

HEDGE WITCH



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CHARACTER SHEET



PORTRAIT

NAME:

PRONOUNS:

**CLEVER
SKILL**

**BRAVE
SKILL**

WILD POINTS

**OPPORTUNITIES
FOR GROWTH**

**CLEVER
SOLUTIONS**

**BRAVE
SOLUTIONS**

MAGICAL SOLUTIONS



CHARACTER CREATION



SKILLS

You begin the game with six points to distribute between two skills: clever and brave. You should not assign more than four points to a single skill during the character creation phase.

CLEVER

"Clever" problem-solving tends to require a certain amount of consideration and time. If your approach to a situation is thoughtful, cautious, or takes a bit of preparation, it is probably a clever thing to do.

Weaving a net to catch a fish or scattering a trail of breadcrumbs for birds to follow are examples of clever actions.

BRAVE

"Brave" problem-solving tends to be immediate and forceful. If your approach to a situation is direct, quick, or risky, it is probably a brave thing to do. Jumping into a river to rescue a drowning badger or dueling with a faerie are examples of brave actions.

MAGIC

You start the game with one wild point. Wild points represent your witch's magic and attunement with the natural world. In the beginning, you can spend wild points to cast up to six magic spells. You can also exchange six wild points for a single skill point up to three times per game.

SPENDING WILD POINTS

If you want to use magic to address a challenge, you don't have to test your skill or roll a die. Simply spend a wild point, then decide what spell you are casting and how it solves the problem. Remember to mark the card on your character sheet.

EARNING WILD POINTS

Nature rewards your determination. Any time you successfully resolve a "tough" rated challenge with skill instead of magic, gain a wild point. Gain two wild points when you successfully resolve a "hard" rated challenge with skill instead of magic.

If you cast six spells over the course of your game, go to the "Last Drops" page.



HOW TO PLAY



BEFORE YOU PLAY

You will need two six-sided dice and a standard deck of playing cards including two Jokers.

KEEPING TRACK

If you are playing a solo game, record your witch's experience in a journal or an audio-log. If you have two players, you may want to roleplay through the scenes together or write each other letters about your experiences.

FIRST STEPS

Begin the game by reading the "Seeking Starlight" scenario on the following page. Record your personal experience, and then generate your first event.

EVENT GENERATION

Each time you would like to begin a new scene, draw a card and then find the related prompt inside this book. Each prompt contains an obstacle which must be faced before you can move forward. When you are finished, discard the card.

FACING CHALLENGES

Each player may make two attempts to resolve any given challenge. To determine if your attempt is a success or a failure, decide which skill applies to the situation. Roll 1d6, then add the value of that skill. (If the task is especially stressful, roll 2d6 but use only the lowest number + the relevant skill.)

If the result is equal to or higher than the difficulty of the challenge, you succeed!

DIFFICULTY RATINGS

EASY	TOUGH	HARD
6	9	12

FAILURE

In the beginning, you will fail often. That's OK! You should look at these setbacks as opportunities to grow. Any time you struggle with a challenge you should make a note on your character sheet. Keep track of those cards-- you'll need them when you draw the first Joker.

ENJOY YOUR ADVENTURE!

When you successfully resolve a problem, mark it on your character sheet.



SEEKING STARLIGHT



A DEAR FRIEND

Samantha Heddy has a wolf's smile and raven feathers in her hair. She is the boldest and wisest witch you have ever met, and she taught you everything you know. You could not ask for a better teacher.

You love magic, but what comes easy to your friend does not come easily to you. Sure, you make potions, light candles and pray to forest deities, but your beloved teacher is on another level. Flowers bloom out of season just to surprise her, and all the animals that live in her woods speak, just so that they can speak to her.

It is hard to tell where the Starlight Forest ends and Samantha begins. That's the problem, really: when bad things started happening to the forest, bad things started happening to its Starlight Witch.

Now she's missing.

QUIET FEAR

Nobody knows where the great witch went. You've cast every spell you know to bring her back but the Starlight Manor is still empty.

Your magic comes from the forest, just like Samantha's. Maybe that's the problem? It's almost as though the well of power you draw from is running dry.

A wish on a fallen star might help-- you just need to find a star. You saw one falling the night your teacher disappeared.

