap points to cast a ward granting +1 Resist magic and allowing the person or thing under it to ignore 1 point of any kind of damage. Valerie must make a Very Hard Enchantment roll to succeed in creating the Ward.

Magic

Conjuration 3, Curses 4, Cybermancy 1, Healing 3, Mentalism 4, Protection 6, Time and Space 3

Equipment

Gold/Onyx Wand: Valerie still uses her wand for every spell she casts. In fact, she's so insecure that she can barely cast spells without her wand. This gold wand with an onyx bottom grants:

- +1 Casting of all spells and +2 when casting Protective magic or Wards.
- -1 Zap cost to all spells.

Background: Valerie is a shy Witch who keeps to herself when not teaching class. Even in class, she speaks just above a whisper and never raises her voice. A bit awkward in social situations, Valerie avoids any type of interaction not part of her job. To Valerie's surprise and irritation, Tandy McCormick and Atlas Agrippa have taken it upon themselves to bring the shy Witch out of her shell.

Directors should keep in mind that Valerie is afraid of Ursula Scratch and is often bullied by the older, more powerful Witch into doing things she'd rather not, in hopes of one day being invited into the Highbinders.

Likes: Reading, quiet, and being alone.
Dislikes: Witch Hunters (killed her mother), loud noises, and social situations.



Students of Note

Willow-Mistt has 45 students in a normal school year. This gives the director plenty of room to create their own Cast Witch Girls, as well as use some of the more famous and infamous students provided here.



Amber Davis

(Witch-Insider)
Age: 15
Job: Student (Apprentice)
Place of Birth: Chicago, IL
Motivation: To become the best witch fashion designer of all times.
Body:D6
Mind:D8
Senses:D6
Will:D6
Social:D8
Magic:D8
Life Points: 13
Reflex: 9
Resist Magic: 11
Zap Points: 16
Skills: Art +3, Bargain +3, Basics +2, Computers +2, Leader +2, Plucky +3, Fib +2, Sports +2, Streetwise +1, Casting +5, Broom Riding +3, Enchantment +2, Mysticism +2
Traits: Tough, Urban, Conjurer

Abilities

Fashion Designer: Amber gains +2 to rolls involving fashion design and clothing creation.

Light Weaver: Amber can weave physical material with her wand from sunlight, rainbows, shadow, and moonlight. She can create for 1 Zap point 5 feet of material in 2-3 hours. The material is far more durable, beautiful, and easier to work with than mortal fabric and never gets dirty. Also, because of the material's magical nature, it cannot be conjured and can be sold to people who create magical clothing (although Amber makes her own clothing out of it).

Magic

Alteration 2, Conjuration 4, Curses 1, Divination 1, Protection 2

Equipment

Jeweled Wand: Amber has a wooden wand with 6 small gems mounted around the tip and end.

- The wand grants -1 Zap to all spells.
- It gives -2 Zap to Conjuration spells.
- Conjuration spells are cast at +1 Casting.

Ankh Choker: Amber's ankh choker was a gift to her from mother.

- It protects Amber, allowing her to ignore 1 point of damage from any attack.

Background: Amber is a born leader and also a good listener. She's the kind of friend who comes up with good ideas and knows everyone's strengths and weaknesses well enough to make a plan work without a hitch… most of the time.

The daughter of a Witch and a NFL linebacker, Amber inherited a lot more from her father than mother. Still she tries to be athletic even though she hates to get dirty or anything associated with dirt.

Amber is an accomplished Witch and excels at Conjuration, which she uses to make her own brand of clothing to wear and to try out new fashion design ideas. However, just because she can make something out of nothing doesn't mean she doesn't like to purchase things. In fact, Amber is a notorious regular at the Willow-Brook Mall.

Likes: Shopping, singing, and fashion design.
Dislikes: Slimy things, getting dirty, and not being listened to.



Amy Olson

(Witch-Rustic)
Age: 13
Job: Student (Initiate)
Place of Birth: Digahol, ID
Motivation: Winning and being the best she can be at everything.
Body:D8+1
Mind:D6
Senses:D8
Will:D6+1
Social:D6
Magic:D8
Life Points: 20
Reflex: 12
Resist Magic: 11
Zap Points: 16
Skills: Acrobatics +1, Athletics + 2, Basics +3, Computers +3, Games +3, Fighting +2, Hearing +1, Mythology +3, Plucky +1, Pop Culture +1, Tracking +3, Sports +4, Casting +4, Broom Riding +3, Cryptozoology +3, Herbalism +3
Traits: Jock, Unshakable, Shamaness

Abilities

Broom Control: Amy has used her natural Shamaness abilities to talk to her broom (which is made of wood and straw) and has over time awakened it enough to control it at range. Amy can call her broom telepathically to her if it's within a mile and command it to do things like sweep, attack, and even hide. This ability costs no Zap points.

Magic

Divination 2, Elementalism 4, Illusion 2, Protect 1

Equipment

Dryad Wand: Amy uses a simple carved wooden wand.

- It gives -1 to Zap cost.
- It gives +1 to casting when casting spells on things made of wood.
- It can be told to point toward north or water.

Soccer Ball: Amy's personal soccer ball is enchanted to help her practice.

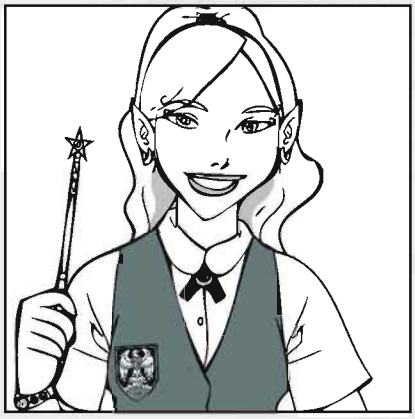
- The soccer ball can be enchanted to help her perform soccer drills on her own.
- The soccer ball can be commanded to return when kicked.
- The ball does 5 points of damage on command when kicked at a target (costs 1 Zap point).

Background: Amy is a bit rough around the edges for a typical Witch. She loves running, jumping, playing sports, and competing in just about anything. When it comes to sports, Amy excels and she hates losing just as much as she loves to win. She's the kind of friend that will push you to do better and never give up.

Amy is a natural Witch in every sense of the word. She grew up in Idaho and moved with her family to Willow-Brook when her father was offered the position of Sheriff there. She had over the years trained herself to perform little feats of magic, most involving nature, and had no idea there were others like her until she befriended Lillian

and was brought to the attention of school Headmistress, Miss Mistt.

Amy has a connection to nature that her training as a Witch has increased. She can call wind and rains, fly on a broom faster than anyone at the school, and talk to plants and animals. Amy's athleticism and love of nature makes her an excellent camper, and many times she has led her friends on a hikes to her favorite place, Buccaneer Hill.
Likes: Sports, nature, and winning
Dislikes: Losing, looking too girly, and people who give up.



Ashley White
(Witch-Sorceress)
Age: 16
Job: Student (Intern)
Place of Birth: Prince Edwards Island -Canada
Motivation: Getting into the godmother's guild and teaching others the error of their ways through magic.
Body:D6
Mind:D10 **Senses:**D6
Will: D8 **Social:** D8 **Magic:** D10+1
Life Points: 12 **Reflex:** 9
Resist Magic: 13 **Zap Points:** 22
Skills: **Art +2,** Basics +2, Computers + 4, Dancing +2, Drive+2 , Garden +2, Leader+1, Mythology +2, Singing +2, Casting +7, Enchantment +2, Focus +3, Herbalism +4, Magical Etiquette +2, Mysticism +4, Potions +6
Traits: **Mary Sue, Trickster**, **Half Otherkin** (Fae)
Abilities
Instant Karma: Ashley has the uncanny ability to not only know when someone has done something wrong but the perfect spell needed to teach them the error of their ways. Any spell Ashley casts to teach a person a lesson is considered one MTR higher and is +1 to casting.
Magic
Alteration 4, Conjuration 2, Cybermancy 2, Divination 1, Mentalism 2, Protection 1, Time and Space 1
Equipment
Godmother in training wand: This gold wand with silver star tip is a gift from the Godmother's guild.
The wand grants:
-1 Zap points.
It adds +1 casting when helping people.
For 1 Zap Point the wand can glow like a flash light for up to an hour.
Star Bracelet: This bracelet is a gift from Ashley's dead father grants her limited protection.
Ashley ignores 1 point of damage from mundane and magical attacks.
Ashley gains +2 to resist Fae magic..
Background: Ashley is the product of a mixed marriage. Her mother is a witch and her father was High-Fae lord. Growing up in the magical world Ashley had little exposure to the mundane world. When her father was killed her mother wanting a new start took her daughter from the small magical twin on Prince Edwards Island to Halifax. Exposure to the mundane world was an assault on her with sensibilities but she's doing her best to adapt.

Ashley is a hard working student with a love of all things artistic (From her Fae heritage). To other witches she's fun, outgoing and funny. Among mortals Ashley tends to be a stand offish as she's still a bit puzzled by human culture. To honor her father Ashley has started training with the godmother guild. Specializing in "Karma" Ashley is tra9ined at teaching people life lessons with her magic but sometimes goes too far (which is why she hasn't received her Godmother's license yet)

Likes: Magical pranks to show people the error of their ways, Music, Practicing magic on her new mundane step brother.
Dislikes: The rules about being "nice" in the Godmother's guild, People with no belief in magic, Not being able to use her magic openly in the mundane world.



