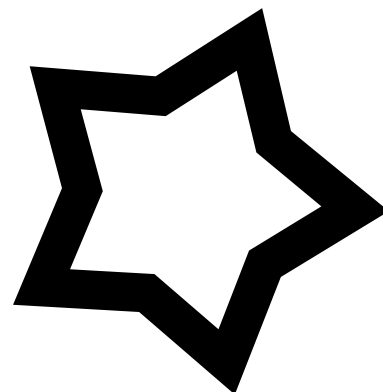


# Witch Quest

## Book II: Playing the Game

By Adventure Planning Service

Translated by Ewen Cluney



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# Introduction

Have you ever wanted to use magic?

To transform into someone else...

To get on a broom and fly through the air...

To talk to animals and plants...

To make people happy...

This is a “magical book” just for you.

This book introduces you to a kind of magic called a “role-playing game.” It will let you go to another world, become a witch, and have adventures. (If you don’t like witches, or if you want to help a friend who is becoming a witch for this game, you can become a cat who helps out a witch instead.)

If you want to know what it’s like to be a witch and have adventures, please read Book I of *Witch Quest*. It contains an actual adventure had by three witches and the three cats who are their partners.

Then, by using this role-playing game, you can have adventures in the same world as a witch yourself.

Don’t believe us?

Role-playing games are not a difficult kind of magic. Please try reading through this book. Then, why not invite some friends over (you can’t use this magic yourself; you definitely need to have some friends along), and try it out?

Aren’t you excited to enter a world of magic with your friends?

If you believe, the door to a magical world will be right in front of you.

## Before You Begin

This book lets you play an RPG (role-playing game) to have adventures in the world of *Witch Quest*. To see just what kind role-playing you can do, please read the replay, *Witch Quest Book I: Little Witch Edith*. This book will let you become Edith, Ledelran, or Cyril (or for that matter Hyube, Eunon, or Tongari), or your own original character, and enjoy having adventures. Now, let’s begin.

## Getting Started

In this RPG, players form pairs where one plays a witch, and the other plays her cat. Or to put it another way, your adventures will be about a pair of two different characters working together. Witches and cats are each fun in their own ways.

In this game, rules concerning witches are prefaced with a W, while rules concerning cats start with a C, and rules for both have no letter in front of them. Please read the parts that are important for the character you’re playing.

When you play this RPG, you will need pencils and dice (it’s best if each person has two). Oh, and you need a nice, big table too.

## Introductory Story

Today is the day. The most important day of your life. Why is that, you ask? Well, that’s because it’s a celebration of when you found this book.

Tokyo. This is a town called Oizumi, A little ways into Ikebukuro.

**Player C:** Hello!

**Player A:** We’ve come to play!

Click!

**GM:** Wow! We’ve got a lot of people here!

**Player E:** Long time no see! Looks like everyone’s here.

**Player C:** I was just shopping in Ikebukuro.

**Player F:** Anyway, why don’t I make some tea?

**Player E:** We’re finally together; why don’t we play something?

**GM:** Well... Would you guys be up for an RPG?

**Player C:** Sounds good.

An RPG is a game where you take on the role of someone in a fantasy or science fiction world.

You know the famous RPGs on NES, right?

This is a “tabletop RPG,” where you gather around a table with some friends and play by talking to each other.

**GM:** Okay, let’s give this “Witch Quest” game a try. It’s an RPG where you play witches and their cats.

**Player C:** Witch Quest?

**Player D:** I wanna be a cat!

**Player A:** I'll be a witch!

In *Witch Quest*, players become either a witch or a cat that serves as her partner, and work together as they have adventures.

**GM:** Okay, you need to form pairs and make characters.

First, you create the witch or cat that you'll be playing. You get to pick out a name, and roll dice to figure out his or her abilities.

**Player C:** Hmm... My name will be Ledelran!

**Player D:** I'm a male cat with a Beauty of 1.

**Player A:** Okay! I'm good at manual labor.

Rolling the dice gives you different random numbers. That makes your characters "good at cooking," "bad at running," "good at flying high on a broom," and other distinctive features.

**Player E:** Huh? What's with these cards?

**GM:** Oh, well...

This RPG includes original fortunetelling cards called "Witch Tarot."

**GM:** We use these to determine what days make witches strong and weak, what their personalities are like and what their destinies are like.

**Player E:** Let's see... My card is "Cat," and my shadow card is "Bird."

**GM:** Hmm... So your witch has the advantage of being cute like a cat, but is lonely like a bird flying through the sky alone.

**GM:** Is everyone ready?

**Everyone:** Yeah!

**Player E:** Stubborn Edith, and...

**Player F:** Her cat Hyube.

**Player A:** Cyril, who's good at manual labor, and...

**Player B:** Her cat Tongari.

**Player C:** Ledelran, who has a hot spring mark on her back, and...

**Player D:** Eunos.

**Player C:** Why a hot spring mark?

**Player D:** Heheh.

**GM:** Then I guess we can get started. You guys ready?

To play a tabletop RPG, you need one Game Master and several players. The Game Master makes plans for a story (a scenario), explains the situation to the players, and speaks for their characters that appear in it.

The players tell the GM what their witches and cats are doing, and the discussion proceeds.

A role-playing game moves forward with many people talking together around a table.

**GM:** An elder witch has sent you to the town of Soi. When you arrive at the address she gave you and knock on the door, a boy about 8 years old comes out and says, "You must be the witches here to help us. Please, come in." So, what do you guys do?

**Player C (Ledelran):** He said "Please come in." What should we do?

**Player D (Eunos):** Use magic to check things out?

**Player E (Edith):** He was polite and friendly, so I'm just going to enter without any suspicions.

**Player F (Hyube):** Me too.

**Ledelran & Edith:** Excuse us.

**GM:** So, you step into the room. Once you're inside, the boy starts to talk.

**Boy:** The thing is...

Now it's your turn to give this RPG a try and see what kind of stories you can tell.

This book will show you how.

# Chapter 1: Characters

Once you've invited some players over, divide into pairs. In these pairs, sit down and discuss (or draw lots or some such) to decide who will be the witch, and who will be the cat.

If you have an odd number of players, the Game Master will have to also play one half of one of those pairs.

Once you're ready, get character sheets, and start making your characters.

## Witch Characters

Those of you who are playing witches, we'll start with your characters. If you want to use one of the characters from the replay in Book I, simply copy down the data for that character from the book. Otherwise, you can use the rules below to create your own original character.

### Name

Each witch has a "True Name" and a "Common Name." Think of your True Name as something you only tell to people you're close to. A witch's True Name is her other name. It is said that someone who knows a witch's True Name can control her. On the other hand, telling someone you're True Name is the ultimate expression of trust.

You can decide on your Common Name however you like. This can be something like a nickname if you like. Your True Name is something you receive from the leader of the first Witches' Party you attend. You can think of this yourself, or the GM can provide one for you.

- The Witches' Party is a regular night gathering held by witches. See p. 32.
- The leader of a witches' party is a much respected witch who organizes their meetings. For example, Lolo is the leader of the parties in the Mt. Walpurgis district.
- You can also use the tarot cards introduced on p. 33.

### Age

In this RPG, witches played by the players always start at 13 years old. For a witch, being 13 means you've come of age, and are ready to start working. This is also the age when they can start participating in the witches' evening parties, and receive a True Name.

### Gender

Witches are always girls.

### Personal History

For right now you don't have to write anything here. If you have a history worked out for your character, you might enjoy writing it down here. On the other hand, you might prefer to leave it blank and slowly fill it in as you build up an image of your character.



### Attributes

Next you'll use dice to figure out what sorts of things your character is good at, such as normal things, flying through the air, etc. Witches have three attributes: **Normal**, **Witch**, and **Broom**. Roll one six-sided die for each, and note down the number that you get. This will give you a number between 1 and 6 for each, and the higher each one is, the better your witch will be at those things.

Here are explanations of each of the attributes:

**Normal:** This represents the abilities that a normal person has, even if they're not a witch. Witches are said to be half magical and half human, but please think of this factor as showing how much of your witch is human. Normal covers physical ability for things like running and swimming, skills for everyday life like cooking and sewing, and how well you can cooperate with other people.

**Witch:** This is the part of your witch that is magical. Your Witch attribute shows how good your witch is at judging magical matters, reading magical books, making magical medicine, magically talking to plants and animals, and so on.

**Broom:** This is how good you are at riding a broom and flying. Riding a broom and flying around is a witch's most basic kind of magic. Even the most inept witch can still ride a broom.

## Skills

Once you've got all of your Factors figured out, you can move on to skills. Skills represent each character's specialties, and how you choose them will make your character that much more distinct.

For each Factor, pick out as many skills as your rating in that Factor, and roll a die for each skill to determine its rating. As usual, the higher the number, the better your witch is at those things.

**Normal Skills:** Cooking, Courtesy, Dance, Deception, Drawing, Listen, Manual Labor, Music, Read Books, Running, Sewing, Stubbornness, Wonderful Smile

**Witch Skills:** Fortune-Telling, Heal Injuries and Diseases, Investigate Magic, Mix Medicine, Mountains/Forests/Animals, Plants and Flowers, Read Magical Books, Read Magic Writing, Sky/Birds, Water/Fish, Wind-Reading

**Broom Skills:** Aerial Acrobatics, Aerial Balance, Aerial Direction Sense, Catfighting, Flying Fast, Flying High, Fly Without Your Cat, Fly With a Load, Long-Distance Flying

## Normal Skills

**Cooking:** This is the skill of preparing delicious food.

**Courtesy:** This skill represents table manners, proper greetings, and emotional refinement. If you have a high rating in this skill, you'll always know the proper way to conduct yourself. It will surely be very useful if you find yourself dealing with people of importance or invited to a high-class dinner party.

**Dance:** This represents your ability to dance well. The higher your skill, the better you can dance, and the longer you can keep dancing without getting tired.

**Deception:** This skill is used when you're backed into a corner and you want to try to change the subject, tell lies, or otherwise deceive people. It's not good to deceive people, but some say it's better than fighting. You can also use this skill to deceive yourself.

**Drawing:** This is the ability to draw well. If you have this skill, you can use a pen and paper to communicate things to people more clearly than with words.

**Listen:** This skill is used when you try to hear a small sound, or pick out a particular sound when you're somewhere noisy.

**Manual Labor:** This skill is used for carrying heavy things, working in fields, etc.

**Music:** This represents your ability to sing songs, play instruments, and so forth, as well as your ability to listen to music.

**Read Books:** This is the skill of reading books and gaining new knowledge from them.

**Running:** This skill is used for running. The higher your skill, the faster you can run.

**Sewing:** This is the skill of mending clothes, and making new clothes or other things out of cloth.

**Stubbornness:** This skill is used to dig in your heels and be stubborn. If you use this skill when you don't know what to do and you want to cry, you can pull yourself together and endure. On the other hand, those with a high rating in this skill tend to be stubborn to the point where they won't listen to other people.

**Wonderful Smile:** This skill is possessed by people who have a wonderful smile that wins people over. It lets you get people to open up to you and become friends.

## Witch Skills

**Fortune-Telling:** This is the skill of telling fortunes using cards, a crystal ball, etc. It lets you not only tell the future, but discern what kind of reply someone wants, learn what kind of device you should give them, etc. Fortune-telling isn't always accurate, and it definitely isn't an absolute power.

**Heal Injuries and Diseases:** This skill is used to diagnose injuries and diseases, and to fix them with magical power. It also indicates the ability to talk to the fairies that are the cause of illness. Whether a witch can manage to persuade such fairies and thereby curing illness depends on the witch. At the very least, she can learn the cause.

**Investigate Magic:** This skill is used to figure out whether there is magic surrounding something, whether the magic in an area is strong or weak, and so on.

**Magical Writing:** This is the skill of writing in magical characters that only witches can read. Magical writing contains magical power, and those with a high value in this skill can make it so that only certain people can read their writing, so that it will disappear after a certain amount of time<sup>†</sup>, so that it reacts to a certain keyword or condition, so that the words change depending on who is reading it, etc.

**Mix Medicine:** This scale is used to prepare medicine to heal injuries, make someone able to see fairies, love potions, and many other purposes.

**Mountains/Forests/Animals:** This indicates your witch's knowledge of the mountains and forests and the animals that live there, as well as her ability to talk to those animals.

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<sup>†</sup> In the replay "Deice's Flight Contest," Ellie (Edith's mother) used magical writing that cannot be erased.

**Plants and Flowers:** This indicates your witch's knowledge of trees and other plants, and her ability to talk to plants.

**Read Magical Books:** This skill is used to read magical writing, and gain knowledge from magical books.

**Sky/Birds:** This indicates your witch's knowledge of the sky and the birds and other creatures that fly through it, or possibly clouds, rainbows, stars, etc., as well as the ability to talk to those.

**Water/Fish:** This indicates your witch's knowledge of rivers and oceans, and fish and other creatures that live there, as well as her ability to talk with them. It also covers her ability to swim and such.

**Wind-Reading:** This skill lets you gauge the strength, direction, and smell of the wind, determine what kind of weather is coming and what is going on upwind.

### Broom Skills

**Aerial Acrobatics:** This lets you do loop-the-loops and other aerial acrobatic stunts. It's not very practical, but it can definitely entertain people sometimes. So much so that there are apparently some witches who make a living doing aerial acrobatics.

**Aerial Balance:** this is used when you need to balance in the air. If there is a sudden gust of wind, or you run into a flock of birds, the skill will let you stay safe.

**Aerial Direction Sense:** This is so you don't get lost in the air. Even if it becomes dark out, or you fly above the clouds, the skill will keep you from losing your way.

