

WITCH GIRLS *Adventures*



THE DRAMA-DIARIES GAME OF MAGIC AND MISCHIEF

Witch Hunt

a "witch-girls" tale

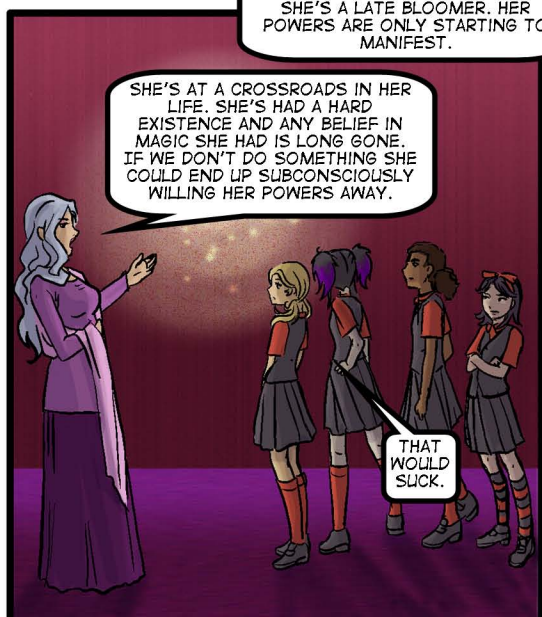
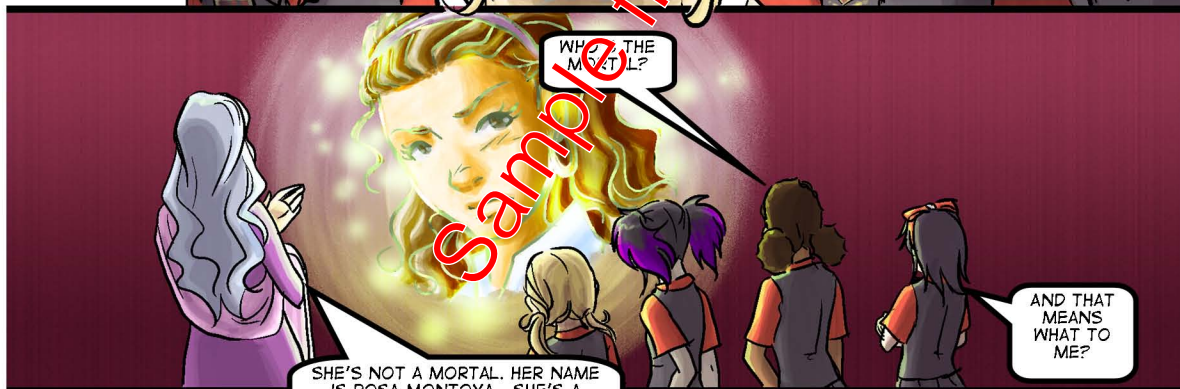
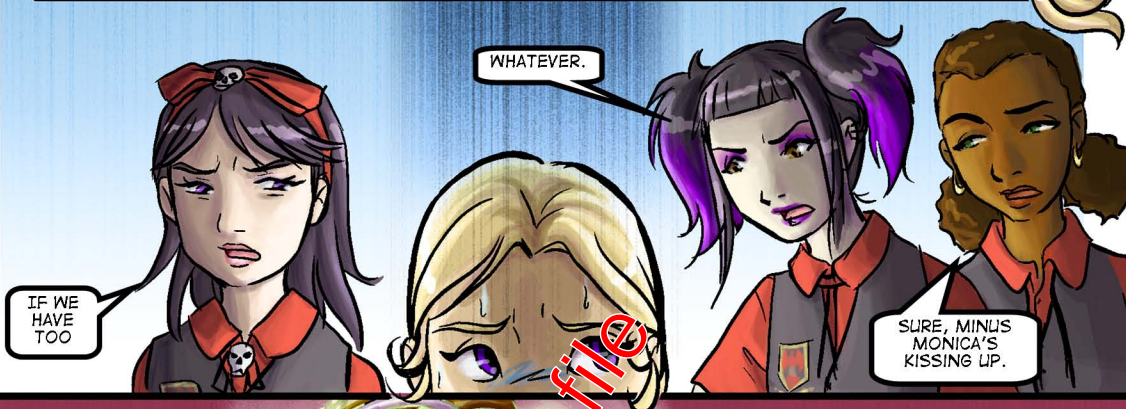
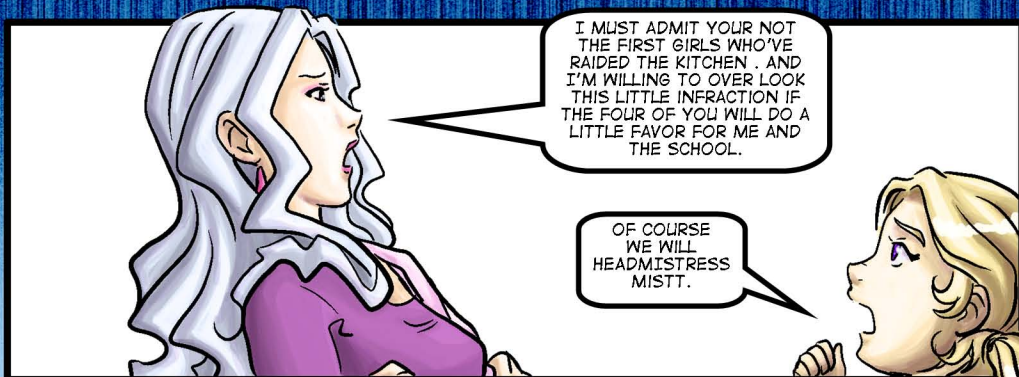
ART BY
PHUONG HONG AU
NGUYEN

