

13

MAGAZINE

Issue 1

THE FIRST MAGAZINE FOR TWEEN AND TEEN WITCHES!
INFORMATION FASHION MAGIC COMICS ADVICE

**Your First Job:
Babysitting**

**Aimmie The Alchemist:
LOVE POTIONS**

20 SPELLS
every witch
should know

**CRYPTID DATABASE:
THE BANDERSNATCH!**

**The Argus
SOCIETY**

*Desdemonia's Dating Dilemmas:
Vampire Boyfriend*

13M 001
Summer 2011
10.99 USD



INCANTATIONS OF THE EDITOR



editor pandora spocks

Hello Ladies,

Welcome to 13 Magazine. The first magazine for Witch-Girls. Now, I know your asking what does a 300 year old witch like me know about being a Witch-Girl? Most people who know me will tell you I'm on my third if not fourth childhood. Not that any of you are children. You are all young-ladies gifted with powers and abilities mortals could never wrap their little heads around.

You are quicksilver. You live in the twinkle in the star and ride the winds and all the world is your play ground....or will be.

13 is designed to be both informative and entertaining. It's just as much about magic as it is about fashion, shopping, , technology, education and finding yourself. Which for a young witch is very important as all of you are individuals. It's that individuality that makes each of us shine like a unique star in the heavens. There will never be another witch like you, ever.

And there will never be another Magazine like 13. Because 13 is unique. It's just like the number, a little mysterious, a little wise, a little naughty and a little nice.

Pandora Spocks

Editor-in-Chief 13 Magazine
www.13magazine.wtch

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Please Read

13 Magazine is a fictional magazine from the Witch Girls world. In 13 Magazine you'll find information to enhance your Witch Girl adventure games.

You can use it, or not, alter it or gain inspiration from it. The choice is up to you.

All new information here is official and the information here takes precedence over those in the original game. So if there is a discrepancy then the rules presented here are considered the current official position on the subject. We're human and we make mistakes and thankfully we can fix a lot of them here.

For more updates check out: <http://www.facebook.com/pages/Witch-Girls-Adventures/72148672606>

All characters appearing in this work are fictitious. Any resemblance to real persons, living or dead, is purely coincidental.

GERTRUDE XAPP

Alien witch



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COMES A NEW KIND OF
HEROINE.

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ABOUT ITS PEOPLE AND TO STOP
THE VILLAINOUS COSMIC TROLL
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Disclaimer: Hex-O is not responsible for accidental transformations or the uses of their potions for anything more than entertainment purposes.

For more information contact Hex-O at 1370 Valeria The Grand Mall or via email at Information@Hex-o.wtch.

Product Information:

Description: This Hex-O created version of, "Dahl's Delight" is a swirling green potion in a crystalline bottle. Its potent magic is barely hidden by its beautiful container.

Uses: 3 per container.

Brewing Difficulty: Very hard. And remember Hex-O frowns on unlawful uses of their formula for the recreation of their potions.

Abilities: This odorless and tasteless potion turns anyone that misses a Hard Magic roll instantly into a mouse forever. The potion can be placed into up to a quart of any liquid and still be just as potent only one person. Magical people and creatures can spend 1 Zap point to reduce the permanente transformation to one hour or spend two Zap points to negate the potions effects. Non Magical people and animals cannot.

Cost: 12

secrets of the argus society



An Expose by Yasmine Akbar

Most mortals not only don't believe in witches but are unable to believe in the truly fantastic world they live in. Their minds just refuse to stretch that far even if they are confronted with an act that only be explained by magic. their minds will just replace that magical act with one they can explain. Instead of seeing a girl levitating that would remember it as a girl on a step ladder or think it to be a trick of their own mind. The idea that it was magic would hardly be considered, not even in passing.

But most mortals as stated before are not all mortals. And a few mortals can perceive the magical worlds if by natural ability, pure belief or prolonged exposure they know that something strange is going on. A few of those people have discovered not only that the world is stranger than they guessed but that witches are more than fairy-tales.

We're not talking about Witch-Hunters but the mortals-in-the-know that have banded together as the Argus Society or as they are called by younger witches, the "Witch-Watchers".

The History of the Argus Society

The seeds of the Argus Society started some 700 years ago in Belgium. A monk by the name of Brother Charles Victus an Enchanted whose mother was a witch, at a young age started a diary chronicling the habits of his mother and a few witch associates of hers. A talented scribe and artist he started transcribing a manuscript from the age of 16 through his indoctrination as a Franciscan monk up until his death at age 73. The beautifully bound book never had an official name, but would become known as the Victus manuscript

The book was kept secret from the other Monks and the entirety of the Monastery for 425 years when the Monastery caught fire and a local villager helping with clean up discovered the book. This mostly unknown illiterate villager upon seeing the book knew it had some wealth and took to Brussels to book binder and sold it.

The Book Binder, one Emile LeClair grew enamored not only in the books constructions but its words. So much so in fact he would transcribe the book into 3 separate

volumes and sell them to those interested in the fantastic. LeClair, half believing in the books words found himself making strange observations based on the book and to his surprised actually discovered a Witch was living near him. LeClair fascinated by the existence of such a person observed her and took notes in his own diary. He even shared his observations with a friend (Who name is lost to history).

The two allies through observation, plundering of the witches trash and interviewing the witches associates discovered her nightly flights off to the country. Her use of magic to hypnotize the locals into giving her free goods and that she had associates that included an Immortal, A Vampire and a Ghost.



secrets of the ARGUS SOCIETY

LeClairs comrade seeing it as his duty to expose the witch told the locals what he had discovered. The resulting scandal lead to the woman being ran out of the town and LeClair losing forever his connection by observation to the world of extraordinary.

Furious, LeClair severed all ties to his friend and set down five personal rules that would become the corner stone of "Argus Society".

1. *Observation is the goal not exposure or fame.*
2. *Do not reveal to anyone what you observe.*
3. *Be clandestine in your observation.*
4. *Keep precise notes of your observation for your own records*
5. *Never let the one you observe know you observe them.*

The last rule proved prophetic as LeClair's associate no more than a year after exposing the witch was killed by a bolt of lighting, mid-day from a clear sky.



LeClair though no longer an active observer still made notes on strange happening and upon his death his books was given to his only child his daughter Rachel. It was Rachel who would grow up and marry a well to do German world traveler and adventure, Otto Kline. Otto and Rachel would travel the world not just as tourist but as people looking for any sign of the Witches. Along the way they made many observations and met many others with a similar interest. The loose group would come to call themselves the Argus Society after the Multi-eyed giant of Greek Mythology.

The Modern Argus Society

Centuries past and now the Argus Society has spread around the world. Connected by a common internet website EyesofArgus.org the have modified LeClair's Original rules for a high tech age;

- 1 Observation is the goal but fame among other Argus Society is acceptable.
2. Keep your Observations secret from everyone but Argus Society members.
3. The best way not to be noticed is to go high tech.
4. Keep your blog updated and your Video feed going.
5. Unless you want to be zapped. Avoid witches finding out your playing stalker paparazzi

Modern Argus Society are not quiet observers but rather adventurous techies and urban paranormal investigators who see exploring the supernatural as the last frontier and discovering more about the magical world as the ultimate adventure. An adventure that can make them both allies and enemies of young Witches.

Director's Information



Directors willing to throw something unusual at their Stars may add a Witch Watcher or group to the game for an adventure or as a supporting cast

Witches may or may not like the idea of their ever move being watched, cataloged and shared online but a bunch of computer geeks, toadies and others.

On the other hand Argus Society may well know more about the local supernatural scene than the witch-girl herself. Having access to a network that can tell you in some cases every witch in

secrets of the argus society

town, her habits, likes, dislikes and powers can make a Witch watcher a powerful friend and a equally powerful enemy.

Argus Society as friends.

Argus Society are a great resource for information and non-magical back up as well as technical help. A witch-girl falling in love with a young witch-watcher can have all sorts of ramifications for both characters.

Witches on a whole don't think to highly of mortals knowing their secrets and a Witch Watcher friend could be targeted by more paranoid witches and may need to the Star's help to bail them out of trouble.

Argus Society as enemies

Argus Society can make for great enemies as they most likely have all the "dirt" on the witch they are watching as well as contacts with other mortals in the know including Witch Hunters

Argus Society may also be willing to trade their files on a witch for the witches help or servitude. There are very few people capable of blackmailing a Witch like a Witch watcher.

Even worse are the witch-walkers who wish to know about witches so much they experiment on them. These "taggers" use devices to render a witch unconscious.. capture her , perform experiments on and release them back tagged with hidden detectors usually placed just behind the ear under the skin.

Argus Society Cast

Argus Society members come from every corner of mundane society. Their common thread seems to be a love of the unknown and paranormal and head for high tech devices.

Witches and the WWC on a whole tend to seem them as a threat to witches and witches alone but that's not true. Branches of the Argus society have made various Otherkin their object of observation.

When Casting Argus Society members in your games keep in mind that they are more than just observers they are observing and risking their life or worse for a reason. Be that science, fun, adventure or something as insidious and manipulation or revenge.

Making a member of the Argus Society.

Argus Society members come from all walks of life and can be as young as 12 or as old as 99. Society members are all mundanes and though most have has a supernatural experience and believe in the magical world a few have joined the group to prove there is no such thing as magic and monsters.

Argus Society members are created like witches but instead of Cliques they have Specialists. Specialist as you might guess shows a focus by an Argus society member on a specific job or training..

Specialist

All Specialist description includes information on the specialist type. They include:

Description: A short description of the specialist type.

Main attribute: The attribute the training focus's own and their highest attribute.

Other attributes: The character's other attributes to be distributed as the director pleases.

Education: Mundane skill points and magical skill points.

Bonus: Bonus to specific rolls.

Special Abilities: A specialty ability unique to that Specialist that costs Zap Points to activate.



Debunker

The Debunker believes that everything in the universe is based on the laws of science and that magic and monsters are at best unknowns that can be qualified by science through study or at worst just tricks and bad costumes.

Main Attribute: Will D8

Other Attributes: D2, D4, D4, D6, D6, D6

Education: Mundane 14, Magic 6

Bonus: +2 to rolls and resist magic to resist being controlled or tricked by illusion or mundane skill.

Special ability- Disbelieve: The Debunker believes so much in the fact magic and the supernatural are not will they can prevent it from working.

Depunkers can spend a Zap Point to make a Will roll. against a Casting roll . If they roll higher than the Casting roll the spell does not work..

If this ability fails on a target it can never be used on that target for another 24 hours.

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Detective

The Detective is a master of finding clues and putting them together. They take great pleasure in figuring out things based on deduction and observation.

Main Attribute: Mind D8

Other Attributes: D4, D4,

D4, D6, D6, D6

Education: Mundane 12, Magic 8

Bonus: +2 all rolls involving searching observation and spying..

Special ability- Decutive Reasoning: The Detective can spend a zap point to look at a person and know one thing about them regarding their activities in the last 24 hours, a medical condition or their occupation..



that roll they gain +1 to all rolls that role would normal have knowledge in and in the case of magical rolls they gain +1 to perform mundane tricks or slight of hand that can full others into thinking they are who they are.

Soldier

The Soldier is the muscle. They carry around the heavy equipment and when the need arises do most of the punching. Soldiers are rare among the Argus Society because they tend not to last long (Tussling with an Immortal



or Vampire is a quick way to early retirement)

Main Attribute: BodyD8

Other Attributes: D2, D4, D4, D6, D6, D6

Education: Mundane 14, Magic 6

Bonus: +2 to rolls to lift, carry, run or jump.

Special ability- One hundred and one percent:

The Solider can spend a Zap Point to add +1 to their Athletics or fighting roll in combat or when in danger. They may also spend 1 Zap point to add +1 to their Fighting damage or to ignore a point of damage.

Hunter

The Hunter loves to track and capture supernatural beings. Be it for the fun of it, scientific knowledge or in some cases just to prove they are the best at what they do.

Main Attribute: Senses D8

Other Attributes: D4, D4,



D4, D6, D6, D6

Education: Mundane 14, Magic 6

Bonus: +2 To a follow or track a target Targets are -2 to rolls to detect or see the Hunter.

Special ability- Stalk: The Hunter can spend a zap point to find a target as long as they have something the target owns or have touched. They can follow the target up to an hour per use of this ability and are -2 to resist magical abilities to detect the Hunter while they are stalking.

Techie

Techies love gadgets and gizmos. They love to build them, invent them and even dismantle them to see how they work.

Techies are the most common member of the Argus Society and the longest lasting as they tend to avoid field work

Main Attribute: Mind D8

Other Attributes: D4, D4,

D4, D6, D6, D6

Education: Mundane 14, Magic 6

Bonus: +2 to rolls to figure out how mundane technology work . To fix it and to make it work better.

Special ability- Jury Rig: The Techie can cobble together from parts, bubble gum or whatever is lying around to create a device that acts as any mundane device. They must spend a Zap Point per Allowance cost of that item to create something that functions as it. to do so and the device only has one use (Up to an hour of functionality). It takes the Techie 2 minutes per Zap Point spent.



Infiltrator

The Infiltrator can blend into any situation and know enough about the magical world to fit into it as a member. Infiltrators can pretend to be witches, vampires and even immortals and have enough guile and skill to fool even real ones.

Main Attribute: Social D8

Other Attributes: D4, D4, D4, D6, D6, D6

Education: Mundane 12, Magic 8

Bonus: +2 rolls to convince others they are who they say they are who and what they say they. +2 to resist spells that detect their true nature.