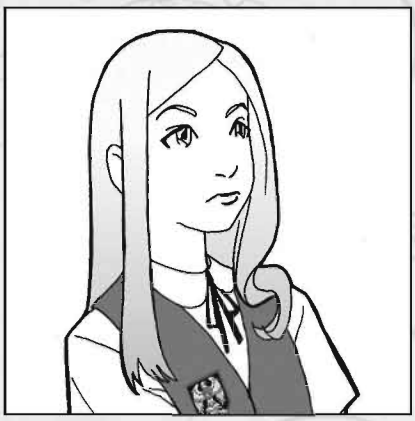
Barbara "Babs" Goldstein
(Witch-Outsider)
Age: 15
Job: Student (Apprentice)
Place of Birth: Scarsdale, NY
Motivation: Being a great newswoman and getting back at snobby Witches.
Body:D4
Mind:D10
Senses:D4+1
Will: D8 **Social:** D6 **Magic:** D8
Life Points: 8 **Reflex:** 7
Resist Magic: 11 **Zap Points:** 16
Skills: Basics +3, Computers +2, Gossip +4, Hear +2, Mythology +2, Science +2, Casting +6, Herbalism +5, Magical Etiquette +1, Mysticism +3, Potions +3, Spell Breaker +3
Traits: Busy Body, Urban, Warper
Abilities
Chanter: Because of her upbringing, Babs is extremely good at chanting magic and gains +1 to casting Enchantment, Potions, and Spell Breaking if she can use incantations.
Magic
Alteration 3, Elementals 2, Conjuration 1, Mentalism 1, Offense 2, Time and Space 4
Equipment
Glasses: Babs' glasses allow her to see equally well at night as in day. They also allow her to see normally; without them, she's extremely nearsighted.
Silver Striker Wand: Babs has a silver, telescoping wand that can elongate from 4 inches to 14 inches.
The wand grants:
- -1 Zap points.
- It adds +1 casting to all rolls.
- For 1 Zap point, the wand can cast a bolt of lighting up to 50 ft, doing 10 points of damage.

Background: Babs grew up in the upper class, New York suburb of Scarsdale. A bookish girl, she was often made of fun of because of her glasses and weight. Her parents did their best to instill their

daughter with self-esteem, and Babs learned to strike back with the words and phrases of a girl with an obviously superior intellect. She came to Willow-Mistt at age 10, after being tutored by Witch along with four other girls in a more traditionally Jewish mystical program.

Babs is a good-natured, talkative gossip, even though sometimes her gossiping causes trouble. The editor of the school newspaper, she is privy to information few students are and prides herself on her paper's integrity, even though sometimes she uses it against girls that treat her or other girls badly.

Likes: Snippy remarks and comebacks, sticking up for girls being picked on, and food.
Dislikes: Bullies, being called fat, and bad grammar.



Circe Woodsworth

(Witch-Sorceress)
Age: 12
Job: Student (Initiate)
Place of Birth: Charleston, SC
Motivation: To help rid Willow-Mistt of undesirable students.
Body:D4
Mind:D8
Senses:D6
Will:D8 **Social:**D8
Magic:D8
Life Points: 8 **Reflex:** 7
Resist Magic: 13 **Zap Points:** 16
Skills: Basics +3, Computers +1, Fib +3, Gossip +2, Hide +2, Hear +2, Mundane Etiquette +2, Casting +5, Broom Riding +2, Herbalism +1, Mysticism +3, Magical Etiquette +4, Potions +1
Traits: Snob, Rich, Hypnotic

Abilities

Natural Telepath: Circe can without spending Zap points communicate with any willing person telepathically within 5 miles.
Natural Telekinetic: Without using Zap points, Circe can naturally move up to 5 lbs with her mind, as long as the item is within 20 ft.

Magic

Alteration 2, Mentalism 4, Offense 1, Time and Space 2

Equipment

Divination ward Ring: This ring of black metal is a gift from her mother.

- It makes the wearer immune to the Divination magic of anyone with a Magic attribute equal to or lower than the wearer's.

White Willow Wand: Circe's wand is made of carved willow with ivory tip and grip.

- The wand grants -1 Zap points.
- Targets of wand are -1 to Resist Magic.
- The wand raises the damage and duration of spells by one MTR.

Highbinder Ring: Circe owns a ring that identifies her as a Highbinder. The ring allows her to communicate with any highbinder with a ring telepathically at any distance.
Background: Circe comes from a family of South Carolina Witches. Her mother, grandmother, and all her aunts are Witches with a proud tradition. Her grandmother helped the South during the Civil War and helped maintain their family's standing afterwards. She was raised to be a perfect southern lady, which by her family's description means not only is she better than everyone else but also she should let everyone know their place.

When the time came for Circe to be placed in a school for Witches, her mother choose Willow-Brook after talking to Ursula Scratch. Ursula immediately took Circe under her wing, and Circe took an immediate liking to Ms. Scratch.

Circe knows the rules of the school and how to get by them and use them to get other kids in trouble. She is also Ms. Scratch's favorite student and helps Ms. Scratch in her plans and in dealing with students she finds undesirable.

Likes: Getting others in trouble, tattling on other Witches, and making others do her bidding.
Dislikes: Anyone who dislikes Ms. Scratch, Mundanes, and most Witches around or near her age.



Lillian Tamako (

Witch-Gothique)
Age: 13
Job: Student (Initiate)
Place of Birth: San Francisco, CA
Motivation: Having fun by rebelling against authority.
Body:D6
Mind:D8
Senses:D6
Will:D6
Social:D6
Magic:D8
Life Points: 12 **Reflex:** 10
Resist Magic: 15 **Zap Points:** 20
Skills: Acrobatics +1, Basics +2, Computers +1, Fib +1, Fighting +1, Plucky +2, Pop Culture +2, Streetwise +1, Urchin +1, Casting +5, Broom Riding +2, Enchantment +1, Herbalism +2, Mysticism +2, Potions +2
Traits: Mysterious, Ruffian, Persephone

Abilities

Ghost Magnet: Lillian can see and hear Ghosts naturally and seems to attract Ghosts needing help. Ghosts just seem to know Lillian can help them and tend to show up, bothering her to no end. Lillian, despite her attitude issue, has +2 to all rolls when dealing with Ghosts.

Magic

Curses 3, Cybermancy 1, Necromancy 3, Protection 1

Equipment

Bone Wand: Lillian uses a blackened bone wand.

- It grants -1 zap to all spells.
- It's +1 to Casting for Necromancy spells.
- Necromancy spells cast through the wand that do +2 damage.

Skull Ring: Lillian owns a ring made of bone carved to look like tiny skulls. Its wearer ignores +2 damage from Ghosts and gains a +2 Bonus to resist attacks from Ghosts.
Background: Lillian is a rebel, plain and simple. She likes pushing the boundaries and ignoring authority. She likes to take friends out to experience new things and to step out of their comfort zones, sometimes for their own good and other times just to see how they will

react.

Lillian grew up in a large, close-knit family. Though she has never been to Japan, her mother, father, and grandmother are from there. Ever since she was a toddler, Lillian has always been able to sense the presence of spirits and sometimes even see them. In fact, she had more dead friends than live ones until she came to Willow-Mistt.

Lillian loves to shock people and enjoys the creepy. This makes her love of the necromantic arts a no brainier. Talking to the dead, summoning spirits, and making the occasional zombie isn't exactly the kind of thing that the average Witch Girl enjoys, but for Lilian they are perfect ways to spend a weekend.

Likes: Dark and moody music, old horror films, and rebelling against authority.
Dislikes: Bright and sunny days, bright and sunny people, and bunnies (dreadfully afraid of them).



Princess Lucinda Nightbane

(Witch-Sorceress)
Age: 12
Job: Student (Apprentice)
Place of Birth: Bruja, The Dark Spire
Motivation: To get back to Bruja, avenge her parents, and rule the world.

Body:D4 **Mind:**D10 **Senses:**D6
Will:D8 **Social:**D6 **Magic:**D12
Life Points: 8 **Reflex:** 7
Resist Magic: 15 **Zap Points:** 24
Skills: Bargain +2, Basics +5, Computers +1, Games +2, Leader +4, Instrument +4, Mundane Etiquette +5, Mythology +4, Plucky +6, Scare +6, Casting +8, Broom Riding +2, Cryptozoology +6, Herbalism +6, Magical Etiquette +3, Potion +5, Spell Breaker +6
Traits: Temper, Wicked, Princess of Bruja
Abilities
Change!: Lucinda is potentially the most powerful Transmuter on the planet. All her Alteration spells are at -2 Zap (instead of -1) and are considered permanent unless Lucinda decides otherwise. If Lucinda's bonuses reduces the Zap of an Alteration to 0 or less it costs 0 Zap. Lucinda may also cast Two Alteration spells in a single action but the second one dosen't get any of her Change bonus's To take advantage of this magic bonus, Lucinda must be able to invoke her single Alteration incantation: "Change!"
Princess of Bruja: Lucinda is from another reality. She has special powers unique to her and her older sister. Lucinda brought with her enough money to live comfortable for a few centuries during her exile and is considered Rich. Lucinda is also so naturally magical; all her spells are at -1 Zap and cast as if the MTR for range and duration was one higher.
The three powerful knights of the forces of good (Lady Wulf, Lord Lyon, and Sir Behr) are also hounding Lucinda for crimes on her planet. Lucinda sees herself as being superior to all just about everyone because after all, she is a princess. She is -2 to all Social rolls when dealing with non-royals.
Magic
Alteration 7, Conjuration 3, Curses 3, Elementalism 3, Mentalism 3, Necromancy 3, Offense 3, Protection 3, Time and Space 3
Equipment
Skull Bow: Lucinda's Skull bow was a gift by her murdered mother. With it, Lucinda ignores 2 points of mundane damage and 1 point of magic damage.
Background: Princess Lucinda is an honest to goodness Princess and can be a real brat. She wants everything to go her way and has no qualms about changing things (and people) to suit her needs. Lucinda is the kind of friend you wouldn't want as an enemy and whom you keep in hopes of make her a better person.

