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WGA 003

All about the VOODOLLARS



A SUPPLEMENT FOR WITCH-GIRLS ADVENTURES™

FOSTER • HARTLEY • SOTO • HARRIS

All about the VOODOLLARS



A SUPPLEMENT FOR WITCH GIRLS ADVENTURES



.WGA 003

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Prince Edward's Academy "Witches of Avon-Lea" Club

Dedicated in loving memory of
William "Big Jim" Harris

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For the love money

a Foreword by
Abigail Maria Soto
Artist

For me the small things make a game like Witch Girls worthwhile. What is the price of salt in a magical town, who cleans the floors at the WWC office in the town I'm running my game in and if there is a person how does he or she get paid?

In a society of magic where people can create almost anything they need with a wave of a wand, why is there a monetary system? Moreover how does it work? That kind of thing keeps me up at night wracking my head and wondering about because if you understand the small things then you can better understand and visualize the big things.

Channel M understands that. The world of Witch Girls Adventures is all about the little details for directors and stars. For them it's all about building a comprehensive world for characters to inhabit so for the brief hours a group plays a week that world becomes as real as our own.

Yes this is a supplement on money and finances but its also about how money is connected to gold and alchemy and dwarves and so much more.

So much from such a simple subject

-Abby



CHAPTER

PAGE

Credits	1
Foreword	2
All about the Voodollars	3
Voodollars Copies	5
Money in the world of witches	11
Voodollar Appendix	14
Casting Call	19

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

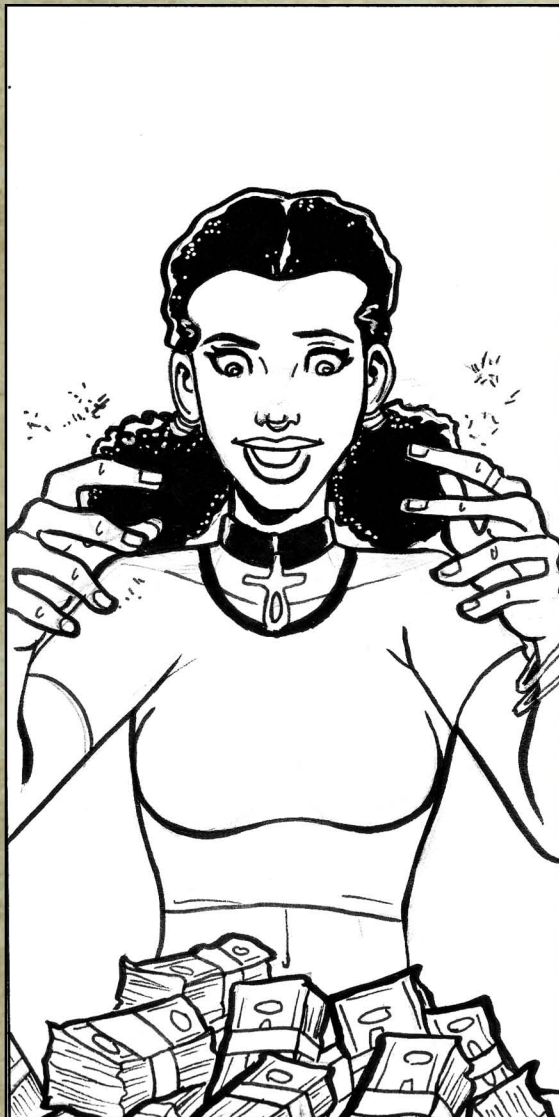
www.witchgirlsadventures.com

Witch girls and its magic is a work of fiction and Channel M has nothing to do with any real world occult or belief system. It is purely designed for entertainment purposes only.

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



This
Supplement
requires the
Witch Girls
Adventures Drama Diaries Game Rule-



Voodollars are the physical rewards given to Stars in Witch Girls Adventures.

Directors hand out Voodollars for in-game successes, for making the game more enjoyable, and for adding emotion and life to a character.

Giving out Voodollars encourages players to rise to the occasion to make the "Witch Girls Adventure" experience better. Stars need not be confined to actions in-game to earn Voodollars. In fact, anything that improves the game should be rewarded.

all about the VOODOLLARS

Playing a game with your friends is its own kind of reward. But getting extra incentives in that game adds even more to the fun.

Rewarding Stars during the game helps promote a feeling of accomplishment. A good Director should try to find something Voodollar-worthy that each of her Stars has accomplished during every Episode (game session). That's not to say that Voodollars should be handed out like candy. Doing so devalues the Voodollar and takes away its special quality.

To balance encouragement and value, we suggest limiting the number of Voodollars handed out each episode to ten. Five or six Voodollars sessions should be about average and two Voodollars in an episode should be the minimum given out.

starting voodollars

Directors may wish to give each Star 5 Voodollars at the start of their first Episode. Having Voodollars at the beginning of the game will give Stars a chance to learn how to them, and will encourage them to want to earn more.

group voodollars

Stars that play together may wish to create a shared account of Voodollars. Each Star puts a specific amount (set by them) into the Voodollar pool. The pool is kept by the Director and can be spent by the group on something everybody agrees on.