Special ability- The Method: Infiltrators are great at actors and following others into thinking they are someone else. They may spend a Zap point to immerse themselves into a role for 1 hour. While in



Skills

Argus Society member have access all mundane skills in the Witch Girls Adventures book . They also have access to the Following magical skills Cryptozoology, Focus , Herbalism, Magical Etiquette, and Mysticism.

secrets of the argus society

Traits

Most talents are available to Argus Society members. Heritages however are not.

Magic

Argus Society members do not have access to magic ranks.

Equipment

Argus Society members can only buy mundane equipment. They also have access to Argus Society equipment.

Fix Electronics difficulty: Hard

Abilities: The device allows cell phone and special band communication world wide. The device can also hold over 50 phone numbers.

Cost: 2

Float-Camera

These softball size spheres float using a magnetic lift system known only to a few mortals.

Fix Electronics difficulty: Extreme

Abilities: These camera can move remotely up to 100mph or just hover. They are outfitted with digital cameras that send a live feed back to the Argus

Society Member. Because of their shape and single large camera lenses they are often referred to as the Eyes of Argus.

Cost: 10



Alpha wave detector

Argus Society have perfected a hand held device (and a version that can be connected to a computer USB port) that can detect the spike in alpha waves in a area or person created from the use of magic.

Fix Electronics difficulty: Very Hard

Abilities: The Alpha wave detectors can detect magical use up to 100ft

and pin point it to a specific person if its within 20ft of that person.

Cost: 5



Sticky bomb

This apple sized device (Called Bad Apples by Argus Society members) when thrown on impact unleashes a mist that solidifies into a sticky goo.

Uses: 1

Skill to use: Fighting

Fix Mechanical difficulty: Very Hard

Abilities: The Sticky bomb when it goes off covers a target in a sticky goo. The goo takes a Hard body roll to break free or 7 points of damage. Those in it cannot move or act in any way until freed. The Goo lasts for 1 hour.

Cost: 3



Argus Goggles

These high tech goggles with leather straps contain high tech electronics that help Argus society members see the magical world.

Fix Electronics difficulty: Very Hard

Abilities: Mundanes wearing the goggles can see things only magical people can and can avoid Mortal-avoidance Charms. The wearer also gain +3 to rolls to see all invisible things

Cost: 2



Stunner

The stunner is a Argus society weapon designed to stun a target with a jolt of electricity and beta waves.

Uses per charge: 20

Skill to use: Fighting

Fix Electronics difficulty: Very Hard

Abilities: The stunner can fore a bolt of green lightning that causes

anyone struck by it to make a Hard Body roll, if they fail they are knocked out for D6 Minutes. The weapon can be placed on a damage setting (taking 2 charges a shot) and do 10 points of damage. Regardless the setting the weapons maximum range is about 30 feet.

Cost: 10

Tag

A tag is a device about the size of a dime placed into a witch just behind her ear under a skin colored patch.

Fix Electronics difficulty: Very Hard

Abilities: The devices allowed a witch or person its placed on to be followed and observed at range.

The tag emits information on the witch such as blood pressure, heart rate, increased alpha waves (from casting spells) and allows the person who has the tags monitoring frequency to hear what the witch is hearing (and by default in most cases saying)

Tags have a battery life of about 14 days of continuous use and with a tag monitor can be used up to 25 miles.

Cost: 3



Cloaker

Cloakers are devices that resemble bulky wrist watches that produce a alpha wave pulse or scrambling effect allowing a watcher to be detected as a Magical Person.

Fix Electronics difficulty: Very

Hard

Abilities: -5 to casting rolls to either detect the character as non-magical or by activating another setting detecting the character at all. The effect can cover a 10ft area but such a cloaking drains the battery quickly.

The Device has another setting making granting the wearer +3 to hide rolls by making the wearer harder to notice but not truly invisible.

Cost: 7

Communication Piece

This ear mounted cellular phone and communicator allows not only cell phone communication but those wearing them to talk directly to each other on a private Argus society band.



secrets of the ARGUS SOCIETY

Playing Argus Society members

With the rules for creating Argus-Society members directors may wish to run an Argus Society game.

This will take a little work from Directors but it is possible. Keep in mind playing a mundane is a very dangerous in a world of magic.

Argus Society Member of Note



Doctor Hyperion

Rank: 4
Metahuman
Location: Hidden
Base known only to high level Argus Society Members
Motivation: Find a way home. Help Argus Society.
Body: D10 **Mind:** D10
Senses: D10 **Will:** D10
Social: D10 **Magic:** D6

Life Points: 24 **Reflex:** 17

Resist Magic: 11 **Zap Points:** 12

Skills: All Mundane Skills at rank 8. Focus 7, Mysticism 8, Magical Etiquette 7

Abilities

Tough: Doctor Hyperion ignores 2 points of non magical damage and one point of magical damage.

Deductive Genius: Doctor Hyperion can make a Hard Mind roll difficulty to know things he has no business knowing just by putting together clues.
Not-Human: Doctor Hyperion is not a magical person but isn't human either. He's Immune to Human disease and most poisons. He is also rumored to be almost 200 years old.

Fly: Hyperion can (but rarely does) fly under his own power at up to 400mph. (2 Zap Points)

Energy Projection: Hyperion can project bolts of energy from his hand that do 10 Damage. This energy is non-magical and costs 2 Zap Points.

Uncanny Strength: Doc Hyperion gains +2 and +5 to his hand to hand damage. He can also lift 2 tons

Equipment: Doctor Hyperion has access to all Witch Watcher equipment as well as most Mundane high tech equipment including those employed by Witch Hunters.

Description: Very little is known about the man called Doctor Hyperion. Rumor says he's a Witch-Watcher and may work for the United Nations. Rumor also says he's an alien and fell to earth 200 years ago.

The truth is far stranger than the rumors (although some the rumors are true). Hyperion was an adventurer from a Parallel earth who was blown into our world. Via a magical arch hidden in an Aztec Pyra-

mid some 200 years ago.

On our world he went into hiding occasionally only showing up to help deal with problems no one else can and last came out of hiding during World War Two.

Though commonly described as a man of quiet heroism he seeks to learn more about witches in an attempt to find his way home and truly doesn't mean them any harm.

Argus Society Hooks

I need a Zero!

Hook: Doctor Hyperion lands in the one of the Stars back yard (leaving a big crater). When he awakes he has no idea who he is and magic won't fix the problem.

The Characters must protect the Doctor and teach him how to use his powers before the person his arch foe Professor Xavier Ragnarok finds him and the stars.

Casting Call: Doctor Hyperion (Doctor Hyperion) Professor Ragnarok (evil mirror image of Doctor Hyperion). Ragnarok's minions (Witch Hunters)

Resolution: The Characters either save the doc or they face Ragnarok and his minions alone.

Ro-Ro Raggy

Hook: A Argus Society group including a Detective, Soldier, Infiltrator. Techie and a Dog (who was once human and can sort of talk). Have come to the Stars town looking for monsters and are convinced a mortal friend of the stars is one.

Can the characters save their friend from exposure or worse?

Casting Call: Ted (Detective), Raggy (Muscle), Tiffany (Infiltrator), Melanie (Techie) and Groovy (Large dog with Hunter skills and abilities and Mortal friend (Average Mundane).

Resolution: The Stars save their friend and their friends reputation and the Argus Society groups depending on the outcome may become friends or enemies.

Who Watches the Witches

Hook: Tim Kurst a handsome new student at the Star's School seems to be keeping an eye on them. He also seems to know more about them than he should.

Tim is an Argus Society member from a long line of Argus Society members and has been observing the Stars for some time.

Casting Call: Tim (exceptional Young mortal), Tim's Parents (Exceptional Mortal Adult)

Resolution: Is Tim a friend or foe. It's up to the director. This Hook can lead to big adventures or drama.

Yasmine Akbar has made a name for herself in the magical community as a crusader against magical world corruption and top-notch Magical War correspondent for AAN. When not reporting Yasmine lives in Baghdad with her two cats..

aimiee the alchemist

AIMIEE THE ALCHEMIST



Potions with
Dr. Aimee St. John

The right potion for the job can out do any spell", is often said by most Potions teachers. In

fact my Potion's teacher swore that if you need never wave a wand if you can have the right potion or powder or as she called them reagents.

Being an aficionado of potions I was given the job of creating a article that helped would be potion specialist. So get your cauldrons going and your ingredients ready its time to make a little magic!

Potion the Day- Love Potions

Today we're starting with an old favorite the Love Potions. It has been written about not only in magical text but in story and song. Concocting the right love potion can not only help you snag the person of your dreams but help a friend out and even help dissolve a relationship that was



never meant to be.

The First part of any Potion dealing with Love is a proper stock. The stock is the base of your potion from it any type of a particular potion can be made.

The Typical Love Potion Stock is:

3 cups of Distilled water (water should be distilled in silver or copper pot)

1 white unicorn tail hair (about 3 inches, one full hair provides 20-40 inches)

1 cup of distilled Care

½ cup of pure cane sugar.

Peddles from one dozen red roses.

Add all increments to a Number 2 Cauldron set under a low heat for 4 hours. Then place on high heat to reduce for one hour till its pink and translucent and slightly thick. 1

Potion Difficulty Roll: Easy

This should produce 2 cups of Love-Stock you can store it in a well lit place, in the refrigerator or frozen in ice trays (silver or Copper trays only).



Friendship Potion

Dose Size: 1 Tablespoon

Duration: 1 day per Dose

Resist Magic: 11 Affects everyone with a Resist magic of 11 or less.

Potion Difficulty Roll to make : Easy

Abilities: Friendship potions require

taking the stock and adding in on a low heat a whole pink rose ,about 3 inches of a strand of your hair and 1 oz distilled sunshine. Heat in your cauldron for 1 hour. Strain and let sit for 2 hours.

The person that drinks the potion who isn't your friend will become your friend for duration. A person already your friend will become a closer friend.

Variants: This Potion can be let to render to paste and dried to a fine dust that can be blown on a person or sprinkled on food. It can also be mixed with syrup and harden into friendship candy with one piece of candy acting as one dose.

Grade "A" Hate

Dose Size: 1 Tablespoon

Duration: 1 Day

Resist Magic: 13 Affects everyone with a Resist magic of 13 or less.

Potion Difficulty Roll to make: Hard

Abilities: There is a thin line between

love and hate. In the case of potions you need to take your Love stock and let it sit in a dark warm place till it turns from pink to dull dark gray. You then have the makings of a Hate Stock. Take the mixture and place it in a clean cauldron and heat on high till it sizzles and burns to a charred black mass. Rehydrate with 2 cups of swamp water and 1 cup of Red-Cap Spit and cook on a low heat for 2 hours. Let cool and now you have Grade "A" hate.

The person consuming your Grade "A" hate will hate with a passion whomever they currently love and dislike whoever they like. Hate is a powerful emotion and you should be careful with this potion.



aimiee the alchemist

Variant: Add in the mixture a strand of your hair that has soaked overnight on Love Stock and the Hate the potion causes will never be aimed at you.



Love Potion # 1

Dose Size: 2 Tablespoon

Duration: 1 hour per Dose

Resist Magic: 11 Affects everyone with a Resist magic of 11 or less.

Potion Difficulty Roll to make : Easy

This potion is just pure stock and after being consumed it increases the love a person feels for everything. If the person loves something they now adore it, if the just like something they now love

it.

Variants: This Potion can be let to render to paste and dried to a fine dust that can be blown on a person or sprinkled on food. It can also be mixed with syrup and harden into friendship candy with one piece of candy acting as one dose.

Love Potion #9

Dose Size: 1 Tablespoon

Duration: 1 Day

Resist Magic: 13 Affects everyone with a Resist magic of 13 or less.

Potion Difficulty Roll to make: Hard

Using the Love Stock reducing it down

for 30 minutes under high heat and

adding in 1 cup of Crushed verbenia,

about a finger length of ginger root

(whole) and 2 oz. distilled infatuation.

Let stew for 2 hours and then strain to create 1/2 cup of Love Potion #9. Keep in mind the milky pink liquid will turn transparent when mixed with another liquid.

The Potion causes the target to fall madly in love with the first person they see. So if you want it to be you make sure they see you first because this potion knows no bounds and if say that person saw a mule or a squid first they will fall in love with that animal which can be both funny and horrifying.



ginner's practices.



Bottling Emotion.

Some potions need a hint of happy, a smidgeon of sadness and a ounce of fear.

To create liquefied emotions one needs two basic ingredients. Those Emo-

tions and a Mercurial (Not to be confused with mercury which is really dangerous to work with even for witches) Mercurial is a distilled and clarified form of ectoplasm. Which comes from ghost and spirits? If you don't have a ghost to give you some ectoplasm you can pick up Mercurial at your local potions supply for about a piddling sum (1-2 Allowance points a Quart) Now once you have Mercurial you can start liquefying emotions. This is done by projecting the emotion you want to Liquefy on the Material either by prolong exposure to that emotion (Say you need some fear so you slip Mercurial under your mortal friends bed then summon a Closet monster to scare him every night), or by personally focusing on the material and projecting your emotions into it. It usually takes about 12-20 hours to create Liquefied emotions in a quart of Mercurial.

For the enterprising young witch creating and selling Liquefied emotions can be a great way to make some extra money. (Liquefied Emotions sell for 3-4 Allowance points a quart).

Beginners Corner

At the end of each articles I'll be covering some of the basics of Potion making and Alchemy. This time I'll be covering one of the more difficult be-

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twenty spells every witch should know

20 SPELLS

every witch should know

Article By Kay Austin, Trinity Stone Intern.