**Catfighting:** This is the ability to fight in midair. These days it's not very useful, but long ago, during times such as the Witch War, many witches trained in this skill. Also, some say that the name comes from witches having intense battles in the air with their cats alongside them, but it's actually based on the "dragon fighting" aerial battles of the Dragon Knights.

**Fly With a Load:** This skill is for flying while carrying heavy objects or people.

**Fly Without Your Cat:** When witches fly on broom sticks without their feline partners, they're less balanced, making it much more difficult to fly. However, if you have this skill you can fly well even without your cat. Since cats aren't allowed at Witches' Parties or the Walpurgis Festival, it's helpful to have this skill so that the other witches don't laugh at you.

**Flying Fast:** This skill lets you fly quickly. It will be very useful if you're in a hurry.

**Flying High:** This skill lets you fly high in the air. If this skill is high enough, you might be able to fly up to the

moon at night, visit the world of the stars, and have tea with them.

**Long-Time Flying:** This is used when you need to fly for a long time. When you're flying somewhere far away, this makes it harder for you to fall asleep in crash.

### Hit Points

Next, you'll determine your Hit Points (HP). Roll two dice, add them together, and add 12. That number is your witch's total HP. This will give you a number between 14 and 24.

Hit points represent not only a character's stamina and luck, but how witch-like she is. Witches lose HP when they take damage in battle, and as a penalty for certain actions\*. A witch whose HP goes down to zero or less is no longer considered a witch. In other words, she is no longer part of the story.

A witch whose HP goes below zero is normally considered to have died. If the GM and players wish, they can instead have it be so that she gives up being a witch, gets married and retires, etc., but regardless she still leaves the game.

If your witch goes below zero HP while you're playing, you can create a new witch and start playing again.

### Tarot Card Reading

Determine your Portent and Shadow Portent. These are expressions of your potential personality and destiny, revealed by the 29-card Witch Tarot deck.

### Choose a Tarot Card

Take the Witch Tarot cards included with this book, thoroughly shuffle them, and draw two cards, face-down so you can't see them. The first is your Portent Card, and the second is your Shadow Portent Card.

"Shuffling" means mixing up the cards so their order is random. You can do this the way you would with normal playing cards, but shuffling and cutting the cards as you would for fortune-telling can help you get into the mood more. (See p. 33 for more details.)

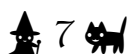
Each of the Witch Tarot cards has a number from 0 to 28, and 1 through 28 correspond to the ages of the moon.

Write each card in the appropriate space on your character sheet, and write the card's number in the "Moon Age: Day ( )" space. These will determine your "Powerful Magic Day" and your "Weakened Magic Day."

On the other hand, a character that draws the Trickster (0) card will not have her Powerful Magic Day or Weakened Magic Day on specific days, and there are special

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\* Such as disobeying an elder which, maliciously causing trouble for people, or doing things that make people stop believing in magic.



rules that come into play\*. For now, please put an asterisk (\*) in the Moon Age space on your character sheet.

### Tarot Card's Meaning

Please have a look at the Card Descriptions section on p. 37. There you'll find the meanings of each of the 29 Witch Tarot cards.

Your Portent Card carries the meaning of the card in its normal position, while your Shadow Portent Card carries the meaning of the card in an inverted position.

For example, if Edith's Portent Card is The Cat and her Shadow Portent Card is The Bird. That means she has a mysterious charm that puts people at ease, but on the other hand she also has the weakness that she can't adapt to how other people do things, and thus doesn't work well in groups.

### Magical Power

A witch's Magical Power changes every day based on the moon. Your Magical Power Calendar has 28 spaces, and you'll need to figure out your Magical Power on each of those.

First, roll one die, add 6 to what you roll (giving you a number between 7 and 12), and write that down in the space for your Powerful Magic Day. Then write that same number as a negative on the space for your Weakened Magic Day. On your Weakened Magic Day, that becomes a penalty to your Magical Power. On your Weakened Magic Day, you take a penalty to your Magical Power.

Then for each of the other days, roll one die and write down the number that comes up, until you have a rating between 1 and 6 for each one.

### For Witches With Trickster Portent or Shadow Portent Cards

In the case of a \*, write in a number as per a Powerful or Weakened Magic Day. Everything else is determined as per a normal witch. However, where you have a \*, its effects do not appear on a pre-determined day. See p. 14 for more details.

### Witch's Cat

Each witch normally have a cat that serves as a partner. Another player will play the role of this cat (unless you don't have enough players, in which case the GM will play one).

If you are a player or GM who will be playing a cat, please see the section on Cat Characters (p. 9) to create your cat.

When you were 12 years old, you spend a year searching for a cat to be your partner. This had to be a cat with the same birthday as you, which makes it very difficult to find one. (If you didn't find a partner within a year, you wouldn't have been able to become a witch.)

Witches can converse with their cat partners. Other people (or cats or witches) can't understand this speech at all, so that it works as a sort of secret code between the two of them.

Also, witches must wear a uniform that matches the color and pattern of their cat's coat.

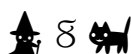
### If Your Partner Cat's HP Goes Below 0

Sometimes it happens during an adventure. You might get depressed and not want to do anything for a while, but you can't stay down forever. In order to continue being a witch, you must seek out a new cat to become a new partner. There are three kinds of cats that can become a new partner:

1. **Child or Grandchild of Former Partner:** If your old partner has had children or grandchildren, one of them can potentially become your new partner. If such a kitten is at least one year old, you can have them become your new partner right away. If not, you'll have to make do with a semi-partner until he or she turns 1. A semi-partner witch's cat has none of a witch's cat's special abilities.
2. **A Former Partner Reborn:** A cat born on the same day that a partner cat died could be that partner reborn. Finding a reborn partner takes at least 7 days. Each time a witch spends 7 days searching for a reborn partner, roll two dice. If you roll doubles, she finds her reborn partner. However, if you roll snake eyes (both dice come up with ones), the cat has been reborn as something else†. Whether or not a cat has returned as a cat, he or she can immediately return to being a witch's partner. In this case, the cat can be less than 1 year old.
3. **Find a Completely New Cat:** This is much easier than finding a reborn partner. Searching for a new cat takes one day. Each time a witch spends a day searching, roll two dice. If you roll doubles, she finds a new partner. However, most witches prefer not to go this route, and look down on those who do.

\* See p. 14 for more details.

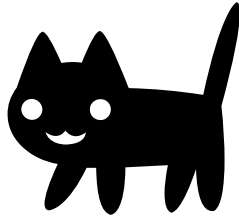
† For example, the cat might have returned as a crow or a human boy, or an animated object like a talking book, an umbrella with a talking parrot head handle, etc.





## Cat Characters

So, you're going to play a cat. First, you need to create your cat character. You're welcome to just copy down the information on one of the cats from Book 1, but you can also use the rules below to create your own original character.



### Cat's Name

Each cat has a "Tail Name" and a "Whiskers Name," where the Whiskers Name is what you use in everyday life. A cat's tail name is apparently "something that should be somewhere, but that you can't know about easily." Not a few cats spend their whole lives trying to find out their own Tail Names. Some say that cats that know their Tail Names are destined for good fortune, or that they are the only ones who truly cats.

You can decide your Whiskers Name however you like. At the start of the game, you do not know your Tail Name.

### Age

In this game, players' cats always start out being one year old. When a witch turns 12, she spends a year searching for a cat to be her partner. Within that year, each witch must find a cat that shares her birthday. You were found by a witch and began living alongside her.

### Gender

Your cat can be male or female; your choice. If the GM is playing a cat, roll a die to determine his or her gender; 1-3 is male, 4-6 is female.

### Cat's Attributes

Next, you'll write down two attributes—**Strength** and **Beauty**—that express your character's particular features. Male cats have Strength 2 and Beauty 1, while female cats have Strength 1 and Beauty 2. The attributes are as follows:

**Strength:** This indicates how strong you are in a fight, how agile you are, how much you can endure, how hard you can push, etc.

**Beauty:** This indicates your overall beauty, including the quality of your breeding, how good your appearance is, how stylish you are, and how you carry yourself.

### Skills

Cats do not have skills. Attributes are simple for cats, so it's not that surprising that they don't have so many varied abilities as humans (including witches).

### Hit Points

Next, you'll determine your hit points. Roll two dice, and add them together, plus 12. The result is your cat's HP.

Hit points represent not only a character's stamina and luck, but how cat-like he or she is. Cats lose HP when they take damage in battle, and as a penalty for certain actions. A cat whose HP goes down to zero or less is no longer considered a part of the story.

A cat whose HP goes below zero is normally considered to have died. However, at the moment your cat dies, you can opt to use the "Farewell, My Witch" spell (see p. 24) to go to the Cat Graveyard\*. This final bit of magic is known by even the most incompetent of cats. You can use it not only when your cat passes on from old age, but if he or she falls in battle, or if something even more terrible happens. However, whatever terrible fate befalls you, the person you most want to witness such a thing—in other words, your partner—will not have to see it.

### Magic Points

Next, you'll determine your Magic Points (MP). Roll two dice and add 12. That number is your cat's MP. Cats use MP when they use magic. Refer to the section on Cat Magic (p. 16) for more details.

### Tarot Card Reading

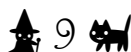
As with your witch partner, you have a Portent Card and a Shadow Portent Card. However, you don't have a Powerful Magic Day or Weakened Magic Day. When your witch is on her Weakened Magic Day, it's up to you to help her, especially since your magic isn't affected by such things.

### Cat Points

A cat's greatest magic is the ability to help his or her witch partner. This magic power is represented by a number called "Cat Points." The GM assigns a certain number of Cat Points at the start of a scenario, depending on what that scenario specifies, but it's usually 100 points.

Cat Points are explained in detail on p. 17.

\* This is said to be a holy place for cats, hidden deep within the Cat Forest.



### Cat's Witch

A cat is always with his or her witch partner. This witch is played by another player (unless there aren't enough players, in which case the GM will play one).

If you're a player or the GM and you're going to be playing a witch, please follow the rules in the Witch Characters section (p. 5) to create one.

You and your witch partner can talk to each other. Other cats (and for that matter people and witches) can't understand what you're saying, so it can act like a secret code of sorts between partners.

### Cat's Color/Pattern

You can choose the pattern of your cat character's fur as you wish.

Roll	Cat Color
2	Silver
3	Pearl Gray
4	Wine Red
5	Green
6	White
7	Common Cat*
8	Black
9	Orange
10	Sky Blue
11	Ebony
12	Amber

If the Game Master is making a cat character, or if you're just having a hard time deciding, please roll two dice and check the following table.

Also, your partner witch must wear clothes that match your fur as a uniform. This is something for the cat player to decide, but if you have a particularly strange color or pattern your partner witch might resent it.

### If Your Witch Partner Goes Below Zero HP

You become a normal cat once more.

Your witch partner might find someone and get married. When that happens, all that remains for you is to quietly leave.

---

\* Pick a common cat coloration/pattern, such as calico, tabby, tiger-stripes, gray, etc.

# Edith & Hyube

Witch's Name: Edith (Eddie)/BU (Age 13)

## Normal (3)

Sewing (3), Stubbornness (4), Wonderful Smile (1)

## Witch (5)

Fortune-Telling (2), Read Magic Books (4), Mix Medicine (5), Plants and Flowers (3), Wind-Reading (2)

## Broom (4)

Fly Quickly (4), Long-Term Flying (6), Fly With a Load (3), Not Cold When Flying (including cat) (3)

## Magical Power Calendar

Lunar Age	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Power	4	4	5	1	5	5	6	12	3	5	6	5	1	2
Lunar Age	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Power	6	5	3	6	1	6	1	-12	3	4	1	2	1	5

Portent Card: The Cat

Powerful Magic Day: 8

Shadow Portent Card: The Bird

Weakened Magic Day: 22

Witch's Hit Points: 21

Cat's Name: Hyube

Gender: Female

Color: Black

Age: 1

Cat's Attributes: Strength 1, Beauty 2

Cat's Hit Points: 21

Cat's Magic Points: 19

Cat Bank: 0

Cat Points: 100

Witch's Experience Points: 0

## Chapter 2: Challenges

As your characters go on adventures, they will undoubtedly encounter many places where they have to take action. Studying magic books, flying through a storm, opening someone's heart, and so on. In movies and novels and such, the author decides whether the main character succeeds or fails in advance, but in an RPG you don't know how things will turn out.

When your character runs into a situation where he or she could succeed or fail, you'll be rolling dice to determine the outcome. We call this a "Challenge."

Some challenges use attributes, while others use skills. (Cats always use their attributes, of course.) It's up to the Game Master to decide which attribute or skill you should use.

Pick up two dice, and roll them as many times as your rank in that attribute or skill. If the dice come up as doubles (i.e., both dice show the same number at the same

time) at least once, you succeed. If you get doubles more than once, you're that much more successful.

Witches can get help from their cats to improve their chances of success, so long as they have Cat Points remaining. If you want to do this, you have to ask your cat for

help. (The cat can offer to help too, though the witch has to accept that help.) If the cat agrees to help, you can roll the dice 1 to 3 extra times. However, when you do this, regardless of whether you succeed or fail, you will use up one

Cat Point for each extra roll you take. If you run out of Cat Points, you cannot use them to get rolls anymore.

With the help of her cat, a witch can attempt a challenge in a skill she doesn't have. For example, a witch without the Manual Labor skill might need to do some manual labor. If her cat helps her, she can roll the dice up to three times for a Manual Labor challenge.

# of Doubles Rolled	Result
0	Failure
1	Level 1 Success (Success)
2	Level 2 Success (Huge Success)
3	Level 3 Success (Miraculous Success)
4	Level 4 Success (History-Making Success)
5	Level 5 Success (Legendary Success)
6+	Level 6 Success (Mythic Success)

## Chapter 3: Fighting

**Note:** If you wish, you can simply not use these rules for fighting. There's nothing wrong with playing an RPG without any fighting. The two replays in Book I have no fighting in them at all, for example.

