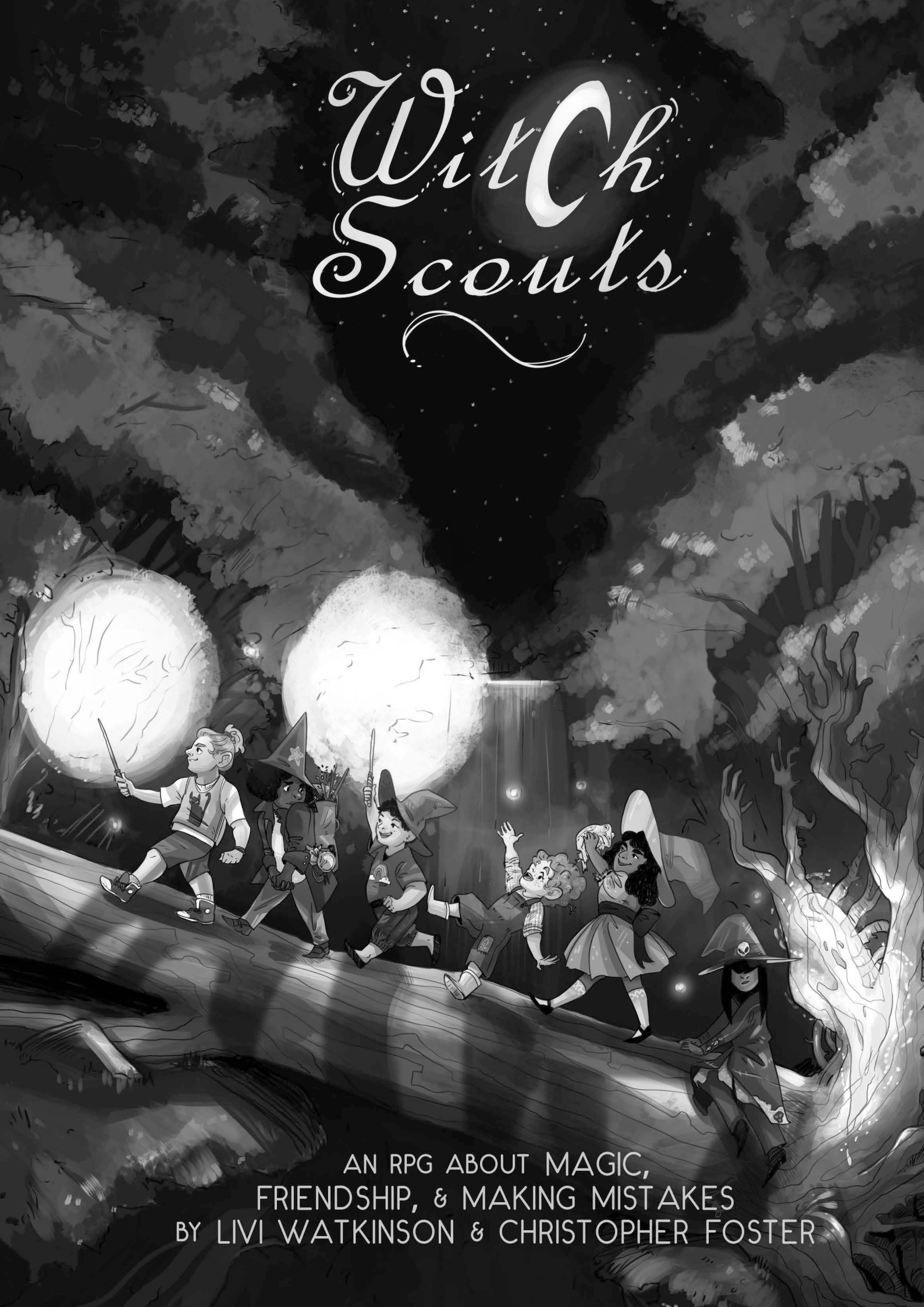


Witch Scouts



AN RPG ABOUT MAGIC,
FRIENDSHIP, & MAKING MISTAKES
BY LIVI WATKINSON & CHRISTOPHER FOSTER

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WITCH SCOUTS

“A game about cute witch children messing up, being friends, and exploring the magic in the world and in themselves.”

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Developing your magical powers can be a scary time in your life: not everyone is lucky enough to grow up with an older witch who can teach you what you need to know. That’s what Witch Scouts is for! Along with your Coven, you’ll learn the basics of magic as well as the talents that make you unique. You might even make some firm friends along the way!

Remember, always listen to your Coven Leader and obey the Witch Scout Law:

witches always do their best,
defend their coven without rest.
we must learn all that we can,
to keep the magic in the land

WHAT IS WITCH SCOUTS?

Witch Scouts is a rules-light tabletop roleplaying game. Everything you need is contained within this document. It's a great game for a high energy stand alone game or a drop in when someone cancels another game, but it will also support longer, more episodic play. This game is designed to create a story of high-energy childish hijinks with very low stakes.