Every witch has a list of 20 basic spells that they cannot live without. However, rarely do the opinions on what those 20 spells are match between two witches.

Everyone who knows me knows I'm a stickler for detail and love facts. So through interviews, surveys, research and after looking at no less than a thousand spells I have come up with 20 simple spells every young witch needs to know in the modern world along with a bit of history and background on those spells.

The spells listed alphabetically and in no particular order as each one has equal value in my eyes.

All Spells are listed as follows

Name: Name of the Spell.

Game Rule: The Magic Type and rank that can be used to perform the spell.

Spell History: History of the Spell.

Spell Effect: What the Spell does.

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Basic Ward

Game rules:

Protection 1

Spell History: The Basic ward is the oldest spell on our list and may be the oldest of all time. No one knows who created it and many people think a lot of witches a long time ago came up with it at about the same time. (Great minds think alike). Over the millennia (yeah it's that old) the spell had remained pretty much unchanged and proves that sometimes you can't beat a classic.

Spell Effect: The caster of the spell (and only the caster) is protected from almost any type of harm. The Spell lasts standard duration for the Witches magic rank and allows the witch to ignore 1 point of damage per Protection MTR against any attack. The Spell also provides +1 to resist magic per Protection MTR of the spell.

On the downside the spell MTR lowers by one every time the person the spell is protecting is hit. So a witch with Protection rank of 3 will ignore 3 damage and have +3 resist magic after the first attack they will ignore 2 damage and have +2 resist magic. When the number reaches less than the shield drops.

Note: multiple Protection spell's defense cannot be added together for protection. Only the highest defense for a particular damage or situation counts.

Example: If Monica casts Basic Ward on herself at MTR 3 and someone casts it on her at MTR 1. she doesn't add 3+1. Instead the highest rank spell prevails meaning she only has a Basic ward MTR 3 on her.

Bigger on the Inside

Game Rules: Time and Space 2

Spell History: It's a woman and girls curse to never have enough room in their purse, or bag or car trunk. Ancient witches who had to carry the water they needed from a far away river either learned how to conjure water or how to make the bucket hold more.

The first known use of this spell dates back to ancient Africa when the legendary queen of Sheba used it to fit all her clothing in one trunk while traveling. Though it was probably used before then we should give the queen props for using it with style.

Spell Effect: A target holding receptacle (box, purse, bag, closet or trunk (the latter being no larger than 5ftX5ft. holds for duration 10 times what it normally would without altering size, weight or shape. Items placed inside can be no larger than what would fit through the opening (So keep that Shrinking spell handy).

Finding objects inside a something under this spell takes an Easy Mind roll. If the Duration runs out while the item is carrying more than it could normally hold there are four possible results.

(Using the D4)

Roll	Result
1	The receptacle explodes outward doing D4 mundane damage.
2	All items inside the receptacle save for an amount equal to what it can normally hold vanishes (The Worm hole ate your home work)
3	The Receptacle collapses in on itself and vanishes
4	The most hoped for result. Everything inside over the receptacle contents normal limit vanishes but returns when another Bigger on the inside is cast on it.

Broom Zoom

Game Rules: Mentalism 2 or Elementalism 2

Spell History: Flying brooms have been a witch tradition since there were brooms. African, European and Asian witches all claim to have created the spell even though it wasn't until 1453 that a set of standard broom riding spells and Enchantment formula was categorized.

Indian Witch Ekaparnika Jankia said upon registering her Broom flying spell that she used one passed down to her from her grandmother.

Spell Effect: This spell grants a broom for duration the ability to fly. The maximum speed of the broom is 20mph per MTR used. So A witch using Mentalism to levitate her broom with a Mentalism rank of 3 can send her broom zooming at 60mph.

Clean It

Game Rules: Healing 1 or Alteration 2

Spell History: Since ancient times spell witches have been casting cleaning spells for some time. Spells to clean and sanitize may actually be one of the first spells created by witches. Hestia, a Greek witch worshiped as an ancient goddess who never claimed to have invented the cleaning spell but is commonly thought of as the person that perfected it.

Spell Effect: This spell cleans a single person or thing in range instantly. The cleaning of the item is absolute; removing all dirt grime and germs. Casting it at a higher rank (Healing 2, Alteration 3) allows the witch to clean an entire area and everything in it.

Digital Copy

Game Rules: Cybermancy 1.

Spell History: Cybermancy is a relatively new type of magic and most of its workings can be traced back to Professor Emily Foster. Professor Foster states in her now famous book "Saving Spells" that she created the spell in college to help her transcribe text from books to her computer.

Spell Effect: The Witch can copy exact duplicates of pictures, music, text and other types of media directly from its source to a computer, flash drive or DVD or CD Rom instantly. The witch just needs to be in range of the item or thing being copied and the item being copied too and cast the spell. Instantly a file is created that can be opened normally on any computer or set by the witch with a password or digital spell to only be opened by her.

Eye Spy

Game Rules: Divination 2

Spell History: Magical ways to look at some place far away has always been one of the most sought after spells. The first spell akin to "Eye Spy" was used by witches working as oracles. They would use various animals as spies taking the images from their eyes and showing them in mirrors or in pools of water. Birds made the best spies back then.

The Modern eye spy doesn't need an animal companion but some witches still prefer that method.

Spell Effect: The witch casts this spell on a person or a thing allowing her to see from their point of view. They can cast it on an object like a picture to look through the eyes of a painting, stuffed animal or even car headlights. For the duration they can see what that person or thing sees as if its eyes are her eyes. This grants no increased range or line of sight. Nor does it allow the witch to use any other senses.

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Fashionista's favorite

Game Rule: Conjure 2

Spell History: Its all about style hons. Witches have always been on the cutting edge of fashion and even when times are tough a witch could just conjure the latest styles.

In use for centuries (Or every since name-brands existed). Fashionista's favorite has allowed a witch to look her best and help those without the funds (like good mortal girls needed a dress and glass slipper for the prince's ball) have access to the best designs.

Spell Effect: Fashionista's favorite can create an exact copy in any size of any non-magical clothing. The Witch need only have a picture of the item they are copying or a good idea what the clothing looks like in their mind's eye to make it real for the spells duration.

First Aid

Game Rule: Healing :2

Spell History: Many great witches in the past made a living as tribal and village healers. It not only very lucrative but its good karma to boot. Back in those days people were always falling, getting stabbed or attacked by animals.

Another case of great minds thinking alike the spell we call First aid was created by multiple witches a long time ago at about the same time. Over time the spell had become less complex thanks to of all things, mundane medicine and science which has allowed us to understand how the body tends to work.

Spell Effect: First aid increases the targets healing making them heal Life points twice as fast for the spells duration and granting them +1 to Body Rolls per Healing MTR of the caster to recover from or resist non magical poisons and disease.

Freeze Frame

Game Rule: Time and Space 2

Spell History: Time and space spells are hard to track. You never know if they're made in the future, past or no where at all.

Freeze Frame is no exception. No one knows who invented or why but everyone who can do it uses it because it can

make life so much easier even if your mucking with one of the fundamental forces of reality. Which brings us to...

Messing with time isn't something you should ever do lightly so be really careful when casting this spell.

Spell Effect: The target person place (If you have the MTR to cover an area) or thing freezes in time for the spells duration or until they are released. While frozen no time passes for the target nor can the target be harmed or moved as its literally not in the normal flow of time.

Ghost Gab

Game Rule : Necromancy 1

Spell History: Mundies call witches who use this spell Mediums. The great Oracles of the past used to call up the spirits of the dead to talk to and ask for advice, learn about the ghosts lives and to ask the ghost for help.

The great Sybils of Ancient Greece claim to have created this spell but most witch-historian agrees the origin of this spell predates ancient Greece and most mundane civilizations.

Spell Effect: The Witch call up the spirit of a dead person. To do so they must know the ghosts name and be within range of at least one of the following. their grave, were they died or were they are haunting.

Once the spell is cast the Spirit will appear to the caster and speak only to them for the spell duration (The Witch may send the ghost away any time). The witch can during this time understand the ghost no matter what language it spoke in life. The Ghost can also understand the witch.

Levitation

Game Rule: Mentalism 1 or More

Spell History: very few spells scream witch more than Levitation. Moving things without touching them is a sign of an accomplished witch and has been for a very long time. Why witches started levitating is pretty obvious, magic can lift a lot more than muscle (Unless you happen to be a Giant, Troll, Immortal or one of those other muscilly types).

Our most ancient of texts state Lilith used levitation back when she was the only witch on earth and that should give you an idea how old this spell is. And if its good enough for Lilith its good enough for us.

Spell Effect: This spell allows a witch to levitate at up to their Mentalism MTR one or more items. Exactly how much is explained in the Witch Girls Adventures rule book.

Witches can levitate multiple items if their MTR allows and item levitated can move at up to 10mph per the witch Mentalism MTR. At Rank 1 Mentalism levitations cannot do damage but at higher ranks tossing people with Levitation or using Levitation to throw things at a target can do damage.

Lock

Game Rule: Alter 1 or Protection 1

Spell History: Keeping people out of your things is an age old concern. Isis is said to have created the first lock spell. According to witch History she used a lock spell on a secret crypt to that held her husbands Osiris' body parts.

More recent locks spells have been used to keep close everything from diaries to car doors and of course bedroom doors. (Many a nosey sibling have been frustrated by this spell.)

Spell Effect: The Spell locks closed a item designed to be opened. Windows, purses, books, doors. For those wishing to use it on someone's mouth the lock spell will not work here (But a few other spells will). Lock is good only for non-

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living targets and targets that could be locked by mundane means though the object may not have a lock attached.

Things under a lock spell are -1 per the spell MTR to all rolls involving opening them except magical ones. They also ignore 1 point of damage per MTR to attacks magical or otherwise designed to open the target of the spell.

Love Spell

Game Rule: Mentalism 2

Spell History: Match maker, Matchmaker make me a match! Back in the day you didn't always get a choice of who you married (And dating was out of the questions). People would marry as part of political or military deals to improve finances and even to pay debts.

In those cases people went to the local witch and asked her for a love potion or spell to either make the person they are going to marry fall in love with someone else or make the person they are forced to marry love them. Things were messed up back then.

Today love spells are used mostly for entertainment or in the case of more selfish witches to get the guy they want. I know that's selfish and petty but even witches aren't perfect.

Spell Effect: The target of the spell falls madly in romantic love with either a specific person or thing set by the witch when the spell is cast or with the first person or thing they see.

While under the spell the person under the spell will do anything within reason to win the heart of the person or thing they are attracted in the moist sweet and romantic way. No amount of hate or contempt from the thing that in which they are love with will deter them trying to make the love work even if the Target is your former best friend and they are in love with a ill-tempered billy-goat...no I'm not bitter.

Lucky Charms

Game Rules: Curse 1

Spell History: First things first... making fun of Leprechauns like they do in commercials for that cereal is both racist and silly. We all know Leprechauns prefer a more... liquid breakfast.

Lucky charms is one of the most commonly cast charms and can actually be traced back to ancient Ireland. Both eyewitness and story tell us that the secret of the Lucky charm was stolen from the Fae by a crafty witch. If this the truth or all of the truth may never be known. However, since then this spell has spread around the world.

Spell Effect: Lucky charm grants +1 per Curse MTR to the target of the spell (The Witch may cast it on herself) to all non-magical rolls. They also gain twice that bonus when making Game skill rolls. The Director may also allow other minor lucky circumstances to happen to the person under the spell.

Me Myself and I

Game Rule: Time and space: 3

Spell History: Being at more than one place at the same time comes in handy when living in a world where you Gymnastics, Soccer, Griffin riding practice and Homework all after school.

In the past witches have divided themselves among different projects as well as different places for various reasons. Hecate the triple goddess of old was the first witch to use this spell casting it to appear among her mundane worship-

ers as well as allowing herself to spy on different foes all the same time.

Spell Effect: Divide herself up into a number of near exact duplicates per her time and space MTR. At MTR she can divide herself into 2-3 at MTR 2-4 she can divided herself into 4.

Dividing yourself up into duplicates has a lot of advantages. The duplicates have the same number attributes, skills and even Magic Types as the original. If one duplicate learns something the rejoined person will remember it and each duplicate can act individually.

On the down side for every duplicate made all duplicates are at -1 to all skill rolls. The Duplicates all share the same Zap Points and Life Points and if one is killed Life points and hit points can be permanently lost. (The amount equal to how many duplicates are active. If you only have 1 duplicate you can lose ½. If you have two and one dies you can lose a third and so on).

Another aspect of temporal duplicates they always know were the other duplicates are and can even communicate with the others telepathically at any range.

Snack

Game Rules: Conjunction 1

Spell History: The first thing my conjunction teacher taught us was conjured food never tastes as good as real food. True but conjured food comes in handy.

Before the word snack was used this spell was used to conjure food back in a time when eating was a whole lot of work involving pots, pans and killing something large that might kill you first.

Back then a snack was a rodent on a stick, to day its chocolate covered fudge-bombs which if you think about it is much better than rodent on a stick.

Spell effect: This spell creates a edible snack; hot cooked or raw for the witch. The snack can weigh up to 1lb per Conjunction MTR. Snacks created can be of a single food type say snack cakes or candy or even fruit or vegetables.

A Witch cannot create a snack they have never eaten and witches who can cook make taster snacks as they have an idea of the real process that goes into it.



Toad

Game Rules: Alteration 3

Spell History: Witches have been turning people into animals for as long as there have been witches. Recycling people into more useful and less harmful forms reaches over cultural, racial and political boundaries for witches.