Directors may wish to keep track of Group Voodollars on paper rather than as physical Voodollars so as not to lose track of them. Directors should also suggest that everyone puts in the same amount into the pool, so no one can say they've added more to the fund than other Stars. This will help prevent feelings of privilege when using the group Voodollars.



creative voodollar payment

Creative item or Action	Voodollars
Bring Snacks or Drink for the game.	2
Collaborate on a Witch Girls Adventures story	1
Cosplay as a Witch Girls character	5
Draw a group Witch Girls Adventures character picture	2
Draw someone else's Witch Girls Adventures character	4
Draw your Witch Girls Adventures character	5
Create a piece of Witch Girls related art work (not a drawing)	3
Create a Witch Girls Adventure character blog.	2
Create a Witch Girls Adventures fan page	1
Write a Witch Girls Adventure story	1

earning voodollars in new ways

Witch Girls can be more than just a game where you play through adventures. It can be something more interactive, allowing Stars to be creative in different ways.

Creative players can write, draw and blog their way to Voodollars also.

spending voodollars in different ways.

The Witch Girls Adventures Rulebook covers how to spend Voodollars to increase Star-Characters abilities, skills and magic. Using Voodollars like that represents characters using their experience and time to improve themselves.

Voodollars can also be used as a way to show how experience, training and luck can help a player when they really need it.

voodollar bonus

Purchase	Cost in Voodollars
Add +1 to any magic roll	1
Add +1 to any single mundane roll	2
Gain back 1 Zap Point.	1
Heal a Life Point of damage	1
Increase a spell's range by +1 MTR	2
Increase a spell's damage by +1 MTR	2
Increase a spell's duration by +1 MTR	2
Prevent 1 point of damage	1
Remove a spell cast on your character.	5



new voodollars

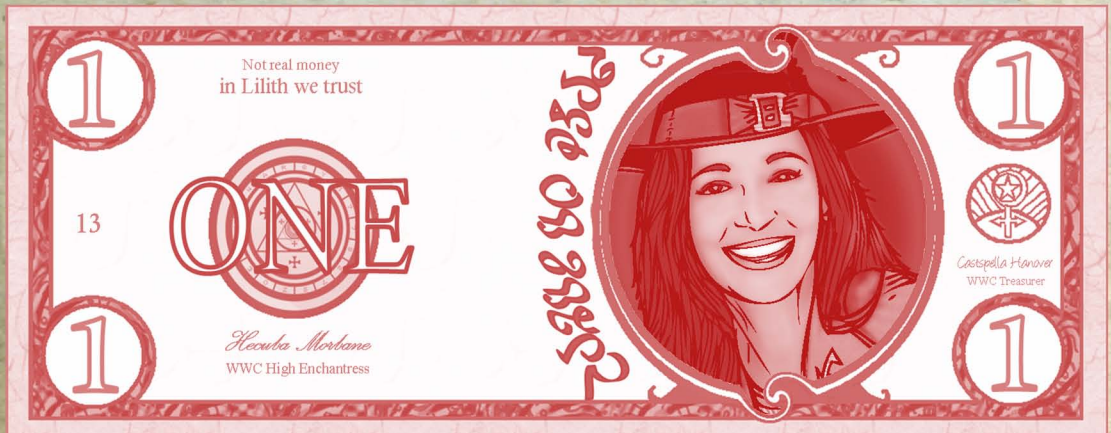
For Directors and Stars the new improved Voodollar designs in black and white and color. With a little bit of information about the historic witch on it.

hecuba morbane WWC High Enchantress

Born Hecuba Πυθαγορά Χέρη in Greece 2400 years ago, the current WWC High Enchantress comes from a long line of legendary witches including Medea and Circe.

In her youth she was on the front lines of holding together the tedious alliances between witches and vampires and even marrying one (Claudius Morbane) eventually.

Among witches Hecuba is known as a peace maker, strengthening alliances between witches and the general supernatural community.



queen gothel

WWC Member Headmistress of the Rein-
hexxen school.

When most people think of witches, they are thinking of Gothel. The Queen from Snow White, The Evil Fairy from Sleeping Beauty, The Wicked Stepmother, The Witch from Beauty and the Beast, Rapunzel and more - they are all Gothel.

One of the most feared and powerful witches on the planet, she has contributed to Witch Society not only her magic but an attitude, style and majesty that many witches still emulate.



abby BRUJA

Teacher at Trinity Stone School of magic,
Witches Right activist.

It's not easy being Green, and Abby knows that from experience. Born with Hags Syndrome, the young Witch found herself an outcast among outcasts.

Witch Society at the time (some 150 years ago) looked down on those among them born cursed. Those with Hag's Syndrome, Evil Eye, Crones

Nose and other ailments like them were treated as second class citizens and denied entrance to schools and organizations.

It was Abby who broke the Green-line, through protest and perseverance, bringing equality to all.



BODDICA
Former WWC Member

Warrior, priestess, chieftain and witch, Boddica fought the Romans and established the ground work of the nation that would become England.

Among the Witches of Albion (Great Britain), she is both a role model and mother figure. She was the first half-Immortal to be elected to the WWC and helped establish the organi-

zation that would eventually become the Magistrates.

Sadly, Boddicaa perished defending her homeland during World War Two. But even in death, she inspires many young witches especially those dedicated to the Lilian cause.



Josephine Baker

WWC Member and Spy

Even mundanes know the story of the American dancer who left the land of her birth to travel to France and become a worldwide sensation of the stage and screen.

But what Mundanes don't know is that late in life, she discovered that she was actually a witch. Through training and force of will, Baker managed to reawaken her sleeping magic - a feat most thought impossible.