WRITTEN BY
MALCOLM HARRIS

LADIES IT HAS COME
TO MY ATTENTION
THAT FOUR OF YOU
WAS INVOLVED IN AN
UNAUTHORIZED
"RAID" ON THE
SCHOOL KITCHEN. IS
THAT TRUE?

...AND BEFORE YOU
ANSWER REMEMBER IF
I SO CHOOSE I CAN
READ YOUR MINDS OR
USE MY CRYSTAL BALL
TO LOOK BACK INTO THE
PAST.





LOS ANGELES,
1 TELEPORTATION
SPELL AWAY.

I JUST WANT TO
GET THIS OVER
WITH IF YOU
DON'T MIND.

HEY CAN WE PICK
UP SOME TACOS
WHILE WE'RE
HERE? L.A. HAS
THE BEST TACOS.

MONICA WILL YOU CHILL. THIS
PLACE ISN'T SO BAD. AND
LUCINDA STOP LOOKING LIKE
YOUR QUEEN OF THE WORLD,
YOU'LL ATTRACT TOO MUCH
ATTENTION.

AS IF I CARE.
ANYONE SO MUCH
AS LOOK AT ME
AND THEY'RE A
FROG FOR THE
REST OF THEIR
SILLY LIVES.

WE'VE BEEN WALKING
FOR HALF AN HOUR
ANYONE KNOW A
LOCATOR SPELL? I
THINK WE'RE LOST.

I CAN TRY ONE, BUT I
NEED TO USE MY
WAND, WHICH MEANS
WE BETTER FIND
SOMEPLACE NOT SO IN
THE OPEN.

OH SO NOW WE
HAVE TO GO INTO A
FILTHY AND FOUL
SMELLY ALLEY. THIS
DAY JUST KEEPS
GETTING BETTER.

SIGH, I
CAN'T TAKE
YOU TWO
ANYWHERE.

I AGREE
WITH LUCINDA.

NOW HOW
DID THAT
SPELL GO?

I DON'T KNOW.
I WISH I
BROUGHT MY
COMPUTER I
HAVE A GPS
SPELL...

GUYS, EXNAY ON THE
AGICMAY, WE HAVE
OMPANYMAY.



SO WHAT DO YOU
THINK WE HAVE
HERE JUSE?

FOUR LOST
BEVERLY HILLS
CHICAS NEEDING
OUR HELP?

THEN MAYBE WE
SHOULD HELP
THEM?

JUAN IS RIGHT, WE
SHOULD HELP ...
STARTING WITH THE
STUCK-UP LOOKING
ONE'S PURSE

BEVERLY HILLS?
I'M FROM
CHICAGO...