Gothel the original witch of the Blackwoods in eastern Europe claims she was the first witch to "toad" someone. Frankly I'm not going to argue with her because for starters

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she's Goshel the witch most European fairy tails speak of and second I don't want to be a toad.

Spell Effect: The target of this spell is turned into a toad for the spells duration (Or shorter if the witch likes). The newly made toad has all the Body and Senses of a toad and all other attributes of their previous form.

Witches changed into a toad (If you go to a school of magic you will experience this at least once.) can use magic as long as the spell doesn't require a gesture or incantation.

Unlucky Number 13

Game Rules: Curse 2

Spell History: Gypsy witches have given more than just a unique sense of style to our society. They have contributed a fair amount of spells that many would call "Required learning". Chief among them is this one the atypical bad luck curse.

For those of you thinking there is no pizzazz in the typical bad luck curse keep this in mind. By my research if this list was ranked most used to least used this spell will be number one or two easy.

Spell Effect: Lucky number 13 grants the target -1 to all rolls per Curse MTR. So if the casting witch's Curse is rank 2 then that's a -2 to all rolls for the spells duration. Failed rolls usually result in some seemingly happenstance accident causing the target to mess up whatever they are doing. The accident causing the trouble is hardly ever dangerous.

Witch Mind Trick

Game Rules: Mentalism 2

Spell History: "You did not just see me land on my broom", altering the memories mundanes by witches have been going on for a long time. Making mundies forget they have seen us use magic started around the times mortals thought it was a good idea to tie us to stakes and set us on fire.

The Wardens in the Magistrate office have perfected this spell and have made it standard learning at witch schools

all over in order to protect us from another go round of the great witch-bar-b-cue.

Spell Effect: Non-Witches this spell is cast on forgets for duration memory of magic used around them. After the spell wears off the person it was cast on remembers the events with a more dream like quality and isn't sure if it was real, a dream half remembered or day dream.

This spell doesn't work on witches.

Zap-finger

Game Rules: Offense 2

Spell History: "She has a zappy Finger", is Witch for "She likes to blow things up". The most common way this is done is a simple destructive spell that does exactly that.

The Ancient Japanese sorceress Ryuko Kinsaki a kind and gentle woman who's village was attacked by bandits invited a spell that channeled pure, magic energy from a witch through a finger and out at a target with such force it can toss a 200lb man across a football field. (Luckily that 200lb man landed on a nice fluffy 400lb woman)

Spell Effect: Zap Finger fires from the witches wand or finger a twisting growing stream of energy that hits a target doing standard damage for the witches offense MTR. It also knocks the target back 10feet per point of damage the target takes (after they subtract the damage they ignore). You can choose when casting the spell to not let the spell knock the target away or just knock the person away and do no damage. (In that case use the damage roll and ignored as just a means to figure out how far the target is nicked back)

The knock back effect of the spell doesn't work if the target weighs over 300 lbs.

Kay Austin is an Intern at the Trinity Stone School of magic near Dallas, Texas. There she not only takes classes but acts as the school dorm mother for younger students. Leads the school Circe and Spelling Bee team but also find times to groom her prize winning Pegasus "Pecan-Surprise."



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BY JOE HALEY
& T.J. DORT



A Halloween Tale of
Costumes, Candy, and Conquest!

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FIRST JOB: BABYSITTING

First Job: BABY-SITTING

By Vivian Cho

Baby sitting is an age old first job for young girls. Even in the magical community young witches have taken the job as a way to earn money, learn responsibility and restraint

Why Baby Sitting?

Baby sitting can offer a unique way to introduce characters to various aspects of the magical and mundane world or a way for a Witch-Girl to increase her allowance. A group of girls may start a baby sitting service seeing it as an easy way to prove they are not only responsible but enterprising.

Others start sitting because they just like helping others and love being around kids. This may be the perfect way for young witches to see if they have the patience to be a teacher later on in life.

Becoming a Sitter

Becoming a sitter simple for a young witch. In most cases she can train herself in the basics or get the training she needs from a parent or teacher. How to change a diaper, be diplomatic with younger kids, basic first aid and safety are all that she's need to know to take care of a child.

Equipment wise , a cell phone , some games, books snacks m first aid kit and a few DVD's will go a long way towards keeping your charges safe and entertained and the Sitter sane.

Next comes the hard part find a first sitting job. Having younger brothers and sisters make this easy but going outside the family it's a Sitter eat Sitter world (Literally if you anger the wrong witch-girl). Adverting your services is a good way to start in a neighbor hood newsletter Or going door to door talking to people with children.

Once someone contacts you it's a matter of sealing the deal.



Payment and Negotiation

This supplement is all about a job for young witches to make extra money. Exactly how much Baby sitting grants you in Allowance varies from job to job. Parents will negotiate prices depending on their child. A parent that thinks their child is an angel and will be less trouble will pay less than a parent who knows their child is evil incarnate. Average prices for sitting are as follows.

Mortal Child: 1 Allowance points a night (about 2-3 Hours)

Bad mortal child: 2 Allowance points. (About 2-3 hours)

Magical child: 2 Allowance points

Bad Magical child: add +2

Baby sitter comes highly recommended: +1

Baby sitter has no references: -1

Bay sitter has a negative reputation: -1

Parts are in a rush for a sitter: +1

Parent is well of (rich) : +1or +2

Directors should keep the above mine and more when deciding what a parent will pay. And Stars should keep it mind when deciding what to offer. Negotiating a prince can either be done through

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role playing or Social rolls (With highest roll wins the negotiation.)

Example Baby sitting Payment: *Naomi is baby sitting a child of a Troll. Trolls are known for being anti-social as well as eating people but she needs the money for a new wand.*

Trolls are magical so that's 2 allowance points (Magic child) and + 2 because it is most like going to be a bad magical child (Total +4). Naomi comes highly recommended (Another +1). So Naomi should start her price for a Troll baby at 5 allowances.

Sitter Scenarios (Mood and Themes)

Directors probably have their own ideas about how to fit Sitting into the game. Sitting can be taken for laughs or played for drama. Depend on the Theme or mood of the game Baby sitting can be a welcomed bit of fluff or a unexpected bit of angst.

Directors should talk to their players about their star is expecting from her sitting job. Players just looking for money should be taught that there is a lot more to it than extra allowance and all the magic in the world won't protect you from a rabid werewolf baby throwing a tantrum in the middle of a mortal mall.

For the Directors we offer a few themes for using sitting in your game.

Fey sitting

Fey love a good joke and Fey children are natural practical jokers. Fey also tend to be shape changers. Shape changing children are hard to keep up with they could be anything or anyone. Is little Wanda missing or has she shifted her form into a book end and forgot how to unshift herself?

Fey children practical jokes can just be humorous or dangerous. After all as children they have little impulse control and have no idea that rigging the Witches wand to explode the next time

she uses could cause a serve injury. All they know is it'll be funny.

Immortal sitting

Immortals children like their parents are faster, tougher and stronger than humans. In fact a 6 year old Immortal can easily be stronger than a witch—girl ten years his senior. They also have lots of energy and tend to be hyper active. Add in the fact they are not as vulnerable to magic as humans and you have a recipe for disaster.

Immortals being usually self reliant even at a young age will resist being told what to do. Immortal children are also very physical, meaning they don't do well cooped up they want to be outside running, lifting and rough housing. Witches can easily find themselves chasing Immortal children about trying to halt their good natured rampages.

Monster sitting

How hard is it to change the diaper of a Giant baby the size of an adult human? How do you corral Goblin children or stop a baby dragon from setting the town of fire?

Witches who spend a lot of time in magical society might find themselves in a position where they have to deal with creatures they rather not in their Job. Monsters tend to pay more (Because finding a sitter is hard for them) and have a variety of needs that must be met with their children. Directors looking for a change should consider using monsters as clients for their Stars.

Mortal sitting

For a witch sitting with a mortal child may sound like a cake walk. But mortal children are resourceful and though at younger ages most parents won't believe it when the child accuses you of being a witch an 8 yea old with a camcorder or smart phone can make for a convincing argument.

Mortal sitting can also be dangerous for the child when magical enemies show up and need a hostage. Nothing says "Payback" like the goblin lord kidnapping poor little "Jimmy". And least we forget that there is rarely anything funnier than the high and mighty witch humbled by being forced to change the diapers of a mortal child and her snobby Highbinder friends finding out.

Nightling sitting

Vampires and Were-creatures need love too. Nightling children tend to be emotionally like smaller versions of their parents. Vampire children are playfully aggressive and crave blood and

secrets of the argus society

are not beyond draining the neighbors pets for a snack. Also because of their Vulnerabilities witches need to take extra care with them. Its not a good idea to tae them for a stroll in the sun.

Were-creatures children are wild, they've yet to tame their inner beast. They gnaw, scratch and destroy anything on a near epic scale. Leave a school book about and its almost guaranteed it'll be used as a chew toy at best and at worse torn to shreds.

Witch sitting.

Sitting a younger witch has lots of potential for adventure. Teaching a young witch magic, broom flying and forming a big sister like relationship can be rewarding to a Star and is one possibility Dramatically and emotionally such a bond can be used to move a storyline along or a game session.

Then on the other hand the witch brat from heck could make a Sitter's life miserable. Witches come into their power around age 6 on average but a few start to developed them earlier as young as two or three. This could leave a young witch more powerful and skilled in magic then a sitter. A Witch could get a rude awakening when they chastise their charge and are zapped inside a story book or hypnotized into doing something humiliating.

The otherwise of that coin is meeting a young witch who doesn't know she's a witch and becoming a helping hand in teaching her what she is and how to master her power.

Dealing. With Parents

Parents no matter what they are generally protective of their children They also rarely see any fault in their child and for a baby sitter this can be a problem. Baby sitters could find themselves on the wrong side of a parent if they say anything negative about a child. Which in some cases could be dangerous. When dealing with parents Sitters need to be diplomatic least they lose a recurring job.

Sitters also may find themselves becoming more of a parent to a child then the parent. In some cases the parent may not give the child enough attention and that child may latch on to a sitter. In that case Jealousy may build in a parent or that parent may actually give the sitter more responsibilities with the child.

Sitter Organization and recognition.

Though not exactly recognized by the WWC baby-sitting is very important to a small vocal group of young witches and has spawned an organization and official recognition in one Witch Organization.

Sassy Sitters.

Thanks to the power of the internet Witch-girls all over the world are able to communicate with each other for fun and support. Sassy Sitters at Sassysitter.wtch is an organization of sitters who post through the site their adventures as sitters helpful information and where clients can find sitters and rate past sitters.

Star sitters can gain access to the site and have clients post reviews of their service for them. You must have at least one positive review before you can place an add on the Sitter's Market where would be clients can find you for Sitter work.

Sassy Sitters also has a page dedicated to problem children . No names are given but enough information is posted so that a smart sitter can avoid that Client.



Hex Scouts Baby Sitter badge

The Hex Scout Baby Sitter badge is given to hex scouts for performance as a sitter. The Badges are as follow

ance as a sitter. The Badges are as follow

Sitter Ready: The Character knows basic sitter skills (And actually has the Sitter Skill at rank 4 or higher)

Mortal Keeper: For sitting 5 mortal children

Monster Keeper: For Sitting 5 monsters

Kin Keeper: For Sitting 5 Immortal, Fey or Nightling children

Sister's Keeper: For Sitting 10 or more Witch children or Enchanted Children

If All four pages are achieved a witch-girl qualifies for the Moon Keeper badge.

Characters who earn the Moon Keeper Badge gain +1 to all Resist Magic when resisting spells from Witchlings. +1 to Social rolls when dealing with Cast Witchlings or children they

FIRST JOB: BABYSITTING

For Directors and Stars, optional rules, Cliques, Skills, Persona Traits, Equipment and more that expand on the Baby sitting and the world of Witch Girls adventures.



Directors Information

Baby sitting for Directors introduces not only a new potential setting but potentially new cliques, skills and more.

The information here like all supplemental information is optional and may or may not fit into your game.

Cliques

Cliques presented here can not only be used to make potential with baby sitter characters but for stars wishing to playing younger witches under the age of 11.



Creepy Kid

A young witch under the age of 11 the Creepy-kid has a natural oddness about her. It may be her monotone voice or the fact she can stare down almost anyone despite her size. Small even for her age the Creepy kid makes up for it with her magical power and unnerving mannerisms.

Magic Attribute: D6+1

Other Attributes: D2, D4, D4, D4, D6

Education: Mundane 6, Magic 6

Magic: 5

Bonues:

Dark Imaginings: The Creepy Kids imagination and

magic combined is a powerful combination. All the spells they cast are +2 to casing if they are scary or just plain creepy.

Unnerving: There is something just not right about the Creepy kid.. The Creepy kid can spend one Zap Point to cause another person to be creeped out by her giving that person -1 all rolls and -1 to Resist magic against the Creepy kids magic.

Witchling

Witchlings are young witches between the ages of 5 and 10. Witchlings are typical precocious children and can be from any background. Witchlings also tend to lack high attributes but make up for it in attitude and there ability to just look innocent.

Magic Attribute: D6+1

Other Attributes: D4, D4, D4, D4, D6

Education:

Mundane 6,

Magic 6

Magic: 5

Bonus:

Innocent eyes:

The Witchling can spend one

Zap point to look really innocent and cute. So Innocent and cute foes may take mercy on them. People may believe them to be innocent of a particular action and Parents may grant them temporarily +D4 Allowance that week.. Sk Innocent eyes may only be used on a the same target once a week and the exact result depends on the Director but should always be beneficial to the Witchlings.