Josephine used her powers to act as a spy and go-between during both World Wars, and was present at the binding of the Black Baroness which ended the magical portion of World War Two



madame Raven sinclair

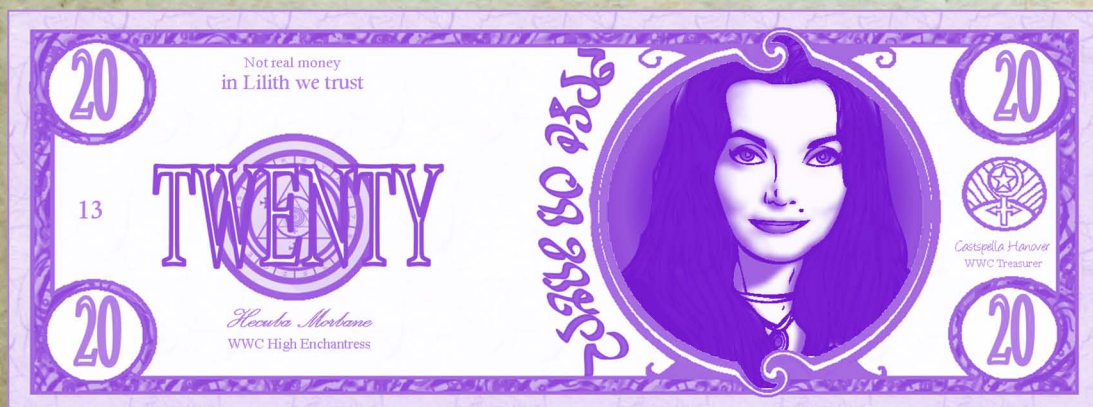
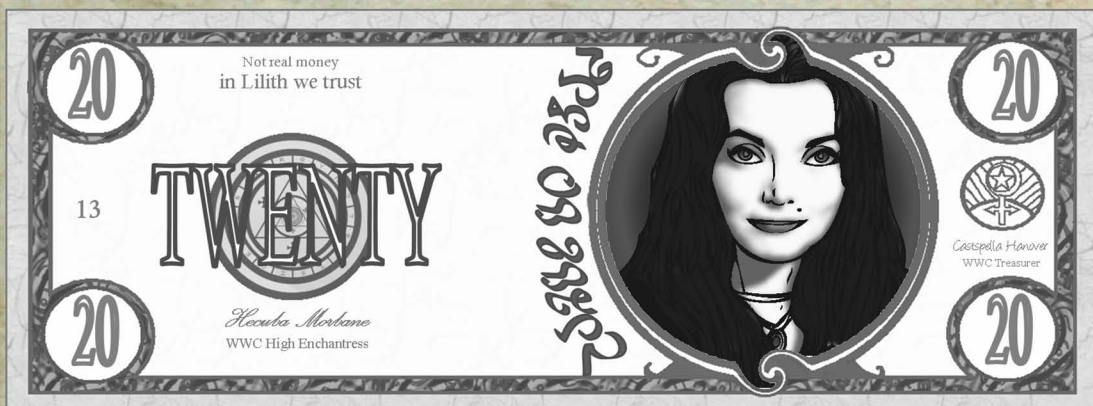
Ambassador and Honorary WWC Member

heroes.

There are other worlds out there which are a lot like ours. These parallel earths exist in parallel universes too numerous to be counted. Those closest to ours exist on what is called our "dimensional hub".

Raven is from one of those worlds where the heroes of comic books walk like giants across the earth. There, she's the supreme sorceress and a member of a team of world-defending

A master negotiator and neutral party for WWC disputes, she has helped preserve world peace many times from behind the scene



money in the world of witch girls

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history

Many ancient witches look at the past as the "good old days". That's far from true. War, disease and greed were even more prevalent in the past than they are now and witches were often caught in the middle of not only their own conflicts, but those of the other magical beings and mundanes as well.

Still, one positive thing that the ancient world had going for it (at least in some witches' opinion) was a commerce system without money. Back then, most cultures used a barter system, trading good and services for other goods and services. And, for a witch, that meant trading your magical abilities, items and services for the things you needed.

An unscrupulous witch might well say "Give me what I need or I lay waste to your village with a plague of fire-breathing, flying sharks" and a village would give her what she needed - and in some cases, open up a temple or shrine in her honor.

Principled witches might offer a spell or potion in exchange for a service or item in good faith. Still, that too often lead to the whole shrine/temple building thing. And though witches didn't ask for it, bartering their supernatural abilities lead to what

is commonly called the Pantheon Age.

Seeing witches being worshiped as gods, other supernatural beings jumped on the band wagon. They declared themselves deities, exchanging their mystical power for various benefits. In the case of Immortals, this meant a lot of "I will lay waste to that other guy's army or land", which lead to a lot of in-fighting

among the Otherkin. When calmer minds realized that this strife could lead to another War among the children of Lilith, everyone (eventually) decided to do away with the "deity thing".

Still, witches and others needed a way to trade among mortals. Eventually humans solved that problem in most cultures by the creation of currency and the start of a modern economy. In fact, their economy is seen by many as the single great invention of the Mundanes. Not only did they come up with it on their own, they actually improved it over time.



Once witches and other Otherkin became a source of fear among Mundanes, however, they lost the ability to openly trade their abilities and items among mortals. They needed a way to access the mundane economy and remain secret, as well as a way to save money for their long lives and families.

The WWC found what it was looking for in the form of the gnomes of Zurich - a secret conclave of gnomes and their dwarven cousins. The GOZ had acted as middle-beings, trading for services with gold. The GOZ, with the help of the WWC, would combine their vast resources and the witches' magic to create a bank dedicated to storing the vast wealth of magical people world wide and to use various public dummy banks to integrate that wealth with the mundane economy.