DID THAT LITTLE
IDIOT JUST INSULT
ME, PRINCESS
LUCINDA NIGHT-
BANE! LADY OF
THE DARK ISLES.
WHO NAME BRINGS
FEAR TO ALL THAT
HEAR IT!

I'LL TURN HIS
BLOOD INTO
MAGGOTS!

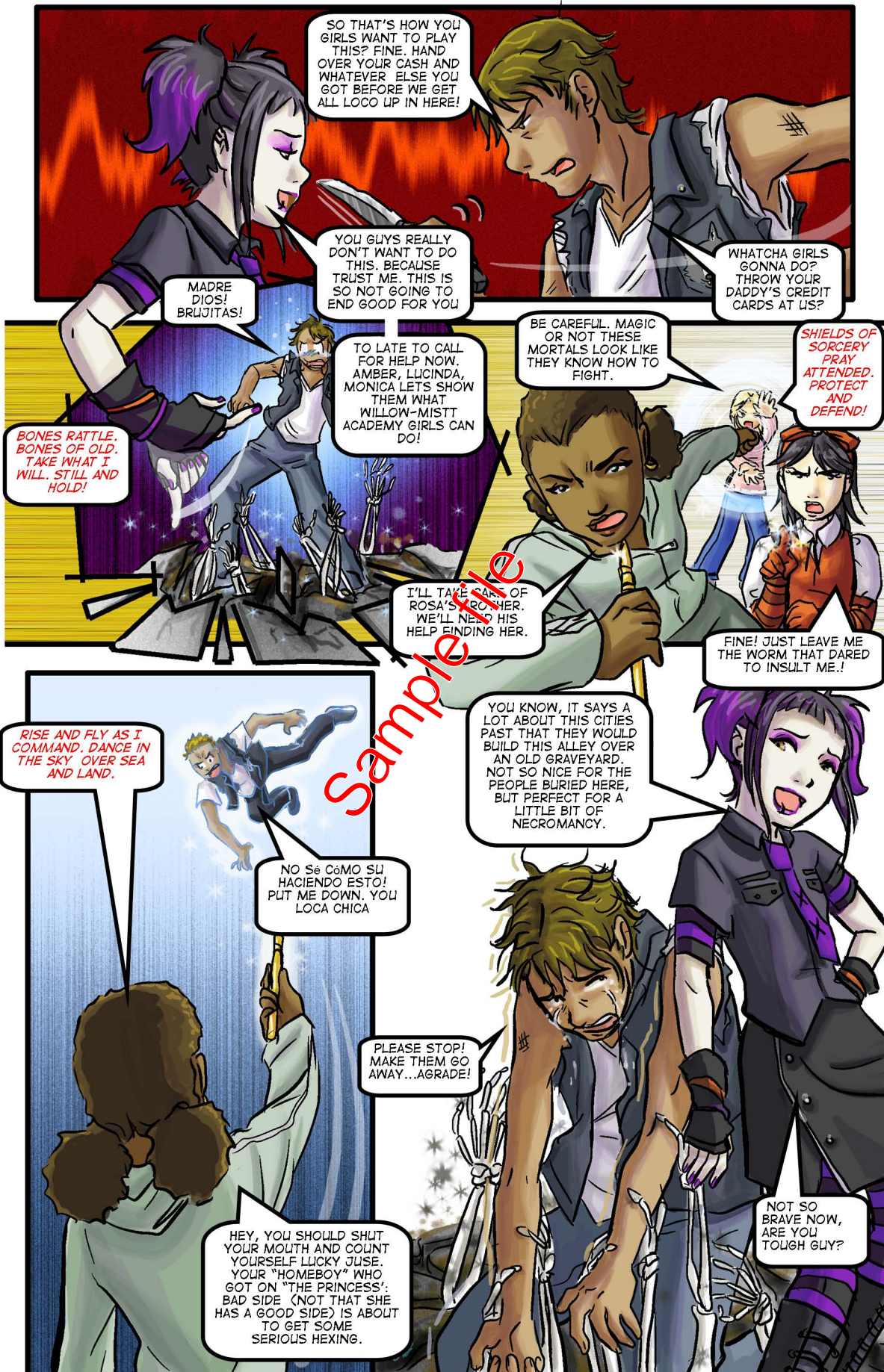
PRINCESS, LET ME
HANDLE THIS. I
THINK I CAN GET US
OUT OF HER WITH-
OUT MAKING WITH
THE ZAPPAGE.