In the course of an adventure, your character might wind up fighting enemies such as ghosts, monsters, or people who don't understand what you are. This section covers how to fight (physical combat), and it is an area where cats can play a prominent role. Witches tend to solve problems with magic, so if a witch finds herself in a battle, she'll likely use magic to fight.

### How to Fight

When a fight happens, witches and cats alike can each roll two dice. When many characters are working together in a battle, each person on one side rolls two dice each together. A die that comes up as 1 means that you hit the enemy, but a die that comes up as a 6 means that an enemy attack has hit you. Naturally, if you roll two 1s, you hit twice, and if you roll two 6s, you get hit by the enemy twice.

If a 1 and a 6 come up at the same time, both your attack and the enemy's attack hit at the same time, but if you wish, you can instead declare that neither attack hit. In other words, you can use up a 1 to negate a 6.

If you are fighting with allies, characters on the same side can give up 1s they rolled to negate 6s that their allies rolled, meaning that they are protecting their friends. This is called "Covering."

### Attacks and Damage

When your character hits with an attack, the enemy takes damage. The amount of damage depends on your character's Attack Power.

#### Cats' Attacks and Damage

Your Attack Power is equal to your Strength attribute. Each time you hit with an attack, it reduces the enemy's HP by an amount equal to your Strength.

On the other hand, whenever an enemy hits you with an attack, you take damage and lose HP equal to the enemy's Attack Power.

If an attack causes dice of damage, roll that many dice and add them together to determine how much damage is caused.

#### Witches' Attacks and Damage

Your Attack Power is zero. No matter how many attacks you land, they won't do any damage, so if you roll any 1s, they're better used for covering your friends instead.

On the other hand, whenever an enemy hits you with an attack, you take damage and lose HP equal to the enemy's Attack Power.

### Magic in Fights

Both witches and cats can use magic during battle. If you want to do that, declare that you are using magic instead of rolling dice. See Chapter 4 (p. 14) to learn how to use magic.

### Betting Your Tail (Optional)

When a cat is about to roll dice in a fight, he or she can decide to "bet his or her tail." You have to declare this before you roll dice, not after. If you decide to do this, both 1s and 2s count as hits against the enemy, but both 5s and 6s count as hits against you, so use it with care.

### Experience From Fighting

For every point of damage you cause in a fight, you also lose a Cat Point. In terms of experience, this means that causing harm to opponents in a battle gives experience to a cat, but not to a witch. Witches should avoid fighting as much as they can.

# Chapter 4: Magic

Characters can use magic during their adventures.

Witches and cats have different kinds of magic that they use in different ways. Please take some time to learn what kind of magic your character can use.

## Witches' Magic

Witches can try to do anything with magic, and there are no limitations on things like how many times they can use it in a day. However, they don't always succeed. The possibilities of magic are infinite, but you won't necessarily be able to pull off a given spell.



### What Can Witches Do With Magic?

Witches can attempt to do anything with magic. For example, a witch can fill a table with warm, delicious food, turn a pumpkin into a carriage, or wrap the world in darkness. However, even magic doesn't succeed all the time. Needless to say, more difficult kinds of magic are less likely to succeed.

A novice witch can at best heat up a pot of soup, make light equal to a lamp, help quarrelling lovers get along, and create images in still water... That kind of thing. Please have a look at the Witch Magic List on p. 20.

### Factors in the Success of Magic

Whether magic will work depends on three factors:

1. The user's level of power (Magical Power)
2. The difficulty of the magic being attempted (the magic's Difficulty Level)
3. How much the target of the magic believes (Magic Belief Power)

Difficult magic can be hard even for a witch with a high Magical Power to pull off, while if someone believes in magic enough, it can be easy to affect them with a difficult spell. Let's go through these factors one at a time:

#### (1) Magical Power

This is the magical power of the witch who's casting a spell, and it depends on the witch and what day it is. When a witch uses magic, check what her Magical Power is for the current moon age.

### For Witches with the Trickster Card

For you, things work a little bit differently. Regardless of the current moon age, before you can cast a spell, you need to shuffle the Witch Tarot deck and draw one card. If it's any of the regular cards from 1 to 28, your Magical Power is as usual. However, if you draw the Trickster,

you'll have to use the number written under \* for Magical Power.

Please do this every time you use magic.

#### (2) Difficulty of the Magic

This is the difficulty level of the magic. The lower this number, the more difficult the magic is.

It usually ranges from 2 to 12, but of course very difficult spells can have a difficulty of 1 or less (they can be 0 or negative numbers sometimes), and very easy spells can have difficulties of 13 or higher. Here is a reference of the difficulty levels:

Difficulty Level	Description
-5 or Less	Impossible for a novice witch.
-1 to -4	Only a well-trained witch can pull it off.
0 or 1	Very difficult
2 or 3	Difficult
4 or 5	Somewhat difficult
6	I guess it's difficult
7	Normal
8	I guess it's easy
9 or 10	Fairly easy
11 or 12	Easy
13 or 14	Very easy
15 to 20	You'd be embarrassed to fail at this one.
20+	Even a cat can do it.

For info on what difficulty a given kind of magic has, please take a look at the Magic List.

Game Masters, if you can't decide what the difficulty of a witch's spell should be, just roll two dice, add them together, and use that.

#### (3) The Power of Belief in Magic

Finally, there is the power of belief in magic. The higher this is, the easier it becomes for the magic to succeed. Whether a spell succeeds or fails depends heavily on how much the target of a spell believes in magic. A person who doesn't believe in magic is very hard to affect with it, while a place where the power of nature is prominent makes magic more likely to succeed. Here are some guidelines:

Belief Level	Description
-5 or Less	Could not exist with magic.
-1 to 4	So unable to grasp the very idea of magic, that the question of whether they believe holds no meaning.
0 or 1	They wouldn't understand even if they were being affected by magic.
2 or 3	Wouldn't believe even if they directly experienced it.
4 or 5	Doesn't believe in magic.
6	Doesn't really believe.
7	Normal.
8	More or less believes.
9 or 10	Believes in magic.
11 or 12	Completely believes in magic.
13 or 14	Thinks of many things in everyday life as being magical.
15 to 20	Magic is a part of their everyday life, such that there's no point in asking whether or not they believe.
20 or More	Could not exist without magic.

Broadly speaking, magic can be divided into the 3 categories of spells that affect people and animals, spells that affect things, and spells that affect places. Whatever a spell is meant to affect, whether him, her, or it believes in magic is very important. Let's look at the three types.

### I. The Power of People's (and Animals') Belief in Magic

Magic won't work on a person (or animal) that doesn't believe in it. A person's (animal's) level of belief can be set for a scenario, but when it isn't the Game Master will need to figure it out. You can set their belief level to be the same as the place they live, or roll dice to determine it, as outlined below.

Type of Person/Animal	Belief
Human Adult	2 dice
Human Child	1 die + 6
Wild Animal	1 die + 6
Pet/Domestic Animal*	2 dice
Witch	Always 12
Witch's Cat	1 die + 6

### II. The Power of a Place's Belief in Magic

When witches use magic on a place, there is the issue of how much the place believes in magic. In the case of a town or village, the residents' level of belief determines the place's level of belief. For forests and other places where

there are no people, the power of the faeries, ghosts, and other spirits that live there determines the level of belief.

A place's level of belief is often included in scenarios, but when it's not, the Game Master can use dice to decide, as follows.

Place	Belief
Town, village, etc. with people.	2 dice
Forest, mountain, etc. without people.	1 die + 6

You can also get more specific about different levels of belief in smaller areas. For example, even if the majority of a town doesn't believe in magic, the belief level of a particular building might be much higher.

### III. The Power of a Thing's Belief in Magic

When witches use magic on things, how much those things believe in magic is a factor. This depends on how much the place a thing is located or the person who made it believes in magic.

Something made by a witch will have a high belief level (usually 12), as will things made with prayers (good luck charms, statues of guardian deities, etc.). On the other hand, modern tools tend to have a low level of belief.

An object's level of belief can be set for a scenario, but if it isn't, the GM can determine it. You can use the belief level of the place where the object is located, or roll dice as described below.

Type of Object	Belief
Something made by someone who believes in magic.	1 die + 6
Something made by someone who doesn't believe in magic.	1 die
Something made with prayers.	1 die + 6
Modern Conveniences†	1 die
Toys and other things with no practical use, musical instruments, etc.	1 die + 6
Dolls and other person-shaped things	1 die + 6
Something made by a witch.	12

Basically, things that are meant for play have a high belief level, while magic and science are fundamentally opposed.

\* Treat cats as wild animals even if they're pets.

† Modern conveniences like radios, TVs, computers, cars, etc. that are entirely practical in nature can sometimes have a high belief level.

## Using Magic

When a witch tries to use magic, add up these three numbers:

1. Her current Magical Power
2. The Difficulty of the spell
3. The target's Belief level

The total is called the "Spell Success Rate."

Roll two dice, and multiply them together (giving you a number between 1 and 36); if your result is equal to or less than the Spell Success Rate, your spell succeeds. However, regardless of your Spell Success Rate, if you roll two 6s (i.e., your result is 36), your spell will fail.

For a detailed list of what kinds of magic are possible, take a look at the examples in the Witch Magic List on p. 20.

## Cat Magic

Cats have their own kind of magic, which is completely different from what witches use. What they can do is pre-determined, and they have a limited pool of Magic Points to use on magic, but their spells also always work. In other words, cats' magic is more limited in what it can do, but very reliable about doing it.

### Using Cat Magic

Where witches have to roll the dice to see if they succeed or fail at a given action, cats will always succeed at using spells. If you're playing a cat, please look at the Cat Magic List (p. 23) and pick out a spell you want to use. Each time you use it, your current Magic Points will go down by the spell's Magic Point Cost. If you don't have

enough Magic Points left to pay a spell's cost, you can't use it.

For a cat, being out of Magic Points isn't life-threatening or anything, but he or she can't get any Magic Points left until he or she gets 10 hours of uninterrupted sleep. (After 10 hours of continuous sleep, you get all of your Magic Points back.)

Also, each time a cat gets hit with cold water (from rain, falling into a river, etc.), he or she loses 1 die of Magic Points. Furthermore, being washed (in a bathtub or similar) makes a cat lose two dice of Magic Points. (That's why cats hate being washed so much.)

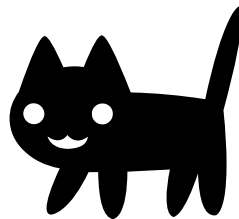
Note that even if a cat uses Cat Points, it does not increase their Cat Bank number. This is an easy mistake to make, so please take care.

See p. 23 for the Cat Magic List, which provides all of the spells cats can use. If you're playing a cat, please read it carefully.

## Cat's Assistance

Witches can also ask their cats for help with magic in order to be more likely to succeed, though of course the cat has to still have Cat Points left.

When that happens, the witch needs to ask the cat for help. If the cat agrees, the player rolls one or two dice, and adds their total to the Magic Success Rate. (The cat can also offer to help, in which case the witch has to decide to accept.) However, regardless of whether the spell succeeds or fails, this costs Cat Points equal to the number rolled. If this winds up being more Cat Points than you actually have, you use up all of your Cat Points, and your total goes down to 0.





# Chapter 5: Experience and Growth

As characters go through adventures, they accumulate experience, and can grow. Witches and cats grow differently, but they both become better at what they do.

## Cat Points

Cat Points represent a cat's magical power, but they also indicate the difficulty of the adventures the witch and cat undertake, and in turn the scale and difficulty of the scenario the GM is presenting.

The GM provides a certain number of Cat Points at the beginning of each scenario. Pre-made scenarios have the total Cat Points already listed, but a GM who is making a new scenario will have to determine how many Cat Points to give depending on the scale and difficulty of the scenario.

For a typical scenario, each pair gets 100 Cat Points, for a long or difficult scenario, it becomes 150 to 300 Cat Points, and for a short or easy scenario each pair gets 30 to 50 Cat Points.

## Witches' Experience



At the end of each scenario, witches receive Experience Points equal to their remaining Cat Points.

Cat Points get used up whenever a witch turns to her cat for help. A cat can indeed help a witch succeed, but that witch doesn't learn as much as if she'd succeeded on her own.

## Witches' Growth

A witch grows for every 50 Experience Points she accumulates. (So at 50 points, 100 points, 150 points, and so on.) However, this can only happen at the Witches' Parties held once a month, so even if you have enough Experience Points you may have to wait until the next party.

There are four different ways for witches to grow, as outline below. You can only select one of the four at any given time. You can pick whichever of the four you like, but every once in a while the leader of the party will decide for you.

### (1) Improving an Attribute

You can raise any one attribute by 1 point. However, you can't raise an attribute above 12, and raising an attribute doesn't give you a new skill.

### (2) Improving a Skill

You can raise any one skill by one die roll's worth. You can do this with a skill you already have, or a new one. However, you cannot raise a skill above 12.

Also, gaining a new skill has no effect on the attribute associated with it. The correlation of an attribute to the number of skills you have related to it only exists during character creation.

### (3) Improving Magical Power

Shuffle the Witch Tarot deck and draw one card. Then raise your Magical Power rating for the corresponding moon age by one die roll's worth. If this makes that day become the one with the highest Magical Power, the corresponding card becomes your Portent Card.

If you have more than one card tied for the highest, take those cards, put them face-down, and pick one at random to be your new Portent card. For example, if both the 5<sup>th</sup> and 12<sup>th</sup> are tied for highest Magical Power, put The Lover (5) and The Dream (12) face down, and pick one out at random.