To this end, the Luna Bank was created and has, since its founding over 1000 years ago, offered magical beings a place to store their wealth and valuables and a means of interacting financially with the magical and mundane world. Today they offer not only those services but magical and mundane stocks and universal money transactions through Luna Crimson and Black credit and debit cards.



the Luna Bank

The Luna Bank today is ran mostly by the WWC. However, it has on its board (as per its charter) two gnomes of Zurich, one dwarf and a member representing every type of Otherkin, as well as one human.

The Bank has branches in every major city, as well as every magical town. Some branches are actually just gates to the main branch in Zurich, Sweden. The bank accepts accounts from all magical peoples. Beings who are not adults can open accounts with a co-signing by a parent, or if they have special permission granted from the WWC or the bank.

the Longevity account

Young Witches and other longed-lived peoples are encouraged to open a longevity savings account at age 6. The account can be opened with any amount of gold or silver, but the account-holder cannot touch the funds until their 100th birthday. During the first 90-some years, the account just gains interest. They may open up other checking and savings accounts at that time, but most wait till they are at least twelve to start other accounts.

the great vault

In the mountains of Sweden, stretching down to almost 3 miles below the surface, is the Great Vault. This is where the combined wealth of the magical world which is not currently working to make more money is kept in the form of gold and other precious metals, as well as valuable magical items, keepsakes and more.

The Great Vault is unique in the fact that it is mostly made of magic-resistant cold iron. The cold iron nature of the Vault means that only gnomes, dwarves and beings with dwarf and gnome blood can work in the area without succumbing to the magic-negating nature of the Vault.

The Vault also contains the Bank's worldwide computer system and special meeting offices. These are located in the granite of the mountain, away from the cold iron holding areas. This area is where a bulk of the Bank's real business is done by its Board. Outside the vault is a magically-hidden dwarf and gnome city known as Ironheim. Ironheim is the largest city of its type in the world.

the Law of economic influence.

All of the "laws of interaction" exist for a reason. The main one being - to keep humans in the dark about the magical world. The Law of Economic Influence is the one law that all Witches are taught to uphold, because it's the one that Mortals' governments are most likely to notice (especially greedy ones) and one that witches can easily break.

Conjuring money, turning lead into gold, grinding your annoying cousin into diamonds and mind-controlling business executives to manipulate the stock market are just a few ways that a witch can become rich overnight.

Magistrates work hard to find Economic Influence lawbreakers. Small infringements are usually ignored (conjuring a few bucks to buy a burger) but constant small infringements or any big ones will bring down the Magistrates on you quickly.

Working with the Magistrates are the Magi-maticians, witches who use a combination of Mentalism, time and space and divination to analyze a person's finances and know every magically-produced dollar. Magi-maticians are known for their cold detachment and are almost always unemotional in doing their job and their magic.

If a person is found to be breaking the law, they will be punished either with a fine, temporary binding, or even a freezing of all of their funds in the Luna Bank.



how much is an allowance point?

The Allowance Point was designed to remove the need for exact monetary amounts from the game. But some people (and you know who I'm talking about) would like to know how much an Allowance Point is worth in actual dollars (or Euros).

The answer to that is - it varies.

A single Allowance Point can buy everything from a bag of candy to new cell phone.

But if you must know, we estimate an Allowance Point being about 50 dollars or 35 euros on the high end, which means that the average Witch Girl receives around 150 dollars or 105 euros per week in allowance.

That means the average witch girls receive on average 150 dollars/105 euros a week in allowance.

all about the VOODOLLARS appendix

New Traits, Spells and more based on the Information in the supplement.

new traits

Talents

Covetous

The Covetous character believes money changes everything. She tends to be addicted to having things, and just wants more things. For a Covetous Witch Girl, her self-worth is defined by the things she has and she often wants the things others have which she views as rare or powerful.

Rules: Covetous Characters gain +1 to all rolls when they are getting things they want or to get more money (even begging for more allowance)

Generous

The Generous character is extremely giving with her time, money and things. She never worries about being paid back

Rules: When a Generous person is being giving chartable, she gains +1 to all involved rolls and gains +2 if it's a social roll.

Poor

Being poor isn't always a bad thing. It teaches you how to appreciate what you have and how to live without things. Poor people tend to be survivors and know how to make due.

Rules: The character's monthly weekly allowance is 1 (10 starting Allowance Savings). But the Poor person gains +2 Life levels from living a harder existence and +1 to Will rolls (Will Die +1)

(Poor cannot be taken with the talent Covetous, Titled or Rich)

Stingy

The Stingy person hates spending money and knows how to horde it well. Stingy people range from the frugal to the miserly and everything in between.

Rules: Stingy people know how to use things to their fullest. They can force an extra dose out of a

potion and use items that are worn down, broken or that others can't get to work, as if they were new. Also gain +5 to their starting Allowance Savings.

Titled

Titled characters (and their families) are members of some form of mundane nobility in good standing. Some nobles uphold the honor and virtue of their title while others use it to get what they want and to show people they are better or superior.

Rules: The Titled character gains +2 to her Allowance and +2 to social rolls when dealing with people from the area in which they have noble status.

Heritages



Alchemist

The Alchemist is a witch that specializes in potions and a pseudo-scientific method to cast spells. She stores her magic in various liquids, powders and

chemical concoctions to cast later.

For the Alchemist, things are not as simple as waving a wand. Magic is a matter of mixing the things she needs together using careful preparation. Not the best Witch for casting a spell on the fly, she excels at magic which takes some prep work.