HEY HANDSOME, YOU'RE
FRIEND WAS PARTIALLY
RIGHT. WE ARE LOST. WE'RE
LOOKING FOR A FRIEND OF
OURS. MAYBE YOU KNOW
HER, ROSA MONTOYA?

YEAH WE MIGHT
KNOW HER.
AIN'T THAT
RIGHT JUSE?

YEAH WE MIGHT,
SINCE THE ONLY
ROSA MONTOYA IN
OUR HOOD IS MY
LITTLE SISTER. AND
SHE AIN'T GOT ANY
FRIENDS.

GOTH GIRL
AND HER
FRIENDS ARE
TRYING TO
PLAY US.



SO THAT'S HOW YOU
GIRLS WANT TO PLAY
THIS? FINE. HAND
OVER YOUR CASH AND
WHATEVER ELSE YOU
GOT BEFORE WE GET
ALL LOCO UP IN HERE!

MADRE
DIOS!
BRUJITAS!

YOU GUYS REALLY
DON'T WANT TO DO
THIS. BECAUSE
TRUST ME. THIS IS
SO NOT GOING TO
END GOOD FOR YOU

WHATCHA GIRLS
GONNA DO?
THROW YOUR
DADDY'S CREDIT
CARDS AT US?

BONES RATTLE.
BONES OF OLD.
TAKE WHAT I
WILL. STILL AND
HOLD!

TO LATE TO CALL
FOR HELP NOW.
AMBER, LUCINDA,
MONICA LETS SHOW
THEM WHAT
WILLOW-MISTT
ACADEMY GIRLS CAN
DO!

BE CAREFUL. MAGIC
OR NOT THESE
MORTALS LOOK LIKE
THEY KNOW HOW TO
FIGHT.

SHIELDS OF
SORCERY
PRAY
ATTENDED.
PROTECT
AND
DEFEND!

I'LL TAKE CARE OF
ROSA'S PROBLEM.
WE'LL NEED HIS
HELP FINDING HER.

FINE! JUST LEAVE ME
THE WORM THAT DARED
TO INSULT ME.!!

RISE AND FLY AS I
COMMAND. DANCE IN
THE SKY OVER SEA
AND LAND.

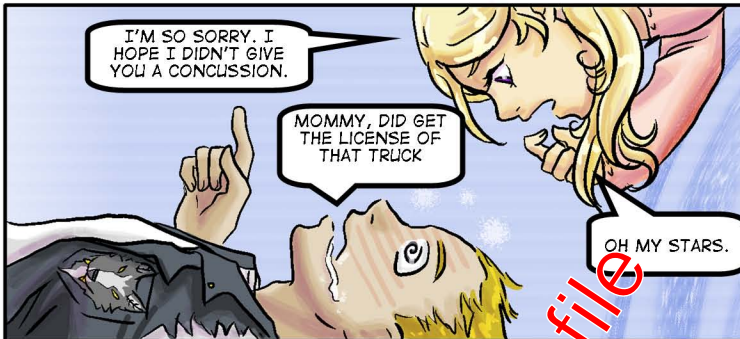
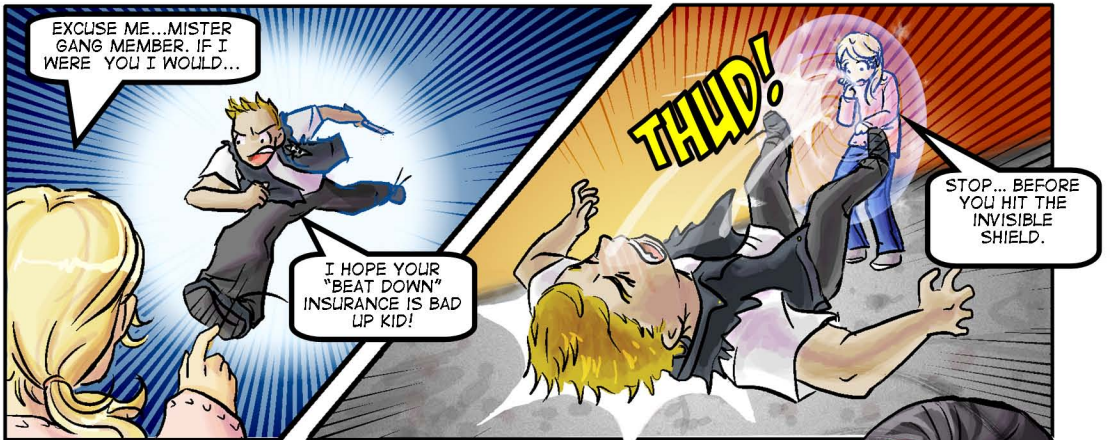
NO Sé Como SU
HACIENDO ESTO!
PUT ME DOWN. YOU
LOCA CHICA

