



# Adventures

Magical Minutia

HARQINLI , the evil clowns



*Harqinli are not in humans in make up, they are not happy, they are not funny. What Harqinli are, is something insidious.*

In “Witch Girls Adventures”, Clowns or Harqinli are creatures that hide among humanity living off the emotions related to happiness. This could be anything from actual good-natured humor to the kind of humor that comes from watching others fail or get hurt. The darker the humor a clown uses to sustain themselves, the more evil and malicious that clown becomes.

## **History of Harqinli**

Harqinli were once spirits that existed only to bring happiness to other beings. Like most spirits chose to remain neutral during the war between Echidna and her siblings. However, like many of those spirits, the war eventually came to them and the carnage and the despair corrupted many of them. Unable to sustain themselves with the happiness of those around them they possessed humans creating the first non-spirit Harqinli.

The Harqinli discovered in their new forms they could feed on the humor they created. Community of Harqinli traveled the world as entertainers getting humor any way they can. Over the millennia Harqinli eventually became an integral part in royal court life as jesters and as a mainstay in the circus and in theaters.

## **Harqinli today**

Harqinli use the belief that they are just humorous entertainers to travel among mundanes and magical people alike as street performers and circus folk. Once in a city or town they use their powers to drain away humor and move on. In some cases the drainage ends in death but no one suspects a clown.

## **Harqinli as Friends**

Harqinli are not all evil but rather opportunist who have a child like understanding of the world. They can be great friends to characters helping out with information and always offering a place to hide despite most having no idea what fear is.

## **Harqinli as Enemies**

Harqinli hate boring people and people that lack a sense of humor or take themselves seriously. Such creatures become the subject of pranks that can go from harmless to life threatening easily. Harqinli have no idea what kind of danger they can cause nor do they have any real concept of mortality beyond their own.



**Name:** Harqinli  
**Type:** Harqinli  
**AKA:** Clown, Evil Clown, Trickster  
**Rank:** 2  
**Location:** Places of great happiness and fun  
**Motivations:** Be Happy at any cost

<b>Body</b>	<b>D6</b>	<b>Mind</b>	<b>D6</b>
<b>Senses</b>	<b>D6</b>	<b>Will</b>	<b>D6</b>
<b>Social</b>	<b>D6+1</b>	<b>Magic</b>	<b>D6+1</b>
<b>Life Points</b>	12	<b>Reflex</b>	9
<b>Actions</b>	1(2)	<b>Armor</b>	0
<b>Resist Magic</b>	10	<b>Zap Points</b>	14

**Common Skills:** Athletics D6+ 4, Basics D6+3, Comedy D6+4, Fighting D6+4, Hide D6+3, Urchin D6+3, Mysticism D6+3

**Common Traits (Choose 2):**  
 Sassy, Friendly, Wicked, Lackey

### Abilities

**Elastic:** The creature body acts as if it was rubber allowing it to bend and stretch beyond that of a normal creature. The Creature can stretch each limb up to 10 feet. They are immune to blunt physical damage and all other blunt physical damage is halved. They can contort themselves into knots half their true size and flatten themselves an inch in width. They can bounce like a ball and even expand into a ball like balloon to float.

**Humor Drain:** The creature drains Humor from a target (within 10 feet) with a Magic vs. magic roll (Counts as an action) The drain makes the target sad and depress and steals D4 Zap points (that must be regained Normal. If the target reaches 0 Zap the power starts to drain Life points at the same rate. The Creature can use the Zap Points to restore their Zap Points to maximum and the Life points to restore life points to maximum. The creature cannot restore Zap or Life without using this ability.

**Immortal (Self Resurrecting) :** The creature doesn't age and is immune to magic and abilities that alter age. The creature if killed by anything non magically will return life full and whole in D6 days.

**Prankster:** The creature gains +2 to rolls when being funny, making others laugh or pulling pranks.

**Quick Conjure:** The creature may spend a zap point to conjure within 20 feet a mundane simple devices (Like a banana peel or water balloon). The Device itself cannot do damage nor weight more than 50lbs.

### Common Equipment

Normal Clown attire and props.

**Information:** The Harqinli are the true name of clowns and are in fact most clowns. Living for fun, humor and a good prank they survive by draining humor from other people.

Most Harqinli drain only what they need and are satisfied, others drain it for fun until all that is left of a person is a husk.