Also, if you draw the Trickster card, you will increase the Magical Power for your \* space by one die's worth. So long as it's not a witch's Portent Card or Shadow Portent Card it doesn't actually have any effect, at least until Trickster becomes high enough to become her new Portent Card.

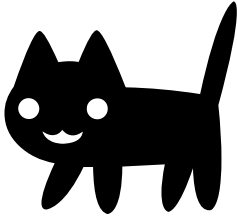
### (4) Improving Hit Points

Increase your Hit Points by one die roll's worth.

## Cats' Experience

Each Cat Point used during a scenario is added to that cat's Cat Bank. Cat Bank represents the cat's experience. For example, if you've used 20 Cat Points at the end of a scenario, you gain 20 points of Cat Bank. Each time a cat

helps out his or her witch partner, it uses up Cat Points. The more a cat helps out his or her partner, the more experience he or she gains. Essentially, cats can grow more quickly by helping their witches out to progress through adventures.



### Cats' Growth

Cats can use their accumulated Cat Bank points to improve their bodies. This is rather like using money they've saved up to buy different goods. The various improvements they can buy let them raise their Strength, Beauty, Hit Points, and Magic Points. This is how cats grow and improve.

However, you can only make such improvements once per month, at the cats' monthly meetings. Until then, you'll have to wait. The table below lists the different im-

provements you can buy with Cat Bank. If you don't have enough points left, you can't buy a given improvement. A cat can take up to three Whiskers improvements, and one each of the others.

Effect	Point Cost
Exceptional Whiskers (+1 Strength)	20
Pretty Whiskers (+1 Beauty)	20
Stubborn Whiskers (+3 Hit Points)	20
Mysterious Whiskers (+3 Magic Points)	20
Sharp Claws (+2 Strength)	50
Exceptional Tail (+2 Beauty)	100
Pretty Voice (+3 Beauty)	100
Splendid Coat (+2 Beauty)	80
Wonderful Eyes (+10 Magic Points)	100
Sharp Teeth (+2 Strength)	100
Graceful Body (+2 to Beauty and Strength)	100
Tough Body (+10 Hit Points)	100

These improvements will have other special effects introduced in future supplements.

## Limitations on Experience

A witch's Experience Points and a cat's Cat Bank points are both for that character's use only. You cannot give them to another character, not even your own partner.

## Conclusion

And that is how you have adventures with the Witch Quest RPG.

As extensive as these rules are, they're ultimately just suggestions. You're welcome to change some or even all of them however you wish. If you find something that works better, then by all means please use it.

Role-playing games offer a great deal of freedom. Rather than following a prescribed method, get together with your friends and enjoy your own wonderful stories. That's a beautiful kind of magic.

Witch Quest is based on the Apple Basic system, designed by Adventure Planning Service. If you learn this system, you can more easily play other games that use Apple Basic. Here are some of the Apple Basic RPGs:

*Legend of Light and Darkness Role-Play* (Shufu-To-Seiktatsu Sha Ltd.)

*Sakaki Shinrei Soudanya Role-Play* (Shufu-To-Seiktatsu Sha Ltd.)

*Akakiri Private Academy Role-Play* (Shufu-To-Seiktatsu Sha Ltd.)

*Time Slider Role-Play* (Shufu-To-Seiktatsu Sha Ltd.)

*Please! Ancestor Role-Play* (Shufu-To-Seiktatsu Sha Ltd.)

*Tale of Two Rivers RPG* (Shakai Shisousha/Warlock Magazine Issue #48)

## Credits

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# Chapter 6: Magic Lists

## Witch Magic List

In the world of *Witch Quest*, witches can attempt to do anything with magic. This section gives you several different specific spells that you can use to help judge what their magic can do. However, please remember that they can do spells not on this list!

### ¶ Bit of Courage

**Difficulty:** 5

**Effect:** This spell gives someone a little bit of courage. If it's successful, they will be able to confess their secret love to someone, leave their hometown behind to go on a journey, or something similar. It gives them just enough courage to do one thing they couldn't quite bring themselves to do before.

**Backfire:** If you roll two 6s while casting this spell, not only does it fail, but they wind up with a little less courage, and are even less likely to do that thing they've been hesitant to do.

### ¶ Bit of Happiness

**Difficulty:** 10

**Effect:** This spell makes the target feel a little happier for one day. During that day, some small, pleasant thing will happen to them, such as running into a friend they haven't seen in a while, or finding something they'd lost.

**Backfire:** If you roll two 6s while casting this spell, not only does it fail, but you wind up making that person unhappy. They might get hurt a little bit, or have a small argument with a friend, that kind of thing.

### ¶ Cat, Broom the Wind

**Difficulty:** 4

**Effect:** This spell temporarily lets your cat move like the wind. This effect lasts for 5 minutes, or up to 5 die rolls in combat. While this spell is active, your cat is many times faster, and both 1s and 2s count as hits in combat.

If a cat affected by this spell also bets his or her tail (see p. 13), he or she will hit on a 1, 2, or 3, and be hit on a 5 or 6.

**Backfire:** If you attempt to cast this spell in combat and roll two 6s, it not only fails, but it slows your cat down, so that he or she will be hit on a roll of 5 or 6. If your cat also bets his or her tail while this effect lasts, he or she will hit on a 1 or 2, and be hit on a 4, 5, or 6.

### ¶ Cat Shock

**Difficulty:** 3

**Effect:** This spell greatly strengthens the static electricity on your cat's body. If you use this during a battle, your cat will cause an extra die of damage each time he or she inflicts damage. This spell lasts for 5 minutes and up to 5 die rolls (regardless of whether or not those attacks hit).

**Backfire:** If you roll two 6s while attempting to cast this spell in combat, not only does it fail, but your cat is shocked with static electricity and takes one die of damage.

### ¶ Cat Split

**Difficulty:** 6

**Effect:** This spell splits your cat into two cats for 30 minutes. The two cats are exactly the same, with the same abilities and memories. However, they each have half the original's HP. If you use this spell in combat, the two cats can each attack once, but since they have less HP you need to be careful.

**Backfire:** If you roll two 6s when casting this spell, you not only fail, but manage to "halve" your cat for 30 minutes. They hate it when you do this. Roll a die to see how this happens:

1: Front half only.

2: Rear half only.

3: Right half only.

4: Left half only.

5: Cat/neko becomes a *ne* (root). He or she becomes a small sapling of the same color, and cannot talk.

6: Cat/neko becomes a *ko* (arc). He or she becomes a staff that could be used as a bow, and cannot talk.

### Change Into...

#### Difficulty: Special

**Effect:** This spell lets a witch transform into another person or animal for one hour. When you use this spell, write down what it is you want to change into. The difficulty of this spell is equal to 20 minus half the number of letters and numbers in what you wrote. Thus, the more specific of a thing you want to change into, the harder the spell becomes. Becoming a “child,” an “old man,” or “Kiri-ko” (all three are 6 letters, so difficulty 17) are simple, but since you’re not specifying the age, gender, appearance, size, etc., you don’t know what kind of child or old man you might become. On the other hand, if you become “A weaver woman with long black hair and blue eyes, who’s 170 cm tall and 23 years old” has 68 letters and numbers, so the difficulty comes out to -14.

You can transform into a specific person by writing down their name. However, if you don’t write down their True Name, there’s a good chance you’ll change into someone else who has the same full name.

Regardless, transforming does not change your abilities, and you remain a witch.

**Backfire:** If you roll two 6s while casting this spell, not only does it fail, but you transform into something else, something unbelievable, for one hour. (The Game Master will have to come up with something. If you can’t think of anything, have the witch turn into a mouse.)

### Dance ‘Till Morning

#### Difficulty: 5

**Effect:** A target affected by this spell will dance with the witch, whether or not they want to. So long as the witch keeps dancing, they cannot stop either. While someone is dancing, they can’t do anything else. As soon as the witch stops dancing, this spell ends.

**Backfire:** If you roll two 6s while casting this spell, not only does it fail, but you are forced to dance by yourself for one hour.

### Hiccups Won’t Stop

#### Difficulty: 4

**Effect:** This spell makes a person or animal have uncontrollable hiccups for 5 minutes. While it lasts, they can’t talk, making it good for getting someone to shut up.

If you successfully use this spell in combat, they will not hit when you roll a 6 for your next 5 rolls.

**Backfire:** If you roll two 6s when casting this spell, you not only fail, but you or your cat will be affected by it. Roll a die; on an even number it affects you, and on an odd number it affects your cat. In combat, if it affects a cat, he or she won’t hit even when rolling 1s, and if it affects a witch, she can’t use any more magic until her cat has rolled 5 times.

### Look Out Below!

#### Difficulty: 10 – Damage you want to cause

**Effect:** This magic is used in combat. The witch creates a heavy object above the target’s head, and makes it fall on them, reducing their HP. The difficulty of this spell depends on how much damage you want to cause (how heavy the object is). Start with a difficulty of 10, and subtract the amount of damage the spell is going to cause. (1 damage has a difficulty of 9, 5 damage has a difficulty of 5, 20 damage has a difficulty of -10, etc.) The witch and the GM can figure out what kind of object she’s dropping, but 1 damage means a small rock or a rolling pin, 10 damage would be a sofa or table, and 20 damage would be something with the weight of a grand piano.

**Backfire:** Objects created with this spell are always destroyed, so they won’t be useful afterwards. Also, if you roll two 6s when casting this spell, you not only fail, but the object hits your cat instead.

### Pain, Go Away

#### Difficulty: 5

**Effect:** This restores one die roll’s worth of HP to a person or animal that’s been injured.

**Backfire:** If you roll two 6s when casting this spell, you not only fail, but cause the target to lose one die of HP.

### Return to the Forest

**Difficulty:** 3 + (Mountains/Forest/Animals)\*

**Effect:** This spell lets you avoid fighting a hostile animal. If it is successful, the animal stops trying to fight, and leaves.

Note that there are also “Return to the sky” (for birds and other flying animals), “Return to the Water” (for fish and other aquatic animals). The difficulty is based on the witch’s Sky/Birds or Water/Fish skill, respectively.

### Shrink!

**Difficulty:** 3

**Effect:** This spell affects an animal or person. If it succeeds, the target shrinks to half their normal size. This lasts for 30 minutes.

If you successfully use this spell during a battle, the target’s HP is halved. If they take damage while in this state and the spell wears off, their current HP is doubled.

**Backfire:** If you roll two 6s when casting this spell, it not only fails, but you or your cat will be affected by it instead. Roll a die; on an even number it affects you, and on an odd number it affects your cat.

### Sneeze

**Difficulty:** 4

**Effect:** This makes the target sneeze. If you cast this spell successfully, they’ll sneeze and forget everything that happened in the past minute. It’s a useful spell for when you’ve done or said something unfortunate and you want someone to forget.

**Backfire:** If you roll two 6s while casting this spell, you not only fail, but you’re the one who sneezes and forgets what happened over the past minute.

### Stars, Lend Me Your Light

**Difficulty:** 7

**Effect:** This spell lets you receive light from the stars in the sky, collect it into a ball, and use it as a lamp. This light lasts for about one hour. You can only use this spell at night, when you can see the stars.

### Your Claws Are Tiger Claws

**Difficulty:** 6

**Effect:** This spell increases your cat’s Strength attribute by +3 for 5 minutes. If you use this during a battle, you can use it for 5 rolls (regardless of whether or not the attacks hit). Out of battle, you can use the bonus for up to three challenges.

**Backfire:** If you roll two 6s when casting this spell in combat, it not only fails, but your cat’s opponent gets a bonus of +3 to Strength.

### Creation

**Difficulty:** -100

**Effect:** This spell creates a world.

**Backfire:** If you roll two 6s, you will destroy another world.

### Big Bang

**Difficulty:** -1000

**Effect:** This spell creates a universe.

**Backfire:** If you roll two 6s, you will destroy another world.

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\* For example, if your witch’s Mountains/Forest/Animals skill is 4, this spell will have a difficulty of 7. If she doesn’t have the skill, the difficulty will be 3.

## Cat Magic List

In the world of Witch Quest, witches' cats can also use magic. Unlike witches' magic, cat magic involves spending Magic Points to get an effect. They don't have to roll dice to see if they succeed or fail like witches do; so long as a cat spends the Magic Points, a spell will work.

A cat is in no way in danger from running out of Magic Points, but he or she will have to get 10 hours of uninterrupted sleep in order to get those points back. Getting in the 10 hours of sleep will fully restore a cat's Magic Points.

This section contains a list of all the spells a cat can use. (Though supplements to this game will introduce new spells for them.)

### Cat Bzekons

**Magic Point Cost:** 6

**Effect:** You can draw one living thing (that isn't a cat) closer to you as though they were a puppet. Once the target of this finds themselves in front of the cat, they come to their senses.

### Cat Bus

**Magic Point Cost:** 20

**Effect:** You call the cat bus, which can carry about 20 people or 100 cats, and will take you all to one destination of your choice.

### Cat's Eye

**Magic Point Cost:** 1

**Effect:** This spell lets you see in the dark.

### Cat Hole

**Magic Point Cost:** 7

**Effect:** This spell opens up a hole in the air, allowing you to instantly move to another place. Cat Hole only allows a cat and his or her witch partner to travel this way, and it only works when no one else can see.

This spell is a fun display of power when your witch can't manage to fly properly. Witches are usually embarrassed to have to use it. (Take a look at the replay in Book I.)

### Cat Meal

**Magic Point Cost:** 1

**Effect:** You can obtain one meal's worth of food. Food obtained with this spell is not what a human or witch would call tasty though.