Advantages: The Alchemist starts the game with the Potions Skill at +2 (Magic Die type +2) and can make an easy Potions roll to store a spell they can cast in a potion, powder, dissolvable chemical cake (or anything the Director deems appropriate). The stored spell goes off when it hits the target, or is eaten or smelled (if stored in a gas). Any spell created through this manner is cast through a Potion roll instead of a standard casting roll. Potions take about a minute to make, per use. No wand is

needed to cast spells in this manner.

Because of their exposure to chemicals, Alchemists are also +3 to resist Mundane poisons and +2 to resist harmful magical potions and poisons.

Disadvantages: The Alchemist is almost useless at casting spells on the fly. She is -2 to rolls involving casting spells without her usual potions and devices. All spells she casts in a normal manner (rather than through preparation) cost +2 Zap Points.



Half-Dwarf

Dwarves are a race of short (4ft-5ft tall) beings related to the Fey. Both males and females are broad-shouldered, and the males usually have long beards. Dwarves are expert creators of enchanted objects - in fact it is usually the only type of magic they can work. A Witch with a Dwarf father is rare but not unheard of.

"Dwitches" (as they are called) are usually short for their age and rarely grow taller than 5'4".

They have slightly

wider shoulders than other girls their age and usually have large expressive eyes.

Advantages: Dwitches are born Enchanters and gain the Skill for free at Rank One. Once they have already purchased it, it increases by +1 Skill Ranks. Half-Dwarves, like regular dwarves, are hearty and tough - they gain +2 Health and +2 to rolls to resist any type of non-magical damage.

Disadvantages: Being a Dwitch isn't all fun and games, though. Dwitches non-Enchantment magic suffers giving them -1 to all casting rolls and lowering maximum the Zap Points by 2



Magi-matician

To the Magi-matican, the world is all about numbers. Even magic is just applying mystical mathematics. One cannot be taught to be a Magi-matician. She must be born with "the ability to see numbers" as they call it. That ability allows them to see the geometry, trigonometry, calculus and numbers in everything and anything. It's for this reason they tend to be un-emotional and detached, as they rarely see things as anything more than a mathematical problem.

Advantages: The Magi-matician can predict the most likely outcomes to things by running the numbers and doing the math. This grants the ability to spend 2 Zap Points to reroll any roll (once and only once per roll) picking the highest of the two rolls made.

The Magi-matician also gains the Basics skills at +1 and gain +1 to any roll rolls involving math. They also have an uncanny ability to predict and remember, gaining +2 to rolls involving doing just that.

Disadvantage: Not the most social of witches, the Magi-magicians starting Social die is reduced by one (A Social of D4 becomes D2 and so on.) Also, if they use their re-roll power and both rolls fail, they become flustered and begin doubting their own math and power. This causes them to lose another Zap Point.

spells

Ace in the Hole (Divination 2)

The Witch knows what a target's next play in a game, or next move in combat, will be and gains an advantage against it. This grants +2 to Resist Magic or Reflex against your targets next attack, when in combat or +2 to Games Skill against a target, if playing a game.

Advance Alchemy (Alteration 2)

The target metal turns into an equal amount of gold, silver or other precious metal for the duration of the spell. The new metal is of the highest quality, and Mundanes cannot tell it from the real thing although magical people can.

Beggars Choice (Mentalism)

The target of a spell becomes free with their money and things for the duration of the spell. The target gains the Trait Generous and loses any trait that makes them stingy with money for the spell's duration. If cast successfully on a parent that parent will increase a Witch's Allowance (for a minimum of a week) by 1 point per MTR of the spell.

Cha-Ching (Conjuration 1)

A blatant breaking of Witch Law, Cha-Ching summons 1 Allowance Point worth of currency per MTR of the spell. The counterfeit money looks almost exactly like the real thing, and takes a Hard Difficulty Sense, Art or Mind roll to be detected as false.

Insider trading (Divination 3)

Gives a Witch insight on the stock market and economic changes. The Witch must focus on one financial aspect they want to know the future of (a particular stock or an eBay bid). If the spell succeeds, the person knows if a stock will rise or fall, or what the high bid will be in an auction, for 1 day per MTR of the spell. They will even know by how much down to the last penny.

Midas Touch (Alteration 4/Curse 5)

With a touch, a Witch can turn a person into an unmoving gold statue for the duration of the spell. The Witch can choose to either just change the target person, or change the person and everything they are wearing and any non-magical things (up to



twenty pounds) that they are carrying.

The Curse version of this affects a person (other than the caster) making anything solid or liquid touching the cursed person's hands, feet or mouth turn into gold. The person with this Curse has no control over it.

Nothing larger than an adult human will turn to gold, but parts of an item up to that size will be transformed.

Net Robber (Cybermancy 2)

Money is taken from one online account or bank, and transferred to another instantaneously. This can be used legally or for outright stealing (which breaks WWC law).

Paying the Ferryman (Necromancy 4)

The witch can exchange Allowance Points for Life Points. She is literally paying off death to stay away by converting real money to spiritual money.

The Allowance Point loss comes from the casting witch's Savings. Two Life Points are returned per Allowance Point "spent".

The Spell has a negative effect - for each Life Point gained this way, the witch loses 1 Zap Point. If the witch reaches zero Zap Points within 24 hours of doing so, they will summon a Death Wraith. The

Death Wraith will try to kill the Witch until it is destroyed.

Rainbow Connection (Elementalism 4)

Allows a Witch to turn a rainbow from an optical illusion to something real and solid. The witch can slide on the solid rainbow, climb it, use it to hide behind, and actually reach the end of it (instead of always having it just out of reach.)

Another aspect of Rainbow Connection is it allows Witches to reach the crock of gold at the end of some rainbows. Finding one is rare, however, as Leprechauns don't hide their crocks everywhere.