In the meantime, you need to make the forest ready for the Starlight Witch's return. New problems crop up every day. Staying on top of it all feels impossible, but you have to start somewhere.

The first step is always the hardest, but you can do this. Start now.

Before you start, shuffle the deck you intend to play with and make sure both jokers are inside.



HEARTS -- LOW CARDS



2, EASY: A pond favoured by tiny green frogs is drying up. Soon there will be no place for these glossy amphibians to spawn. They need your help.

3, EASY: The voles have expanded their network of tunnels below your home. They didn't dig deep enough, and they get mad when you accidentally step through their ceiling.

4, EASY: A cranky snapping turtle has become a one-man army, defending the waters of the woods. It's a big job and the travel time between river and ponds is exhausting.

5, EASY: A new flower has started growing in the forest. When the wind blows, it scatters a sleep-inducing pollen. The forest is covered in tired villagers and animals.

6, TOUGH: It has been raining so long and so hard, the river has swollen over its banks. The rushing water tears up ancient trees and washes away fertile soil.

7, TOUGH: A geyser bursts through the ground, becoming the mouth of a new hot spring. The water is oddly saline and animals become sick when they drink it.

8, TOUGH: A migration of toads has completely overtaken the forest. They are picky eaters, and have decimated the bee population. Plants are afraid they'll stay unpollinated.

9, TOUGH: The road that runs through the forest is in bad repair. The mud is so bad that people have been cutting new trails. The sudden increase in traffic is disturbing wildlife.

10, TOUGH: A beaver's dam floods an area riddled with coyote dens, displacing dozens of young families. Their constant squabbles for territory are getting disruptive.

Events only occur if you draw the associated card.



HEARTS -- HIGH CARDS

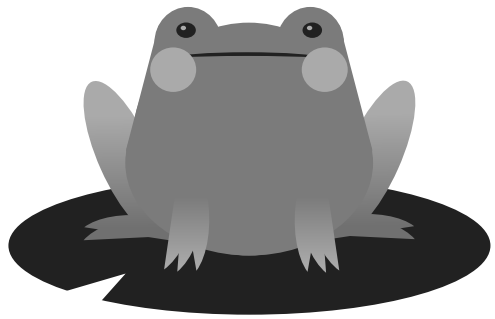


JACK, HARD: An enormous golden carp is tearing up the bottom of the lake, muddying the clear water. Villagers have set traps to catch it. Local fish are struggling to find food and getting caught in abandoned nets. Once this is successfully resolved, add one point to one of your skills.

QUEEN, HARD: The faerie folk are throwing a party and have left gates to their realm open all over the forest. Since the doors are hidden, folk keep slipping in and out of the realm and getting lost. Until this is successfully resolved, reduce your clever skill by one point.

KING, HARD: The moon is rightfully proud of her beautiful face, but she has started shining so bright at night it always feels like daytime. Even the sun is starting to take notice. Until this is successfully resolved, you have trouble sleeping which reduces your clever skill by one point.

ACE, HARD: A band of goblins have borrowed a human child and declared him king. The child is using his minions to torment anyone who ever annoyed him. Somehow, you're on that list. Until this is successfully resolved, all actions taken during the night must use the clever skill.



If a particular event is upsetting to you, remove the card from the deck before you play.



SPADES -- LOW CARDS



2, EASY: A sparrow's nest has been picked apart by an absent-minded pigeon. The birds are very annoyed with one another and the local flocks are all atwitter.

3, EASY: A plump, tired bear has eaten so many salmon he no longer fits in his den. The irritable growler is making his neighbours nervous. He needs a new place to rest.

4, EASY: The forest has gone unusually quiet. A domestic cat is prowling the forest, killing all the songbirds in her path. She's not hungry, she just enjoys hunting.

5, EASY: A tinker-gnome keeps leaving his personal possessions in strange places. Some of his tools could be dangerous, so he needs help finding them.

6, TOUGH: Lantern-lights keep leading village children into the woods at night. Sometimes the kids return with perfect twins who share their memories and faces.

7, TOUGH: A group of spiders are competing against one another to see who can weave the largest webs. They are getting big enough to catch people and large animals.

8, TOUGH: The local bridge troll is a fitful sleeper. Every time he wakes up with a startle, he destroys the only proper bridge across the river. This is getting tiresome.