### Cat Paths

**Magic Point Cost:** 1

**Effect:** By using this spell, you can go towards your destination in a straight line, using a route humans can't follow. This effect is similar to the Cat Hole spell, but you cannot take anyone else with you.

### Cat Starz

**Magic Point Cost:** 7

**Effect:** You make it so that someone in a conversation falls silent. Use it so that someone who butts in on a conversation will be quiet and listen to you.

### Cat Transformation

**Magic Point Cost:** 5

**Effect:** You can change into a copy of your witch partner. This lasts for 20 minutes, but while it lasts you can easily talk to humans using her voice.

### Cat-Tongue

**Magic Point Cost:** 4

**Effect:** This spell gives someone a "cat-tongue," making them sensitive to heat. They take double damage from heat-based attacks.

### Cat's Whiskers

**Magic Point Cost:** 1

**Effect:** By using this spell, you can slip through narrow spaces that you couldn't normally.

### Curl Up

**Magic Point Cost:** 9

**Effect:** If you use this spell on someone, they will curl up and sleep for 10 minutes (or 10 dice rolls in combat).

### Eye Scratch

**Magic Point Cost:** 5

**Effect:** If you scratch at a person's eye while using this spell, they will be able to see things they couldn't normally see for one day. The cat that uses this spell gets to decide what exactly it is they can see (wind, sounds, smells, ghosts, people's hearts, etc.)

### Face-Washing

**Magic Point Cost:** 5

**Effect:** Makes it rain.

### Grab and Dash!

**Magic Point Cost:** 4

**Effect:** This spell lets you instantly make off with something you've picked with your mouth.

### Grooming

**Magic Point Cost:** 4

**Effect:** You can instantly clean off something that's dirty, such as dishes, clothes, a broom, or even yourself or your witch.

### Here We Are, Meow

**Magic Point Cost:** 3

**Effect:** You can immediately find a cool place and sit down there. It's very handy for getting a place to sleep and regain Magic Points.

### Hide Your Shame

**Magic Point Cost:** 2

**Effect:** When you've messed up on something, you can use this spell to effectively hide it.

### Twitching Tail

**Magic Point Cost:** The sum of two dice.

**Effect:** You can interfere with spells that a witch or another cat is trying to use.

Each time you use this spell, roll two dice and spend that many Magic Points. If you use this spell on the same witch or cat multiple times, you will have to roll two dice each time to determine its Magic Point cost.

### Not Before Breakfast

**Magic Point Cost:** 1

**Effect:** You can sit there and do nothing until you get fed. Until your witch gets you at least one meal's worth of food, she cannot get you to help her at all.

### Pearls Before Cats

**Magic Point Cost:** 5

**Effect:** This spell makes someone's worldly desires disappear for 30 minutes. A human or animal affected by this spell will cannot be tempted or bribed by money or material possessions, and instead makes calm, rational decisions.

You can use this spell on yourself or even your witch partner.

### Purr

**Magic Point Cost:** 4

**Effect:** By using this spell, you can selfishly force things through. For example, if your witch is facing a Challenge, you can force her to accept your help.

### Farewell, My Witch

**Magic Point Cost:** 0

**Effect:** You can send your body to the Cat Graveyard. However, you can only use this spell in your dying moments.



## Chapter 7: A Lost Smile

This section is a *Witch Quest* scenario. A “scenario” is a situation prepared for a tabletop role-playing game. It contains the incidents the player characters will encounter and how, the non-player characters that appear, how it can be resolved, and so on.

You play an RPG with one Game Master (GM) and several players. Only the GM knows the contents of the scenario, and he explains how things begin. The players will have each made their own characters, and they will work to resolve the situation presented by the scenario. The players don’t know the contents of the scenario to start with, but over the course of their adventures they’ll learn what’s going on.

Whoever is going to be the GM will have to read both the *Witch Quest* rules and the scenario ahead of time.

Naturally, as the GM you’re welcome to modify the scenario as you see fit. Also, even with the same scenario things can turn out quite differently depending on the player characters’ actions. A scenario isn’t a set script to follow by any means.

Once you’ve played through a scenario once, the players will know what it involves, so a scenario is fundamentally something you can only use once with a given group. If you want to play *Witch Quest* again with the same group, you’ll have to prepare a new scenario of your own for the next time. Use this scenario as a reference and create your own wonderful scenario. Book I contains two more scenarios you can use.

Also, try using the Witch Tarot to decide on what day of the month it is at the start of the story. See p. 33 to find out how.

This is a simple scenario aimed at people who are playing *Witch Quest* for the first time. Even beginners can play through it in 2 to 3 hours, perfect for playing in an afternoon. It works best for groups of four players (two witches and two cats), but the number of players isn’t all that important.

In this scenario characters get 100 Cat Points.

## Getting Started

The player characters are going about their everyday lives when they receive orders<sup>\*</sup> from the Elder Witch.

*“There’s a boy named Takio in the town of Soi who has a problem. Go and help him.”*

From there, the witches must head to Soi. (Only the GM should read any further.)

## The Town of Soi

Soi is near Port Uto, covered by a gentle sea breeze. The town has a long history, and a number of eye-catching stone buildings and staircases. The town sits amid the surrounding forest, giving it a distinctive natural atmosphere.

There is a large church in the middle of the town, with bells that fill the town with beautiful sounds to alert the people when noon and supper time arrive.

The Elder Witch’s orders did include this Takio’s address, so the witches should be able to find him without any trouble at all.

In Soi the Belief In Magic is 7<sup>†</sup>, and the Hatred of Magic is 5.

The witches may want to look at the church when they arrive in town<sup>‡</sup>. If they do, let them know about the facts listed below:

The sanctuary of the church in Soi is currently closed to visitors. If the witches ask the priest, he’ll tell them that a famous painter is painting a mural and mustn’t be disturbed.” If they ask when it will be ready, he’ll look a little troubled and tell them, “Actually, the painter seems to be in a bit of a slump lately, and he isn’t getting anywhere with his work.”

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<sup>\*</sup> Try to come up with various interesting ways for the orders to arrive. They could come by letter or carrier pigeon, but there are plenty of more magical ways. For example, when a witch is finishing a meal she might find the message spelled out on what’s left over. The Elder Witch could also appear on the television, or the message might form on tree leaves that hit a witch’s window.

<sup>†</sup> If witches use magic in the town, you’ll need to reference this number. See p. 16 for more details.

<sup>‡</sup> The game will go more smoothly if the witches head to Takio’s place right away, but taking little side-trips can be fun for the players. At a certain point this can become a bit of a problem; if it seems like that’s happening, give the players a gentle nudge towards their objective.

## Takio's Request

Takio's house is an apartment on the south side of town. On the door is a sign that says Tasuo Nichol, Kimi Nichol, and Takio Nichol. When they ring the bell a small boy answers the door; this is Takio Nichol.

When Takio sees the witches, he says, "Thank you so much for coming. Please, come inside." He shows them a letter he received at some point. It reads, "Dear Takio, We witches have heard of your troubles. Do not worry." It's definitely from the Elder Witch.

Takio is nine years old and the only son of the Nichol family. Both of his parents work, so he's a latchkey kid and often watches the house by himself.

He explains the following to the witches:

"I was sick a little while ago. I got better, but since then dad hasn't been able to smile. When I asked him about it, he said he wasn't mad, but nothing makes him smile anymore. When I was sick it cost a lot of money, and I was thinking it might have something to do with that..."

According to Takio, his father used to be a wonderful man who was always smiling and laughing, but it seems like Takio's illness changed something in him so that he doesn't smile anymore. It's changed the whole tone of their household, and the sadness of that is making Takio hurt inside. That in turn has made it hard for Takio himself to laugh or smile.

Now it's time for the witches to set to work. Takio tells them where each of his parents work, and the house has many photos of the family, all of which show Takio and his father smiling. Takio is willing to let the witches borrow some photos, and they can make a good copy with a successful Drawing challenge. Making a copy with magic has a Difficulty of 2, and the Belief in Magic is 8.

They can also try to use magic to cheer Takio up if they wish. Takio's Belief in Magic is 10, and the apartment's is 8.

## Time For the Witches

Here is an overview of the things the witches might wish to do, and what will happen.

Players who are new to RPGs might not be sure what to do. If your players are having a hard time, offer them suggestions. On the other hand, it's possible if not likely that the players will try things not listed below. When that happens, you'll have to figure things out by yourself.

### Listen to Neighborhood Gossip

The people in the neighborhood say, "Mr. Nichol has the most wonderful smile, but lately he hasn't been smiling at all," and "Taking Takio to the doctor cost them a whole lot of money, but I wonder where they got the money?"

Also, there's a girl the same age as Takio named Mika, who will tell them, "Lately Takio just won't laugh at all," with a worried expression. If the witches tell her they're trying to fix things, she'll desperately say, "Oh, please do."

### See Takio's Father

Tasuo Nichol (age 32) works as a chef at a small restaurant on the east side of town. He's a pretty good cook, and the restaurant has a good reputation.

Tasuo is busy with work, and at noon and in the evening he definitely won't be able to spare time to talk. He'll be willing to talk to the witches when he's not busy at work, but they'll quickly find him to be an unsociable man who never smiles. The impression he gives is surprisingly different from the pictures in the apartment.

If they try to talk to him, he speaks very politely, but he never smiles. If they explain the situation to him, he'll reply, "Takio's that worried about it? I'll be careful," with a pained expression, but he doesn't seem that cooperative. To him the witches are just 13-year-old girls, and not the sort of people he can rely on to help.

If the witches try to use magic to make Tasuo smile, the spell won't work for some unknown reason, even if the roll for the spell succeeds. Instead, a slip of paper appears that says, "His smile was taken away with magic. You'll have to get it back."

If they try to use magic to look into his mind, they'll find the image of him going into Cucuru's Shop. (This has a Difficulty of 0, and his Belief in Magic is 6.)

In any case, Tasuo will become busy at an appropriate time, and they'll call him back to the kitchen.

### See Takio's Mom

Kimi Nichol (age 29) works at the general store on the west side of town. Kimi has been depressed lately, and the store owner and regular customers are starting to get worried about her.

If the witches talk to Kimi about the situation, she thanks them for worrying about her, but isn't very cooperative. To her they're just a bunch of 13-year-old girls, and not likely to be able to help. If the witches use their magic to show that they have the power to do something, or offer a sufficiently heartfelt plea, she'll open up to them and talk to them about what's going on.

Kimi is an honest and kind person at heart, and under no circumstance would try to trick or threaten anyone, so

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\* This scene appears in the Introductory Replay on p. 4.

it's best to deal with her honestly. A successful Wonderful Smile challenge or a display of beautiful magic (bringing wilted flowers back to life or similar) will work well. Kimi's Belief in Magic is 8.

Tasuo went to a magic store in town called Cucuru's Shop and sold his smile to pay for Takio's medical bills. If Kimi tells them this much, she'll also give them directions to Cucuru's.

#### Use Magical Divination

The witches can also use magic or make a Divination challenge to get some information. If they take this route, they'll learn that there's something at Cucuru's Shop.

#### Other

The witches can use Wind-Reading to ask the wind, gather information in town, and so forth, but those will ultimately lead them to the fact that Cucuru's Shop has something to do with it.

If the players are willing to be proactive, let them do as they please, but try to get them to Cucuru's Shop.

## Cucuru's Shop

Cucuru's Shop is a small store on the north side of town. The shop is old and odd, and smells powerfully of magic. It has a new sign saying "Cucuru's Shop" that doesn't really fit the rest. To one side of the door is a smaller sign that says, "We Buy What You Don't Need, We Sell What You Do Need."

A 14-year-old witch named Cucuru<sup>†</sup> runs this shop. She uses her magic to buy and sell intangible things that one normally couldn't buy or sell, like smiles, sadness, hope, nightmares, or love. If someone wants to sell something formless that they don't need, she'll give them money for it and sell it to someone who does need it. It used to belong to her mother Cocoru, but Cucuru took over after her mother retired from witchcraft.

The spells for extracting formless things and storing them in bottles has been passed down from generation to generation, since Cocoru's grandmother's grandmother. Cucuru learned the magic from her mother, but being a young and inexperienced witch, running the shop has been very difficult for her.

Tasuo Nichol came to this shop and sold his smile.

Now, what can the witches do about it?

#### Strolling Into the Shop

The interior of the shop is gloomy and shows no sign of people. The wares are kept deeper in the store, so the

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<sup>†</sup> In other words, Cucuru is one year the player characters' senior, and might come off as a little stuck up because of it.

front is more of a collection of old house wares (vases, paintings, etc.). When the witches take a closer look, there's a single mop by the door, as though someone forgot it there<sup>‡</sup>. The only sound is a clock quietly ticking away. When the witches start looking around the shop, the door of the cuckoo clock on the wall opens and the cuckoo calls out, "Customers! We have customers!" in a shrill voice. A short while later a witch in gray clothes emerges from the back, followed by a gray cat. This is Cucuru.

#### Snaking Into the Shop

Regardless of the time of day, if anyone tries to sneak into the shop the cuckoo in the clock on the wall will pop out and cry, "Thieves! Thieves!" in a shrill voice. The mop that Cucuru enchanted and placed by the door will fly around and hit the intruders too<sup>‡</sup>. Cucuru will show up at a suitable time to stop the mop and angrily demand to know what's going on.

It's possible that the witches might use magic to effectively hide themselves, but in fact Cucuru has already sold off Tasuo's smile, and it's not in the shop anymore.

## Cucuru The Witch

It's best if the witches explain everything to Cucuru straightforwardly. (If they try to use force, the mop will attack them.)

If the witches snuck into the shop, they might have to succeed at a challenge with Wonderful Smile or Deception to get on her good side.