Mischevious: The Witchling is all about having fun and when casting spells she thinks are funny or being mischievous she gains +2 to casting rills.



Skills

To keep young witches in line takes more than the standard skills. Provided here are new skills for both babysitters and other characters.

Mundane

Charlatan

Attribute: Mind

The character can play off real magic as tricks and magician slight of hand. Witches with this skill can after Casting a spell with a Magic type rank under 3 make a Charlatan skill roll of Easy Difficulty to make others seeing it think it's a trick. For rank 3 spells it takes a Hard Difficulty roll. Spells above 3 cannot benefit from a Charlatan roll.

Sitter

Attribute: Mind

The character is skilled at dealing with , controlling and entertaining children ages 0-9. They can change diapers, warm milk, play games and know where to look when their charges hide themselves or things. Sitter is only useful when dealing with children and have no practical application beyond that.

FIRST JOB: BABYSITTING



Magic

Animate

Attribute: (Magic)

Animate is a rare magical skill that allows the witch to grant a semblance of life to dolls, puppets stuffed animals and even statues. Such creatures in the old days were referred to as golems but now they are typically called Animates.

Magic Type requirements: To Animate something a Witch Needs ranks in Alter and Mentalism.

Creating an Animate: To create an Animate a character must have something to animate. This something must have an animal or human like shape. Witch then touches the Creature and Makes a hard Difficulty Animate Roll. If they make the roll They have animated the creature.

Zap Points: The Amount of Zap points spent depends on the weight of what is being animated. Things under 10 pounds like plushies and dolls cost 2 points to animate to start.

From 11-50 lbs 4 points, 51-100 lbs 6 points 101lbs-200lbs 8 points and +2 points for every +100 pounds.

Duration: Animates last usually 1 hour but a witch can spend extra zap points to increase the animates life. +2 zap point raises duration to six hours, +4 zap to 12 hours +8 zap to 1 day., +16 zap to one week, +32 to one month. A Witch can also recharge an Animate before the duration runs out. They touch the Animated being spend 1 zap point and the Animate is charged for length of time equal to the original duration. (If you created an Animated with an original duration of 1 day, recharging it will make it last another day) You cannot charge an animate with more than one recharge.

Abilities:

Animate types will be covered in The cast character section.

Multiple Animates: A Witch can have normally only one animate Active at a time per their Rank in Animate.

Disenchanting an Animate: Disenchanting can be done using Spell breaker or the Animate Skill. The Disenchanter needs to make a roll higher than the original Animate roll to render the Animate inert.

Traits

Being a baby sitter grants more than a little extra cash. Babysitters can gain some unique abilities because of their new job.

Talents

Big Sister

The Witch is someone's big sister and is used to dealing with younger children. She know how to be both easy going and stern to get the child to what she wants and she tends to be responsible when dealing with children.

Rules: The Witch gains +2 to all Social rolls when dealing with children 4 or more years their junior. Teenager and older witches are immune to this ability.

Brat

Brats would like the world to go their way and when it doesn't they are prone to fits of anger or acting out. Brats live in a very "me" centric world where they think everything revolves around them.

Rules: Brats gain +1 to all rolls involving getting things to go their way including casting spells to make things go their way.

Mundane

The Mundane wants to fit in. They have dedicated their lives to no one ever finding out they are a witch. In fact the thought of being discovered chills them to the bone.

Rules: The Mundane gain +2 to any roll to convince, trick or coerce someone into believing they are not a witch.

Heritage

Animator

The Witch has an uncanny aptitude for animating and creates some of the most incredible creatures. Animators tend to be witches with little in the way of social skills or shy preferring to create their friends with magic instead of interaction.

Rules: The Animator can create or disenchant an Animate at range up to 10ft without a wand and 20ft with a wand. Animators gain + to the Animate Skill and All Animates created duration is doubled.

Twin

The Witch has a witch twin either a Cast Character or star. Twin witches are rare and are often seen as special and unique because of that rarity. Twin characters tend to finish each other sentences, know what the other twin is thinking and are just plain creepy

Advantages: Twin witches personify all the myths about twins. They are always identical twins. They can with no

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zap point cost read each others mind at any range and communicate mentally at any range. Twins can give each other Zap points and if they hold hands they can willing pool their zap points to cast spells. Twins are immune to harmful spells from each other and if they hold hand they cast spells at +1 casting.

Disadvantages: There is rarely privacy among twins and they must make a Hard Difficulty Will roll to keep secrets from each other. If One Twin is hurt the other twin feels the pain and takes half the damage.

Optional Twin Rules:

Good Twin-Evil Twin: Remove the ability to pool Zap o points and one twin gains Goody-Goody and the other wicked. These talents do not count towards their maximum 2 talents.

Twin Cousin: It can happen. A witch cousin who for some strange magical reason is a characters twin. Twin Cousins don't gain The Ability to mentally communicate nor do they gain the disadvantage of having to roll to hide secrets.

Equipment

Taking care of child and worse a magical one takes some specialized equipment for a young witch.

Jewelry



Nanny Trinket

Nanny trinkets are heart shaped amulets one worn by the sitter or nanny another by her charge or charges. The Sitter can hold the trinket and focus to hear their charges near by environment. The trinkets also glow if their charge is in danger or hurt. And the Sitter can gains +5

to rolls to find their charges no matter the situation.

Enchantment Difficulty: Extreme

Cost: 2 For Nanny charm and one trinket for a child. 5 Allowance points per extra trinket.

Miscellanea

Big Box of Games

The Big box of games isn't very big but in fact its about the size of a normal game box. But a Witch or magical person holding it can spend 1 zap point to change the content inside to the parts and pieces for any mundane game. From checkers, to chess to monopoly can be conjured inside. Note: All pieces must be place back into the box for it to change again and the box will never conjure anything dangerous.

Enchantment Difficulty: Very Hard

Cost: 5



Diaper Djinn

No one likes to change Diapers. So long ago a very smart witch created the Diaper Djinn. What looks like a ornate bottle contains a small gaseous creature that when freed goes about cleaning the nearest dirty diaper and baby as fast as it can before returning to its

bottle.

Enchantment Difficulty: Extreme

Cost: 10

Ever lasting Bottle

This item is exactly what it sounds like. A baby bottle that never runs out of milk or formula as long as the top is on it. Milk and formula placed inside just keeps going and going until the cap is open and its emptied. Also milk and formula inside is keep at what ever temperature is perfect for that child.

Enchantment Difficulty: Hard

Cost: 2 (Also comes in a sippy cup.)



Jelly Meals

Jelly Meals look like multicolored fruit flavored jelly beans but each one has the nutritional and filling capacity of a full meal for whoever eats it.

Enchantment Difficulty: Hard

Cost: 4 (For a bag of 24)



Perfect Picture

This small jewel when activated creates a perfect image a person or persons 14 inches tall. This image can hold up to 12 preset messages.

Enchantment Difficulty: Hard

Cost: 3



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Who's the witch game.

This educational game teaches young witches to hide their abilities.

When the game board is open animated images of a Colonial village appears. An Angry mob surrounds a witch tied to a stake. Watch player draws a card with a question asking if the action on the card (Involving hiding magic and proper ways to hide your magic) is right or wrong. If The answer is right the :Witch remains unharmed. If the answer is wrong The crowd around the witch grows more and more upset, logs appear at the witches feet and eventually if enough wrong answers are given the witch on the game board bursts into flames.

Enchantment Difficulty: Hard
Cost: 8



Baby Broom seat

Mothers or Sitters taking children out on Brooms need a safe place for them. This small; seat actually hangs from the front bottom of the broom. It provides protection from the elements and crashing granting the child (ages 0-6) immunity to any kind of

damage.

Enchantment Difficulty: Very Hard

Passenger: adds +1 to any broom

Cost: 19

Wands



My first wand

This wand comes in bright colored stripes and may be capped with a bright multi colored orb, silver moon or gold star. The wand is designed to keep the easter safe from her own spells.

Enchantment Difficulty: Hard

Abilities: The Witch holding the wand is immune to any harmful; effects from her own magic. -1 Zap used to cast spells. The Wand also comes with a special activation word that keeps it from working

Cost: 10

Cast Characters

Baby Sitters run across a variety of problems in their jobs. Not only do they have to keep an eye out for children to protect them from normal menaces but you have no idea how many creatures out there target children.

Pets

Invisible pet

The Invisible pet really has no form or shape. It just is. It can walk, it can eat but beyond that nothing else can be said about its anatomy. Invisible pets are most likely Imaginaries that were abandoned and taken in at a magical pet store or are being sold by a former owner.

Invisible pets tend to be very shy when around new people and range in size from that of a mouse to a large dog.

Attribute

Body: D2+1 Mind:D4 Senses:D4 Will:D4 Social:D4

Magic:D6 Life Points: 6 Reflex: 8 Resist Magic: 11

Zap Points: 12

Skills: Hide, Athletics

Abilities: Invisible pets are invisible and gain -1 to rolls to detect them with normal senses and any spell to detect them is at -2. Witches within 10ft of their Invisible pet can become invisible for up to 1 minute by spending 1 Zap point.

Cost: 10

Transports



Remote Control Broom

Remote control brooms are sleek silver high tech brooms that can be controlled by a small controller (Complete with Joystick up to 200ft away. This type of broom can be used to train young witches to fly or by a witch looking for a way to call their broom to them

Enchantment Difficulty: Hard

Speed 100mph, Maximum Height 200ft

Passenger: 1

Cost: 15



Boogie Man

Rank 3

Attributes

Body: D8 Mind:D4

Senses:D8 Will:D6

Social:D6 Magic:D6

Life Points: 16

Reflex: 13 Resist

Magic: 11

Zap Points: 12

Skills: Fib 5, Hide 4,

Scare 6, Urchin 6

Abilities:

Shape Change: The

Boogie man can appear as whatever the person

looking at it fears the most.

Night Stepping: The Boogie man can use shadows as doors to vanish or transport themselves. Cost 2 Zap points.

Creepy: The Boogie man causes those around it to feel creeped out (-1 to all rolls).

Eat Fear: The Boggie Man eats the fear of those around him. A target affected by his scare skill alls loses one Life point and 1 zap oint as they are drained. Those reduced to 0 Life and Zap vanish into a world of nightmares...forever.

Not of this world: Boogie Man taks half damage from all attacks

Vulnerability: Boogie Man if exposed to sunlight or magi-

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cal sunlight vanish back into their world .

Description:

The Boogie Man is not necessary a man but can be a boogie woman. They are evil creatures that come from a world of nightmares and in their natural form look like gaunt skeletal humans in Victorian clothing with oversized heads complete with sharp teeth, pointed ears and dark holes for eyes.

The Boogieman who escapes his world seeks the fear of others to live. They prefer the fears of children as they are easier to frighten and when a child is transported to the Boogie man's world in 24 hours they become a Boogieman forever.

Booger Man

Rank 1

Attributes

Body: D6 Mind:D2

Senses:D6 Will:D6

Social:D2 Magic:D6

Life Points: 12

Reflex: 11

Resist Magic: 11

Zap Points: 12

Skills: Fighting 4, Hear

4, Hiding 4, Scare 4

Abilities:

Made of Snot: The

Booger man is mad of a

grey-green transport goo and is immune to physical attacks

If you try to physically hit a Booger-man your attacking

limb or hand will become stuck (Difficulty Hard Body roll to

escape). The Booger man can squeeze under doors and

through cracks and enter a person's nose to hide..

Shoot Snot: The Booger man can shoot a glob of snot up to

20ft. The shot does D2 Damage. There is a 1 in 2 chance

the target is also held in place by the same snot for 1 min-

ute or until they make a Difficult hard body roll to break

free.

Sniffles: The Booger man can by looking at a person give

them a runny nose, congestion and constant sneezing.

Even creatures immune to disease can get the sniffles if

they cannot make a Hard Difficulty Body Roll.

Description:

The Boogerman is a relative new creature created some 300

years ago when a curious and not very hygienic young

witch caught a magical cold. This witch would collect her

snot in boogies in a jar and after she felt better she ani-

mated them as a monster to scare her brother. And thus

the Boogie man was born. Since then the creature has

created more of it selves and have spread around the world

seeking children with colds or causing the sniffles to har-

vest boogies and snot to create more Boogie-men

Boogie men look like 5-6ft tall mounds of grey-green ooze

with large fist sized boobers floating in the mix, they have

yellow eyes, no arms or legs but can grow them if needed.

The Boogie has no problem seeing or hearing but lacks any

eyes or ears.



Changeling

Rank: 2

Attributes- Same as the person they are copy-

ing.

Skills: Fib 4, Hide 3,

Plucky 4, Scare 4

Abilities:

Copy: The Changeling

can copy all the skills

and abilities of a person

they are copying. To do

this must capture the

target and place it in

their cocoon.

Cocoon: The Changeling can shoot spider silk like thread

from its mouth to incase a target from head to toe. If a

target his hit by the attack twice they are considered en-

cased and must make a Difficult a Easy Difficulty Body Roll

to escape or do 4 points of damage to the cocoon if they do

not escape in one minute they fall into a deep sleep. If a

person is freed from the cocoon they wake up. Also while in

a cocoon the target does not need to eat or drink and does

not age.

Description:

In their true form Changelings are 4ft tall plump faceless

human like creatures with pale white skin. As a society

they have no motivation and seek purpose by becoming

another person. Changelings like to become children be-

cause they can grow old as the child and spend years as

someone else.