**Description:** The Harqinli look like clowns with white skin, red noses (Some are ball shaped), red lips and other markings that can easily be mistaken for clown make up.

### Variants

There are many types of Harqinli thanks to their adaptation to various types of humor over the millennia.

### Acrobatic

The acrobatic is agile and swift despite their clumsy appearance.

**Rank Bonus:** +1

**Attribute Bonus:** +1 Body

**Skill Bonus:** Athletics +2, Dance +4, Fighting +4

**Abilities:**

**Hyper Movement (Jump):** The character can leap +40 feet vertically and horizontal.

**Omni Weapon:** The creature can use anything they can lift as a weapon doing +1-5 damage.

### Fool

The fool looks totally human and is in fact a half human half Harqinli. Bitter of those in power they tend to use their power against them.

**Rank Bonus:** +1

**Attribute Bonus:** +1 Social, +1 Mind

**Skill Bonus:** Charm +3, Hide +3

**Abilities:**

**Killing Joke:** The creature can spend 2 zap points to causes anyone effected by their comedy skill to take 1 point of damage that cannot be lessened in any way. All Comedy minuses to targets are doubled.

### Mime

Mimes are rare but powerful Harqinli who cannot speak. They also tend to hate noise of all kind

**Rank Bonus:** +1

**Attribute Bonus:** +1 Social, +1 Will

**Skill Bonus:**

**Abilities:**

**Telekinetic:** Mimes can move up to 200lbs at range with their line of sight. They may also create an invisible box or wall of force up to 10 feet by 10 They can feet that provides 3 points of armor to all inside it. They can also use their Telekinesis to do 10 points of damage at range with a push that knocks a target down. This ability cost 2 zap points a uses and uses Will + 4 roll to hit.

### Wanderer

The wanderer travels alone from place to place. They are cruel solitary hunters usually preying on children.

**Rank Bonus:** +2

**Attribute Bonus:** +1 Body, +1 Mind, +1 Magic

**Skill Bonus:** Comedy +1, Fighting +4, Tracking +4,

**Abilities:**

**Magic:** The creature has 5 Magic ranks and is limited to Conjuration, Illusion and Mentalism, The Wander uses Comedy to cast spells.

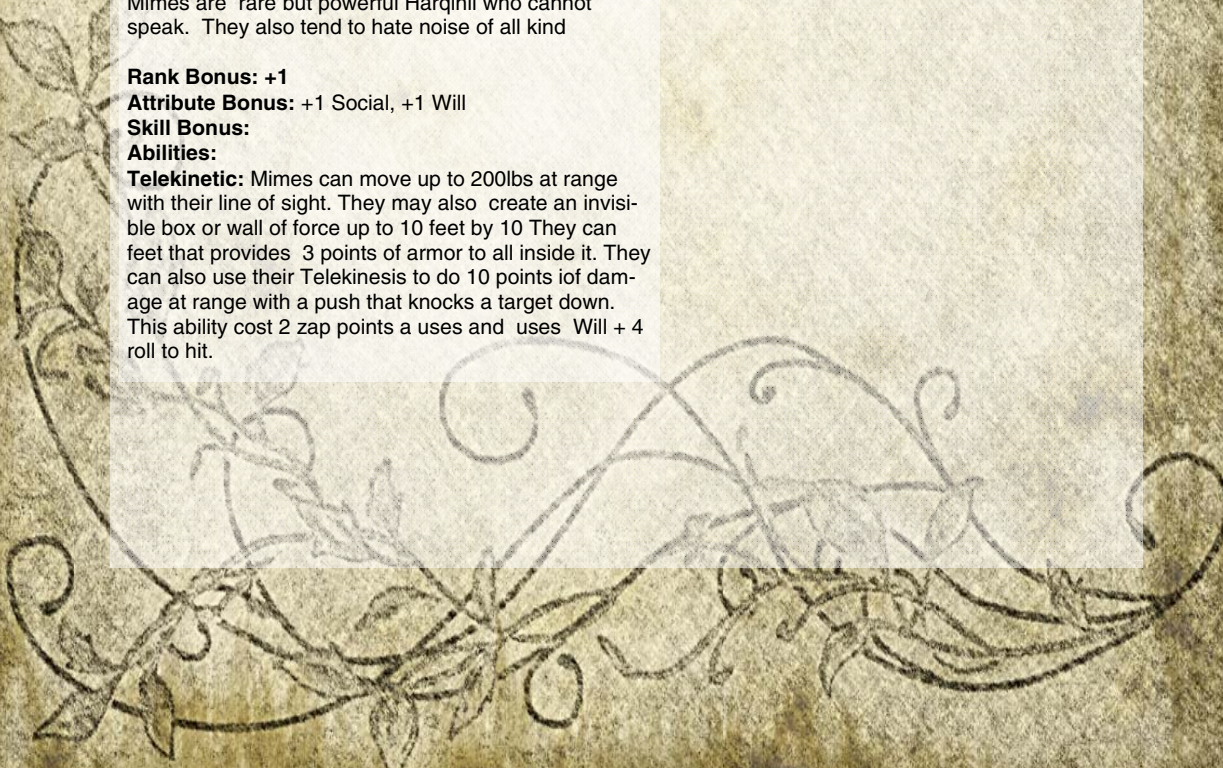
**Tooth and Claw:** The creature can grow at will sharp teeth and claws that do +3 Damage (Total 9 damage)