Once they explain things to her, Cucuru thinks about it a bit, consults with her cat<sup>§</sup>, and says, "Well, I sold that guy's smile. I suppose I can tell you who I sold it to." She pauses to take a breath, then adds, "Not for free of course."

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<sup>‡</sup> This is a magical mop that Cucuru put in place for crime prevention. If anyone tries anything funny, it'll hit them. (If it comes into play in combat, it has one attack die and 20 HP.)

<sup>‡</sup> You can use the Fighting rules here too. (Though Cucuru will not try to kill anyone.)

<sup>§</sup> Cucuru is actually a kind (or rather, timid and soft-hearted) girl. However, Pookay, her cat partner, knows that Cucuru isn't that much of a merchant and is always harassing her to think about profits. This is one of those times.

Cucuru & Pookay's Character Sheet

**Witch's Name:** Cucuru/SKNE (Age 43)

**Personal History/Family:** Cucuru is continuing the magic shop run by her grandmother and great-grandmother. Her cat Pookay is the manager.

**Normal (3)**

Courtesy (3), Deception (2), Listen (5), Read Books (3)

**Witch (2)**

Heal Injuries and Diseases (6), Investigate Magic (2), Mix Medicine (6)

**Broom (1)**

Fly Without Your Cat (1), Long-Term Flying (5)

**Magical Power Calendar**

Lunar Age	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Power	6	2	6	1	2	4	1	2	5	4	1	3	3	-9
Lunar Age	15	16	17	18	19	20	21	22	23	24	25	26	27	28
Power	3	9	3	5	3	2	5	2	5	3	4	6	3	1

**Portent Card:** The Gem

**Powerful Magic Day:** 16

**Shadow Portent Card:** The Balance

**Weakened Magic Day:** 14

**Witch's Hit Points:** 18

**Cat's Name:** Pookay

**Gender:** Male

**Color:** Grey

**Age:** 2

**Cat's Attributes:** Strength 4, Beauty 1

**Cat's Hit Points:** 31

**Cat's Magic Points:** 28

**Cat's Possessions, etc.:** Tough Body, Mysterious Whiskers, Sharp Claws

**Cat Bank:** 7

**Cat Points:** 0

**Witch's Experience Points:** 183

## Cucuru's Proposal

Cucuru keeps her "wares" in glass bottles. However, the labels have come off of some of the bottles, so she doesn't know what's in them anymore. She proposes that the witches do her a favor by letting her test the contents on the bottles on them.

It's a simple process. You open up a bottle and taste a little of the contents. By having a small taste (rather than a drink) you can temporarily feel its effects, and being a specialist in these things Cucuru will be able to discern what's in the bottle by examining you. (She is telling the truth by the way.)

If the witches accept her proposal, Cucuru will go into the back of the shop and emerge with a bunch of bottles. There are as many bottles needing identification as there are witches. (If there are two witches, there will be two bottles, and so on.) The witches can decide amongst themselves who will be testing which bottles. (If there's only one witch she can try more than one, and cats can try them too.)

Each bottle contains a strange substance, somewhere between a liquid and a foggy gas. Each time a witch tries one, the GM rolls a die and checks the table below to determine what's inside. If you roll the same thing twice, re-roll again.

- 1. Sadness:** This is sadness that someone sold. Whoever tastes it will feel terribly sad and cry constantly for two hours, no matter what they see or do.
- 2. Anger:** This is anger that someone sold. Whoever tastes it will feel enraged for two hours no matter what they see or do. She'll constantly feel irritable and start arguments with people for no good reason.
- 3. Strangeness:** This is strangeness that someone sold. Whoever tastes it will feel very strange for two hours, no matter what they see or do, and can't stop laughing. If she's not careful, she could make people mad by laughing at them.
- 4. Love:** This is a feeling of romantic love that someone sold in order to avoid feeling the pain it brought. Whoever tastes it will feel fall in love with the first person of the opposite sex she sees. Not only that, but she'll be so flustered when she's around him that she won't be able to speak. When she gets into bed that night face will dance in her mind, driving her crazy. The next day this infatuation will completely disappear. For this it might be fun to have a cool-looking boy who's otherwise unrelated to the story show up, or an old man or a baby boy.
- 5. Hunger:** This is a feeling of hunger that someone sold. Whoever tastes it will feel fiercely hungry for the next 24 hours, and desperately desire food, especially sweets.

During that time she'll gain 1d6×4 pounds (cats gain 1d6×8 ounces).

**6. Sleepiness:** This is a feeling of sleepiness that someone sold. Whoever tastes it will suddenly fall asleep right then and there. If someone tries to wake her she will wake up, but she'll still be sleepy until the next morning.

Once the witches finish helping Cucuru figure out what's in the bottles, she'll tell them who bought Tasuo's smile as promised.

She also tells them, "But you know, you're still going to have to figure out a way to solve the problem. Plus I got a lot of money for it, so it's going to be tough to buy it back."

## Another Way?

Rather than doing a favor for Cucuru, the witches might use magic or divination to find out where Tasuo's smile went.

They could also help out around Cucuru's shop. If they show her their sincerity, she might say, "Alright, I guess just this once I'll tell you." She really is soft-hearted after all.

## Jean the Painter

It was a painter named Jean (age 25) who bought Tasuo's smile, and is currently staying at an inn near the large church in the center of town. If the witches ask the innkeeper, he'll tell them that Jean is a pretty famous painter\*. He has lots of art materials and sketches in his room. If the witches go to see him, he lets them in his room without any fuss. "Witches? What do witches want with me? Well, whatever. I was going to take a break and drink some tea anyway. Care to join me?" If they use magic to look, they'll find that he seems troubled.

If they ask him if there's something troubling him, he'll start pouring out an explanation, making it seem like he's wanted someone to ask him.

"I've been painting for a long time. I work really hard at it, and lately I've started to gain a reputation as a talented artist. That's why the priest asked me to paint a mural for the church. I mean, I'm only 25 and I'm painting a wall of that giant church! You know how much of an honor that is? I was so eager to get started. Of course, my I'm putting my whole reputation on the line with this painting, so it *has* to be amazing. I've been putting everything I have into this project, but..." Jean pauses to sigh. "I just can't seem to get the smiles of the angels in the center of the painting to come out right."

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\* Characters with the Drawing skill are more knowledgeable about art, so a successful Drawing challenge could let them know about Jean.

Several days ago, Jean heard rumors of Cucuru's Shop. He went to the shop in desperation. Cucuru sold him the smile he'd just bought from Tasuo, saying, "If you mix this in with your paints, you should be able to easily draw those smiles." Jean used up most of the money he had left on the purchase.

However, he says, "But after I bought the smile, I wound up having a new worry. When I thought about it, I realized that if I painted with help from magic, it wouldn't really be *my* painting, you know? And at this rate I won't be able to finish the painting. What can I do?"

Jean has a guilty conscience about using the smile he bought, but he feels like he's reached the limits of his own ability as a painter. Right now he just keeps worrying.

## Now What?

Tasuo's smile is in the wardrobe in Jean's room, still unused. Now, what can the witches do about it?

If the witches try to take the smile back with magic (secretly or by force), Jean will try to take it back, or report it to the authorities. He'll give up on it and try to finish the mural by himself, though it won't turn out that well.

If they try to plead with or persuade him, Jean will return the smiles without any complaints. (He doesn't seem too bothered by the considerable sum of money he had to pay either.) In this case he'll also try to finish the mural on his own.

Now, what Jean needs to do a good job drawing the angels' smiles are good models to work off of.

If they take the smile back to Tasuo, he'll be able to smile again, and his family can serve as models for the painting. With his smile returned for free, Tasuo won't feel at all inclined to refuse, but he'd rather think of the return of his smile as a "modeling fee." If presented with the Nichol family's wonderful smiles<sup>†</sup>, Jean will cry, "This is it!" and joyfully jump back into painting. The completed mural will be beautiful, with angels that bear a certain resemblance to the Nichol family.

Regardless of what happens with Tasuo, the witches can serve as good models if they can succeed at a Wonderful Smile challenge

## Ending

If Tasuo got to drink his returned smile<sup>†</sup>, the witches' work is done. With Tasuo's smile returned, Takio's worries vanish, and his smile returns too.

If the witches manage to ease Takio's worries, they'll have succeeded in their mission. If they also help Jean finish his painting, they'll have achieved a major success.

Should the witches manage to resolve things well, the Elder Witch will praise them at the next witches' party.

It would certainly be fun to bring the Nichols, Cururu, Jean, etc. back in a future scenario of your own.

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<sup>†</sup> In terms of the rules, they each have the Wonderful Smile at 12!

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<sup>†</sup> If someone else drinks it, they'll get that smile (and if a witch drinks it, her Wonderful Smile skill will go up), but then the witches will have failed their mission!

# Chapter 8: Game Master's Guide

This is a collection of material for people who are planning to be the Game Master. Although it does not contain any rules necessary for the game, please read it for your own reference.

## The World Where Witches Live

Witches live in a country called the Land Isles. It is a belt-shaped country that stretches east to west, with mountains in the north and coastlines in the south and countless towns and villages throughout. It's not so much a single nation as a group of affiliated city-states.

In the distant past a legendary king known as Lord Eukiria<sup>\*</sup> united the entire world, and the Land Isles were one of the member states of his kingdom. That was many centuries ago, and today the towns have all manner of relationships with one another. Some are ruled by a king, while others are run by a mayor, the members of a commerce guild or a neighborhood association. Even neighboring towns are practically different countries in some cases.

Curiously, in the Land Isles the flow of time and dates is strangely different among different towns. A year in one place might be two months in another, and although a day is still 24 hours in most places, different towns have different calendars and ways of measuring time. When one town is drinking wine for its harvest festival, another might be just beginning the harvest, and while night is falling in one town, it could be noon in another, and it could be the dead of night in a third.

Each town has its own time. The residents live their lives in a way that fits that time, while travelers learn to adjust themselves to the time of each town they visit.

However, there are people who, rather than falling in-to step with the town's time have their own. Those people are witches.

Witches have their own calendar that shapes their lives. The Witches' Calendar is based on the lunar cycle, with 28 days in each month and 12 months in a year. For witches, a year has 336 days. (Part of why witches tend to look younger is that they live through 336 days per year instead of 365.)

Because witches have their own time and calendar, they are not tied to any one town. Many say that because witches wield magic and fly on brooms, they are not tied to a single town.

## A History of Witches

Witches divide their history into five general eras: The Old Times, The Age of Hubris, The Age of Nightmares, The Age of Submission, and the present day.

### The Old Times

In the distant past the Land Isles had no towns, and the people lived in harmony with nature. In this age, acted as intermediaries between man and nature.

### The Age of Hubris

People held witches in high esteem for their great powers, and the witches began to see themselves as superior to normal people. The witches began to think of themselves as the rulers of humanity.

In this era, there were many battles between people and witches, and witches fought one another. These were the "Witch Wars." In this age, much valuable knowledge was lost, and witches as a whole became less powerful.

### The Age of Nightmares

In this era, witches became the victims of oppression. Nightmarish "witch hunts" sprang up throughout the land, and they claimed many victims, both witches and normal people. The witches retreated into the forests and mountains to lead secluded lives.

### The Age of Submission

When the madness of the witch hunts finally abated, the hatred of witches waned and they were recognized as possessing useful abilities. It was in this time that witches adopted "Work to help the people" as their creed.

However, perhaps as a backlash against what had come before, witches were reduced to menial status. There were humans friendly to the witches, and intermarriage with them, but in this era the connections between humans and witches were fundamentally unequal. Witches were useful and helpful to have around, and the witches often thought of themselves in this way too.

### The Present Day

And so we arrive at the present day. Witches still work to help the people, but they are now equal to normal humans. Witches neither rule nor serve; they are simply equal. Needless to say there are still people who think of witches as mere tools, but in this day and age people's attitudes towards witches are steadily improving.

Today, witches find their own way of life, and seek out work they can be proud of. More and more people understand witches, and intermarriage continues to rise.

<sup>\*</sup> The #4 card of the Witch Tarot none other than Lord Eukiria, the King.

# The Lifestyles of Witches

## The Witches' Calendar

Witches use their own calendar. It's based on the lunar cycle, and each month has 28 days. Each day, from the first to the 28<sup>th</sup>, corresponds to one of the cards of the Witch Tarot. The first is The Star, the second is The Princess, and so on.

Every now and then a day not on the calendar will appear of its own accord. Witches call those days "Trickster Days."

## Witches' Parties and Festivals

On the 22<sup>nd</sup> of each month (the day of The Bird), witches hold meetings late at night. They gather to exchange information and socialize. These occasions are for witches only, and even their cat familiars are not welcome.

The August witches' party is the Walpurgis Festival, a great meeting of all the witches in the Land Isles, maybe the world, at Mt. Walpurgis. It is a great celebration, and they say that it attracts between ten thousand and a hundred thousand witches.

The December witches' party is the last of the year, and a great celebration. Some call it the "Winter Walpurgis Festival," or "Early Christmas."

## Cats' Monthly Meetings

Witches live their lives alongside their cat partners, but on the 8<sup>th</sup> of each month of the witches' calendar (the day of The Cat), the cats have their monthly gathering. Every town its own society of cats, and their monthly meetings are surprisingly frank. They exchange information, listen to the boss cat's speech if he has one to make, share a feast, and pass the time in conversation.

This is a gathering for cats only, and witches aren't welcome. Witches and cats each have a few secrets from other, which helps them maintain a good relationship.

# Creating Towns

*Witch Quest* scenarios will include information on the town (or city or village) where they take place, but when you create your own town you can use the following steps to put it together.