Closet Monster

Rank 2

Attributes

Body: D6 Mind:D4

Senses:D8 Will:D6

Social:D2 Magic:D6

Life Points: 12

Reflex: 11

Resist Magic: 11

Zap Points: 12

Skills: Athletics 4,

Fighting 4, Hear 4,

Hiding 4, Scare 6

Abilities

Closet Portal: The

Closet mortal can is-

tantly enter a closet and appear in another closet anywhere

in the world.

Immortal: The Closet monster cannot be destroyed per-

manently if reduced to 0 hit points it vanishes for 24 hours.

Magic Immunity: The Closet Monster is Immune to Altera-

tion, Mentalism and Time and space magic.

Claws and Teeth: The Closet Monster has Large claws and

teeth that add +2 to his Damage.

Description.

There is only one Closet monster. It is all closet monsters.

The Creature resembles a Hairless Wolf man with blue

green skin and over sized maw with metal blade teeth and

Over sized hands with metal blade Claws.

The Closet monster is a notorious coward it will run if at-

tacked or if someone shows its not afraid of him.

*Locking out the closet monster: Closet Lock : Spell type:

Time and Space Rank: 2 Description: This spell prevents

other dimensional beings from using the closet it is cast on

to enter our world.



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Cootie

Rank 1

Attributes

Body: D2 Mind: D4

Senses: D4 Will: D2

Social: D2 Magic: D2

Life Points: 4

Reflex: 8

Resist Magic: 11

Zap Points: 12

Skills: None

Abilities

Invisible: Cooties are invisible in every way to anyone not infected with them. They can be detected by magical senses (like those of immortals) or through divination or Healing magic.
Spread Cooties: Cooties spread itself from person to person by touch only children under 13 are effected by Cooties and only an infected person can see the infection in others. Cootie infections are resisted by a Very hard Difficulty body roll and even infects those immune to disease. Those infected with Cooties lose 1 Life point and D10 Zap points a day until the infection is destroyed or moves on (Usually in D10 days).

Swarm: Cooties are a swarm of small creatures and as such hard to hit (-3 to all rolls to hit) and they take -2 damage from all damaging attacks that do not effect an entire area.

Description:

Cooties are real. They are a dark brown swarming insects that are visible only to the infected. They resemble small beetles and live just under the skin. People with cooties see them flying about the host and just under the skin.

Cooties feed on a host but cause no permanent damage. They can drain a witch of her power while she's infected and looking at a person with cooties has been known to cause a person to lose her lunch.

Cootie Shot: Cootie Shot : Spell type: Healing Rank: 2
Description: This spell must be done with the traditional incantation "Circle, Circle, dot, dot, now you have your cootie's shot". Those the spell is used on is Immune to Cooties infection for 1 month and also a person with cooties is instantly cured.



uses this bite when taking her foes underwater. This bite

infects anyone with a Resist magic under 14

Magic: Elementalism 2, Mentalism 2

Description:

Jennie looks like a old wrinkled green skinned woman with seaweed for hair in a tattered dress made of seaweed. The Creatures large mouth is full of rotted green teeth and her breath smells of rotten eggs.

Jennie Green tooth's are the generic name applied to a kind of swamp monster that appears female. These creatures love eating children and pret on children left alone near lakes or swamps.

Kid (mortal)

Body: D2+1 Mind: D4

Senses: D6 Will: D6

Social: D6 Magic: D4

Life Points: 6

Reflex: 8

Resist Magic: 9

Zap Points: 8

Skills: 6 ranks of Mundane Skills

Abilities:

None

Description

Average 3-9 year old mortal. Attributes may be altered by the Direc-

tor to reflect certain aptitudes or lack there of.



Red-Caps

Rank: 2

Attributes

Body: D4 Mind: D4

Senses: D8 Will: D6

Social: D2 Magic: D6

Life Points: 8

Reflex: 14

Resist Magic: 11

Zap Points: 12

Skills: Fighting 4, Hiding

3, Scare 4, Urchin

Abilities

Fast: Redcaps are amaz-

ing fast being able to run 60mph and also gain an extra action in a turn. Red caps also have a +5 to their reflex (added in for a total of 14). Red caps are also fast enough to dodge spells and can try to dodge a spell using their regular Reflex if they see the spell coming.

Equipment:

Metal Boots: Redcaps wear spiked metal boots they use to pummel and kick with These boots are made of cold iron and are immune to magic. They also grant the Redcap +1 damage and the ability to climb walls like a spider.

Red Cap: The red cap of a red cap can be any kind of hat. If it is removed the red cap dies within 1 minute. Also while removed the redcap is -2 to all rolls, reflex, resist magic and has zero zap points.

Description:

Red caps look like human children age 8-10 with pointed ears, red eyes and sharp teeth. Redcaps also always wear some kind of hat and that hat is their most prized possession.

Red Caps live in cities under buildings and live for violence and causing trouble. Groups of red caps form games marking of territory and fighting anyone that enters that area who threaten their power.. Red Caps though not cowardly tend to fight in groups of 3-6.



Jennie green Teeth

Rank: 3

Attributes

Body: D8 Mind: D6

Senses: D6 Will: D6

Social: D4 Magic: D6

Life Points: 16

Reflex: 13

Resist Magic: 11

Zap Points: 12

Skills: Fighting 4

Athletics 4, Scare 6

Abilities:

Hideous: To look at Jennie is to become petrified with fear.

Those that see Jennies



face must make a Hard Difficulty Will roll or lose their next action.

Tough Skin: Jennie ignore 3 points of non magical damage and 2 points if magical damage

Aquatic: Jennie can breath war as well as she can air and swim at 100mph.

Bite: A Bit from Jennie cause a person to become paralyzed for 12 hours and grants the ability to breath water. Jenny

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Sock Monster

Rank: 1
Attributes
Body: D4 Mind: D4
Senses: D4 Will: D4
Social: D2 Magic: D4
Life Points: 8 Reflex: 9
Resist Magic: 9 Zap
Points: 8
Skills: Hiding 4, Scare
6

Abilities:

Electrical discharge: A
Sock monster can spend
2 zap points to fire a
bolt of intense static
electricity at a target up to 20dft, the bolt does D6+1 dam-
age.

Made of Socks: The Sock monster is made of used socks
and thus ignores half damage from physical attacks like
punches, normal weapons and blunt force and takes double
damage from fire. Electrical damage heals a sock monster.
Stretch: The Sock monster may stretch its limbs up to 10ft,
turn into a pile of socks or roll up into a single sock.

Sock-Fu: The Punch of a Sock monster does no damage but
will knock a target away or down if they don't make a Hard
Difficulty body roll.

Description:

Sock monsters look like a 6-7ft tall walking mound of socks
with a somewhat humanoid appearance.

Sock monsters are not overly violent and want only socks to
replace those lost off its body. Sock monsters damage heal
by replacing missing socks. Sock Monsters tend to sneak
into homes and raid laundry rooms taking socks or stock-
ings.



believe. In fact they are thieves taking teeth of children to
build elaborate Ivory homes, control children and taking
witches teeth to increase their powers.

Hooks

There are many possible adventures that can be
done using baby sitting as a backdrop. We've
discussed themes and cast now here are a few
hooks you can use to build complete adventures
around.

A Changeling will do you no good

Hook: A group of Changeling are replacing local kids and
adults ruining their client base. The Stars must find out
who's a channeling and then find the real kid before they
take over the town.

Casting Call: Changelings (Changelings)

Resolution: The Stars find a way to detect the Changelings
and ferret them out.

Alice's Adventure.

Hook: The Stars are swept into a madcap adventure when a
Fey child they are sitting follows a large rabbit through a
looking glass into the world of Wonderland. Alice is cap-
tured by the queen the Stars must play a game of dodge
ball with armadillos to get her released.

Casting Call: Mad-hatter (Gnome) White Rabbit
(Imaginary), Queen of Hearts (Banshee) and many more,
just read the book

Resolution: Alice is rescued and the Stars find a way back
home.

Cootie Outbreak!

Hook: A Star catches Cooties from a Baby sitting client and
starts to spread it around. This particular type of Cooties
however can not be carried the normal way but takes
ground Dragon egg shells taken fresh from a just hatched
dragon egg.

Casting Call: The momma Dragon (Dragon)

Resolution: The Stars find a way to defeat the dragon or
steal the eggs.

Painfully Perfect

Hook: A Star's parents hires a annoying good-natured and
sweet nanny to look after her (and any siblings). The
Nanny a powerful goody-goody witch and over protective
prevents the character from having any fun.

Casting Call: Nanny (Adult Witch).

Resolution: The Nanny turns out to be evil witch that kid-
naps young witches and brainwash them to be super-
annoying good just like her.

Seeing Red

Hook: A group of Redcaps acting as a local kid gang called
the Crimson-kids is taking the money of one of the Stars 9
year old clients.

Casting Call: Redcaps (redcaps) Billy the client (Kid)

Resolution: The Stars clean up the streets by taking on the
Red caps.

Sitter War

Hook: A group a rival group of Mortal Baby Sitters have set
there sights on the Stars Sitting turf. Can the two groups
learn to co-exist or will a sitter war break out?

Casting call: Rival sitters (Average young Mortals)

Resolution: The groups learn to co-exist.



Tooth Fairy

Rank: 3
Attribute
Body: D2+1 Mind: D6
Senses: D6 Will: D6 So-
cial: D6 Magic: D8
Life Points: 6
Reflex: 8
Resist Magic: 13
Zap Points: 16
Skills: Hear 4, Hide 4,
Scare 3, Urchin 6
Abilities:
Fly: Tooth fairies can fly
up to 40mph using their

insect like wings.

Sleep: Tooth Fairies can with a wave of their wand make
anyone with a rest magic under 13 fall asleep for one hour.
Cost 2 Zap points.

Promote Tooth Decay: A Tooth fairy can cause a targets
tooth to fall out if that target has baby teeth. A Tooth fairy
can only make one tooth fall out of a person's mouth a day.

Tooth Power: If a Tooth fairy gets a person's tooth she can
use it to control that person. The person can resist with a
Hard difficulty will roll. Each tooth is good for two requests
from the fairy. A Tooth fair can also eat a tooth of a witch
and gain 2 Zap Points.

Magic: Alteration 2, Conjuration 2, Protection 2, Time and
space 1

Description:

The Tooth fairy is 5 inches tall and looks to be a chubby
human teenage girl in a white dress, white crown made of a
tooth and sporting a silver wand. Her wings are slender and
silver like an insect.

Tooth fairies are not the kind creatures as most people

cryptid-database

CRYPTID DATABASE

Prof. Artemis Olympia



Modern Bandersnatches are solitary hunters preferring open arid plains or just open areas to they like their vision unobstructed .

Bandersnatch children are after being trained in basic hunting by the parents sent off to establish their own hunting area. This area is usually 30 to 40 kilometers wide for a young Bandersnatch and increases as he becomes older and larger.

Bandersnatches snatches don't nest but rather used their camouflaging ability (picked up from their dragon ancestors) to lie low disguised ad a small rise in the land scape a large log or something harmless during the day leaving their hunting to early evenings.

The world unbeknown to most is still a place full of wonder and a place full of creatures thought long extinct or legendary. I have for most of my adult life (I just turned 5302) sought out the creatures that shun humanity that thrive in a world of magic and protect them if I can.

My name is Artemis Olympia. I am the founder of Cryptozoology rescue team, Cryptozoology teacher and Coventry school for girls of the Isle of Avalon and Matron and lead ranger of the Avalon Island Cryptid preserve.

When 13 Magazine was proposed I was asked by my long time friend Pandora to write an article for Young witches about various magic and hidden beasts "We call them Cryptids". Seeing this as a chance to educate and inform others about endangered magical species I agreed and now here we are ready to discuss our first subject.....

The Bandersnatch

"Shun the frumious Bandersnatch" is advice everyone should heed. The Bandersnatch is a rare solitary creature that is known for its temper and its love of stalking those food and those that will see it as prey.

Origins

The Bandersnatch family line descends of Echidna as are most so called monstrous beasts. The creature also holds some kinship to Dragon-kind but lacks the over all civility of dragons and in many of its physical traits. The combination of this accent amalgamation created the creature we know as *Frumious bandersnatchii* to experts.

Habitat

The ancestors of the Bandersnatch are native to Asia minor and the middle east and though few actually live in the area now they are more comfortable in arid areas.



Psychology

As it was stated before these creatures are not very social and are prone to acting aggressive if they are discovered, hungry, discovered and hungry, bored or poked with a stick (which happens more times then you think).

Bandersnatches instincts lean towards eating and surviving and in most cases survival means

cryptid~database



eating. Reasoning with them is impossible unless you have something more tasty than yourself to bribe them with or you catch them full. in that case you might have a chance unless they are feeling aggressive (see above) and they attack you and eat you any way.

Bandersnatches do speak the language of the dragons and will talk especially if you are their prey and they are hunting you. So the best way to get information out of the creatures is to have it hunt you as they tend to be very chatty as they stalk.

Physiology

Bandersnatches are warm blooded creatures and like dinosaurs and dragons or closer in their relation to ostriches then say a lizard. They have large forward facing eyes as well as advance senses of hear and smelling.

The creature is also carnivore and this only eats meat. Preferring warmed blooded creatures although in a pinch it'll eat any animal ranging from a Wild Turkey or pig to a Cow or wayward person. Bandersnatches will also eat each other and hungry parents are not beyond devouring their young.

Their thick hide is very flexible allowing it to alter its shape slightly to give the appearance of something else. Alone with its chameleon like skin this ability allows it to hide in plain sight as a part of the environment.