### Hooks

1. Mortal children are reporting a strange clown in the Sewers. The characters investigate and find out its been kidnapping children for decades.
2. A good Harqinli needs help learning how to be funny.
3. The circus comes to town.

### Cryptozoology Facts

1. Some Harqinli speak in squeaks.
2. Harqinli have no idea their appearance is odd.
3. Harqinli is vulnerable to gold ( They take +2 damage from it)



**Rules**

The following rules are not just new abilities but changes to previous rules.

**New Skills****Comedy (Replaces Charm+witty)**

Attribute: Social

The Character is an expert at comedy and making people laugh. Comedy is a lot harder than most think and a good comedian can get away with insulting a person in power or even using their act to bring about social change.

The skill also allows The character to use insults and underhanded compliments to attack a person verbally.

**Insult**

A person affected by an insult ego is bruised and is -1 to all rolls for the remainder of the scene or on their next combat roll.

Insult can also be used to draw the attention of a target to the insulter. The Insulter and target engage in a contest (Comedy Skill vs. Will (Or Focus) ) If the Insulter wins the target must focus on the Insulter for the next D4 combat rounds or until they make a Hard Focus or Will roll.

**Lighten Mood**

Comedy can also be used to lighten the mood. This takes a Hard Difficulty roll but if successful all allies that hear or see the joke regain one life point or zap point. This can only be done once a scene.

**New Trait****Talent****Funny**

The character is naturally humorous and tends to be well liked because of it. The funny character knows how to say the right thing to lighten the mood and make friends feel better.

Rules: Free rank of Comedy. Lighten mood grants 2 life or zap points.

**Venomous**

Venous characters love to insult people and put them down. They are generally mean spirited and nasty to those they see as beneath them and not much better to everyone else.

Rules: Free rank of Comedy. Insult causes a -2 to rolls instead of -1.

## Heritages

### **Prankster**

Witches tend to be tolerant of other witches no matter their background. However, to every rule there is an exception and that exception is the Prankster. Pranksters are witches who love using their magic to play pranks, create real life puns and generally make life more entertaining and humorous...at least for the Prankster.

Most pranksters just want to have fun. A few on the other hand are truly malicious and not above using their magic to terrorize someone or worse in the name of a good joke.

### **Advantages**

- Gains two free ranks of the skill Comedy
- +1 to magic based rolls when casting joke/prank spells or when creating joke/prank magical items.
- Can Spend a zap point to conjure simple mundane practical joke equipment like a joy buzzer, super hot wasbi chewing gum or small bucket of water to fall on someone's head.
- If the character fails at casting a spell they can spend 2 zap points to just have something harmless and comedic happen to themselves instead of rolling on the spell failure chart.

### **Magic and Spells**

Magic and comedy can go hand and here . Listed here are a few comedic spells for a witch with a senses of humor.

#### **Ants in your Pants**

**Type:** Elementalism

**Rank:** 1

This spell summons near by ants on to the legs of the target. The potential for ants must be present and regardless of the ant type the spell causes -1 to all rolls from ant bites until the ants are removed or the duration of the spells has past.

#### **Clown Car**

**Type:** Time and Space

**Rank:** 2

An enclosed car will now hold X2 the amount of people comfortably.