Space Vault (Time and Space 3)

Turns anything into a storage space. When the spell is activated, it opens a hole in the target (living or not). The hole doesn't harm them and is 1ft by 1ft per MTR of the spell. The hole can be filled with anything, then closed and sealed (not harming the vessel).

At any time, it can be opened, but only by the same witch using the same spell.

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At any time it can be opened at any time by the same witch by the same spell.

equipment



Alchemist Globes

These small clear balls, about the size of a marble, can be made to open, once they have been filled and sealed.

Enchantment Difficulty: Easy

Abilities: They have 5 Life Points, despite their size. If thrown by the owner, they will shatter easily, releasing the contents as a liquid or gas depending on what the owner wants.

Cost: 1 per 2 globes.



Alchemist Shooter

This is a modified version of the zap gun. Instead of acting as a wand, it throws potions up to 50ft in a thin stream.

Enchantment Difficulty: Hard

Abilities: The shooter can hold up to 6 different types of potions for spells and enough potion for an alchemist to cast each spell up to 3 times.

Cost: 7



Credit Card Broom

This broom enhancement allows the Witch to turn her broom into a Luna Bank Debit or Credit card at will.

Enchantment Difficulty: Hard

Abilities: See Description

Cost: 2



Luna Bank Card

This magical credit or debit card comes in red (Allowance per week 4 or less) or Black Allowance per week 5 or above).

Enchantment Difficulty: Unknown

Abilities: The card can be used as a standard credit or debit card in the magical or mundane world. It can also be used to summon cash directly from the holders account using the card alone. The card also has security enchantments making casting spells or other rolls to take the owners money or steal the card more difficult. Any attempts to do such actions are at -3 to the roll.

Cost: 1 (crimson) 2 (black) Allowance per month.



Money Charm

This gold necklace or bracelet has a various currency charms dangling from it.

Enchantment Difficulty: Hard

Abilities:

The person

wearing the charm's Zap Point maximum is reduced by 1, but their Allowance goes up by 1 point a week for as long as the charm is worn. Only one such charm can be worn at a time.

Cost: 5



Wammer

This small 1ft-long Hammer with a smaller-than-normal head acts as both an Enchanter's hammer and a wand.

Enchantment Difficulty: Hard

Abilities: The Wammer has all the same properties of a basic wand plus the added advantage that it grants +1 to Enchantment and Fix rolls when used.

Cost: 7

casting call

The world of money and finance takes all manner of creatures and people. Greed and gold also calls forth a variety of fiends and spirits that can battle or befriend characters.



Dwarf

Type: Otherkin
Rank: 2
Body: D8
Mind: D6
Senses: D6
Will: D6
Social: D4
Magic: D8
Life Points: 16
Reflex: 11
Resist Magic: 11
Zap Points: 16
Skills: Art +2, Bargain +2, Basics +2, Fix Mechanical +5, Look +3, My-

thology, +3, Plucky: +5, Cryptozoology +3, Enchantment: +6

Abilities:

Fae Immortality-

Cold Iron Immunity: Dwarves are immune to the magic negating ability of cold Iron

Mining Sense: Dwarves can detect precious metals and gems within 20ft. They also see as perfectly while other ground no matter the lighting.

Stout: Short and hearty Dwarves ignore 1 point of any kind of damage and has +2 Life Levels. They however only move half as fast as other adult Otherkin.

Magic:

Dwarves have up to 3-8 ranks of magic depending on age. They may choose to place ranks in the following school Conjuraton, Elementalism, Divination, Illusion, Healing, Offense and Protection. No Rank can Exceed 4 and only the oldest of dwarves have ranks that high.

Equipment:

Dwarves are known for being great warriors and most carry large hammers as weapons (they also use them to forge items).

Description: Dwarves are a short broad-

shouldered people, ranging in height from 4 and a half to 5 feet. Adult male Dwarves sport long beards, while women usually have long hair (most often worn in braids).

Dwarves live in large communities in the mountains, mining and creating artifacts of great beauty and power. Unlike most Fae, Dwarves don't fear Mundanes but they do avoid them (and just about everyone else) preferring to live an ancient Viking like lifestyle among other Dwarves and the occasional gnome.

Jikininki

Type: Zombie
Rank: 2
Body: D6
Mind: D4
Senses: D6
Will: D4
Social: D4
Magic: D4
Life Points: 12
Reflex: 9
Resist Magic: 7
Zap Points: 8
Skills: Bargain +3, Fighting +3, Scare, Urchin +3

Abilities:

Dead: Jikininki are a kind of Zombie and as such feels no pain, never tire and is immune to Mentalism magic.

Devour: The creature can eat and devour almost anything instantaneously. The creature can stuff into their mouth items up to 3 feet wide/tall. Their Bite does +2 damage (Total 6). Their bites ignores all armor and does at least 1 point of damage.

Greed sense: The Jikininki can items others covet or items made of precious metals and gems. They can also detect greedy people.

Jumper: The Jikininki can leap up to 50ft vertically, 100ft horizontally and take no damage for falling.

Magic:

None

Equipment:

None Normally. But some Jikininki have been known to use clubs or staves as weapons.



Description: The Jikininki are a type of naturally occurring Zombie (revenant) who's intense greed and want of precious items and things has raised it from the dead.

Jikininki usually stay close to their grave and spend most of their time eating expensive thing and the occasionally greedy person. However if there is some item or prize the Jikininki wanted in their life that thing becomes a driving goal in the unives.