Lucinda was born on another world where her parents ruled with absolute power. Being typical evil despots, they were eventually overthrown by the forces of good. Before they were executed for various



crimes against the people of their land, they managed to send Lucinda and her older sister to Earth. Lucinda's sister thought of it as a new beginning away from their parents "questionable rule," while Lucinda thought it was a punishment, as earth to her is a backwater world where she's treated like a child instead of a princess.

Lucinda is a witch prodigy and is skilled at all manner of magic. But as good as she is at magic in general, she's a true virtuoso at Alteration. Lucinda loves nothing more than turning things into other things…especially people who annoy her. Many a time (some would estimate well over a hundred) has Lucinda been forced to turn a student or Willow-Brook resident back from an animal or object.

Likes: Being treated like a princess, turning people into things, and classical music.
Dislikes: Turning people back, not being treated like a princess, and being treated like a child.



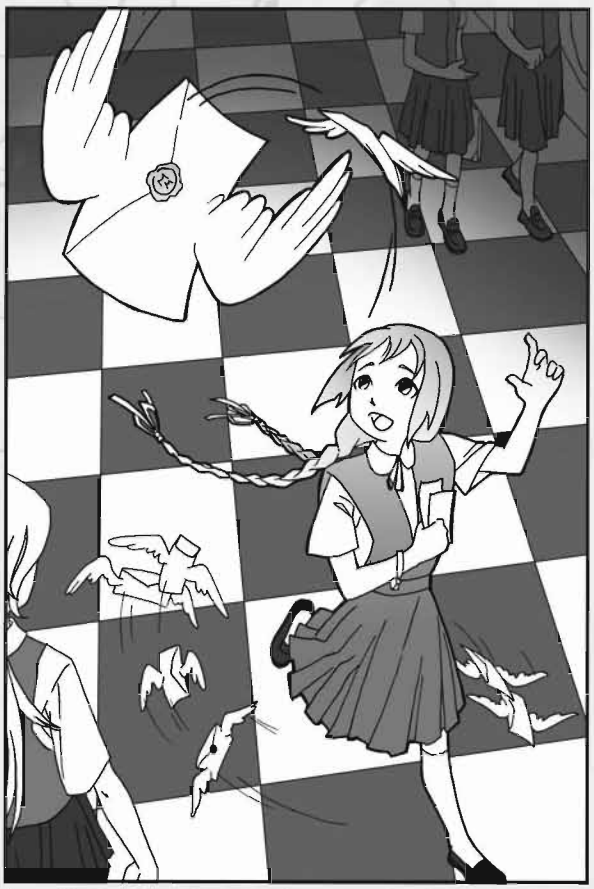
Melody Kroft

(Witch-Insider)
Age: 9
Job: Student (Neophyte)
Place of Birth: Willow-Brook, ME
Motivation: To make her parents proud
Body:D2+1
Mind:D8
Senses:D6
Will:D6
Social:D8
Magic:D6+1

Life Points: 6 **Reflex:** 6
Resist Magic: 10 **Zap Points:** 14
Skills: Acrobatics +1, Art +1, Basics +1, Games +4, Hear +2, Plucky +1, Fib +2, Casting +2, Mysticism +1
Traits: Friendly, Mischievous, Protected
Abilities
None
Magic
Alteration 1, Illusion 1, Mentalism 1
Equipment
Candy Cane Wand: This wand is striped like a candy cane and though it's made of wood, smells like peppermint.
The wand grants:
- -1 Zap.
- It gives +1 casting to all Spells.
- For 1 Zap, it can make anything smell like peppermint.

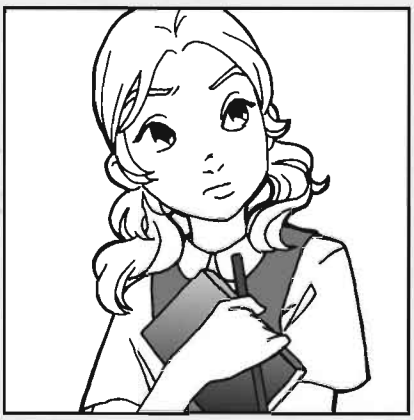
Witch Watcher: Like all Neophytes, Melody wears a special bracelet with a large gold heart charm. This allows her dorm-mother and real mother to find her anywhere on the planet.
Background: The daughter of Derrick and Susan Kroft is a sweet, young girl who gets along with everyone. When not in class, she acts as the official delivery girl for her godmother, Miss Mistt (whom she calls Auntie). If Miss Mistt needs to talk to a student, it is usually Melody who will deliver the formal, hand-written request for a visit to the office.

Melody will also do odd jobs for older students who treat her well and pay her off in candy or toys. She will, however, not do anything



that will get her in trouble unless the person asking her to do it is someone she trusts.

Likes: Candy, toys, and being treated like she's older than she really is.
Dislikes: Being treated like a kid, being tricked into doing bad things, and vegetables.



Monica Green

(Witch-Insider)
Age: 13
Job: Student (Initiate)
Place of Birth: Columbus, OH
Motivation: To make perfect grades. To get her friends to good and do good herself.
Body: D4
Mind: D10
Senses:D6
Will:D6 **Social:**D6 **Magic:**D8

Life Points: 8 **Reflex:** 7
Resist Magic: 13 **Zap Points:** 16
Skills: Basics +6, Computers +5, Mythology +3, Fix Electronics +2, Games +2, Mythology+3, Science +2, Casting +5, Broom Riding +2, Cryptozoology +3, Herbalism +2, Mysticism +4, Potions +1
Traits: Brainiac, Geek, Oracle
Abilities
None
Magic
Cybermancy 4, Illusion 1, Mentalism 1, Protection 3
Equipment
Crystal Wand: Monica's wand is made of a black crystal with a Malachite cap.
- -1 Zap Points
- Stores up to 15 Zap points

Onyx Cell Phone: Monica has a sleek, black cell phone. It acts as a wand and grants -1 to Zap points for spells and +1 to casting for Cybermancy spells.
Boo the Laptop: Monica has a blue laptop she call "Boo." Boo is twice as powerful as the best laptops built by mortals. Boo grants;
- +2 to all Computer rolls. It can connect to the internet anywhere, and can turn into a blue, metallic ring or bracelet.

Background: Monica is a shy girl who, when not with her friend Barley, speaks just above a whisper if she speaks at all. Bookish and awkward, she spends more time on her laptop then she does out in the sun. Monica is the kind of friend who listens and who is full of useful (and sometimes useless) information.

Monica spent most of her life in a single parent home. Her father died when she was four. Recently, however, that changed. Her Mother remarried, and now Monica finds herself with a new father and brother, both she's not sure will understand her being a Witch.

Being smart and bookish has made Monica an excellent student of magic, top of her grade and age overall. Storing her spells on her laptop instead of in a spell book and conjuring creatures out of computer games marks her as one of the rare masters of Cybermancy, a new mystical art combining computers and magic.

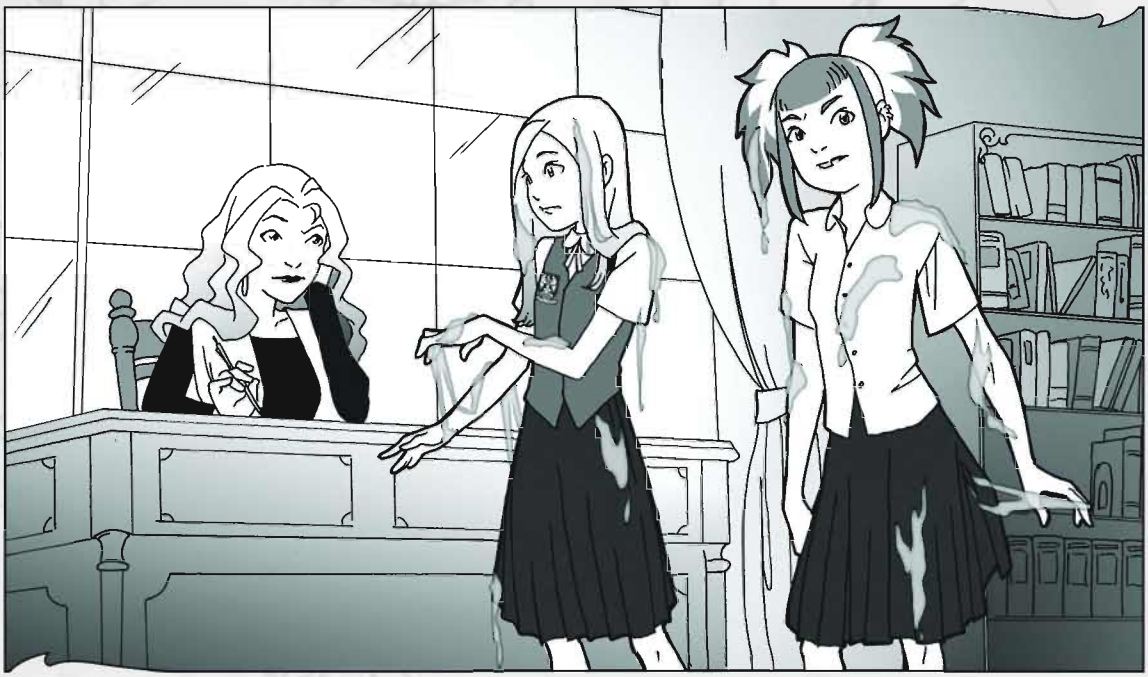
Likes: Computers, reading, and studying
Dislikes: Doing magic the old-fashioned way, meeting new people, and crowds.