#### **Gassy Pants**

**Type:** Curse

**Rank:** 1

The target becomes extremely flatulent and bloated with gas. They are -1 to social rolls while gassy and due to the bloated feeling they are -1 to any Body rolls dealing with running or jumping.

**Got your nose****Type:** Alteration**Rank:** 2

The caster of this spell must touch the targets face to cast it. If successful the target noses falls off leaving smooth skin in it's face. The nose is in the caster's hand but can be placed anywhere after that. The nose-less person can only smell in range of their disconnected nose.

**Hammer Time****Type:** Conjuraction**Rank:** 3

This spell conjures an over sized wooden mallet that is light as a feather for the caster but weighs 200lbs for everyone else. . The mallet has a base damage of 4 and anyone hit with it must make a Hard body roll or be knocked down. Impact with also summon D4 tweeting birds or D6 sparkly stars.

**Jokes on you****Type:** Protection**Rank:** 2

Prank and joke spells cast at the person under this spell are reflected back at the caster. This spell only works on magic with comical intent.

**Joy Buzzer****Type:** Offense**Rank:** 2

With a touch the caster can cause a target to be shocked as if they are hit by lighting. This spell does no damage but causes -1 to all rolls for up to minute. And the lost of the characters next action.

**Mirror Monster****Type:** Illusion**Rank:** 2

This spell creates a monstrous form in a mirror for the duration of the spell. This monster conforms to the persons looking at it worst fears.

**Silly string****Type:** Conjuraction**Rank:** 1

This sell conjures sticky and hard to removed string on a target. While easy to break it will slow a target down, halving movement for the spell s duration or until the string is removed . (Easy Body/Athletics roll or 4 Damage.)

**Spam a lot****Type:** Cybermancy**Rank:** 1

The computer device (Lap top, computer, smart phone etc) is now full of comical and em-

barrassing Spam that narrates itself loudly when opened. The Spam cannot be erased and will automatically open and speak if the character so much as look at the e-mail folder.

## Adventure Hooks

For your comedic enjoyment here are a few adventure hooks.

### April Fools

**Hook:** It's April fools day at the characters magic school. Can the characters survive magical pranks by both the students and staff?

**Casting call:** School Cast characters

**Resolution:** Someone is taking their jokes to far and the characters must sop them.

### Clowning Around

**Hook:** Harqinli have come to town seeking witches to help remove a curse on their clan hundreds of years old cast on them by a Fae trickster. Can the characters help the clowns find their noses?

**Casting call:** Harqinli and Fae

**Resolution:** The Fae is keeping the Harqinli noses in a vault of Stink cheeses guarded by a Cheese monster.

### Cheese Monster

**Type:** Animate

**Rank:** 2

**Motivation:** Guard Vault

**Attributes:**

Body: D8 Mind: D4 Senses: D6

Social: D2

Will: D6

Magic: D6

Life Points: 17

Reflex: 11

Actions: 2

Resist Magic: 9

Zap Points: 12

**Skills:** Athletics D8+3 Fighting D8+4

**Abilities:**

**Animate:** The Creature is a magically created life form. They do not need to eat, sleep or breathe, do not age and are immune to Abilities that control or alter thoughts and emotion. They also do not feel pain and have no internal organs to worry about (or at least ones that work and gain +2 Armor because of it). Animates do not heal, instead they must be repaired. (Easy-To Hard, Craft, Build/Repair, Art or Enchant roll to repair 2 Life points)

**Attacks:** Cheesy Punch (Damage 8), Cheesy Slam (attacks up to three people at once) Damage (6)

**Foul Smell:** The creature smells so bad that all within 20 feet of it must make a Hard Will roll not to be at -2 to all rolls.