This game should almost always be light hearted, though deep emotional moments about friendship are acceptable. If you want a gritty dark magic game with real consequences, this game is not for you. If you want to play a game where you accidentally turn your friends into toads, run away from troll security guards or try to stop other scouts from showing you up at a bake sale, then please carry on.

One player is the gamesmaster and controls the Scouts' Coven Leader, the supernatural world, and everything else the others might encounter. The other players fill the role of the Witch Scouts themselves! The Playbooks are designed for players to just make a few easy choices and then be ready to go! No rolls or complicated creation process needed.

WHAT DO I NEED TO PLAY WITCH SCOUTS?

- Print out the Playbooks for the players to choose from.
- Two six-sided dice per person; or be willing to share.
- Pens and pencils for everyone at the table so you can update your friendships and fill in Spell Mastery.
- About 2-4 hours, though we find that 3 is the real sweet spot.

PLAYING THE GAME

At the beginning of your first game, or if there are new players, the GM should read the following:

“This is a lighthearted modern fantasy game about young witches who are members of the Witch Scouts. It should be cute and fun, and focus on discovery and friendship.

All dice rolls will be two six-sided dice added together, plus any bonuses. The bubbles next to your spells show your Mastery of that spell. You will start with one Mastery in two spell badges of your choosing (one Playbook badge, and one Universal badge), and fill in the bubbles as you get better with each spell. The first bubble removes the -1 penalty to cast that spell. The second gives you a +1, and the third a +2. At this point you've Mastered that spell and earned your badge! Congrats! In the beginning, you may fail a lot of your spells, do not worry! It is my job to make failure fun and move the story forward. Failure will be interesting!

The blank space in the friendship questions represents the Scouts you have the strongest connection with. There will be many spells and moves that reference your Friends. While all the Scouts are friends all the time, the ones listed are currently your closest friends and consequently, you share a

magical connection. You may add or erase names at will: it only reflects how strong you feel your friendship is with that Scout.

Furthermore, when you assist your friend on a roll, The GM tallies a Friendship Mark. Friendship Marks could directly influence the end of the adventure.

And that's it! Get ready to go on a short, fun adventure and remember: "Magic is real, monsters are out there, and there's a whole world waiting to be discovered!"

EPISODIC PLAY VS STAND ALONES

This game is written assuming you will be playing with the same characters over the course of a few self-contained sessions, keeping the progression of spell badges as you do. It can be fun to see your Scouts grow and become more proficient with their spells over these sessions. However, this may not be how you play and Witch Scouts can be very fun as a stand alone session. If you're playing a one-off game at a convention or as a drop in game or just for fun, please use the optional one-off step in character creation to make it easier for players to succeed at some of their spells.

CHARACTER CREATION

1. Choose a Scoutbook.
2. Pick one Universal Badge and one Scout Badge and mark the first Mastery Bubble in them.
3. *(Optional Stand Alone variant: have the players mark all the bubbles in one Universal Badge and one Scout Badge, earning their badge in both. Then let them mark the first bubble in one Universal Badge and one Scout Badge as normal.)*
4. Pick your Aesthetics. (These are suggestions, feel free to get creative!)
5. Pick your Age (9-12).
6. Pick your Name.
7. Introduce Yourself.
8. Pick your Friendships.
9. Work together to create your Coven Leader.
10. Say the Witch Scout Law as a group, then begin!

SCOUTBOOKS

NECROMANCY SCOUT

None More Goth



Aesthetics

Hat: Witch Hat, Top Hat, Hooded cloak

Outfit: Black Drapery, Black Cloak, Black on black on black

Focus: A Skull, A Shovel, Ebony Wand

I ride a _____ when I fly.

Badges

Raise the Dead: Bring back something dead (person or animal) for a short time as a zombie or a ghost. A zombie can do simple

tasks but they're not very chatty. Ghosts can't interact with the physical world but they can talk (even if they couldn't in life) and answer questions. *Backlash: the zombie is hungry and you smell very tasty indeed. It will act on this after completing one task. OR the ghost is especially spirited, cannot be dismissed and will haunt you.*

Raven Friend: You get a familiar! When you close your eyes, you can see through its eyes instead and cast through it as if you were there! When you do, add +1 to your necromancy spells. Duration dependant on roll. *Backlash: the familiar will constantly try to tempt you to use your powers in a bad or selfish way and/or mock you mercilessly.*

Energy Drain: A staple of Necromancy, you drain the... well... Energy from some living thing. Remove a Condition. *Backlash: Oops! Too much energy! You're going to be insufferably hyper for a while.*

Spook: You don't have to be the biggest, you just have to be the scariest! You can do things like: make things fly around, change the temperature, make loud noises, break a mirror... in other words... Ghosty stuff! *Backlash: Congratulations. You spooked yourself.*

Friendships

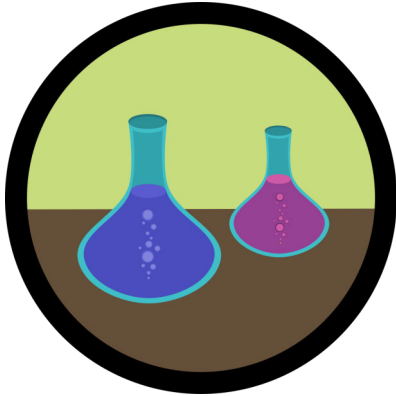
I consider _____ my oldest friend. But do they feel the same?