Rosa Montoya

(Witch-Outsider)
Age: 12
Job: Student (Initiate)
Place of Birth: Los Angeles, CA
Motivation: To learn to use magic so she can help her family.
Body:D8
Mind:D6
Senses:D6
Will:D8
Social:D6 **Magic:**D8
Life Points: 16 **Reflex:** 11
Resist Magic: 11 **Zap Points:** 16
Skills: Basics +2, Dancing + 2, First Aid +2, Fighting +2, Fix-Mechanical +2, Plucky +1, Streetwise +2, Urchin +2, Casting +3, Broom+2, Riding +1, Focus +1, Mysticism +1
Traits: Brave, Temper, Hypnotic
Abilities
None





Magic: Alteration 1, Divination 1, Mentalism 2
Equipment
Black star wand: A gift from Princess Lucinda, this black metal wand ends in a small black crystal star with gold frame (it was Lucinda's training wand from when she was 3). It grants;

- -1 Zap to the cost of all spells
- +1 to casting all spells
- 5 Zap that return at a rate of 1 Zap per hour.

Background: Rosa is outgoing and never backs down. She is always ready to learn something new, and though sometimes nervous in trying new things, she never backs down from them. Rosa is the friend who always has your back and is always by your side when you need her. Call her, rain or shine, and Rosa will be there.

Magic was just fairytales and Witches, make believe for most of Rosa's life. In fact, while most Witches discover what they are by six or seven, Rosa had only recently found out what she was. In fact, it was the girls being sent to recruit Rosa and tell her about her magical nature that first brought "the Girls" together, and it's Rosa's unique understanding of each girl that has helped them understand each other.

Rosa would be the first to tell you she's not very good at magic, but in her defense, she got a late start and is working really hard to catch up with the other girls her age. Rosa is learning magic not only in classes but also from her friends, who each give her their on unique insights into mystical studies.

Likes: Dancing, hanging with the girls, and helping her family.
Dislikes: Cleaning her room, doing magic in front of her classmates, and her brother when he calls her "stupido."



Wilma Strauss

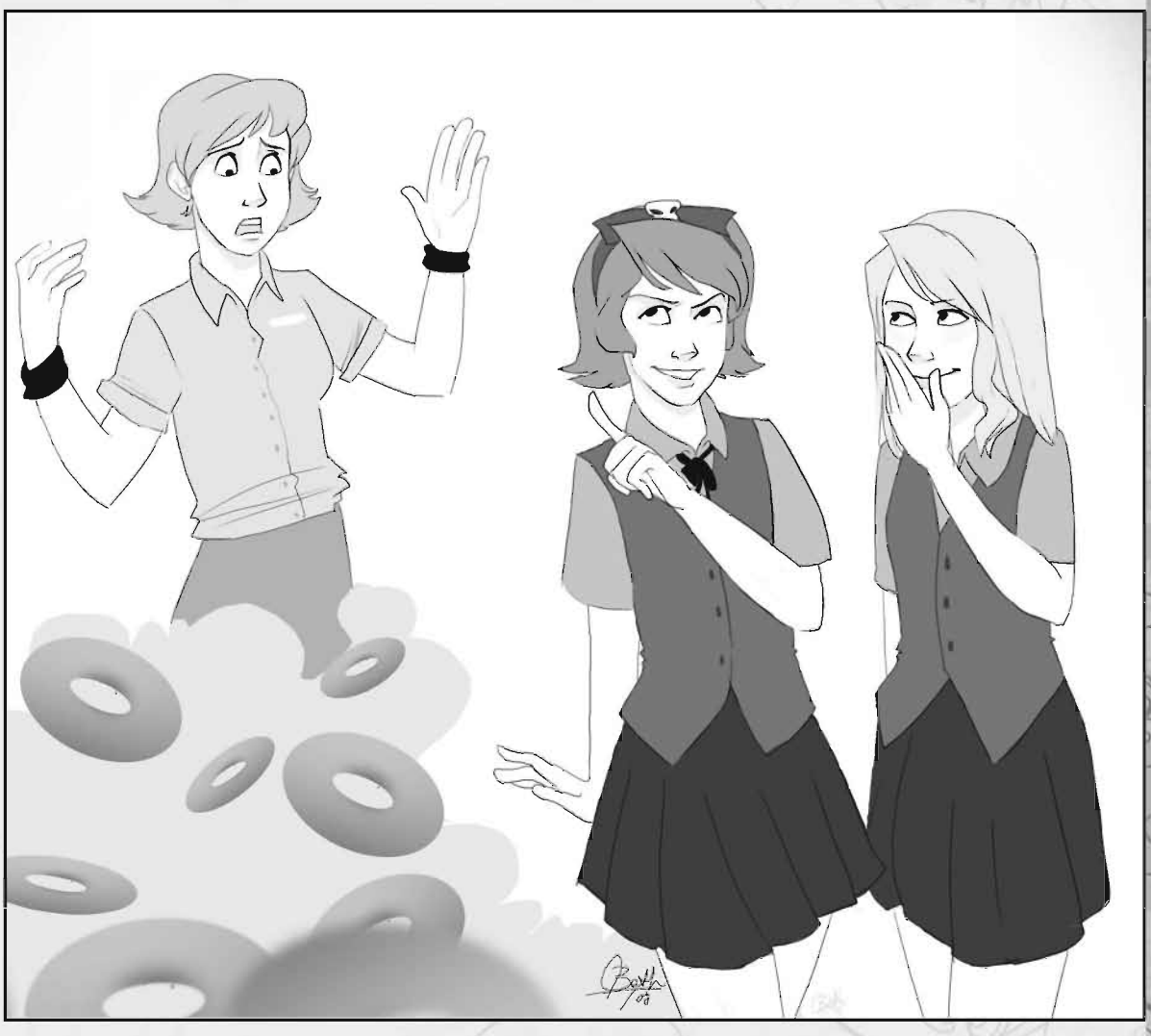
(Witch-Insider)
Age: 17
Job: Student (Intern)
Place of Birth: Salt Lake City, UT
Motivation: To one day be a full teacher at Willow-Mistt.
Body:D6
Mind:D8
Senses:D10
Will:D8
Social:D8
Magic:D10
Life Points: 12 **Reflex:** 9
Resist Magic: 13 **Zap Points:** 20
Skills: Athletics +2, Art +1, Basics +4, Computers +1, First Aid +2, Games +2, Look +3, Mythology +3, Look +2, Leader +2, Casting +7, Enchantment +2, Mysticism +2, Mystical Etiquette +2, Spell Breaker +4
Persona Traits: Goody-Goody, Brave, Hex Breaking
Abilities
None
Magic
Alteration 1, Conjuration 2, Cybermancy 1, Divination 3, Healing 2, Mentalism 2 Protection 3
Equipment
Raspberry: Wilma owns a red, flying Vesper scooter. Its ground Speed is 100 mph, and its air speed is 300 mph. It has its own personality (very playful), can drive itself, and communicates with horn

beeps and light flickers in a way only Wilma can understand.
Spun Willow Wand: Wilma uses a wand made of intertwined willow wood. The wand grants;

- -1 Zap to all spells
- +1 casting to Protection and Healing spells
- Can levitate up to 40 lbs at up to 100 ft away

Witch Finder: This baseball-sized orb is standard for dorm-mothers. It allows Wilma to find any Neophyte with a Witch Watcher and transport herself to the Neophyte's side or vice versa. It also glows and beeps when a Neophyte is in trouble, and can shrink down to the size of a marble.
Background: Wilma is one of the school's top students and acting Neophyte dorm-mother and Magical Basics instructor. Wilma takes her job very seriously and watches over her charges like a mother hen. Though she's normally very nice and courteous, woe onto the person who hurts or threatens a Neophyte.

Because of Wilma's position and her being known as a responsible student, she is also well respected among the teachers. Students wishing to get things done or needing the help of the teachers or the headmistress know it's Wilma they need to talk to first. Also, Wilma is the official greeter of all new students at Willow-Mistt and often chaperones younger students into the town of Willow-Brook.
Likes: Popular music, her boyfriend Doug (who lives in Willow-Brook), and her job.
Dislikes: Anyone who threatens the Neophytes, Lillian Tamako, and clowns.