**1. Belief in Magic:** Roll two dice and add them together to determine the town's Belief In Magic rating.

**2. Hatred of Magic:** Roll two dice and add them together to determine the town's Hatred of Magic rating.

**3. Town Name:** Use the method introduced on p. 33 to create a town name using the Witch Tarot.

**4. Location of the Town:** Roll one die. 1 is the coast, 2 is near a forest, 3 is on a plain, 4 is in the desert, 5 is near a river, and 6 is in the mountains.

**5. Size of the Town:** Roll a die to decide. 1 or 2 is a village, 3, 4, or 5 is a town, and 6 is a city.

**6. The Town's Industry:** Roll a die to decide. 1 is farming (possibly fishing or forestry), 2 is mining, 3 is manufacturing, 4 is trade, 5 is sightseeing, 6 is other. Note that Deice's hot springs are a service industry. There are also towns with economies based on things like a wise man dispensing knowledge or music and the arts. There might even be outrageous towns built on begging or robbery.

## Belief in Magic/Hatred of Magic

A town's Belief in Magic and Hatred of Magic together determine how the people of the town view witches. Here are some examples of how you might use these in role-playing:

- When a witch uses magic to attack someone, roll two dice. If the roll is higher than the Belief in Magic, they don't believe in the magic. They might decide that it's a natural phenomenon, a coincidence, or an optical illusion.
- When magic causes something bad to happen (whether because of a failure or a mistake), roll two dice for each person who is attacked or caught up in it. If it's less than or equal to their Hatred of Magic, they will hate or get angry with the witch who used the magic.

Belief in Magic	Hatred of Magic	Attitude Towards Witches
Low	Low	Treated like normal people.
Low	High	Witches are treated with scorn <sup>*</sup> .
High	Low	Witches are respected.
High	High	Witches are viewed with awe <sup>†</sup> .
If both are 12+, a witch hunt happens.		

Once per year, the GM should re-roll the town's Belief in Magic and Hatred of Magic. In that time:

- If witches do something that serves the town, add one to the town's Belief in Magic and subtract one from the town's Hatred of Magic.
- If witches cause trouble from the town that would make people dislike them, subtract one from the town's Belief in Magic and add one to the town's Hatred of Magic.

<sup>\*</sup> In such towns, people don't believe in magic and thus view people claiming to practice it as swindlers.

<sup>†</sup> In such towns people don't hate witches at all, but they're afraid of magic and never feel comfortable in its presence. They might ignore witches, or show bravado around one, but in reality they're afraid of magic. When things get especially bad they have witch hunts.



# Chapter 9: Witch Tarot

This book includes the Witch Tarot deck, which you as the GM can use to help you in a variety of ways.

## Determining the Date

When you begin to play, you can shuffle the deck (minus the Trickster card<sup>1</sup>) and draw one to determine what day it is in the game. The number of the card you draw becomes the moon age.

## Creating Names

You can also use the Witch Tarot to come up with names for characters and names.

Thoroughly shuffle the cards and set them down. Roll a die and add one to get a number between 2 and 7 (roll more dice for longer). Then, pick up that many cards and arrange them in order.

Now, each card has a name. Take the first letter of the first card, the second letter of the second card, the third letter of the third card, and so on. (But leave out the word “The.”) This way you’ll put the letters together into a new name.

**Example 1:** I’m going to use the cards to create a name for a character. I roll a two, so I draw three cards. In order, the first is The Gem, the second is The Wind, and the third is The River. Leaving out “The,” I get the G from Gem, the I from Wind, and the V from River, so the name I’ve created is “GIV.”

If a card’s name has fewer letters than the number you’re on (say if The Cat comes up when you’re on the 4<sup>th</sup> letter or later), start counting letters backwards from the end. For example if the Cat is your fourth card you’ll get an A, for the fifth card a C, for the 7<sup>th</sup> card a T, and so on.

**Example 2:** I’m going to create a name for a town for the scenario I’m working on. When I roll the dice I get a 4, so I’m going to draw 5 cards. I draw cards and get The Cat, The Princess, The Nightmare, The Sun, and The Star. Putting them together (the “fourth” letter of Sun is U, and the “fifth” letter of Star is A) I get “CRGUA.” The odd consecutive consonants make it a little hard to say, so I’ll adjust it to something like Cargua or Corigua.

## Scenario Ideas

As the Game Master you’ll sometimes need to create your own original scenarios. The Witch Tarot won’t create a scenario for you, but they can help you get ideas for the overall story.

Shuffle the 29 Witch Tarot cards, and draw some. You can decide how many cards to draw, but we recommend 3 to 5 cards. Line the cards up, and use the images the present to help you come up with ideas for the plot of your scenario.

### An Example of Scenario Creation

I’ve decided to draw three cards to help me devise a scenario. I got Eukiria (the king), The Staff, and the River. (The River represents the River of Time, so I can think of it as either a literal river or as time.)

Now, let’s see what kind of story I can come up with.

*“The king’s scepter fell into the river.”*

*“A king found a magic staff that lets him control time.”*

I think I want to go with the idea of a staff that can control time. You can do all kinds of things with magical items like this in scenarios.

Now, how did the king come to have this magical staff? And what does he want to do with it? I think about it for a while, but no ideas are forthcoming, so I draw more cards.

The two cards I draw are The Gem and The Nightmare. Nightmares represent the monsters in people’s minds (jealousy, suspicion, grudges, etc.), so that’s a good place to start. So here’s what comes to me:

*“A king traded a gemstone to get the staff, and intends to use it for evil.”*

Not bad. Now the question becomes, “What are the witches doing here?” I’ll have to come up with some more details. Needless to say, a story doesn’t become a scenario until you figure out what role the witches (players) are going to play. No matter how neat your story sounds, there’s not much point if the witches don’t have anything to do.

Anyway, here’s the tale I come up with:

*There was a king who ruled over a certain town. He was a wise ruler, loved by his people, but he lamented that could not halt the passing of the years, could not stop his own aging. A man came to him with the Staff of Time. One wave of the powerful magic staff would let a man become ten years younger. The merchant meant to merely lend it to him, but the king wanted more than anything to possess the staff. The king offered the great gem from his throne in trade for the staff. The gem is incredibly rare and valuable, so the merchant reluctantly accepted the trade.*

*Now, the great gem in the throne was actually a magical gem put in place by the first king to seal away the king’s desire, jealousy, and suspicion in the throne. Thanks to this gem, the kings of the town ruled wisely and without malice. Unfortunately,*

<sup>1</sup> You might leave the Trickster card in the deck and say that if it comes up some kind of accident has occurred.

that means the current king, his youth completely restored, has absorbed all the malice of his forebears, making him exceedingly wicked.

*He has raised taxes, and now rules the town with an iron fist. He thinks that youth is his alone, and has used the staff to ensure that all but the small children in the town are elderly.*

The witches have received a mission to go to this town of nothing but old people, and thus their adventure begins. They'll have to find the cause, get the staff, find the merchant, and put the gem back in place on the throne. When they confront the king he'll use the staff as a weapon, so it'll be a very tense showdown, and if it drags on too long the witches will become significantly older. They might even become old women!

What kind of scene you start with is really important. It could be something shocking and memorable, something strange, something creepy, etc.

This is just an example that you can use as a reference. It's a way to help you out by providing images, so there's no one way to use it. Try to figure out what works best for you. By combining the cards according to your own sensibilities, you can come up with all kinds of stories.

Using the divination rules to come up with ideas can be fun too. Give it a try. For example, you might use the Grandma's Teachings method on p. 35 to get the ideas for the past (prior cause), present (current state of affairs), related thing (the key to solving the problem), and future (resolution). Edith's Notebook: Divination

This section introduces various kinds of magic and information to everyone. This time we'll talk about how to use the Witch Tarot deck for divination.

What is the Witch Tarot?

As all witches know, witches have an intimate connection with the moon. The Witch Tarot is a kind of tarot deck based on the movement of the moon. Witches originally created it based on their own calendar as a tool to research the laws of magic, but over the course of their history it became the basis of a method of divination. It is one of many divination methods that witches use, along with crystal reading, gem reading, herb reading, and so on.

When using the Witch Tarot for divination, it's best to prepare them for your own use. Witches often place their cards where the moonlight will fall on them each night, or keep the cards with them at all times. High-ranking witches often commission painters to produce cards for themselves, or draw their own. As a younger witch you might not be quite so enthusiastic about it. Instead, you might write your initials in a corner of one card, scent it with your birth flower, or something else small and simple, to give you a sense that your cards are different

from others. (Some witches like to draw cat whiskers and tails on the people on the cards too...)

It's best to do your divination at night, preferably during a new moon. Also, you should turn off the radio, television, and so on for a while before you start, and do it in a place where there are no clocks, calendars, or anything else that expresses time. Don't think about the time outside. You want to create a "different time" with just you and the cards.

### Witch Tarot Basics

Each card from the Witch Tarot has its own meaning. Furthermore, the cards have different meanings depending on whether they're right-side-up or upside-down. See p. 37 for explanations of what each card means.

#### Step 1: Shuffle

Place the deck face-down on a clean table. Use both hands to mix them up in a circular motion. It's important to hold the thing you want to know about strongly in your mind. Keep moving the cards around until you feel calm, and put them back into one pile.

#### Step 2: Cut

Next, divide the cards into two or three piles, and rearrange them into a single pile however you wish.

#### Step 3: Align the Cards

When divining about yourself treat the right as the bottom, and while divining about someone else treat the left as the bottom. When you open the cards, take care not to reverse any of them.

## Witch Tarot For Divination Methods

### Grandma's Teachings (Almighty)

This is a particularly old form of divination passed down through the generations of witches. It's a simple form of fortunetelling, good for romance, overall luck, or most anything else.

Once you've shuffled and cut the 29 Witch Tarot cards, divide them into four piles of 7 cards each, placing one card in each pile one at a time from left to right. You'll have one card left over; set it aside\*. Once you've got the cards laid out, start by flipping over the top card of the leftmost pile, and begin reading the cards. Each card's meaning is as follows:

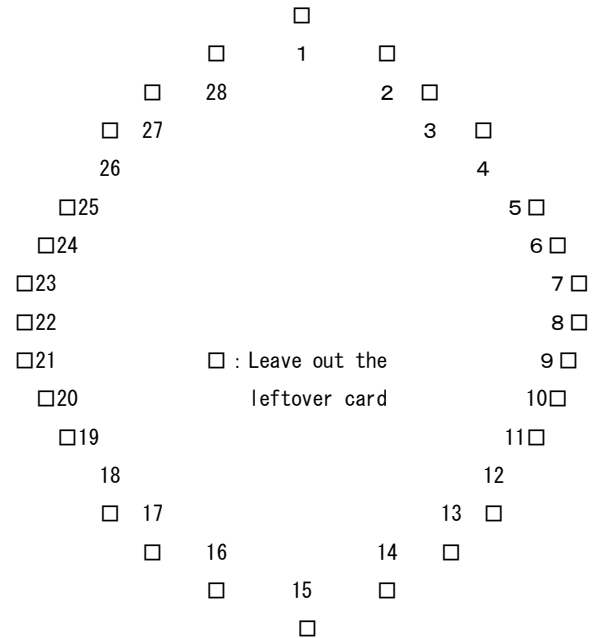
First Card	Second Card	Third Card	Fourth Card
This card represents the past.	This card represents the present	This card represents a key to the situation.	This card represents the future.



### Wonderful Day (Comprehensive Fortunetelling)

Will something wonderful happen today? This is a divination method for peeking a little ways into the future.

Once you've shuffled and cut the 29 Witch Tarot cards, arrange 28 of them face-up in a circle, like the diagram below. You won't use the leftover card, so set it aside.



Each card corresponds to a day of the month. Read the cards to divine what will come over the course of that month. When a card's number matches the number of the day represented by its place in the circle, that day will be particularly lucky. Something wonderful will surely happen on that day, so read that card's meaning carefully. The days when the numbers don't match should be normal.

On very rare occasions a matching day will also correspond to the witch's Portent Card. When that happens, the card's meaning is especially strong. The events of such a day could be something she'll remember for the rest of her life.

This form of divination is based on the Witches' Calendar, which has 28 days per month. Be aware that you need to use a lunar calendar rather than a solar one to use it properly.

\* In some places there's a custom of using this leftover card as a fifth card that represents the overall portent of the situation.

To You Who I Cannot See (Love Divination)

They say this was originally a form of divination for finding a person. When will you see that special person?

Remove the Princess card from the deck, and shuffle and cut the rest like usual. Then arrange them face-down into a grid with four columns and seven rows.

The Princess is the #2 card, and represents the young woman that this fortunetelling method will reveal. Place the Princess card to the left of the card in the first column, fourth row, and turn the card to its right face-up. If that card is The Warrior (#27), which represents a young man, the Princess' fated person is already at her side.