I really need _____ to think I'm cool.



POTIONS SCOUT

Like home economics, but with more explosions.



Aesthetics

Hat: Goggles, Chef Hat, Witch Hat

Outfit: Lab Coat, Apron, Stained Robes

Focus: Wooden Spoon and Colorful Vials, Metal Wanda and Clear Erlenmeyer Flasks, Stone Pestle and Opaque Bulb Flasks

I ride a _____ when I fly.

Badges

Invisibility Potion: Drink this and become invisible! Much better than a silly cloak. *Backlash:* You're not only invisible, you're also inaudible. You're going to have to be creative to communicate with your friends until this wears off.

Explosion Potion: Whatever this started out as, now it's only good for throwing and making a big boom. *Backlash:* Oh no! It backfired! The potion has an additional effect based on the potion it was intended to be, which you've long forgotten or maybe it works TOO WELL. It's at the GM's discretion.

Panacea: This potion cures one Condition. *Backlash:* This potion makes you repeatedly, violently sick OR makes you tell the truth, whichever is most annoying, your choice.

Polymorph Potion: Transform into an animal of your choice, duration dependent on roll. *Backlash:* You retain embarrassing traits from this animal after you revert, for example bunny ears and teeth or a donkey's bray.

Friendships

I met _____ while gathering ingredients for a potion I don't want anyone else to know about.

I have a crush on _____. I hope they don't find out!



HEDGE SCOUT

Nothing to do with topiary, okay?



Aesthetics

Hat: Witch Hat, Ear-Flap Cap, Hood

Outfit: Overalls, Plain Clothes, Flannel, Patched Robes

Focus: Walking Stick, Twig Wand, Crystal Ball

I ride a _____ when I fly.

Badges

Locomote: Magically move from one location to another by animating a large object like a bed, wardrobe or bathtub. Unlike broom flying, this can take everyone and just needs you to succeed. *Backlash: it's a WILD RIDE! Here's hoping everyone brought their crash helmet.*

Shield: You cast a protective charm on someone or yourself. It looks like whatever you want: a cute bubble, a floating shield, orbiting energy disks, etc. The next time the shielded would take a condition, don't (The GM still makes their move, though). *Backlash: The next spell you cast also fails, but it looks like you just messed it up.*

Scry/Locate: Locate an object or person, accuracy dependent on roll. (If you succeed, you see your target in real time for 5-10 seconds.) *Backlash: Your target knows you scryed them and isn't happy about it. Uh oh!*

Tame: Magically encourage an animal of your choosing to follow your commands as your familiar, duration dependant on roll. *Backlash: You got the DUMBEST possible animal. They will follow your commands, kind of, but they're going to be very literal about it.*

Friendships

I learned about other witches from _____, who taught me how to cast my first spell at school and kept it secret.

_____ is so cool! I want to learn everything I can from them!



RAINBOW SCOUT

It can't all be sunshine and rainbows, except when it literally is.



Aesthetics

Hat: Witch Hat, Cat Ear Beanie, Colorful Beret, Flower Crown

Outfit: Clashing Colors, Homemade Costume, Pastel Robes

Focus: Sailor Senshi Wand, A Large Flower, A Bright Folding Fan

I ride a _____ when I fly.

Badges

Animal Helpers: A number of animals come to your aid. They're your friends, so you can't order them to do anything, but they're disposed to help you out (if you're nice to them). They will help complete one

mundane task in a hurry such as cleaning a room or giving you a makeover. *Backlash:* They do not disperse after helping. Good luck explaining all the skunks in your bedroom.

Sunshine: A warm golden light suffuses the area. On a 10 or above, those present lose 1 Condition in either Chicken or Mopey. On a 6-9, they can change their clear condition. *Backlash:* Too bright! Instead of a warm golden glow, you make a bright flash of light that startles everyone and alerts nearby creatures to your position.

Bloom: Plants magically flourish at your command. They can even grow to unnatural sizes or ensnare an enemy!. *Backlash:* All other plants around the affected plant/area wither and die. You monster.

Calm: You can magically calm down another person or animal. If they were hostile, they stop what they were doing, but are grumpy about it. *Backlash:* That calm came from somewhere. Namely, you. Time to Hulk Out.

Friendships

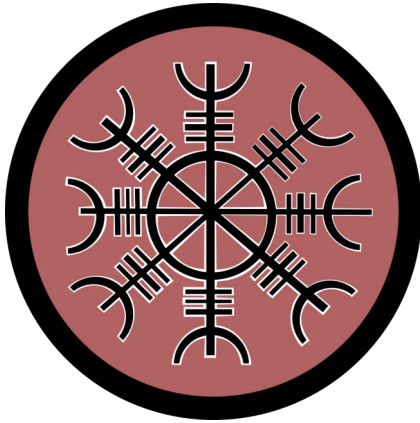
_____ and I are best friends, no matter what they tell you.