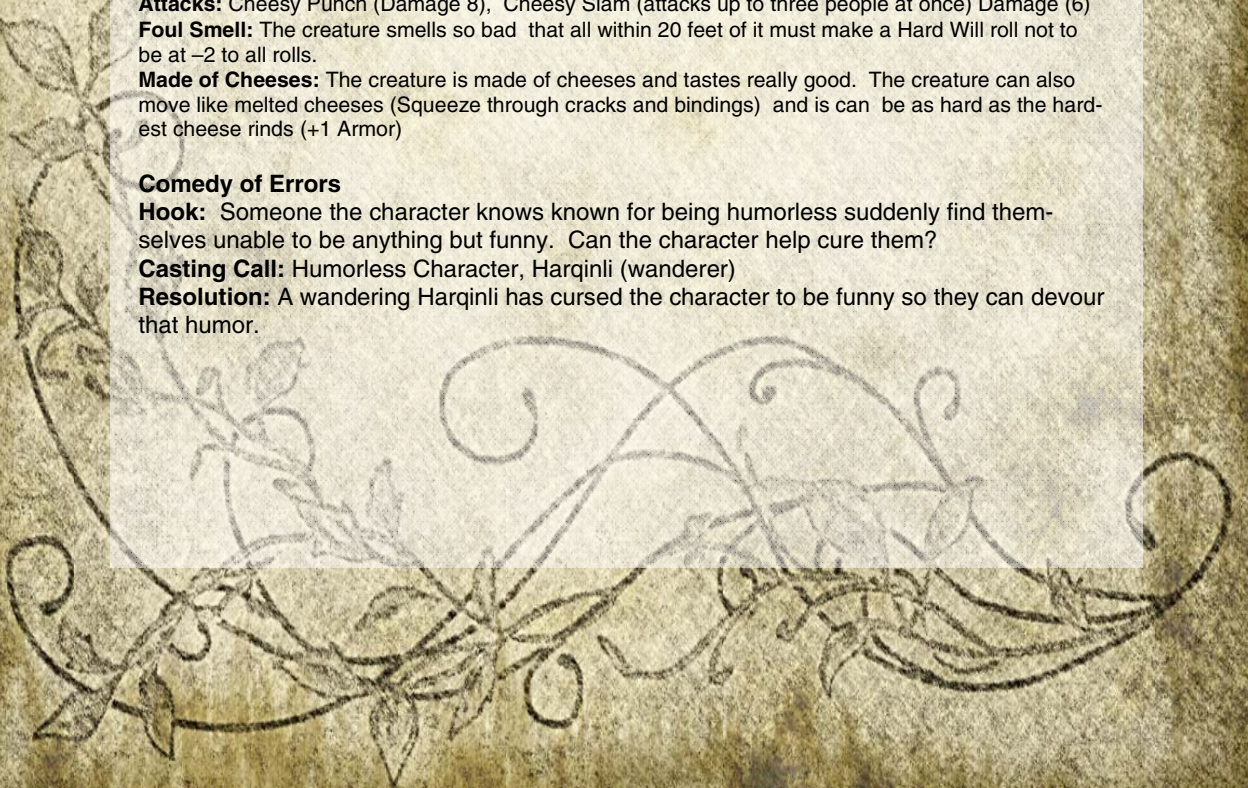
**Made of Cheeses:** The creature is made of cheeses and tastes really good. The creature can also move like melted cheeses (Squeeze through cracks and bindings) and is can be as hard as the hardest cheese rinds (+1 Armor)

### Comedy of Errors

**Hook:** Someone the character knows known for being humorless suddenly find themselves unable to be anything but funny. Can the character help cure them?

**Casting Call:** Humorless Character, Harqinli (wanderer)

**Resolution:** A wandering Harqinli has cursed the character to be funny so they can devour that humor.

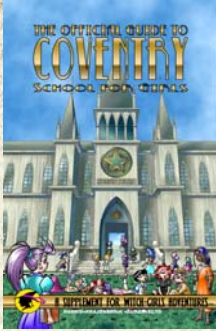




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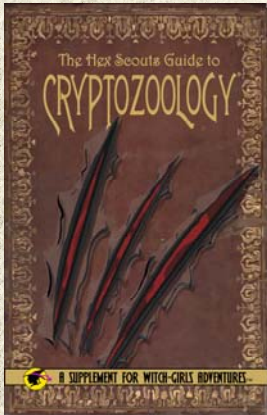
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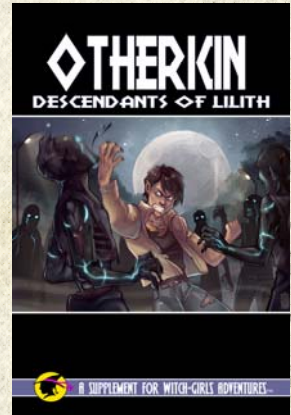
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