APPENDIX 1-4

APPENDIX 1
SAMPLE EPISODE



This sample adventure should give the Director and the Stars an understanding of not only how the game is played but also how episodes are put together.

Directors should feel free to alter the sample episode to fit their game style and Stars. Change names, change the school, or change the location. Remember, this is your game and Directors (as well as players) should have final say in what's going on.

Cry Monster!

Players needed: 2-6
Setting: Willow-Mistt School of Magic (can be modified for any school of magic)
Cast: Monica Green (student), Circe Woodsworth (student), Melody Kroft (student), Ursula Scratch, (teacher), Susan Kroft (teacher).
Special guest: Grendel (Monster)
Preview: Summoning monsters is frowned upon outside the confines of a classroom. But when a spell goes awry, a creature is summoned from the depths of the realm of Imagination. Now, the Star students must find the creature and hunt it down before the staff discovers what has been done, or its 20 days of caldron scrubbing for them.

Scene 1: The Summoning

The characters are called to the room of Monica Green. When they arrive, Monica has moved all the furniture in her room against the wall, and on the hardwood floor, drawn in glowing moonlight paint is an ornate circle. The large circle moves as if alive on the floor, turning clockwise slowly.

Monica greets the characters in her normal, polite but matter-of-fact manner: "I know I'm not the most social of people. My therapist says I have trust issues, or at least he said it until I made him disappear. And though you may feel inclined to say no, I really need your help." Monica pauses and tries to gather the strength to make her request.

"I have made perfect grades since I was four in school, but Mr. Kroft thinks my lack of willing class participation in his silly Literature class theatrics is grounds for a less than satisfactory report. This week, however, he gave us an assignment on epic poems and said for extra credit we can make a presentation, magical or mundane, as long as said presentation has to do with our poem."

Monica waves her hand and parchments float into the hands of everyone in the room except Monica. On the parchment there are three lines of magical incantation, a picture of the magical circle on the floor, and gesture instructions.
"For my epic poem, I've chosen Beowulf. And for my project, I'm going to summon the main character from the Marches of Imagination to our world. And for that, I need your assistance."

[Note: For those who have not read the story of Beowulf, it is an ancient European epic poem. Beowulf is a mighty warrior who goes to help a king protect his kingdom from a monster. Beowulf slays the monster Grendel, but Grendel's mother comes looking for her child's murderer. In the end, she is slain as well.]

Characters can decide to either help or not to help. Monica will politely ask those who do not wish to help again.
Monica will also offer the following to characters needing incentive to help:

- Free tutoring in any magical class they are having problems with for the rest of the semester.
- 1 of the 3 rare Brownie Buckles she owns. Brownie Buckles are small belt buckles created by brownies. They can be attached to any small belt or worn as a clasp. Once closed, the buckle cannot be pulled open unless a magic word is spoken.
- A bottle of Pixie Dust (that when thrown on a target and used in conjunction with a spell lowers the target's magical resistance by -2. The bottle has enough for three uses.
- A crystal and gold wand she won in a Spelling (spell casting) Contest. All spells cast from the wand cast as if the MTR is one rank higher. But that effect can only be used three times a day. It also acts as a standard wand.

Once the players are ready, Monica shows everyone where to stand

around the circle and instructs them all in the ritual. As the ritual starts, a light appears in the middle of the circle and air rushes out. As the light grows, the circle spins faster, making a grounding noise.

Action- The Actual Summoning: The players all must make an easy Casting roll. If everyone makes it, the spell goes off in about 5 minutes. If not, everyone re-rolls until they make it. For each re-roll, the spell takes an extra 5 minutes to cast.

Bonus: Characters who have Time and Space or Conjuration Magic types gain +1 to the roll.

When the spell goes off, Monica says the last part of the spell that should be read out loud: *"I call to me Beowulf's Bane. I call to me the Nightmare Prince. I call to me Grendel, the Holocaust of Heorot."*

The light now glows like a small, white sun with nearly blinding intensity. It produces a wind that makes it hard to stand. Suddenly, the light explodes out with a large "Whoomp," sending all the players to the ground. As the characters look up, they see whips of smoke leave their mouths and head towards the pulsing light in the middle of the circle. They then hear a roar like a mighty beast. Then darkness as they are rendered unconscious.

Bonus Voodollars for kindness:
+1 to characters who just help Monica without being begged or bribed.

Scene 2: The Beast on the Loose

The characters wake up (those with a higher Body come to first). The characters see that the circle is no longer moving, and there are large claw marks on the ground and a big puddle of slime on the wall near the balcony in the room. Monica is missing and all the characters feel a little weak.

Action- The Summoning Aftermath: Each charter is -1 to their Body attribute (and -2 to Life levels). The characters notice this by feeling weaker and as if a part of their very selves is missing. Characters can find exactly what happened with a Hard difficulty Mysticism roll.

Exactly what happened? The creature needs a small amount of life force to enter the world, as it's actually from the imaginary realm and has no real form here. The characters can try another Hard Mysticism roll to figure out one or all of the following. The Director may decide to have them already know this or do research in books on monster summoning.

What they find or know: The Creature needs life force to stay in this realm. If it gets enough life force it becomes truly real and harder to stop.

[Note: Also at this time, the characters need to either remember or discover that unsupervised summoning is illegal and that if the creature is caught and traced back to them, they will be in trouble.]

Bonus Voodollars for problem solving:
+1 to the first character who figures out what has happened to the characters' life force and or what will happen to the creature if it's not caught. Also, another to the person who first figures out what they've done breaks school rules.

Scene 3: The Game's Afoot

The Star characters at this point should go after Grendel. If they have not started, it's up to the director to get them on the trail. This can be done in many ways:

- 1. Have Ms. Kroft arrive. As the Conjuration teacher, she may have sensed the unauthorized summoning and is looking for the summoned creature so she can trace the magical energies back to those who brought it to the world.
- If one of the characters has the Sight, she may get a vision of the creature attacking one of Stars or the characters cleaning a room full of potion caldrons.
- . The characters might overhear Circe Woodworth talking to Ursula Scratch on her hand-held Magic Mirror about hearing strange noises from Monica's room and the characters entering the room.

Action- Find the Creature: The characters are on the trail. They can look for the creature in many ways. Keeping in mind it has magical resistances because it's an Imaginary. So, any spell to track or find it would be a Hard difficulty roll, and even, then it will be very vague about the area. Spells that might work here (players can research these in appropriate books they own or in the library) include:
Find (Divination Rank 2)

- See Future (Divination Rank 3)
- See Present (Divination Rank 1)
- Telepathy (looking for the Monsters) Rank 2 Mentalism needed.
- Talk to Animals (Elementalism 1)
- Talk to Plants (Elementalism 1)

Physically looking about can work just as well to find the creature. A Tracking Hard difficulty will lead the characters on the right trail. The characters can default here to making a Sense attribute roll. Looking this way will take about 15 minutes in game, and if the characters are too conspicuous, they may attract attention (another way to bring in Circe as Ursula's spy).

Bonus Voodollars for problem solving:
+1 to characters who track or use spells to find the creature. +1 point to the character who covers up the situation with magic, skill, or guile.

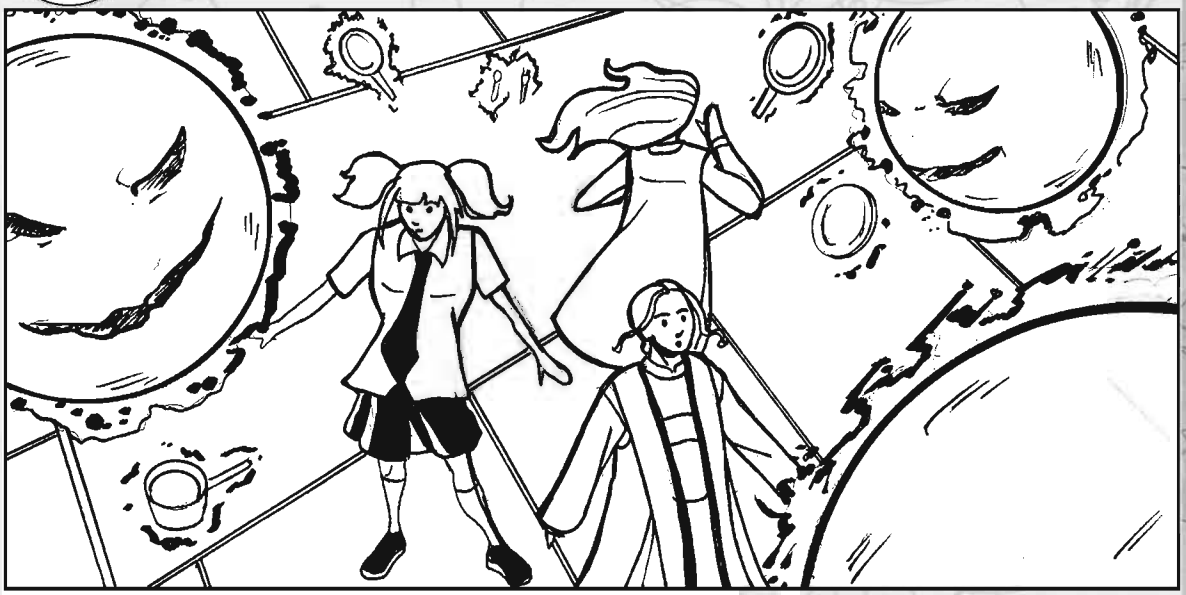
Scene 4: The Haunted Kitchen

The school cafeteria is where all trails will lead the characters. The school kitchen is large with old-fashioned wood burning stoves and ovens heated by a ghostly green flame instead of wood. The creature seems to have been there. Pots and pans are everywhere. As the characters enter, they hear pots and pans falling. As they go father in, they hear the pots dropping behind them. Suddenly the pots and pans fly out at the characters. Small balls of light dart through the kitchen (Poltergeists).