_____ could really benefit from some positive encouragement! I'm just the one to give it to them!



HEX SCOUT

Get on the scene, you're a hex machine



Aesthetics

Hat: Witch Hat, Ragged Cloak, Veil

Outfit: Bone Jewellery, Velvet Dress, Doll Clothes

Focus: Bone Charm, Twisted Wand, Old-Timey Broom

I ride a _____ when I fly.

Badges

Toad: You briefly turn someone into a toad. Watch out for warts.

Duration depends on roll. *Backlash:* They can still speak and will, loudly and extremely critically. Rude.

Wither: Drain some of the energy from a living thing, making it tired and lethargic. This can be a person, plant or animal, or the 'life force' from organic matter such as wood, causing it to become brittle or rot. *Backlash:* You took too much energy! You **MUST** cast another spell immediately.

The Evil Eye: Give a target the stink-eye, causing them to not only be extremely uncomfortable, but also gain a Condition (your choice). NPCs will generally flee or back down. *Backlash:* You've put a lot of negativity out into the world and it darkens. Literally or figuratively, who knows..

Sleep: Induce a mandatory nap in a target. Duration dependant on the roll. *Backlash:* You flicked your hand a little wide, causing a bit of friendly fire. Or in this case, friendly naptime.

Friendships

_____ helped me once and I still haven't thanked them. I should get around to that....

I'm trying to convince _____ that I'm much more powerful than I actually am.



FITE SCOUT

Muscle Scout Casts Fist



Aesthetics

Hat: Witch Hat, Sweatband, Bandana

Outfit: Athletic, Yoga, Karate Gi

Focus: Wooden Baseball Bat, Hand Wraps, Bo Staff, Nunchucks

I ride a _____ when I fly.

Badges

Empower: Getting PUMPED! Your body is suffused with magical power. Get a +1 to physical actions such as running, fighting, or lifting. Duration dependant on roll. *Backlash:* You've gone too far!

Your body is ONLY suited for physical tasks. Get a -1 to any spellcasting until the effect ends.

Grow/Shrink: You can GET BIG up to 12' tall or get small down to 3" tall. Duration dependant on roll.

Backlash: When you revert, you will go the other direction and be stuck like that for five minutes.

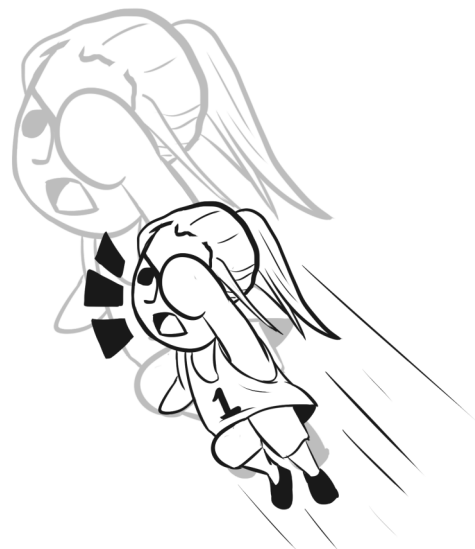
Break: Ability to shatter 'unbreakable' objects such as stone, concrete and brick. On flimsier materials like glass, you can break entire room's worth at once. *Backlash:* You're going to break something important as well. You clod!

Teleport: You can teleport to a place you're familiar with or can see. BAMF! *Backlash:* You leave something behind, GM's choice.

Friendships

_____ is a soft and precious noodle. I must protect them!

I think _____ thinks I'm too reckless, but I can be careful! I'll be the most careful! I'll show them all!



Everyone has access to the Universal Badges and the Badges of their chosen Scout Book.

UNIVERSAL BADGES

Broom Flying: This represents your skill at flying on your chosen transport. Every Scout can magically fly, but this shows how likely you are to crash. *Backlash: The ride is extremely bumpy! You drop an item, but more importantly you look FOOLISH. OH NO!*

Animate Object: You animate an object to mindlessly perform a task it can do. Brooms sweeping, mops mopping, etc. It continues until the job is done but takes a while. *Backlash: It continues doing the task beyond your intent, to chaotic effect, but that's a problem for future you.*

Staffwork/Spellwork: A catch all for small spells not covered by other Badges. Things like tying shoes, revealing a hidden door, removing a stain, etc. Most of the time this should just succeed and a roll is only required if failure would impact the story or be especially embarrassing. *Backlash: You draw unwanted attention, OR you break something on accident OR there is an embarrassing side effect. Whichever your character would want least to happen.*

COVEN LEADER CREATION

Read this and let your Scouts fill in the blanks as they show up.

"Our Coven Leader is named _____. Their pronouns are _____. We try to not bother them because we think they are _____ (Tired, mean, scary, not interested, boring, old, gross, etc.)."

An important GM note about the coven leader. These are all the perceptions of the children and not necessarily true. It's important that you keep the following rules concrete:

- They truly want their scouts to learn and grow.
- They care for the scouts greatly, even if they don't show it.
- They will always put the scouts' safety above their own.
- They were put in charge for a reason, and they understand how important their role is.