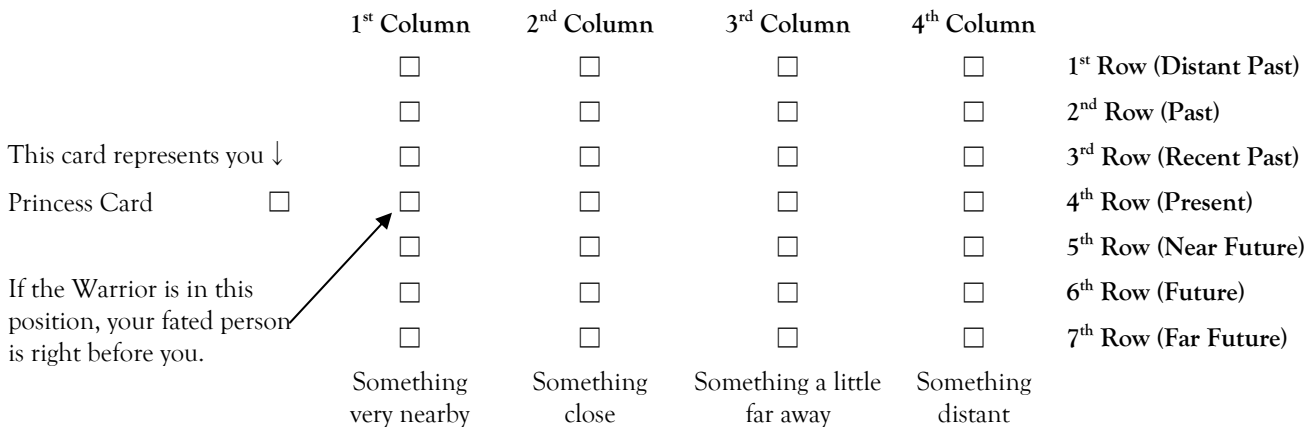
If the Warrior card isn't there, turn all of the cards face-up. Now, where is the Warrior card? Its location will

determine when the fortuneteller will find (or has found) that special someone. If it's in the first row the meeting was in the distant past, and if it's in the seventh row the meeting will be in the distant future.

The distance between the Princess and the Warrior represent the distance between the two people. The cards between them represent what lies between the two people; helpers, rivals in love, the situation, etc.

If the Warrior card is right-side-up your love is likely to go well, while if it's upside-down things could be difficult.

If a boy wants to use this fortunetelling method, he should pull out the Warrior card at the beginning and interpret based on where the Princess card turns up instead.



## Card Descriptions

The explanations of the cards here are not absolute, and you should not feel bound by them. If the picture or words on the card give you a different idea, you can go with that. Tarot cards are ultimate a tool to draw out your own potential, and your own imagination has a role to play here.

### 1. The Star

**Keyword:** Beginning

**Normal:** Origin, New Departure, Hope

**Inverted:** Unable to See Ahead, Anxiety

**Moon Age:** 1<sup>st</sup>

### 2. The Princess

**Keyword:** Girl, Youth, Cute, Cheerful

**Normal:** Cute, Overflowing Youth, Fresh, Protected

**Inverted:** Selfish, (A Girl's) Brutal Nature, Trapped in a Tower

**Moon Age:** 2<sup>nd</sup>

### 3. The Staff

**Keyword:** Harmony, Balance

**Normal:** Harmony, Balancing

**Inverted:** Unable to Adapt to Change, Repetition

**Moon Age:** 3<sup>rd</sup>

**Note:** Some say this card represents a magician. It may have something to do with the knowledge that there are magicians across the sea who take "harmony" as their creed.

### 4. Eukiria (The King)

**Keyword:** Unification, Ideals, Peace

**Normal:** Ideals, Peace, Ruling, A Group With a Good Leader, Father

**Inverted:** Impasse, Shackles, Tyranny

**Moon Age:** 4<sup>th</sup>

**Note:** This is derived from the name of the legendary king who united the entire world, Lord Eukiria. The card symbolizes a middle-aged man and a fathers.

### 5. The Lovers

**Keyword:** Love, Affection

**Normal:** Beautiful Love, Good Human Relationships

**Inverted:** Losing Oneself in Love, Indiscriminate, Friction Between People, Taking Advantage of Affection

**Moon Age:** 5<sup>th</sup>

### 6. The Blood

**Keyword:** Fate, Blood Ties

**Normal:** Diligent, Keeps Promises, Blood Relative, Family Bonds

**Inverted:** Destiny, Punishment, Ancestor's Punishment, Bound by Family Ties

**Moon Age:** 6<sup>th</sup>

### 7. The Sun

**Keyword:** Energetic, Strong Charisma

**Normal:** Youth, Power, Luck, Popularity, Influential

**Inverted:** Shouldering All Responsibility, Involving Other People, Bad Influence

**Moon Age:** 7<sup>th</sup>

**Note:** Because this card is associated with the lucky number 7, it represents good luck and success.

### 8. The Cat

**Keyword:** Magical, Stability, Sleep

**Normal:** Stable, Sense of Security, Mysterious, Untroubled Sleep

**Inverted:** Laziness, Depending on Others' Kindness, Ungrateful

**Moon Age:** 8<sup>th</sup>

**Note:** Witches with this card have an affinity for those with the Bird card. Also, there's an antipathy between the Cat and Dragon.

### 9. The Fairy

**Keyword:** Childish, Mysterious

**Normal:** Pure, Lovely, Sincere

**Inverted:** Ignorance, Frivolous Activity, Rashness

**Moon Age:** 9<sup>th</sup>

### 10. The Wind

**Keyword:** Can Go Anywhere, Carries Things, Pushes

**Normal:** Flexible, Can Be Friends With Anyone, Good Adviser

**Inverted:** Helpless When Alone, Everybody's Friend, Selfish

**Moon Age:** 10<sup>th</sup>

**Note:** Witches with the Bird card have an affinity with this one.

11. The Poison

**Keyword:** Sin

**Normal:** Poison, Insult, Revenge, Malice, Sin

**Inverted:** Antidote, Atonement, Purification, Forgiveness

**Moon Age:** 11<sup>th</sup>

**Note:** Some say that based on “drinking poison” this card can also represent “gambling” or “fate.”

12. The Dream

**Keyword:** Unconsciousness

**Normal:** Fortune, Unexpected Luck, Inspiration

**Inverted:** Unconscious Sin, Relying on Others, Despite the Best Intentions

**Moon Age:** 12<sup>th</sup>

13. The Nightmare

**Keyword:** Monsters in the Heart

**Normal:** Bad Dream, Desire, Jealousy, Temptation, Mental Weakness

**Inverted:** Waking From a Nightmare, Scales Fall From One’s Eyes, Misunderstanding

**Moon Age:** 13<sup>th</sup>

14. The Balance

**Keyword:** Justice, Trial

**Normal:** Justice, Fairness, Holding to the Right Path, Compass Point

**Inverted:** Hypocrisy, Adaptability, Can’t Decide, Necessary Evil, Indiscretion

**Moon Age:** 14<sup>th</sup>

15. The Moon

**Keyword:** Completeness

**Normal:** Complete, Summit, Unparalleled Beauty

**Inverted:** Collapse of Reason (Becoming Bestial), Coming Down From the Summit

**Moon Age:** 15<sup>th</sup>

**Note:** The full moon gives this card a meaning of “completeness,” but it can also carry all the meanings of the moon: femininity, quiet, cold light, unobtainable beauty, etc.

16. The Gem

**Keyword:** Beauty, Talent

**Normal:** Beautiful, Excellent

**Inverted:** Hubris, Vanity

**Moon Age:** 16<sup>th</sup>

17. The Sword

**Keyword:** Battle, Weapon

**Normal:** Heroic, Strong in Battle, Talent, Skill

**Inverted:** Violence, Rule by Power, Thoughtless Charge

**Moon Age:** 17<sup>th</sup>

**Note:** If the Staff carries the meaning of a magician, the Sword also carries the meaning of a warrior. This is someone who prefers progress (expansion and development) over harmony. It can also mean “adventurer,” “pioneer,” and so forth.

18. The Storm

**Keyword:** Sudden Incident

**Normal:** Trouble, Chaos, Becoming Penniless

**Inverted:** Starting From Zero, Change of Course, Rainfall Hardens the Ground

**Moon Age:** 18<sup>th</sup>

19. The Dragon

**Keyword:** Destructive Charge, Courage, Order

**Normal:** Valor, Trial and Error, Masculine

**Inverted:** Chaos, Violence, Instability, No Way Ahead

**Moon Age:** 19<sup>th</sup>

**Note:** This card is said to be the opposite of the Cat.

20. The Deep Space

**Keyword:** The Unknown

**Normal:** Vast, Infinite Possibility, Adventurous

**Inverted:** No Conclusion, Rambling

**Moon Age:** 20<sup>th</sup>

21. The Sea

**Keyword:** Birth, Flow

**Normal:** Mother, Maternal, Birth of New Life, Peace

**Inverted:** Dependent, Excessive Care, Can’t Cope With Change

**Moon Age:** 21<sup>st</sup>

22. The Witch

**Keyword:** Freedom, Flight

**Normal:** Flight, Freedom, Opening, Independent Action

**Inverted:** Isolation, Unease, Nowhere to Stand, Alone, Left Behind

**Moon Age:** 22<sup>nd</sup>

**Note:** There is also a card that symbolizes witches. People often compare witches to birds.

23. The Silver

**Keyword:** Pure, Genuine, Magic

**Normal:** Sincere, Purity, Unmixed, Mystery

**Inverted:** Arrogant, Unhelpful

**Moon Age:** 23<sup>rd</sup>

24. The River (of Time)

**Keyword:** Time, Moving, Flowing

**Normal:** Life Experience, Reunion, Memory, Change, Growth

**Inverted:** Death, Senility, Decay, Buried, Trapped in Darkness

**Moon Age:** 24<sup>th</sup>

25. The Gold

**Keyword:** Wealth

**Normal:** Rich, Affluence, Business

**Inverted:** Covetous, Stingy

**Moon Age:** 25<sup>th</sup>

**Note:** The Gold and The Silver both correspond to many other cards. Silver and Gold are feminine and masculine respectively. Gold is power, Silver is spirit. Gold is reality, Silver is illusion. It is said that witches and cats and the like with silver and gold eyes have power that is in opposition to each other.

26. The Sky

**Keyword:** Opening

**Normal:** Thrilling, Diversion, Serenity

**Inverted:** Wickedness, Much Ado About Nothing, Nothingness

**Moon Age:** 26<sup>th</sup>

**Note:** This card has an affinity with witches and the Bird card.

27. The Warrior

**Keyword:** Trial, Challenge

**Normal:** Reliable, Victory, Leadership, Protects

**Inverted:** Defeat, Unreliable, Failure to Protect

**Moon Age:** 27<sup>th</sup>

**Note:** This card represents a young man, and is the counterpart to The Princess.

28. The Traveler

**Keyword:** Wandering

**Normal:** Many Encounters, Ever Changing, Always New

**Inverted:** Lost, No Plan, Unease

**Moon Age:** 28<sup>th</sup>

**Note:** The Traveler (the 28<sup>th</sup> card) aspires to the Star (the 1<sup>st</sup> card), and represents the beginning of new days.

Witches say so frequently, and it refers to greeting tomorrow with new feelings.

0. The Trickster

**Keyword:** Chaos, Pleasant

**Normal:** Laughter, Pleasant, Festival, Standing Out, Outside of Common Sense

**Inverted:** No Stopping, Disorder, Mischief, No Resolution

This is a special card that, unlike cards 1 through 28, doesn't represent a day of the lunar calendar. Some say it's a symbol of the dark side of the moon.

The Trickster represents buffoonery, swindling, etc. It's a card of many mysteries, and there are a hundred different theories about its meaning. One theory says that one cannot give it any one meaning.

## Afterword

We at Adventure Planning Service created this book based on a suggestion by one of our members.

“Could we do a role-playing game where you play witches?”

“A game where you play witches? Like you’re a witch and you can use magic to do what you want? Would that be fun?”

“I think it would. There are plenty of things witches can’t do. We just have to make rules out of those.”

“Hmm. So there’s an Elder Witch who sends the witches on different missions to help people out.”

The conversation kept going on and on from there. We got a replay book done pretty quickly.

“We’ve played a lot of role-playing games. Maybe it’d be fun if the player characters were divided into witches and their cats? It could be like *Kiki’s Delivery Service*...”

“There are plenty of novels with witches and their cats. It could be perfect for an RPG.”

That’s how this role-playing game where you play witches and their cats came about. We hope you’ll enjoy playing it with your friends.

Many people might be wondering what exactly a tabletop role-playing game is. Not unlike a computer RPG, it’s a game where each player takes on the role of a character in the game, and through talking with a Game Master they play in an imaginary world.

If you read through the actual game transcript in Book I, you should be able to see why we find these games so fun.

This book is probably the first RPG in the world that comes with a fortunetelling kit. Witches live in a fantastic world where fortunetelling is undoubtedly popular. Have fun with the tarot cards with this book and play the game in your own way.

If you find a fun way to play or to tell fortunes, please tell us here at Adventure Planning Service. We look forward to hearing from you!

We’ll meet again in the sequel.

## Staff Introduction

Tsugimi Wakiaka (Game Design)

This is the person who designed the rules of *Witch Quest*. The rules of the game and the wonderful tarot cards that go with it appear in Book II.

Roushi Kondou (Apple Basic System Design)

We have used the same underlying rules from *Witch Quest* for games in many different worlds. This system is called “Apple Basic.” Apple Basic games include the Space Replay Series, *Tale of Two Rivers RPG* (Shakai Shisou-sha/Warlock Magazine Issue #48), etc.

Sumire Hoshimiga (Replay Writing in Book I)

Sumire was the one who took recordings of game sessions and transcribed them into the format you see in Book I. Think of this as a way to relate a fun game experience. An avid reader, she also offered useful feedback on the rules, scenario, etc. Her stubbornness reminds us of a certain someone...

Sanagi Nanauchi (Book I: Scenario Creation)

Sanagi created the scenarios that appear in Book I, stories a Game Master can use to run the game. He’s a handsome boy with a rather unusual pen name. He’s also a very talented and enthusiastic performer, and helped make our game that much more fun.

Yufuko Seno, Marchen Maker, Naomi Nakagawa, Hikari Nekoo, Chihiro Iizuka, Nobue Okamoto, Yuzuerie Sakai, Rika Takahashi, Chiyomi Nozaki, and Miho Sayama all helped playtest this game. We are grateful to all of them for their valuable assistance in helping bring this game to fruition.