The Bandersnatch lacks a dragons wings but does have a third set of legs used for either gripping or to help climbing.. Speaking of Bandersnatches are expert climbers and extremely fast despite their size. They move in a skittering coiling motion when on the move.

On average a Bandersnatch is 10-15 long but can extend itself up to 20 ft. as the creature ex-

tends it gets thinner and can squeeze through places it cannot at its normal size.

Casting Call Information



Bandersnatch

Rank: 4

Attribute

Body: D12 Mind:D4

Senses:D10 Will:D6

Social:D4 Magic:D6

Life Points: 24

Reflex: 11

Resist Magic: 11

Zap Points: 12

Skills: Athletics 6, Fighting

6, Hear 7, Hide 7, Look 7,

Scare 5, Track 5

Abilities:

Camouflage: The Bandersnatch can assume the basic shape, texture and coloring of something its size this can be a large log, a raised section of earth or even a pile or trash. Bandersnatches also when camouflage give off no body heat and can even hold their breath for up to an hour. Those looking for A Bandersnatch are -3 to Sense or Look rolls to see it Camouflaged.

Keen Senses: The Bandersnatch senses are very sharp and thus they can see as well as night as they can during the day, recognize creatures by scent and feel movement thorough the ground.

Sharp and teeth: The Teeth and claws of the Bandersnatch do +2 damage.

Sprint: The Bandersnatch can run up to 50mph for short periods of time.

Tough: The Bandersnatch tough skin allows them to ignore 2 points of any kind of damage.

A helpful spells for battling the Bandersnatch !

Bad Taste

Magic Type: Illusion 1 or Alteration 1

The Target of this spell tastes extremely bad to whatever is trying to eat them. The Target also causes nausea if swallowed.

Dragon Ward

Magic Type: Protect 2

The target of the spell ignore 3 points of damage from dragons or dragon kin. The defense provided increases with the Protection rank of the caster.

Ignore Camouflage

Magic Type: Illusion 1 or Divination 2

Effect: This spell allows the Witch to see through creatures natural camouflage for spell duration.

Screech of the Jabberwocky

Magic Type: Illusion 1

This spell imitates the attacking roar of a Jabberwocky, the only thing Bandersnatches are afraid of.

Desdemona's dating dilemmas



Desdemona's dating dilemmas

Romantic advice for the young witch by legendary witch Desdemona.

With dating advice like any advice, you have take the good with the bad and figure it out from there...or something like that. Hello ladies I'm Desdemona and the rumors of my death have been greatly exaggerated (I'm talking about you Shakespeare).

Most of you have or should have heard about my more famous romance with a chap by the name of Othello. If not you might want to it's a good play up until the part where I die! And what's with that? That's not poetic license that's just cruel. It took me 200 years to convince my magical friends I was really me and not some stinky zombie after that. but I digress.

But this article isn't about me or being dumped on in prose by mortal writers. No this is about you and dating and relationship advice and information .

Dating for witches can be as romantic, whimsical and fantastic as you had heard but there can be some unique hurdles. Your magical secret if your dating a Mundane, evil mothers of boyfriends, evil girls wanting your boyfriends, the occasional troll wanting you to be his underground bride and so on.

Being a witch no matter how you look, how you talk or how cool you are or are not you should have no problems getting a boyfriend if one is wanted. You are a bright, sparkling unique star . Nothing is potentially beyond you. But some things can be tough like for instance... Dating Vampires.

A lot of girls, even immortal magical nigh-omnipotent girls like us like guys we can fix, or help or protect. Vampires are a perfect example of this.

Most young sociable vampires tend to suffer from Emo-itus, which means they are always down , moopy and talking about how much their lives

suck (pun intended). The anti-social ones however just want to drink your blood so it's best to avoid them.

In this article we'll be looking at the pro's and cons of dating. the UNDEAD! MUHAHAHAHA! (I always wanted to say that)



Emo with a side of Emo-sauce

"I'm undead, the sun leaves me as weak as a kitten, fire hurts, silver hurts, wooden stake hurts...yet I feel nothing". When dating Vampires get used to this or something like this. Vampires can't help (due to the lack of sunlight) being depressed drama queens a lot of the time and they will dump their immortal hearts out on you if you're their girl friend.

Dealing with emo however has its upside. If a Vampire likes you they can be really empathic about your feelings and are also very understanding. Being Emo also makes a large amount of them good poets in need of you as their muse.

Desdemona's Dating Dilemmas

"I vaunt to drink your vlud"

Probably the biggest hurdle you'll run into is convincing your friends and family your vampire isn't going to drink your witchy blood! To a vampire our blood is like a Vanilla soy latte with extra cinnamon and spiked with redbull.

Most vampires that date non-vampires tend to stay away from human, witch and Enchanted blood. They still however drink animal blood so if you're pet hamster Mr. Chummers comes up dead and as dry as an Autumn leaf you know what happened.

Still its better safe than sorry. Just in case Dracula Jr. gets the need to bite you might want to take to increasing the amount of garlic in your diet or let a friend know if you go missing for 24 hours to come looking for you and bring torches and angry villagers.

Fragile young love

One of the real difficulties of daring a vampire is the fact despite their strength and speed they are incredibly easy to harm. As a witch with there are spells you can cast to help them and as a good girlfriend you should learn them.

Sunscreen and Cryptkeeper are some of the more basic ones you should know so do your research. As A witch you should also know that as icky as Necromancy may have sounded when you passed it over a magical elective now your dating the undead and should really spend more time learning about it.

Vampire and your friends

Like all prejudices Vampire prejudice is wrong. But there is a chance your friends won't play nice with your pale boyfriend or think he's going to eat their dog or mom when your not looking.

Among mundanes and some Enchanted, Immortals and shape shifter) Vampires have a reputation that can be hard but not impossible to overcome. My advice is to stick with it. They may after some time get know your boyfriend as more than a potential blood sucking fiend.

Vampires and you.

Being a witch and dealing vampires isn't easy unless your Gothique or have some vampire heritage. Vampires society is hard to get accepted in especially if they see you as not only an outsider but part of an outsider group that has pretty much looked down on them for millennia.

Vampire and witch history is rocky despite the fact Mundanes has spent a good amount of time and money trying to set the both of us on fire. The vampires see it as there right to be pretentious and look down on everyone and we see it as our right to do the same. The result being no one really trusting the other so make sure when associating with Vampires you show a bit of humility without letting them run over you.

Vampires in large groups have a complex system of rulers, serif and the like that I just won't go into. In smaller groups which is how you most likely to meet them they act as an extended family unit (And may actually be related.). The Leader of the group is the matriarch (female) or patriarch (male). They have first and last say in the group. Under them are the mother and fathers, they are the eldest adult vampires. After them are the children they are the novice vampires or the youngest ones or may actually be children (Yes Vampires can have kids..don't ask me how ask a cryptozoologist).

Children are most likely where your boy friend ranks and is thus under the watchful and controlling eye of those over him. The lowest rung in the vampire family unit is pets. Pets are either non-vampire servants or hanger ons.

Yes you'll be a pet which is insulting to ever witch ever to live but like I said Vampires are pretentious. But not all is lost. In benevolent vampire families you may after gaining there trust be elevated up to child. At that rank you are a full member of the Family.



Desdemona's Dating Dilemmas

The Mundane world and the Vampire

Mundanes tend to deny the existence of vampires more they deny us. On a positive note for Vampires in Mundane movies and books they also get more respect than us. Which makes little no sense. who should you fear most the undead who sucks your blood or the lady who can turn you into a tomato and serve you up on a ham sandwich?

Mundanes in the know who follow vampires form their own little groups or hang around some of the people who know about us. The Argus Society and Project Stormwall seem to be interested in Vampires

Mallus Malfacarium is out to destroy them too (but then who are they not out to destroy). Unique vampire Mortal in the know groups you might run into while hanging around our pale cousin include the Helseing and Sanguinistas

And there you have it, love among the vampires made easy. On second thought love is never. So just do your best, be true to yourself and come back next issue when we talk about Bringing your Mundane boyfriend home for the first time.



Director's Information

Trait (Talent)

Emo

Emo or Emotional characters wear their feelings on their sleeves and are constantly complaining about how they feel and what's wrong with the world.

Rules: At the start of every day the character (Most Vampires and some witches) make a Easy Will roll. If they fail for that day they are in a very Emo Mood and are +1 to reflex (No one notices the emo and +1 to all art rolls and +1 to Rolls when dealing with other Emos.

Vampire beverages of choice.

Vampires need to drink blood in order to get back Life Points and Zap Points. Some creature's bloods provide a little more than just a return of lost attributes points

Animal Blood

Animal blood provides almost as much substance as Mundane blood although many vampires says it tends to taste a bit bland.

Fae

Vampires call Fae Sugar-bombs for a reason to them the blood is very sweet and light. Fae blood cause hyper activity in vampires giving them +1 Reflex and jumpy demeanor for up to one hour after drinking.

Immortal

Thick and hearty immortal blood is described by vampires as being soupy. Drinking it gives the vampire +1 to all Strength and endurance based rolls and a feeling of invincibility for up to one hour after drinking.

Magically create blood

Blood light (As its often called) looks like blood, tastes like blood and even quenches a vampires thirst but provides no other properties including the return of zap or life points.

Monster

Monster blood varies from the bile tasting blood of trolls to the blood of unicorns that's a deadly poison to Vampires.

Mundane

Mundane Blood provides nothing special to vampires if consumed.

Shape Shifter

Vampires tend to considered the wild and rustic blood of Shapeshifter beneath Still if they do drink it they gain the ability to talk to animals for up to one hour after drinking.

Vampire

Vampires will only drink other vampire blood as a last resort. Drinking the blood only gain half the benefits of drinking animal or mundane blood.

Witch

Witches blood has a different taste for every witch some sweet, some sour, some spicy but never bland. Witch blood also provides double the zap points back

Useful Vampire related spells

Having a vampire around means having spells that can help them. Here are a few of the more common vampire friendly spells.

Cryptkeeper

Magic Type: Necromancy 2

This spell heals undead with a touch returning 3 life points per Necromancy MTR of the caster.

Rosy cheeks

Magic Type: Healing 2

Undead on which this spell is cast appear more human. They have warm skin, seem to have a heart beat, doesn't smell dead and even detect as human if medical equipment or examination is used on them. This spell grants no protection from the things that would harm the undead.

Sunscreen

Magic Type: Elementalism 2

The target of this spell is immune to the harmful effects of the sun like sun burn, extreme heat and in the case of vampires sluggishness and potential death for the spells duration.

Vampire relationships

Vampires as a group have particular points of view about others groups. You'll occasionally find other s with opinions by usually the opinions bellow holds for most vampires especially on first oppressions.

Desdemona's Dating Dilemmas

The opinions of Vampires of others

Fae

Incurable pranksters and naïve artists. Nothing to be afraid of as long as they know their place. Jesters of the magical world.

Immortals

Brutes. Unrefined thugs who rather punch then deal. Little better than trolls or Troglydyte really. The bullies of the magical world.

Mundane

Peasants some who prove useful as servants others who are little more than food.

Shape Shifter

Animals, dirty uncouth and even worse then humans. No more needs to be said

Witch

Our almost worthy sisters. If anyone is almost our equal it is them and we give them respect of the new equals they are.

Vampire specific organizations

Vampires like witches have organizations they can become members of as well as organizations specifically geared towards the observation and destruction of vampires.

Clan of the peaceful night

The clan of the peaceful night is a organization of vampires dedicated to spreading the practice of not drinking human blood and being productive members of magical society.

Members not only promote the organization through how they lead their unlife but by talking to other vampires about their beliefs and helping them become human-free in their blood-drinking.

Members: Vampires and the occasional zombie looking for help giving up the need for human brains.

Initiations: Members must go 6 months without drinking human blood. After which they must swear never to do so again

Meetings: The Clan meets once a week to talk about ways to promote their group and to keep their members on the straight and narrow.

The Legacy

The Legacy as they call themselves are followers of Echidna. They promote her ways of destruction and evil. Hidden and secret they wait for the day Echidna awakes and all their dark plans come true.

Part of the Legacy plans include destabilizing

witch society, mundane society and to place vampires and half-vampire witches in positions of powers in both societies.

Members: Vampires and Half Vampires

Initiation: The legacy chooses potential members who seem to think like them. Potential members must show their worth by performing a deed for the legacy.

Meetings: The Legacy meets at night and only one or twice a month in small groups to plot and plan.

Helseing

Helseing is a group of vampire hunters founded by legendary vampire hunter Abraham Van-Helseing. The group members is composed of hunters, scientist and specialist most the descendants of other vampire hunters.

The organization hunts, examines and exterminates vampires around the world. Though officially all vampires are to be destroyed some members take the time out to find out if the Vampire is truly evil before moving in for the final confrontation.

Helseing has little interest in other magical beings and in fact most don't believe other magical creatures exist.

Members: Mundanes mostly. Some Immortals and witches wronged by vampires have joined but keep their true nature a secret.

Initiation: Members must prove the ability to keep secrets and help in the discover and extermination of a vampire.

Meetings: Helseing works under the guise of Harker-Shipping a mundane company with offices around the world. Members work in the company and use its building almost every day.

Sanguinistas

Vampires have a certain mystique among mundanes and some mundanes seek them out. Sanguinistas are a small organization who willingly become the servants of vampires.

Many hope to enter real vampire society while a few hope to one day be turned into vampires.

Members: Mundanes and the occasional Enchanted (Non witch members of witch families).

Initiation: Members willing to join the Sanguinistas need only be the willing servant of a vampire or a vampire family.