Jikininki seek their, "precious" without regard for their safety or anything else.

Cryptozoology fact: The first Jikininki came from Japan.

Cryptozoology fact: Jikininki cannot accept things given to them freely.

Cryptozoology fact: Jikininki sometimes use weaker zombies as minions



Leprechaun

Type: Otherkin

Rank: 3

Body: D6

Mind: D6

Senses: D6

Will: D6

Social: D8

Magic: D8

Life Points: 12

Reflex: 9 **Resist Magic:** 11

Zap Points: 16

Skills: Athletics +3, Art +3, Dancing +2, Fib +3,

Games +4, Gossip +3, Hiding +3, Streetwise +3, Urchin +3, Casting +3, Mysticism +2, Magical Etiquette +3

Abilities:

Common Fae Abilities-

Good with Numbers: Leperacauns can instantly count any amount of money with a glance. They can also tell exactly how much something is worth with a glance.

Tipsy: The Leprechaun can cause anyone near him to act in a foolish and giddy manner. The target can resist this with a hard Will roll. While effected the target is -2 to all Rolls and tends to laugh a lot and find everything funny.

Trick: When playing games or playing a trick the Leprechaun is +2 to his rolls.

Vanish: Leperacauns can at will vanish. The Leprechaun doesn't move but rather steps out of his current reality and waits till the threat is over and repairs in the exact same lace.

Magic:

Alteration 1, Conjuraton 1, Curses 2 and Divination 1.

Equipment:

Crock of gold: All Leperacauns have a large pot of gold. The Pot holds 50 to 100 allowance points worth of gold coins and is hidden by the leprechaun.

A link to the creatures magic if the crock is taken from its hiding spot the Leprechaun knows not only where it is but where every piece of gold is.

The more gold removed from the crock the weaker the leprechaun becomes. If all the gold is removed the leprechaun loses all his magic ability.

Description: The Leprechaun is a type of gnome known for its red hair and love of wearing green. with a love of gold and a head for counting they are often hired by the Luna bank as tellers and accountants despite their reputation as tricksters.

Lepreacauns aside from counting theirs and others gold have three other great loves, strong drink and pipe smoking and having a great time.

The jovial 4 to five feet tall people are hard to anger and rather dance and laugh than fight. However if their gold is taken a Leprechaun can become a dark and sinister creature doing whatever it takes to get it back.



Luck Spirit

Type: Spirit
Rank: 5
Body: D6
Mind: D8
Senses: D8
Will: D6
Social: D6
Magic: D8
Life Points: 12
Reflex: 9
Resist Magic: 11
Zap Points: 16
Skills: Bargain +3, Games: +7, Garden +3, Gossip +3, Casting +4, Hearbalism +4, Mysticism +3
Abilities:

Control Luck: The Luck spirit can increase or decrease a person's

luck at whim. They can grant a person +5 or -5 to all rolls for up to a year or raise or lower a targets allowance by 5 by changing their financial position. target of this power can resist it with a Very Hard Magic roll. This power can be broken by knocking on wood, throwing salt over their shoulder for the negative aspect or breaking a mirror for the positive aspect of the power.

Manifest: The Spirit can turn physical and effect the physical world and be affected by physical damage. The Luck Spirit can choose to Manifest in their true form or in the form of any human or Otherkin.

Magic Immunity: The Luck Spirit is Immune to Curse magic.

Spirit: The creature normal form is that of an spirit. They are immune to physical damage and does not need to eat, breath or drink. They cannot effect the physical world physically but can use magic and other powers. They may also turn invisible at will and past through solid objects.

Teleport: The Luck Spirit can teleport up 100miles to any place they know or back to their home by spending one Zap Point.

Magic:

Conjure 3, Curse 5, Time and Space 4

Equipment:

Home: The Luck Spirit must rest in their home to regain Zap Points. (at the slow rate of one Zap Point a day). The Home itself may be a tree they meld with in spirit form or a large wooden structure. If The Home is destroyed the Spirit vanishes forever and all of its powers and spells cease to work.

Description: The Luck Spirit (Commonly call Lady Luck) is a magical manifestation of chance. In their true form they resemble beautiful and ephemeral golden women dressed in gold.

Luck Spirits are rare and because of their power and fear of being used hide from other beings and only appear if their homes are in danger, to watch games (They love all sorts of game the more competitive the better) of if they have been wronged.

Luck Spirits also appear to get revenge of people abusing magic to make themselves lucky. Witches who do think like Win the lottery with magic or use magic to make a particular team win a game may well find themselves on the bad side of Luck Spirits.

Cryptozoology fact: Luck Spirits cannot resist being challenge to a game.

Cryptozoology fact: Luck Spirits can be mischievous in the use of the power especially when dealing with cheaters.

Cryptozoology fact: Luck spirits love using their powers to make superstitions come true.

Sphinx

Type: Chimera
Rank: 4
Body: D8
Mind: D8
Senses: D8
Will: D6
Social: D6
Magic: D8
Life Points: 17
Reflex: 12
Resist Magic: 11
Zap Points: 16
Skills: Acrobatics +2, Athletics +3, Bargain +4, Basics +3, Computers +3, Fighting +5, Games +6, Gossip +4, Hearing +5, Look +5,



Scare +5, Track +4, Casting +5, Mysticism +5,
Magical Etiquette +6

Abilities:

Petrify ray: The Sphinx can fire golden beams from her eyes that turn a target into stone, gold or a combination of both. The Target resists with a Hard Magic Roll. The Petrification lasts 1 day but can be made permanente if the Sphinx spends 2 Zap points.