9, TOUGH: A stack of three raccoons wearing a trench coat are on a crime spree, robbing villagers' homes and making a terrible mess. They call themselves "the stumbling man".

10, TOUGH: A flock of crows are running a protection racket, demanding treats in exchange for warning prey of oncoming predators. Some animals are getting hungry.

Until events are successfully resolved, all effects of previously drawn cards carry forward.



SPADES -- HIGH CARDS

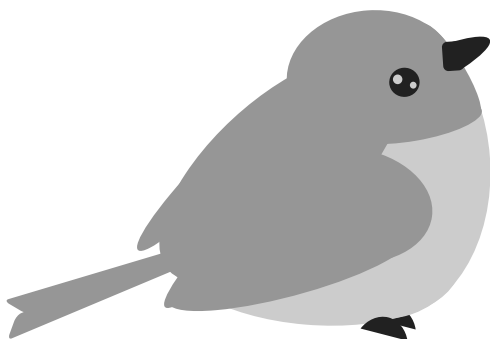


JACK, HARD: A supernaturally large but short-sighted toad believes you are the most delicious-looking bug he has ever seen. He is a slow hunter, but wherever you go, he follows. Until this situation is successfully resolved, all actions taken during the day must use the brave skill.

QUEEN, HARD: A swarm of overprotective wasps have sworn themselves to your service, refusing to believe a hedge witch can take care of themselves. Your ego is compromised. Until this is successfully resolved, reduce your brave skill by one point.

KING, HARD: The wind is very angry. It howls all day and night, whipping up clouds of dust and stripping trees of their foliage. It seems to intensify when it wants to interrupt conversations. Gain an additional wild point once you discover the cause of the wind's frustration and placate it.

ACE, HARD: The cosmic tree has been struck by lightning, causing significant damage to its branches. A star winks out each time a leaf falls to the ground. Until this is successfully resolved, magic costs two wild points and you must double your Magical Solutions score at the end of the game.



If the lingering effects of two cards would cancel each other out, choose the most interesting option.

◆ DIAMONDS -- LOW CARDS ◆

2, EASY: A hollow tree has become the center of conflict for two families of squirrels. Both groups seem to think the stash of acorns inside belongs to them and they refuse to share.

3, EASY: One of your hats has been borrowed but not returned. It was a gift from a beloved friend who is due for a visit and would be pleased to see you wearing it.

4, EASY: Your feet are always unpleasantly wet. Your shoes leak and all of your socks need darning but you have no money to buy new ones.

5, EASY: A dramatic opossum has started a theatre company, but he keeps casting himself in every starring role. Play attendance is dropping and his feelings are hurt.

6, TOUGH: The little spore people who live inside the sink-hole are feeling unwell. You know how to make a medicine that can help them, but the key ingredient is hard to find.

7, TOUGH: A travelling salesman has been selling fake remedies to local villagers. When he is caught he claims he bought them from you, and a lot of people believe him.

8, TOUGH: An abandoned cottage in the woods has become a meeting spot for local bandits. They keep trying to recruit you for a big heist.

9, TOUGH: A peevish goose seems determined to ruin your day. It keeps stealing your things and pulling plants out of your herb gardens.

10, TOUGH: A new species of mushroom spreads rapidly across the forest. It explodes with a loud bang and a plume of white dust when touched. The forest is very loud.

If you draw a card that reduces a skill, it does so before you attempt to resolve the event.

◆ DIAMONDS -- HIGH CARDS ◆

JACK, HARD: An extremely large swarm of caterpillars have invaded the forest, consuming everything fresh and green. The birds refuse to eat the bitter-tasting larvae or the brightly coloured butterflies they transform into. Once this situation is resolved, add a point to one of your skills.

QUEEN, HARD: A cougar is badly injured. Since their mother is unable to hunt, her pair of adolescent kittens go out in search of meat. They are poor hunters, but the domestic flocks of the local village are easy prey. Once this situation is successfully resolved, gain an additional wild point.

KING, HARD: Something ancient and hungry has occupied the sink-hole cavern. It wanders the woods at night, leaving a trail of withered plant life and bleached bones in its wake. Until this is successfully resolved, all actions taken at night must use the brave skill.

ACE, HARD: A boy from a nearby village begins digging for gold in the banks of the sacred stream. Whenever he goes home with little lumps of yellow metal in his pockets, more people follow him back. Until this is fully addressed, the water runs brackish instead of clear.