PLAYING THE GAME

MOVES

There are only two moves in this game. Anytime you want to cast a spell from one of your badges or one of the universal badges, you use Cast a Spell. If you want to do *literally* anything else, you use: Do Anything Else.

Cast a Spell

When you cast a spell using your wand/focus, roll +/- Mastery with that spell. One dot of Mastery allows you to roll a regular 2d6, two dots gives you +1, and so on.

- On a 10+ the spell works as written, good job! If a duration is mentioned, it is one hour.
- On a 7-9, if a duration is mentioned, it is five minutes or one task, whichever occurs first.

Plus, choose one:

- The spell works but with its backlash effect. That won't be a problem... right?
- The spell works but you don't understand why, but it's okay because you looked smart. Take a -1 forward to cast that spell.
- The spell fails but you won't let it get you down! Set your jaw and power on, cure a Condition. (Only if you have more than two Conditions marked.)
- 1-6: Oh no! The spell goes very awry, and the GM makes a move. You may mark a Condition to gain one Mastery in that spell. Learning is intense!

When you use this move, follow the text on the spell you cast. **On a 10+, it goes off without a hitch** and any durations are one hour (generally the rest of the session or until it no longer makes sense to continue to affect the story.)

On a 7-9, however, the player has a choice to make:

The spell works but with its Backlash Effect.

At the end of each spell there is a Backlash Effect written in italics. The backlash should always be used for comedic effect and never undo the success of the roll. Players will chose this most of the time, that is completely fine.

The spell works but you don't understand why.

The character thinks they've messed up but the spell works anyways. The next time they go to cast the spell they will not be as confident, or they will try to recreate the events of the last casting and miss an important step, giving them a -1 penalty to cast it, after which they will realize their error and the penalty will be gone.

The spell fails but you won't let it get you down!

When you're already having a bad time (have 2 or more Conditions marked) sometimes all you need is a little bit of stubbornness to get you through; something telling you that you can't to make you

want to prove you can. Failure can sometimes bolster us and in the case of this move, it does! You erase a Condition regardless of which clear condition you've marked. The spell fails but the GM doesn't mark a Condition for you and doesn't make a GM move.

On a 1-6, something bad happens. You fail miserably, the spell goes completely out of control, or outside forces work against you. Regardless, you have a choice to make. You can take the failure and just look silly and your GM will make a Tone move, or you can learn from your mistake and mark one dot of Mastery in that spell (the first one not filled in until they are full.) However, learning is rarely easy. While we learn from mistakes, they can be upsetting. You take the consequences of the mistake and use it as a reminder to not make the mistake again. If you mark a Mastery in that Badge, the GM will give you a condition reflecting the emotion that failure imparted on you and make a Condition move, rather than a Tone move.

Do Anything Else

Roll 2d6+ any bonuses to the action from spells. You may also get a +1 for being in a very advantageous position, having the perfect tool for the job, or having the assistance of an expert or friend.

- 10+: you do what you set out to do. Awesome!
- 7-9: you do it but at a cost. Choose 1.
 - ◆ mark a condition, your choice.
 - ◆ you upset someone, they mark a condition, their choice.
 - ◆ 1-6 you fail and the GM makes a move and marks a condition for you.

You use this move when your scout does anything that doesn't use their wand or focus to cast one of the badge or universal spells. It is generally just a catch all for any random action the players want to take on that isn't covered by a spell. If they want to cast a spell that isn't on their playbook or universal spells, this is NOT the move! Young witches have not had the time to learn every spell and players should try to keep this in mind. This move won't be used much and that's fine! If it is, though, here is a guide for it.

On a 10+ it's simple. It just happens. The player describes what mundane way the character overcomes the obstacle.

On a 7-9 it becomes more complicated and you have a choice to make.

Mark a condition, your choice.

You pick a condition and then mark the clear condition for it. The GM doesn't make a condition move. This action was difficult and frustrating in some way and it takes an emotional toll. Your condition may not be directly related to this action, but emotions run wild when you're young and it feeds the fire of your bad mood.

You upset someone, they mark a condition, their choice.

You pick another character and that player tells you what your character does to upset them. Sometimes kids say things without meaning to, or interpret things said to them in upsetting ways. Some-

times kids get upset just because. Logic need not apply here. You could get mopey just because someone did something cool and you didn't, or because they didn't need your help, or because it reminded you of your puppy Bingo and you miss Bingo a great deal and wish you were home right now playing with them.

On a 1-6 something bad happens. Not only do you likely fail to do what you set out to, the GM will give you a condition and you mark the clear condition for it, then the GM will make a Tone move.

MASTERY

Mastery is the method by which we gauge how close a Scout is to earning their badge in a spell and being considered proficient with that spell. With no bubbles filled, the witch is considered to have only passing understanding of the spell. One bubble means they understand the basics but not the subtleties. Two bubbles means they understand it fully but it hasn't become rote quite yet and they will sometimes make minor mistakes due to hubris. Three bubbles means the spell is rote and will only fail due to distraction or extreme situations.