Action- Combat! What the players do not know is that the 7 Poltergeists in the kitchen are what remains of ghost cook Molly Daggle after the creature attacked her and dispersed her ectoplasmic body.

Poltergeist (Minor Ghost)

Body:D2 **Mind:**D4 **Senses:**D2
Will:D6 **Social:**D2 **Magic:**D8
Life Points: 4 **Reflex:** 5
Resist Magic: 11 **Zap Points:** 16
Skills: None
Abilities



Enter Body: The Poltergeist may enter a character's body and possess her if it wins a contested Will roll. In this case, it will tell the characters they must gather the Poltergeists together to bring Molly the cook back, then leaves.
Immunities: Poltergeists are immune to most physical attacks and to all but Mental, Necromancy, Offense, and Protect magic.
Magic
None
Attacks
Abilities: Throw Pots and Pans: The Poltergeist will throw pots and pans doing D6 damage
Equipment
None

The characters have a choice to try to put Molly back together or destroy the Poltergeists. Either way, Molly will reform. But if the Poltergeists are destroyed, she'll come back mad, and the characters can expect cold food for the next week.

Action- Repair Molly: Characters can repair Molly magically. Some possible spell include:

- Repair Ghost (Necromancy 2)
- Heal Ghost (Healing 2)

They may also make a Hard Social roll to talk her into merging back together.

Once Molly is back, she'll inform the characters that Monica Green came to the kitchen and when she asked Monica what she wanted, the girl turned inside out and formed into the creature. The creature dispersed her form with its claws, ate enough food to feed an army, and headed out the back door.

Bonus Voodollars for kindness:
+1 if someone figures out the poltergeist is Molly before being told.
+1 for repairing or suggestion repairing Molly.

Scene 5: Chase across the Lake

The Characters can use their Sense attribute, magic, or skills to trace the Monster out of the kitchen and down into the woods. When they arrive at the woods, they are surprised to find a frightened Melody Kroft. There is the distinct smell of peppermint in the air.
Melody will tell the characters: "I was out collecting fairy fire for an art project, when I saw a big, scary monster man running towards the woods. I hid, but the creature sniffed me out with its big, nasty nose, so I used my wand to make everything around me smell like peppermint."

She will tell the kindest character she was really frightened and if asked where the creature went, she will point towards the lake.

The characters will arrive at the placid lake. They can either go to the nearby docks and get a swan paddleboat used for lake travel or transverse it magically (using some kind of flight).

When the characters cross the lake, they will find no sign of the creature. But they will see some fishermen in the middle of the lake. The fishermen are looking about in the water with a flashlight and talking loudly. Characters within 20 ft of them can hear them say:

"That was the biggest cat fish I ever saw."
"I bet it was ol' Moan 'n' Groan." (This refers to the legendary swamp monster of Willow Brook.)
"I think I saw it head towards the Kings' farm shore."
"Ain't going near there. Those Kings are crazy. They'll shoot everything on site, even if you pass by on a boat."

At that moment a shot is heard coming from the shore across the lake.

Scene 6: Those Crazy King Boys

Near the south shore of the lake sits a small, rickety dock with a dirty aluminum rowboat moored to it. Beyond it are half-kept fields of corn and pumpkins. Very large pumpkins. Some are over 3 feet tall and 4 feet wide.

Another gun blast is heard along with the yipping and yelling of the three King boys: Troy, Vance, and Luther. Through the pumpkin patch and cornfields, flashlights can bee seen. The boys are heard saying:

"I told ya it was a bear!"
"Looks like a big dog, but it ain't getting our pumpkins!"
"There it goes!" (Gun Shot!)
"Vance, that's me ya idget!"
"Sorry, Luther!"

Action- Combat! The King boys will attack the characters, thinking they are whatever they've been hunting. They King boys are not very smart and are cowards at heart and will run off if things get too dangerous or weird.

The King Boys

(Mundane)
Age: Early to mid teens.
Motivation: Cause trouble, petty theft and crime.
Body:D6 **Mind:**D2 **Senses:**D6
Will:D2 **Social:**D2 **Magic:**D4
Life Points:12 **Reflex:** 9
Resist Magic: 10 **Zap Points:** 8
Skills: Fighting +3, Garden +3, Urchin +3, Tracking +3
Abilities
None
Magic
None
Attacks
See Equipment
Equipment
Rifles: Notorious bad shots, the King boys can't hit the broad side of a barn and will always miss, but the Stars don't need to know that. 12 Damage
Punch: 4 damage
Background: Info: The Kings boys are the 13, 14, and 15-year-children of Ma and Pa King. Not too smart and always in trouble, they are known thieves and troublemakers and once even vandalized the Willow-Mistt school bus when it was in town. The King boys were promptly caught by one of the older Witch Girls, who teleported the lot of them to the top of Buccaneer Hill. Since then, the King boys have believed all the kids at Willow-Mistt are aliens (no one believes them of course).

The King boys, once dealt with, will not have any idea where Grendel went. The characters can start looking for it like they've done in the past.

Bonus Voodollars for kindness:
+1 to each character who defeats or outsmarts one of the Kings boys without using magic.

Scene 7: The Lair of the Beast

The characters will eventually (we hope) find the lair of Grendel. The creature has found a cave up in the hills. Being only a few minutes ahead of the players, it has not found a way to cover its tracks well, so once the characters make it to the hills, its tracks can be followed with an Easy Sense roll and automatically if a character has tracking. The cave is up a steep cliff, which can be flown up using magic or climbed with a Hard difficulty Athletics roll. Coming up the to the cave by flight or climbing will give Grendel time to throw some rocks at the characters. Grendel will throw two large stones at the character or characters closest to the opening.

Action- The Throwing Stone: Each toss of the stone is a Body roll by Grendel to hit a target. It must meet or exceed the target's Reflex to hit a flier. The roll must meet or exceed a climber's Reflex to hit her. The climber must in turn make an Easy difficulty Athletics roll or fall. If a climber or flier is hit, she must make a Hard difficulty Athletics (or default to Body) or Riding or fall. The rocks do D8 damage.

After throwing the rocks, Grendel will retreat into the cave and wait for the characters. It will try to trick them by assuming Monica's form. When they get to the cave, they will hear Monica crying. She will say the creature left her body when a rock fell and pinned her. If the players get close, they will see Monica's leg pinned under a rock. When they get closer, Monica will turn inside out and turn into Grendel.

If the Characters do not fall for the trap, Grendel will just leap from the cave and attack.

Action- Combat against Grendel!



Grendel

Body: D10
(Imaginary)
Motivation:
Eat people and become a real creature.
Body:D10 **Mind:**D4
Senses:D6 **Will:**D6
Social:D6 **Magic:**D6

Life Points: 20
Reflex: 13
Resist Magic: 10
Zap Points: 12
Skills: Acrobatic +4, Athletics +2, Fighting +5, Hide+5
Abilities
Legendary Strength: 3
Magic Immunity: Grendel takes half damage from magical attacks and is immune to Alteration and Illusion spells. He also has +1 to resist all other spells.
Scorpion Tail: Grendel's tail ends in a scorpion stinger that can strike a target within 10 ft. A target who takes a hit (10 damage) must make a Hard difficulty Body roll or be poisoned. A poisoned character is -3 to all rolls and looks pale and tired. Her movement is halved, as is her Reflex. The poison isn't deadly but lasts for 24 hours or until cured (Very Hard First Aid roll or Healing magic (rank 2) Hard casting roll difficulty.
Spit Slime: Grendel can spit a thick, sticky slime that can bind a



single target. The slime takes a Very Hard difficulty Body or Athletics to break free of and dissolves in one minute. The slime can be destroyed by 5 points of damage.
Tooth and Claw: When in combat, Grendel fights with sharp teeth and claws that add +2 to his hand-to-hand damage.
Wall Crawling: Grendel can scuttle along walls like an insect.
Arracks
See Abilities
Equipment
None

The Characters can either physically defeat Grendel, use a spell to do so, or extract Monica from it. Extracting can be done with a Rank 2 Mentalism or Alteration spell to pull her and Grendel apart. If Grendel is reduced to 0 Life points, it will separate from Monica.

Another option is to Unsummon Grendel (Conjuration rank 3). The Director might wish to give the players a chance to research spells in an earlier part of the episode or hint that such a spell may be needed. If the character researches and finds a spell (Easy Mysticism roll to find the spell), she gains +3 to the any spell roll to free Monica.

Once Monica is free, she'll be very tired and drained. The lost Life levels will be returned to everyone, as whatever remains of Grendel will be fading away.

Bonus Voodollars for kindness:
+1 to all characters if they free Monica with a spell.