Reduced skills bump back up once the associated event card is successfully resolved.



CLUBS -- LOW CARDS



2, EASY: A coniferous tree starts leaking an absurd amount of sap. Insects and birds keep getting getting trapped in the ooze.

3, EASY: A pair of star-crossed lovers come to you for advice. The tortoise wants to take things slow, the hare wants to rush into a serious relationship.

4, EASY: A snake wanting to launch a modeling career has been doing surprise appearances as a necklace on various animals. She keeps forgetting to ask permission first.

5, EASY: A lonely bull moose spends all his days pining after a unicorn but the noble, cloven-hooved beauty doesn't seem to notice he exists.

6, TOUGH: The deer mice are tired of living at the bottom of the food chain. They have armed themselves with briar thorn spears and acorn armour. The owls would like to parley.

7, TOUGH: Very productive bees have built a supercolony in the forest. Their queen claims the right to rule the forest. The faerie folk refuse to pay tribute, and a tiny war breaks out.

8, TOUGH: The Spellcraft Fanclub thinks you can solve all of their problems. Any time a member has a minor setback, the group comes to you looking for a magical solution.

9, TOUGH: The river has started running a few degrees warmer, causing fish to migrate elsewhere. A lot of animals are thinking about following them to greener pastures.

10, TOUGH: A lightning strike knocks down several large trees, destroying dozens of villagers' houses. Their plans to rebuild require intensive logging and mining.

Your hedge witch's experiences don't have to be limited to these prompts.



CLUBS -- HIGH CARDS

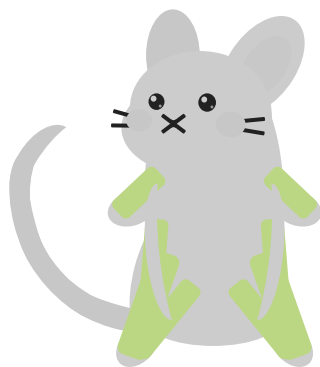


JACK, HARD: Carnivorous vines that feed during the day and go dormant at night infiltrate your woods. You must tread carefully and be aware of your surroundings until this situation is successfully resolved. Problems solved during daylight hours must use the clever skill.

QUEEN, HARD: A forest fire cuts a swath of destruction through the woods and the little cottage you call home. Rumours run rampant. The fae blame you and your candles for the incident and put a minor curse on you: until this situation is successfully resolved, you cannot use fire.

KING, HARD: The sun is tired and doesn't want to rise ever again. He dims his light and hides on the horizon all day, claiming to be feeling unwell. Until this is resolved and the sun is convinced to climb the sky again, the forest is plunged into an endless night.

ACE, HARD: A constant stream of smoke rises from the chimney of the Starlight Manor despite a lack of fire in the hearth. It smells like burning hair. An unseen voice whispers your name whenever you approach the building. Until this is successfully resolved, reduce your brave skill by one point.



Feeling overwhelmed? Try writing a journal entry about something fun, like attending a festival.

★ JOKER 1: FACING FAILURE ★

GROWING PAINS

You come across a reflecting pool in the forest. Look at your mirror image in the water. This journey has been challenging but the person you are looking at is braver and more clever than you previously imagined. You're a hedge witch-- you have what it takes to make the world a better place. Plunge back into the forest. Retrace your steps and find the tasks you left undone. This is going to be hard and you may not succeed, but there is something to be learned from trying again.



LEARNING FROM MISTAKES

Examine your list of opportunities for growth, and select up to six scenarios that you are interested in revisiting right now. Count the number of times you have failed up until this moment. Divide that number in half, rounding up. You may now make this many attempts to resolve this group of revisited events. When you are done, take some time to appreciate how hard you have worked and how far you have come.

From now on, you may use your wild points to physically invigorate yourself. Each time you spend a wild point you may make two skill attempts to revisit any failed challenge. If you fail a re-attempt, add a point to one of your skills, to a per-game maximum of four additional points per skill. If you continue to revisit events after you are fully leveled up, you may choose to roll 2d6 and use only the highest number + the relevant skill.

You cannot revisit an event you have already successfully solved.



JOKER 2: SCORING



GAME OVER

When you draw the 2nd Joker card, the game ends.