Each spell has three bubbles of Mastery:

- No Bubbles: -1 to cast the spell.
- One Bubble: No penalty, roll a regular 2d6.
- Two Bubbles: +1 to cast the spell.
- Third Bubble: +2 to cast the spell. You have earned the badge for that spell. Outside of tense situations, the GM should just allow these spells to succeed.

ADVANCEMENT

Scouts only advance through learning from mistakes. For this reason in order to mark a Mastery in a spell, the scout must first fail on spell, then choose to get upset (mark a condition) for the drive to learn from the failure. If the failure means nothing to the Scout, why would they learn from it?

FRIENDSHIPS

During character creation, you will fill out two friendships. While all the scouts are friends, these are the two scouts you feel most strongly about. Your friendships are ever changing and always up to you. If, by the end of your adventure, you feel as if you're closer or feel more strongly about a different pair of scouts, adjust your friendships accordingly. Those sentences are just there to get you started: don't be afraid to experiment and let your relationships change and grow! And remember, this marking doesn't have to be mutual.

VERY IMPORTANT: Friendship really is magic in this setting. Keep track of how often you aid your fellow scouts on your character sheet. It'll come in handy at the end of the adventure!

HELP OUT

If someone tries to help you do something, check their friendships. If they don't have your name marked, they roll 2d6 with no modifiers and you take the higher total.

If the person trying to help you has you listed as a friend, they can choose to help after you've already failed the roll, even if they aren't present. They describe what the actual magic of their friendship looks and feels like. They also get a +1 in their 2d6 roll.

It doesn't matter what they do or say, even if it seems unhelpful. The important part is them genuinely wanting you to succeed. Only one person can help on a roll. Every time you help someone, successful or not, mark that you've helped someone on your character sheet.

CONDITIONS

When you have to mark a condition, the GM chooses the condition and you choose an option from the list beneath it. This option is what has to occur for you to clear this condition.

While you have the condition, you should endeavor to roleplay your character feeling this emotion as well.

Grumpy

Clear condition when:

- ◇ you cut loose and break something important or valuable.
- ◇ one of your friends listens to your feelings.
- ◇ you get to yell and vent about a matter, related or not.

Mopey

Clear condition when:

- ◇ you break down in tears.
- ◇ you rescue a friend from danger.
- ◇ one of your friends tells you why they need you.

Confused

Clear condition when:

- ◇ a friend explains to you what's happening, and why.
- ◇ you badly misinterpret a situation, and cause a scene.
- ◇ you run away from a confusing situation.

Chicken

Clear condition when:

- ◇ you run away or back off from a confrontation.
- ◇ one of your friends rescues you from danger.
- ◇ you confess your fears.

Shifty

Clear condition when:

- ◇ you help the group through underhanded means.
- ◇ one of your friends forgives you.
- ◇ you tell the truth, even though it hurts.

Being Done

When you mark your 5th condition you are DONE. It's too much. You need help. Choose one:

- Go to your Scout Leader and confess everything, ask them for help.
- Throw a tantrum and call everyone present out on something.
- Break your focus/wand (you'll need to get a new one) and lose all mastery in a spell you don't have your badge in yet.

After you've done this, clear all your conditions save one, reflecting how you feel about what you've done.

GAME MASTER SECTION

THEMES

The World Is Spooky and That's Great
Kids Can Be Important
The Real Magic Is Friendship
The Power Is Inside You
It's Okay to Not Be Okay

Always

Get Them Into Scrapes
Fuel Their Imaginations
Push Them to Wander Off
Hint at the Fantastical
Remind Them They're Children
Tell them they can feel the magic in them, especially when they fail.
Be Spooky

Never

Injure Them
Tell Them They're Wrong
Do It For Them
Name the Move
Let Them Fail Without Growing
Be Scary

Sometimes

Fake Them Out
Actually Show Them the Monster

MOVES

You pick your move and commit to it, but your world makes it happen. It doesn't have to happen immediately, but it *does* have to happen. Choose the move that is the most interesting or fits best. It should always move the story forward and add to it. Remember your job is to make the game fun, not punishing.

CONDITION MOVES

When someone fails a roll and needs to mark a condition, choose a condition they don't have and pick your move from the list of the condition moves correlating to that condition below. Describe what happens and tell them to mark that condition and pick a clear condition. They may clear the condition immediately, but encourage them to play a little with the consequences of their actions first.