Meetings: The group like most ones revolving around younger members tend to use the inter-

Desdemona's Dating Dilemmas

net to more than most as a means of organization and

Vampire Boyfriend Hooks.

Branded

Your boyfriend has been accused by the local magical community as being a member of the legacy of the serpent.

Truthfully he's being set up by the Legacy as a diversion as they attempt to kidnap the child of a powerful local witch in order to bribe her. Can you and your friends prevent the kidnapping and save your boyfriend.

Casting call: Legacy vampires (3-4 Young Vampires)

Resolution: The group could succeed in all their missions or just one. This is also a good way for the group to earn the ere of the Legacy of the serpents.

My Bloody Valentine

Valentine is near and your boyfriend wants to take you to the school valentine dance. However his family forbids it in fear he'll be found out. Can the two of you figure out how to get to the dance?

Casting call: Vampire family (vampires) (1 Adult, 2 Young Vampires). Sanguinistas servants of the

family (Exceptional Mundanes)

Resolution: The Couple either make it to the dance or are stopped.

Stake and fires

Helseing has teamed up with witch-hunters to destroy you and your boyfriend. Its up to you and your friends to drive them off and keep everyone safe.

Casting call: 1-2 Vampire Hunters (Exceptional adult mundane) 1-2 Witch Hunter (freelance Witch Hunter).

Resolution: The hunters are either driven off or turned against each other hopefully. There is however the possibility they may get what they want.

No she's not a zombie but she does know a few. Desdemona has had many job but now makes her living doing comedy stand up about her love life and past. For magical and mundane audiences. She's also written three best selling books in the magical world and has appeared on many AAN shows.



Denora is always right



Denora ...is always right.

The words and wisdom of Denora Desade Wicked witch of the west coast.

Hello little ones. It's I Denora Desade. I know it rather silly to introduce a witch as famous, powerful and as glamorous as myself. After all I'm sure all of you have heard of me and read my books on magic, its uses and being a modern witch. And if you haven't you should pick them up as soon as you can.

Pandora, an old and dear friend asked me (or rather she would have if I had not volunteered) to write an advice column aimed at young witches wishing to find their way in the world. Being a mother of an exceptional well adjusted young witch as well as once being an exceptional well adjusted young witch I find myself uniquely qualified to give out both sagacious and straightforward advice to all of you.

Now, without further adoour first letters

Dear Denora,

I live in India and my family upon discovering I was a witch made me swear not to use magic and have forbidden me from associating with magical folk. Still in secret I study magic as best I can and have a few basic books casting thanks to a Belgium Pen-Pal.

I don't want to upset my parents but I want to learn more about my powers, witches and their...our heritage... What should I do?

Cheers

Kali in secret.



Dear Kali

My parents weren't exactly all applause and smiles when they discovered I was a witch. But the one thing you need to know about parents is they want what's best for you and the family. All you have to do is show how you being a witch benefits you and the rest of them. Nothing beats pig-headedness like old fashion bribery so conjure them up a few nice things and watch them turn around on their close minded stance.

And if that fails you can always resort to good old fashion mind control. It's a tried and true method of getting your way.

From Denora's book of wicked Spells...

Parental control

Magic Type: Mentalism 2

This spell isn't true mind control but rather a spell that plays on a parents love for their children. When cast on a parent it makes them more receptive to their children's pleas and needs. Parents under this spell are -1 per caster Mentalism rank to resist social rolls by their children for the duration of the spell.

DENORA IS ALWAYS RIGHT

To whom it may Concern,

My name is Mary and I have a dilemma. I have tried to spend an equal amount of time in the mortal world and magical world. So far having two sets of friends, two different lives has worked fine for me but my 13 birthday is coming up and I don't want to alienate my magical mundane friends and have decided to have a mixed birthday party inviting both sets of friends to meet for the first time.

I'm very nervous about this. Any advice?

Mary in Dublin

Mary, Darling.

Situations like this are best handled delicately. As an expert party organizer my advice is to bring the two groups together first to see how they work out. Find out who are the trouble makers so you can give them extra attention.

On the other hand, why do you want your boring mortal friends around anyway? They will just pollute your party with their silly short-lived ideas of "fun". Still if you insist on the party you might want some extra security around just in case.

From Denora's book of wicked Spells...

Instant Minions

Magic Type: Conjuraction 3

This variant of the Minion and Guardian spell creates a D4 temporary Average Mundane with a Mind of D2 and half life points. These Minions are totally loyal to their conjurer and will do anything she says including breaking up a fight between an immortal and a were-shark.

Instant minions have a few flaws in the fact they are not very bright (5 Mundane skills points) . cannot be over five feet tall And dissolve instantly if drenched in water.

Hola Denora,

I hope you can help me. I'm a straight A student attending mortal school in El-Paso. I'm also a witch as is my little sister. This year I start my high school freshman year and it seems everyone is cooler than me. Some of the girls make fun of me and call me nerd. I want to be cool and not be picked on. What Should I do?

Gracias
Nerdy Nina

Nina, My dear

This is really simple. Being a witch you are already cooler than them and in 60 or so years they will all be dead. Which means you can personally dance on their graves which is a truly great revenge (trust me).

If your more into instant gratification can I suggest



disintegrating those fools who would dare insult you? Its clean, relatively easy and infinitely satisfying. If Disintegrating is a bit to "permanent " for you I also suggest the following curse.

From Denora's book of wicked Spells...

Heckle Hex.

Magic Type: Curse 2

Effect: Every time the person under this spell makes fun of the caster one of their teeth fall out starting with the front teeth. And a large zit will appear on their nose. Those with no teeth are immune to this spell.

Denora is an unapologetic wicked witch and so proud of it she wrote a best selling book about it, "Denora's Law". Which was turned into a movie on AAN and a stage play.

Denora currently lives in San Francisco where she brings magic and fear to the mundane world. She's also the mother to top Coventry Student Claudia Deville.

★ The Fantastic FASHIONISTA ★



Witches invented fashion. It's a known fact. Ok not to known among the mundanes but they too would be surprised how much of what they wear was started by us and our sisters dating back to the days of looms and togas.

I'm Abby your Fashion Fashionista covering trends and threads in the magical world.

Today we're talking hats!

That's right hats are back! Well for us they've always been around from the wide brim wicked to the sassy top hat. This season you'll be seeing the hip Witchlings sporting various styles and looks in headwear. From the top hexing haberdashers



Grimm-Grin

from Dula Grimm. They come in basic black, red, brown and royal violet. Dula tells me you can buy it in standard wide brim or medium brim.

Game Information

Abilities: The Grimm-Grin is enchanted to speak. A witch

can purchase it with a variety of skills (choose up to 4 ranks in any Non-Magical skill). The Hat itself has a mind of D6 but though it can learn and remember basic information its true expertise lies in the skills its programmed with.

Cost: 5 Allowance

The Wychlerro

Designed comes from Fey designer Harvin Rosebriar. Like all Rosebriar fashions it takes the standard design and alters it into something even more whimsical. The wychlerro comes in most colors.

Game Information

Abilities: This hat has no truly fantastic magical powers but rather typical of Rosebriar designs very simple practical magics. The Hat never gets dirty, faded and if crumpled it returns back to its pristine shape. It also protects the wearer (their entire body) from getting wet in non-magical rain

Cost: 2 Allowance



Sassy Sorcery Cone

The Sassy Sorcerer cone hearkens back to retro (very retro) comical hats. Not exactly something I would wear its still a very sleek and stylish design if your into the Missy-Gandalf or you're a Witch-girl who school requires such attire as part of the school uniform.

Game Information

Abilities: Enchanted with some usual properties the Sassy Sorcery Cone can alter its height up to 2ft tall. Being a

standard cone allows it to grant a witch more focus giving her +1 to all Mind and Will rolls.

Cost: 5 Allowance

Arcane Aviator

The always fab Mod Mia (and I'm not saying this because she's my cousin)

Is always on the cutting edge of retro-future style.

The Arcane Aviator helmet gives you the WW2 aviator look in brown, silver and just about any metallic you can think of.

Game Information

Perfect for flying this helmet grants the viewer while in flight Cloud Sight the ability to see through clouds easily up to their normal vision range, night vision and grants +1 to all sight based sense rolls. Its Also a helmet and allows the user to ignore 1 point of damage from falls or impact. And 2 points if the fall is from a broom.

Cost: 8 Allowance



The Hot Top

Nothing says class like a top hat. Hoodoo Haberdashers makers of fine, witches hats have come up with a stylish Top hat for the modern witch. It comes in all colors and patterns. The Hot Top with Bands ranging from skulls to hearts to clovers.

Game Information

Abilities: The Hot Top has

exactly what you expect from a good top hat. +1 to Conjurition rolls. All things conjured from the Hat lasts twice as long and twice the amount can be conjured from them. The Hat can also store in an extra dimensional space up to 100lbs with altering its size or weight. Item stored can be retrieved from the hat and only items that would normally fit in the can be stored in it

Cost: 10 Allowance

Abby Bruja is a former WWC council member. She's currently splitting her time between Magical fashion design and teaching at The Trinity stone school of magic in Texas.

Next Issue...

Features-

Travelogue - OZ. A return to the yellow brick road

It's not easy being green - Living with Hags Syndrome.

Inside Information: The Followers of Echidna.

Interviews-

Madame Raven- Ambassador and Interdimensional Witch.

Articles-

Aimee the Alchemist- Fixing what ails you. Healing potions.

Cryptozoology Database- The majestic Phoenix . beautiful and burning.

Desdemona's Dating Dilemmas : Arranged dating. When your parents interfere.

Denora is always right- More advice for the young witch from the wicked witch of the west coast.

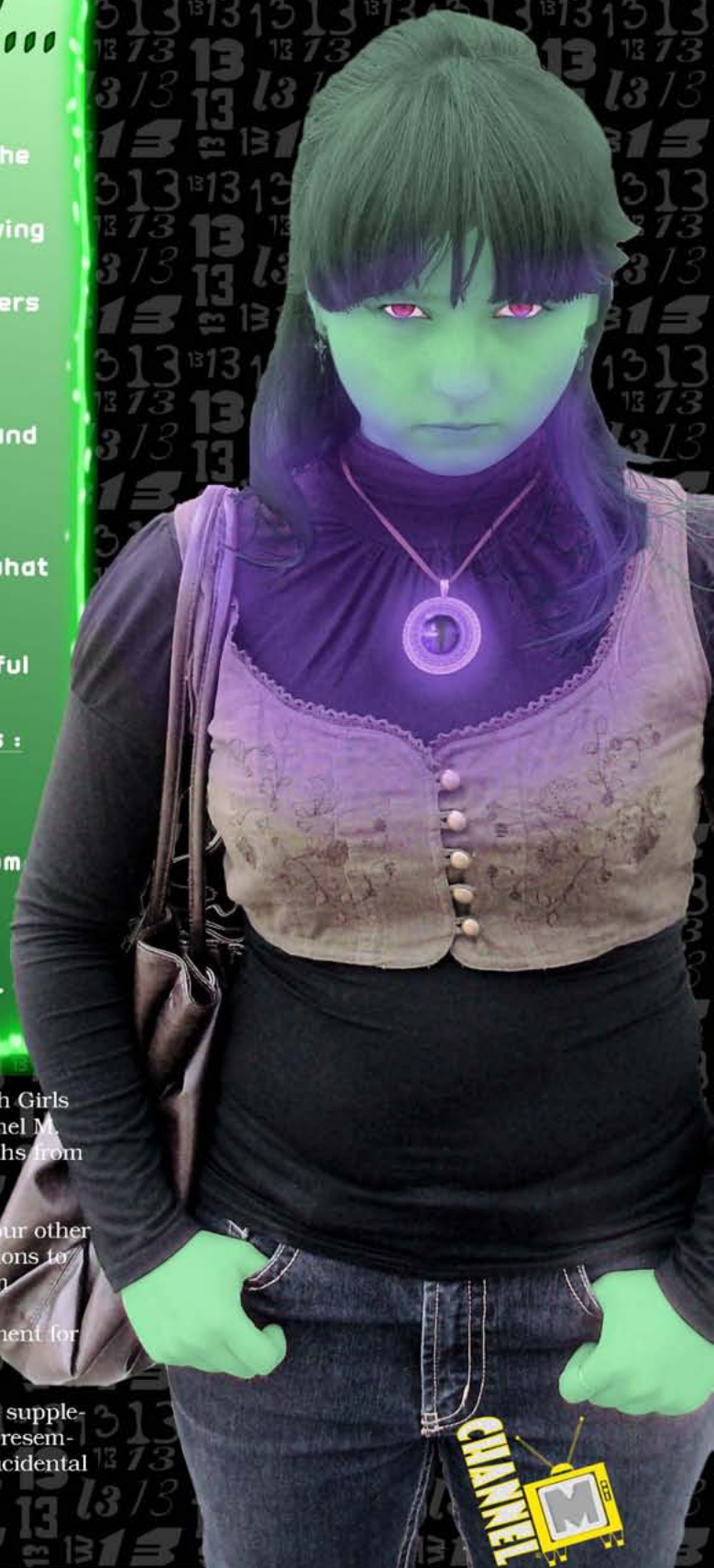
The Fantastic Fashionista. Shoes. shoes and more shoes.

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SUMMER 2011

EVERYTHING AND
EVERYONE CHANGES.

PRINCESS LUCINDA

ONCE UPON A TIME THERE WAS A MAGICAL PRINCESS,
WHO LIVED WITH HER FAMILY, RULING OVER A VAST EMPIRE OF 12
WORLDS...

THE ONE DAY...
EVERYTHING CHANGED.

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