Scene 8: Aftermath

The players have a lot of things to cover up to keep out of trouble. If they have not already done it, they need to talk Melody into not telling and appease Molly the ghost cook (this can be done by helping cleaning up). If Circe knows anything, they may need to offer her something to keep her quiet or just threaten her into silence (which may or may not shut her up; that's up to the director). Finally, they need to find a cover story for what they've been doing.

If the characters do end up not covering up what they done by the following day, they (and Monica) will be called into Ms. Mistt's office. She will go over the rule about unauthorized summoning, then punish the characters with 1 week of cauldron cleaning duty and confinement to the dorm when not in class or cauldron cleaning. She will then say she commends them for trying clean up their own mess. That shows some maturity and she hopes they are learn from the experience that school rules exist for a reason. She will then tell Monica that because she was the one who started this, she will be confined to her dorm and scrubbing caldrons for two weeks instead of one.

If the characters cover up what they've done by the following day, they will be called into kitchen for 1 day of cleaning duty under the instruction of Molly the ghost cook.

Rewards
Voodollars: 2 for defeating Grendel.
Friendship: All the Players have earned a friend in Monica and can call upon her for help.



WITCH LEXICON

Over the millennia, Witches have come up with their own terminology and slang. Some of the words have evolved over the generations, some taking on modern forms while others have not. Listed below are some common words used by Witches and their meanings.

Ajaxium: Noun. Proper term for an Immortal. Often used as a term of respect for an Immortal.

Brooming (Broom'n): Verb. To run away really fast. To travel really fast on a broom.

Conjure Woman: Noun. A Witch who has had a less than proper education or a Witch close to nature. Almost always derogatory.

Darren: Noun. A mundane husband or boyfriend of a Witch.

Elf: Noun. A Fae or a Witch who takes on fae-like mannerisms.

Endora: Noun. An older Witch known for her wickedness or flamboyant nature.

Familiar: Noun. A magical pet.

Hag: Noun. An insulting name for a Witch and/or a Witch with Hags Syndrome. Very insulting.

Imp: Noun. Any small, mischievous, and annoying magical creature, including Witches' pets.

Kitchen Witch: Noun. A lower class Witch born and raised in magic society.

Lilly: Noun. A Witch who tries to follow the old ways and refuses to change with the times.

Maga: Noun. A proper title for an older Witch or a witch teacher or instructor. Not commonly used but can be used to replace Miss, Mrs., or Ms.

Merlin: Noun. Warlock.

Morticia: Noun. A Witch who is into the gothic sub-culture.

Mundane: Noun. Human. Especially a human living a boring, non-spectacular life.

Nosfaratu: Noun. A common term for Vampires favored by older Vampires.

Outlander: Noun. Creature or being from an alternate reality.

Sabrina: Noun. A young Witch trying to hide who she is.

Samantha: Noun. An adult Witch trying to hide who she is and living among Mundanes.

Thena: Noun. Short for Athena. A slang term for a Witch who is also a great athlete. A Witch who seems good at everything she tries.

Toad: Verb. To transform a Mundane into something else.

Toadie: Noun. A Mundane who knows Witches are real. Derogatory for a mundane friend or servant of a Witch.

Wand-Witch: Noun. A Witch who uses a wand. Also can be used as an insult for a Witch who must use a wand to cast most or all their spells, despite her age.

Whoo-doo: Noun. Magic. Can be used as verb as the act of doing magic.

Witch Girl: Noun. A Witch under the age of 19.

Zap Happy: Adjective. Casting lots of spells.



10 Episode Hooks

Sometimes being a Director isn't as easy. Coming up with adventures week after week can be hard. Sometimes, however, all a good Director needs is a hook, a starting place to get the creative juices flowing. This is what you'll find here: a series of hooks that can be expanded by a director with the help of players into anything ranging from a single episode to a full story arc.

Hook Descriptions

Hooks are laid out as follows:

- **The Name of the Hook**
- **Hook:** The Hook itself.
- **Casting Call:** Cast members needed.
- **Resolution:** A possible resolution to the hook.

Aliens!

Hook: A UFO is seen over your town, and all manner of UFO hunters arrive to discover the truth, making it hard for the Stars to keep their powers a secret.
Casting Call: Gary Reed, UFO Hunters (use Freelance Witch Hunters), Aliens (use Imaginaries)
Resolution: The Stars manage to convince the Hunters there are no aliens while helping the Real Aliens stay hidden and return home.

The Dance

Hook: With the school dance coming up, the Stars must find dates or be labeled lame for all time. This would be an easier task if rival Witches hadn't set their eyes on the same boys.
Casting Call: The Boys (Young Mundanes), Rival Witches (Witch Girls)
Resolution: The Stars either realize they don't need dates to be cool or they get the dates and defeat their rivals.

Discovered

Hook: Someone not only discovers that one or more of the Stars are Witches but also uses that knowledge to blackmail them into servitude, which includes having the Witches steal a valuable vase. Can the Witches discover the blackmailer before he tells the world their secret?
Casting call: The Blackmailer (Mundane)
Resolution: The Witches discover the Blackmailer and convince him they are not Witches.

Lord of that Thing

Hook: A Fae named Bippo has discovered a magic golden egg. He seeks the Witches' help in discovering what it does, not knowing he's being chased by Throgs and their warlock master.
Casting Call: Bippo (Fae), Clarion (Warlock), and Throgs.
Resolution: The Egg must be destroyed or Bippo is doomed, and the only place to do that is the magic forge under Clarion's home.

Mistaken Identity

Hook: Someone who looks like one of the Stars is causing trouble. It's up to the Stars to find out who it is and stop it before the something really bad happens.
Casting Call: The Twin (Witch Girl)
Resolution: The imposter is discovered and the Star who was mistaken as the Imposter is proven innocent.

My Fair Witch

Hook: When a mundane friend of one of the Stars comes to visit, the Stars must convince all the other Witches around that the mundane friend is a Witch, or it's a quick trip down the food chain to toadsville.
Casting Call: Friend (Mundane). If at Willow-Mistt, Circe and Lucinda would make great villains.
Resolution: The characters pull off the masquerade.

Shrunk

Hook: The characters end up shrunk down to the size of bugs, and to make things worse, they are powerless. Can they survive long enough in their current forms to get to the Headmistress?
Casting Call: Giant Animals (use Animal Paragons) and people (Use Greater Giants)
Resolution: The characters make it to the headmistress and are returned to normal size.

The Gnomes are Coming!

Hook: People are disappearing all over town. It seems a group of Gnomes are using them to mine a precious magical metal. Can the Stars find the Gnomes and save those kidnapped?
Casting Call: Gnomes
Resolution: The characters stop the Gnomes and rescue those kidnapped.

Vampire, the Musical

Hook: A group of Vampires come to town disguised as a Goth-rock band. The Witches don't mind until the band sets out to make them and their friends dinner.
Casting call: Band (Created Vampires) and Band Leader (Vampire)
Resolution: The Witches defeat the Vampires or at the very least, drive them out of town.



Wacky Cousin What's-her-name

Hook: A cousin of one of the Stars shows up, causing trouble and embarrassing her Star relative. Can the Stars manage to reign in the wacky cousin before she accidentally reveals to the world they are Witches?
Casting Call: Wacky Cousin (Witch-Girl)
Resolution: The wacky cousin proves to be an asset and saves the day.

APPENDIX 4
NAMES

Witch Names

In the world of Witch Girls your name is power. A Witch with a name that's seen as weak or common will in turn be a very weak and common witch. Through out thee history witches have used not only powerful names but particular naming conventions.



For Stars and Directors having trouble with names here are a few taken from fiction, mythology and more.

A-Actrise, Agatha ,Agnes Alexandra ,Alice Alicia, Amanda, Amber, Amelia, Amethyst, Amora, Amy, Andromeda, Angelica, Angeline, Angelieque, Annabelle, Apollonia, Aradia, Arcadia, Aridane, Asa, Ashley, Athena, Augusta, Aurora, Azkadellia

B- Baba, Barbara, Belladonna, Bellatrix, Belzed, Bertha, Bianca, Bibi

C- Cassandra, Celeste, Celestia, Celestina, Charal, Charity, Cierra, Circe, Clara, Clarissa, Claudia, Constance, Contessa

D- , Daphne, Davina, Demelza, Denora, Diana, Dreama

E- Edea, Eglantine, Eloise, Emma, Enchantra, Endora, Enid, Eris, Ethel, Eva

F-Fin, Fiona, Fleur, Flora, Freya

G- Gabriella, Gillian, Genevieve, Glinda, Grace, Gwen

H- Hannah, Hagatha, Harmony, Hecate, Hecuba, Helena Helga, Hestia, Hexxia, Hilda

I- Ichihara, Isabella , Isis, Isobel

J- Jade, Jadis, Jaenelle, Janette, Jennifer, Jezebel, Julia,

K- Katrina, Kay, Kiki, Kira

L- Lamia, Lavender, Lilith, Lillian, Lina, Lolly, Lucinda, Lulu, Luna

M- Mab, Mabel, Magica, Maleficent, Margo, Marietta, Marisa, Maud, Medea, Melinda, Melody, Mesmira, Mildred, Millicent, Minerva, Mitzy, Molly, Mombi, Morgan, Morgana, Myra

N- Nancy, Narissa, Nephratiti, Nina, Niko, Nymphadora

O- Olivia ,Olympia

P- Padma, Paige, Pamela, Pansy, Parvati, Patricia, Penelope, Penny, Phoebe, Pollyanna, Prudence

R- Rhea, Rita, Robin, Rosa, Rose, Rumina

S- Sabrina, Samantha, Sarah, Scylla, Selena, Serafina, Serena, Sophia, Sybill

T- Tabasa, Tabitha, Tamslin, Tara, Thessaly, Tiffany, Tojola, Topaz, Traci Thirteen

U- Una, Ursula

V- Victoria, Violet, Vivian

W- Wanda, Wendy, Willow, Winifred, Winnie,

X- Xena, Xiola

Y- Yallah, Yvonne

Z- Zelda, Zima,



School Schedule

Star characters do more than have adventures while at school they also have to go to class.
Directors and stars both may want to know exactly what classes a character is taking.