Chicken

Show them a Monster or a “Monster”
Hint at Something in the Shadows
Separate Them
Ask them What Their Biggest Fear Is, Let Them Imagine It,
Turn Their Spell On Them

Confused

Change a Fact
Lie to Them
Turn the World Upside Down
Give them a Riddle
Turn Their Spell On Them

Grumpy

Push them into the Mud
Embarrass them Publicly
Tell them They Aren't Good Enough
Push Them Together
Turn Their Spell On Them

Mopey

Take Something From Them
Abandon Them
Let them Fail Publicly
Tell them No
Turn Their Spell On Them

Shifty

Show them Who They Hurt
Hint that Someone is Onto Them
Bust Someone Innocent
Accuse Them
Turn Their Spell On Them

tone moves

When the players fail a roll that doesn't mark a condition or look at you and don't know that to do next, do one of these:

- Hint at the Unreal
- Give them a Scout Task
- Show them a Mystery
- Make Spooky Sounds in the Distance
- Give Them Tools to Scare Themselves
- Hint at a Monster
- Show Them They Aren't Safe, Even If They Are
- Take Something Important
- After every move ask: "What do you do?"

GM END OF ADVENTURE MOVES

Near the end of the adventure or when the Scouts are embroiled in the climax of the adventure, check the tally of Friendship assists.

If the total equals 10 or more, the following GM move is unlocked.

- Let The Magic of Friendship Saves The Day (literally)

If the total is 7-9 unlock the following moves instead.

- Let it Go Exactly As Planned.
- Show Them the Exit
- Give Them the Tools They Need

If the total is 1-6 unlock the following moves instead.

- Let the Coven Leader Save Them
- Have It All Have Been Mundane
- Let Them Win, but Not Easily

THEMES

The World Is Spooky and That's Great

The world of Witch Scouts is like ours, but more magical and mysterious. Do your best to show this. You shouldn't explain everything. Things shouldn't always add up. Show them the frayed edges of the world, and let them have fun with it.

Kids Can Be Important

Do your best to let the scouts have impact on the world around them. Let them change things, people, places. Let their decisions have weight.

The Real Magic Is Friendship

Whenever you can, try to remind them that their friends can help them. Anytime they roll a 6 or a 9 try to get them to help each other. Don't just wait for the End of Adventure Move, but make their friendships have real power.

The Power Is Inside You

When they do something amazing or awesome, whatever those words mean to you, make it known that it is their power and their choice that made that happen. The scouts should feel powerful because they are.

It's Okay to Not Be Okay

Do not punish them for clearing conditions. If they do something bad to clear a condition, their action and their opinions about what they've done should be the extent of the bad that comes of it, aside from keeping the adventure moving.

ALWAYS

Get Them Into Scrapes

Being a kid is dangerous, though the stakes are lower. Let them slip and fall, let them sing themselves, let them run full-tilt into a tree. This is a game of skinned knees and small bumps.

Fuel Their Imaginations

Never tell them what exactly what they are seeing. Hint at it. When they guess correctly, do not confirm it. When they guess incorrectly, do not tell them they are wrong. If they think of something more interesting, abandon your plan and go for it.

Push Them to Wander Off

The adventure is never where the Coven Leader is. Heck, it shouldn't be in the same room they are in. The adventure is out there, in the darkness. If they ever stay in one place too long, show them something interesting somewhere else. Push them from safety and into wonder.

Hint at the Fantastical

If something can be magical, let it be magical. Show them lights in the distance, music with no source, fire with no heat. Magic is real and there are spells beyond the grasp of the scouts. Let wonderful creatures play with the scouts from hidden places. Have tricksters giggle just out of sight. The world should be fantastic—as in: a fantasy!

Remind Them They're Children

When you can, describe all the things that are taller than them. Have adults refer to the players as children. When they get too serious, make something childish happen. Never tell them to not play mature children, just remind them they can be youthful and carefree.

Tell them they feel the magic in them, especially when they fail.

They are magic. They have the power inside them to shape reality around them. Failure is inescapable and will happen often, so it's important to remind them as often as possible that they ARE magic. When they fail, do your best to still let the magic happen, or let SOME magic happen. Tell them they feel the magic, even if it doesn't do what they say.

Be Spooky

The kids should encounter the occult and magic in ways that unnerve and startle them. One of the playbooks deals with zombies and ghosts. Witches are linked with the weird and dark and the Witch Scouts should be as well. The difference is that the stakes should be lower. Do your best to make it spooky, not scary.

NEVER

Injure Them

Again this is a game of bumps, bruises and skinned knees. The worst thing that should happen to the Scouts is they embarrass themselves. ***Do not physically hurt them.*** Do not break any bones, cut them, anything. These are children and are in no actual danger. The rules do not provide for injuries or death and you should not force them.

Tell Them They're Wrong

If they guess the monster or plot or anything wrong, in character, do your best to not tell them they are wrong. If everything goes well, you should be able to end a session/adventure with them still wondering if they were right or not. No one is served by you forcing the truth or trying to impress them with how clever you are. And so help me, if you have opinions about what is or isn't a real vampire, keep it to yourself. This is a game of fun, not facts.

Do It For Them

They are going to fail a lot. Do not have the Coven Leader come in and complete the task for them. If failure is bogging down the game, either incentivize them to move on or just let them succeed before you intercede on their behalf.

Name the Move

This is simple. Just don't tell them when you make a move. Make the move, describe what happens. Don't use the words from this book though. Try not to show them the strings of the game.

Let Them Fail Without Growing

When they fail, and they will, do your best to tell them what they've learned, or let something else happen. Have them learn something about themselves, their friends, or the world. Failure should lead to movement in some way.