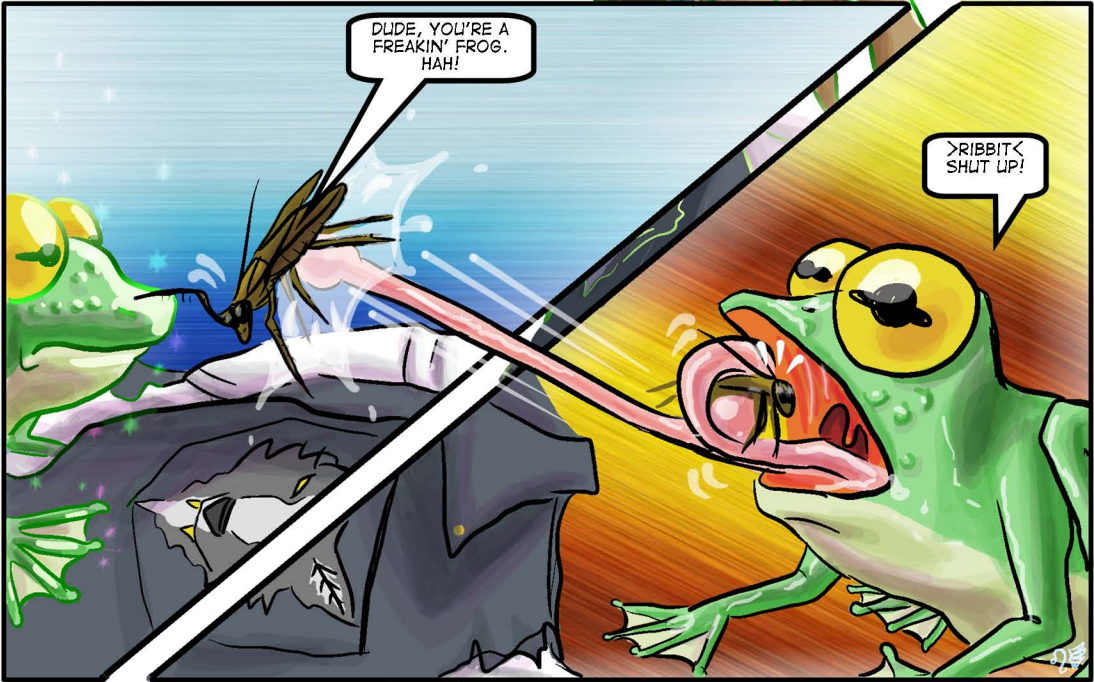
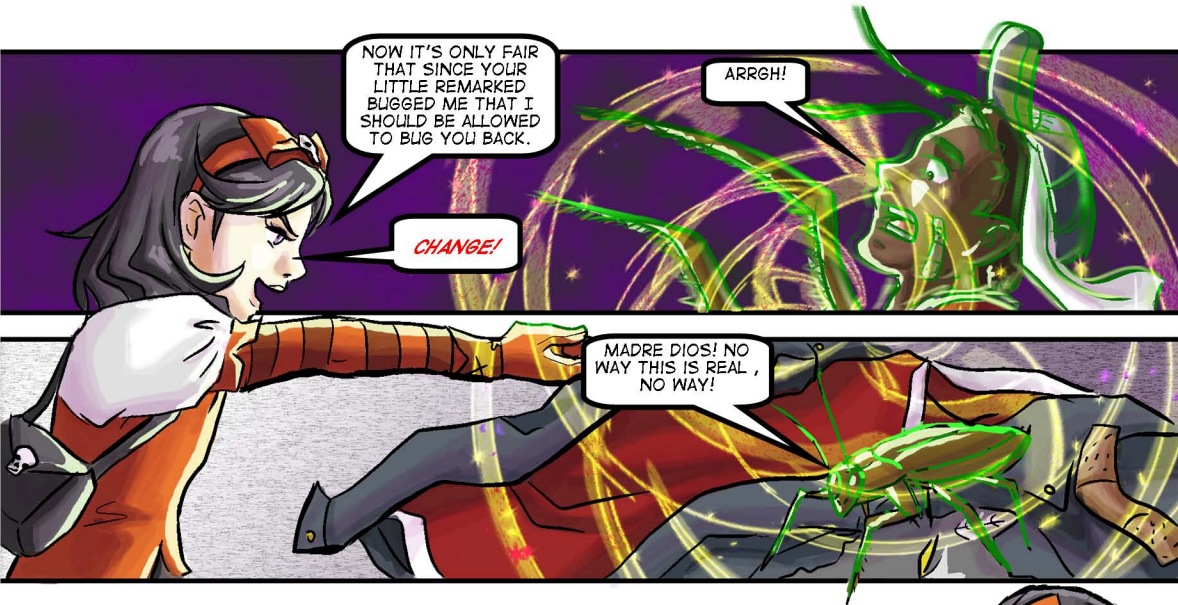
YOU KNOW, IT SAYS A
LOT ABOUT THIS CITIES
PAST THAT THEY WOULD
BUILD THIS ALLEY OVER
AN OLD GRAVEYARD.
NOT SO NICE FOR THE
PEOPLE BURIED HERE,
BUT PERFECT FOR A
LITTLE BIT OF
NECROMANCY.