A Schedule not only provides some flavor to your game but can be used by star characters to help increase their characters abilities, skills and more.

Choosing your classes

Stars and Director has lots of ways to choose classes. They can pick them from a list or roll a D4 to have them picked randomly. We suggest a little of both.

Home Room
Home Room is the characters first class of the day on the Monday-Wednesday Friday (MWF) Schedule and the Class of the Teacher who acts as the character's adult counselor and main adult contact (for better or worse). Wee suggest this class is picked by Star Characters and be the one class all star characters in the game have in common.

MWF Initiate Home Room 8a-9.30a

Roll D4	Class (teacher)
1	Mentalism (Connie Li)
2	Potions (Hagatha Cross)
3	Cryptozoology (Tandy McCormick)
4	Cybermancy (Susan Kroft)

Monday , Wednesday and Friday Classes
Monday, Wednesday are the shortest classes of the week. Classes are the shortest. At Willow Mistt they start at 9am allowing students to sleep in or grab breakfast at their on discretion.

The noon hour for the MWF is reserved for mandatory lunch and free time for students. At Willow-Mistt students must take a lunch but are not required to take it in the school dining hall like the daily 7pm Dinner service.

MWF 9.30-11

Roll D4	Class (teacher)
1	Illusions (Grey)
2	Cybermancy (S.Kroft)
3	Protection (Cross)
4	Elementalism (McCormick)

MWF 11-12

Roll D4	Class (teacher)
1	Initiates Mysticism (Scratch)
2	Initiates Mathematics (Sanchez)
3-4	Initiates Literature and Grammer (D. Kroft)

MWF 1-2:30

Roll D4	Class (teacher)
1	Alteration (Scratch)
2	Enchantment (Cadabra)
3-4	Time and Space (Cross)

MWF 2:30-4:30

Roll D4	Class (teacher)
1	Music (LeRue)
2	Cooking (Daggle)
3-4	Physical Education (Agrippa)

Tuesdays and Tuesday
The dread T and T scheduled are the long days and classes. Lunch still takes place at the same time but because of the long classes 1-2 is a study time for all students that is taken with the home room teacher.

TT 8-10a

Roll D4	Class (teacher)
1	Cryptozoology (McCormick)
2	Divination (Li)
3	Curses (LeRue)
4	Potions (Cross)

TT 10-12a

Roll D4	Class (teacher)
1	Healing (Sanchez)
2	Magical History (Agrippa)
3-4	Conjuration (Cadabra)

TT 2-4p

Roll D4	Class (teacher)
1	Necromancy (LeRue)
2-3	Offense (Scratch)
4	Mentalism (Li)

TT 4p+
Character Choice
Broom Riding (McCormick)
Soccer (Agrippa)
Drama (D. Kroft)
Computer Studies (Sc Kroft)
Herbalism (Sanchez)

Clubs and extra curricular activities.

A Students schedule is more than classes. Extra curricular activities are a big part of the learning experience and should always be picked by stars. Different clubs take place on different days including Saturdays. Students should make sure they don't over book as most clubs demand you actually show up for meetings.

Ariel Expertise Team
Sponsor: Tandy McCormick
The schools flying sports team
Meeting Time: MWF: 5:30p-6:30p

Choir
Sponsor: Ebony Le Rue
The student Choir
Meeting : MW 5p-6p.

Circe Team
Sponsor: Amora Mistt
The School Alteration magic competition Team
Meeting time: MWF: 5p-6p

Cooking Club
Sponsor: Molly Daggle:
The Cooking club teaches students how to cook the mundane way. Students also help during Evening Dinner and during school events requiring large meals.
Meeting time: Monday-Friday 6p-7.30p

Drama Club
Sponsor: Derrick Kroft
The School Alteration magic competition Team
Meeting time: TT: 5p-6p

Equestrian Training
Sponsor: Tandy McCormick
Horse riding and Jumping team
Meeting Time: TT: 5:30p-6:30p, Saturdays 9am-12noon.

Hex Scouts
Sponsor: Nina Sanchez
The School Official Hex Scout troop dedicate to teaching mundane and magical skills and environmentalism.
Meeting time: MWF 6p-7p

High Binders
Sponsor: Ursula Scratch
The Official Highbinders branch at Willow Mistt.
Meeting: Saturday 9a-11

Student Paper
Sponsor: Derrick and Susan Kroft
The School official newspaper published weekly.
Meeting: MW 5-6

Student Orchestra
Sponsor: Ebony Le Rue
The Student orchestra/band.
Meeting : TT 5p-6p.

Marital Arts
Sponsor: Atlas Agrippa
Martial training and competition:
Meeting Saturday 9am-12 Noon.

Mundane Sports Team
Soccer in the Fall, Baseball and track and field in the spring.
Meeting: M-F 5-6:30

Spelling Bee
Sponsor: Cadabra
Overall spell casting competition
Meeting: MWF 5p-6p

W.H.A.M.
Sponsors: Nina Sanchez and Hagatha Cross
Official Witches helping against malice club
Meeting: Saturday 9a-11

Tutors
Sponsor: Susan Kroftt
Tutoring of Students by students
Meeting: TT 5p-6p

Directors and Stars should feel free to come up with their own clubs.

Classes and raising Skills and abilities.

Taking a specific class lowers the amount of Voodollars a character needs to raise an attribute, skill or magic type.

Magic Skill class: (Mystisism, Broom Rising , Magical Etiquette, Cryptozoology, herbalism, Potions and Enchantment) when taken lowers the Voodollars needed to raise the corresponding skill by 5. So a new magic skill costs 20 point and raising an old magic skill one rank 1 point.

Mundane skill class: Most Mundane skill classes just allow you to raise your Basic Skill or Purchase it for less with Voodollars. The Basic skill costs 5 points to purchase and 3 points to raise. The Exception is PE or taking a extra curricular activity like soccer) Physical education effects the Athletics skill while Soccer and sports effects the sports skill. Other exceptions are things like choir or band which affect the singing and instrument skill. Regardless the Voodollar price is the same for Basic. (5 to purchase 3 to raise).

Magic Type Classes: Taking a class in a magic type not only helps you the same way skills do. Voodollar cost for a new magic type is 20 Voodollars instead of 25 Voodollars and to raise magic type just costs 15 Voodollars instead of 20.



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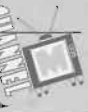
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CLIQUE: _____

ALLOWANCE: _____ SAVINGS: _____





ATTRIBUTES

BODY

MIND

SENSES

WILL

SOCIAL

MAGIC

LIFE POINTS

REFLEX

RESIST MAGIC

ZAP POINTS

SKILLS

SKILL	RANK

PERSONA TRAITS

TALENTS	HERITAGE

MAGIC

MAGIC TYPE	RANK	SPELLS
		SIGNATURE SPELL
		COMMONLY USED SPELLS

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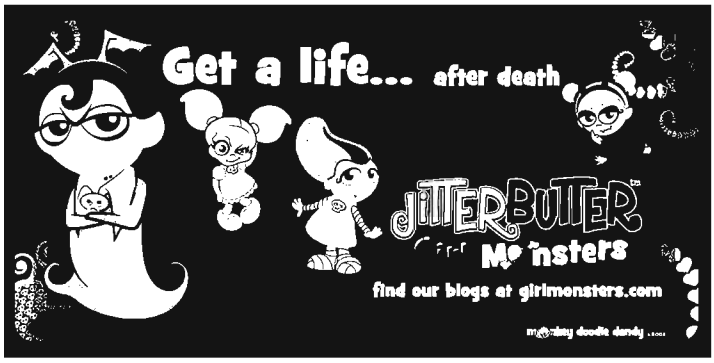
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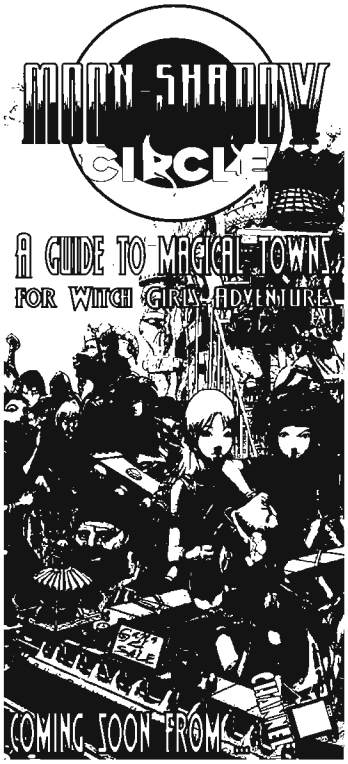


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