Riddle master: The Sphinx loves riddle and is +2 to rolls involving puzzles and riddles.

Self Petrify: The Sphinx spends most of her time as a statue of magic gold or black stone (30 Life points-armor 10) in this form she can't move.or cast spells but can still uses all her senses. She also doesn't need to sleep, eat breath or rest while in this form.

Super Tracking: The Sphinx can make a Hard Senses roll to get a targets scent. Once she has that scent she can track that person anywhere within two thousand miles.

Tooth and Claw: The Sphinx claws do 3 points of damage. (Total of 9 points of damage). The Forepaws of sphinx can elongate becoming a primate but useful hand.

Tough Hide: The Sphinx like most chimera has extremely tough skin and ignore 1 point of all damage.

Wings: the Sphinx has wings and can fly up to 200mph.

Magic:

The Sphinx ancestors were once witches and they have 3-5 magic ranks . No magic type can have more than 3 ranks.

Equipment:

None

Description: The ancestors where once witches that sided with echidna in the great war. For their betrayal Isis turned them into monsters and doomed their ancestors to also be monsters.

After the war the sphinxes attempted to atone for themselves by becoming guards for witches and Immortals and over time they found themselves very good at their job.

Today Sphinxes still tend to be guards , in fact the Luna bank employ them as guards. This arrangement has not only given the sphinxes a place in

witch society but allow them access to modern convinces like television and computers.

Cryptozoology fact: All Sphinxes are female and magically lays 1 egg every 100 years.

Cryptozoology fact: Sphinxes live up to 500 years.

Cryptozoology fact: Sphinxes loves riddle and are known for trading favors and being merciful to people who solve their riddles.



Yaotl

Type: Golem

Rank: 2

Body: D8

Mind: D4

Senses: D4

Will: D4

Social: D4

Magic: D6

Life Points: 17

Reflex: 11

Resist Magic: 9

Zap Points: 12

Skills: Athletics +3,
Fighting +3, Scare +3,
Track +3

Abilities:

Gold Armor: The Yaotl's gold armor grants it immunity to electrical attacks.

Stone Golem: The creature is made of animate stone. Because of that it doesn't need to eat, sleep breath and never gets tired.. It also ignores 2 points of all damage.

Magic:

None

Equipment:

The Yaotl uses clubs , spears and axes of stone and gold that do 2-4 points of damage (Total of 8-11 points of damage)

Description: The Yaotl Aztec golems created at the height of that civilization as warriors. These 4 feet tall gold armored stone skinned creatures survived the Aztecs down fall and now seek to bring about its return.

Cryptozoology fact: Yaotl love gold and attempt to steal it to rebuild their lost civilization.

Cryptozoology fact: Yaotl travel in groups of 3-6

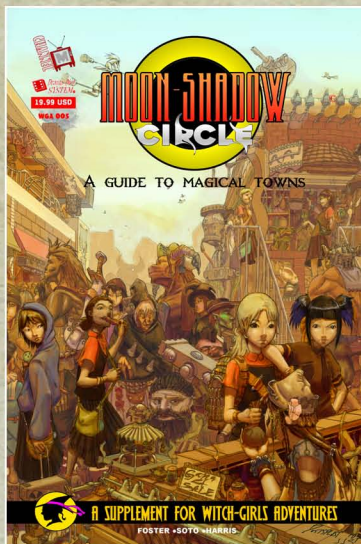
Cryptozoology fact: Sphinxes loves riddle and are known for trading favors and being merciful to people who solve their riddles.

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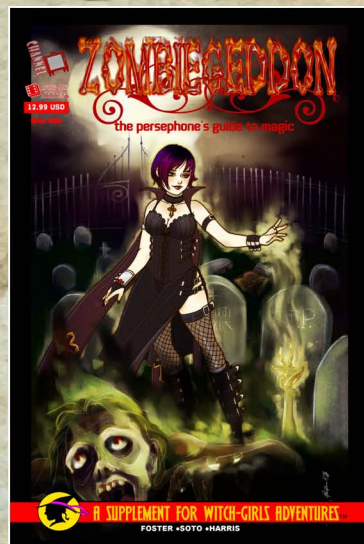
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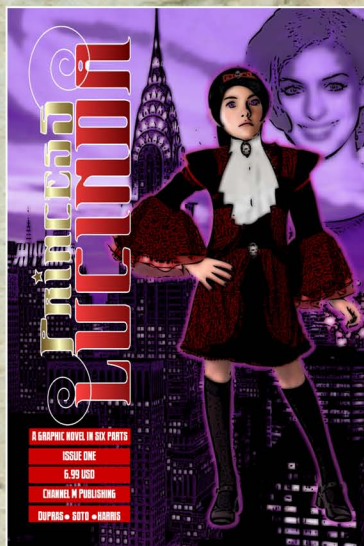
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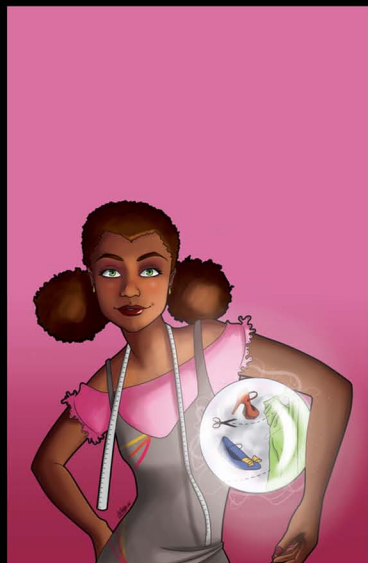
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