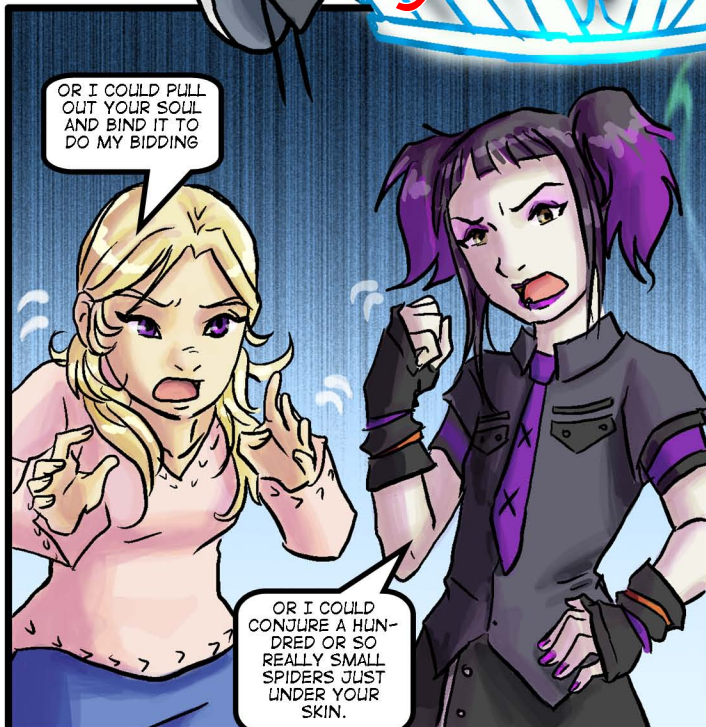
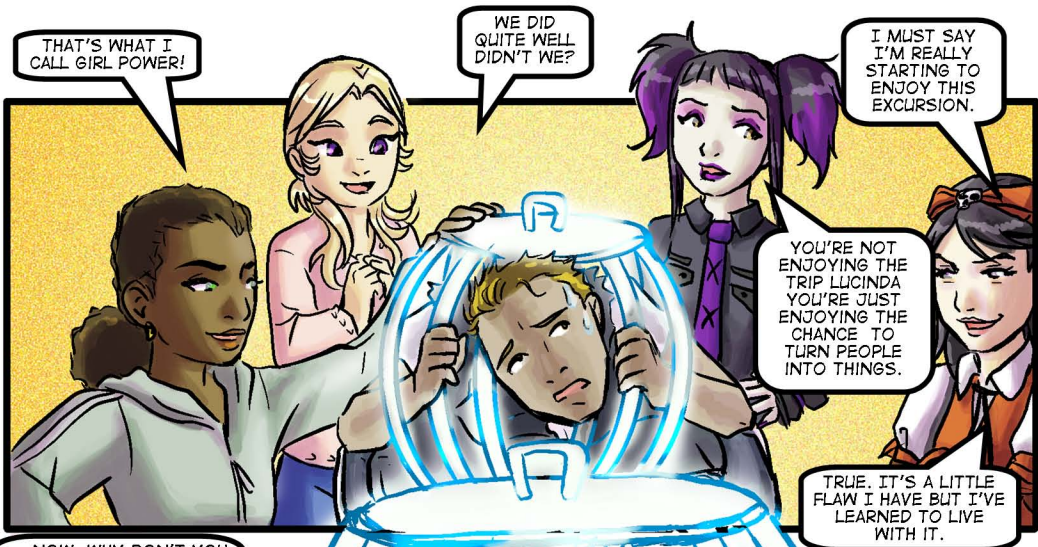
PLEASE STOP!
MAKE THEM GO
AWAY...AGRADE!