Be Scary

This is not a horror game. Aiming for the grotesque is not the point. A jump scare that makes everyone scatter is fun and cute. Chasing them with a knife-wielding maniac is terrifying. Spook, don't scare.

SOMETIMES

Fake Them Out

It's fun to keep them on their toes sometimes. Don't set your hints in stone. If they are convinced it's magical, make it mundane. If they dismiss it, make it magical. Maybe those lights they saw in the woods are just headlights of the friendly park ranger's truck, or the monster tracks are just from a very large, fluffy bunny. Be warned, this does have diminishing returns. Remember that the world IS magic and the mundane is a part of everyday life still. Telling them they are wrong is still a no-no, but sometimes it's fun to bend that in small ways.

Actually Show Them the Monster

Very, very rarely, show them the magical thing they are interacting with in full light. Describe how awesome it is. Let it be absolutely, undeniably real. Do this only to confirm their suspicions and never to prove them wrong, and do it sparingly. Showing something fantastic sometimes makes it reality, and reality is rarely as powerful as our imaginations.

SAMPLE ADVENTURES

Evening Camp

A very important part of Scouting is crafts! The Coven Leader brings the Scouts to a local park to do nature crafts and is distracted looking in the Mary Poppins-esque trunk of their car for craft supplies. What do the Scouts see just beyond the bounds set for them?

Sleepover

There is nothing particularly witchy here, the Coven Leader just thinks the kids could do with some bonding. What better place than a sleepover in their creepy attic?! They should occasionally check in or bring snacks, but generally stay downstairs watching witch-centric rom-coms. What spooky things do the kids find up here?

Field Trip:

- **Zoo**

The Coven Leader knows someone who works at the zoo who has agreed to open it up for a private evening tour. When they enter through the gift shop, the friend is waiting and tells them there is a problem. What entices the kids to sneak into the zoo while the adults are arguing?

- **Lake**

It's important to have summer events for growing witches. However the sun is a little harsh on witch skin, so the Coven Leader takes the troupe for some night swimming at the local lake. They forgot the moonscreen lotion back in their car though. What draws the kids away during the one second they are away?

- **Amusement Park**

There is an abandoned amusement park on the outskirts of town that the Coven Leader's uncle left to them. It's old and dark, the rides in disrepair. The Coven Leader tells them to wait just a moment while they go into the control room to try and turn the power on. What spooky thing happens deeper in the park?

- **Castle**

One of the witches in the adult coven has inherited an old castle! The coven leader agrees to take the Scouts on an overnight trip. It's important to see the artifacts of witchcraft past! Somehow, the Coven Leader manages to get trapped in a secret room. What spooky things come to visit the Scouts while they try to find a way to get them out?

- **Broomingdales**

The premier witch store, Broomingdales, is having a special grand opening. The Coven Leader has packed you all in their car and driven you into town. The store is packed with wonders and oddities. The Coven leader gets distracted asking specifics about the quality of the pickled newt eyes. What interesting thing catches the Scouts attention just in sight in the back room?

Summer Camp

The Coven Leader has rented out a small summer camp for a week! Your days are filled with crafts and activities. You learn spells and practice the Witch Scout Oath. After the Coven Leader goes to sleep, though...

Night Hike

Some really good flora and fauna only come out at night, just prime to be collected for regents. It's important for growing Witch Scouts to learn how to collect bugs and plants for their spells at a young age, there aren't any witch superstores, after all. As the Coven Leader drones on and on about butterfly migration, what more interesting thing is juuuust off the trail??

Camping Trip

The middle of the woods is the perfect place to learn witchcraft and earn scout badges. At least it would be, if the Coven Leader hadn't caught the Pixie Flu and quarantined themselves in their tent. There's enough food and water for days, but the Scouts are going to need to entertain themselves... Unless something entertaining comes along...

Bake Sale

It's time for the annual Witch Scouts Bake Sale! And what better place to host it than at the city cemetery at midnight? All the city's Scout troupes will be in attendance and yours is no different. What's that moving around in that mausoleum though? Maybe it's another Witch Scout troupe, or maybe it's something much more sinister...

EXAMPLE MONSTERS

This list is far from complete or in depth and is only here to serve as inspiration. It will not describe these monsters as you should interpret them as loosely as possible to allow your players to fill in the blanks. You're urged to drop your preconceptions about them as well. As stated previously, imagination is more important than facts, true or made up.

Gnomes stealing the Scout's stuff, pixies changing the colors of things, red caps, leprechauns leaving gold out to get picked up then trying to extort people into giving them stuff, two bickering werewolves, possibly out to steal a bunch of cheese, a mischievous animated rug, boggarts trying to eat fear, hungry drakes, a cockatrice (or maybe it's just a chicken, who knows?), one (1) large troll of questionable intellect, a sad ghost, Jenny Greenteeth wants to be a scout, misguided mermaids, rival mean scouts.

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witches always do their best,
defend their coven without rest.
we must learn all that we can,
to keep the magic in the land