HEY, YOU SHOULD SHUT
YOUR MOUTH AND COUNT
YOURSELF LUCKY JUZE.
YOUR "HOMEBY" WHO
GOT ON "THE PRINCESS".
BAD SIDE (NOT THAT SHE
HAS A GOOD SIDE) IS ABOUT
TO GET SOME
SERIOUS HEXING.

NOT SO
BRAVE NOW,
ARE YOU
TOUGH GUY?







THE MONTOYA
HOUSEHOLD. JUST
THREE BLOCKS
AWAY.

TODAY ON CLEO;
VAMPIRES, GOBLINS
AND
MERMAIDS, FACT OR
FICTION?

KNOCK-KNOCK



Sample file



A FEW QUICK
INTRODUCTIONS AND
EXPLANATIONS
LATER

SO LET ME GET THIS
RIGHT. MY BROTHERS
LIKE THE SIZE OF A DOLL
AND I HAVE MAGIC
POWERS?

BUT IF YOU DO LEARN
TO MASTER THE
HOODOO IN YOU,
THERE WILL BE NO-
THING YOU CAN'T DO.

THAT'S PRETTY
MUCH IT. YOUR
POWERS HOW-
EVER ARE A
LITTLE LATE
STARTING.

AND IF YOU
DON'T LEARN TO
USE THEM THEY
COULD VANISH
FOREVER.

SO IT'S ALL REAL?
WITCHES, MAGIC
WANDS, SPELLS
ALL OF THAT?

AS REAL AS IT
GETS ROSA.

AND I CAN USE
THIS POWER TO
HELP MY FAMILIA?

HEY PUT ME
DOWN "STUPIDO"!
I'M TELLING
MOM!

OR TURN PEOPLE
WHO CALL ME
"STUPIDO" INTO
FROGS?

INDEED, THAT'S
THE FUN PART.

A LITTLE
UNORTHODOX,
BUT IT
WORKED.

WELL DONE
GIRLS. VERY
WELL DONE.

OKAY, I'M IN.

Sample file



ADVENTURES

The Drama-Diaries Game of Modern Magic and Mischief

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Emily, Robert, Alison, Sean, Sam, Andrea, Jorge, Mandy and many others

Special thanks

Live Journal RPG designer Community and Women Gamers Community

Dedicated to

Brook Horn, Tiger Darrow, Clayce Wright, Jayne Foremaster, Danita Baker, Sandra Nwigwe, Katilyn Martin, Jordan Horn, Lauren-Clair Poitevant, Kali Stewart, Jill Haer, Chelsea Hawkins, Erin Prewitt, McKensie Ferguson, the real Witch girls.

Special Dedication to

Sol Saks, Elizabeth Montgomery and the cast and crew of the original Bewitched television series.

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FOREWORD BY EMILY FOSTER

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

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

With imagination, anything is possible.

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

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

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

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

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

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

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

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

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A WORD FROM THE AUTHOR

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

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

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

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

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

www.witchgirlsadventures.com

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.



Sample file

Introduction