HIGH/FACE CARD VALUES

Jack	Queen	King	Ace
12	13	14	15

LOW/PIP CARD VALUES

All other cards (2-10) are worth their marked numerical values.

MAGICAL SOLUTIONS

First, tally up the value of the cards that were solved with magic over the course of your game.

SKILLED SOLUTIONS

Next, tally up the value of the cards solved with skill, calculating Brave and Clever scores separately.

GETTING RESULTS

Finally, subtract the Magical Solutions total value from each of your Skilled Solutions total values. If either result is a negative number, refer to the "Fade to Mundane" ending on the next page to see what fate befalls the Starlight Forest.

HIGH SCORES

Once you have subtracted the Magical Solutions value from both Skilled Solutions values, determine which score is highest.

If you scored more points using the Clever skill, refer to the **WISE WITCH** ending.

If you scored more points using the Brave skill, refer to the **BOLD WITCH** ending.

If both of your Skilled Solutions scores exceed at least 180 points, refer to the **GOLD STAR** ending.

No matter how this story ends, you did your best and you should feel good about the experience.



Make sure you use all of your remaining wild points before tallying your scores.



JOKER 2: ENDINGS



WISE WITCH

You knew it might be a while before Samantha returned to the forest, so you prepared for the long haul. Everything you did, you did with an eye to the future. You coaxed lifeless soil back to fertility, saved seeds to sow in springtime, and helped build trust between neighbours. It took a long time to make things right, but you persisted with your subtle interventions. Daily life is less mythical without Samantha Heddy in it, so you slowed the wild magic that made the Starlight Forest so whimsical and strange to a sustainable trickle. Now the animals are simpler and happier. You understand their needs but they no longer speak in the tongues of man. The faerie still play their pranks but no longer show themselves to outsiders.

You are a Starlight Witch in your own right, but you do things your own amazing way. Well done.

BOLD WITCH

Life in the Starlight Forest is never dull with you around. You wanted to make a difference, so you jumped in with both feet and made things happen.

Thanks to your direct action, magic now runs rampant through the forest. Lush spring gives way to frigid winter in the matter of an evening, then back again without warning.

Rare berries growing in the treetops heal all but the most grievous wounds.

Dreams come true here, for better or for worse.

Dangerous things are attracted to such rampant power, but those who want to exploit the woods for their own means have to answer to you.

You never hear from Samantha Heddy again, but you think she'd be proud of you. You have grown into your role as a fierce and determined protector. You are a true champion of the wild and beautiful Starlight Forest.

Magic is a tool that some people may need or want to use more than others.



JOKER 2: ENDINGS



GOLD STAR

You have done so many things in the service of the Starlight Forest, you aren't even remotely surprised when a new villager asks you for help weeding her garden. You spend most of the afternoon dirtying your hands in the rich soil before you realize who she really is: it's Samantha Heddy!

She is so pleased to be recognized, she invites you in for dinner to talk.

Apparently, your mystical teacher caught a falling star on the night she disappeared. She had been struggling to keep up with the state of the forest and had been feeling inadequate for so long, she made a wish without thinking: Samantha wished to be a normal human girl. She was ashamed of the decision at first, but then she learned how hard it is to do everything without magic. She is amazed at the balance you have achieved. The forest needed a hedge witch all along.

FADE TO MUNDANE

Magic flows out of the Starlight Forest like tears as the legendary font of power is overdrawn. The light of the cosmic tree sputters out, the faerie retire back to their realm, even the nature spirits drift away. There's nothing supernatural about this place anymore. Samantha Heddy wouldn't recognize her forest anymore. There's not a lot of it left after the village expands into a full-blown city. This isn't always a bad thing.

You still have a little bit of the gift that your teacher helped you foster. You can't work miracles but mothers still come to you with their children for blessings and young men still ask you to interpret their dreams.

Your new, mundane life is marvelous in its own way. You never forget Samantha but you make new friends. They think you're absolutely magical with or without raven feathers in your hair.

You shouldn't have to do everything the hard way to be a happy and respected person.

LAST DROPS

FLAME & FLOOD

You are not required to restore your depleted magic, but in order to do so you must fire-harden a stave cut from the cosmic tree and quench it in blessed water.

This ritual can only be cast when your magic is completely depleted. You cannot complete this ritual if you are cursed against fire, or if the waters of the sacred stream do not run clear.

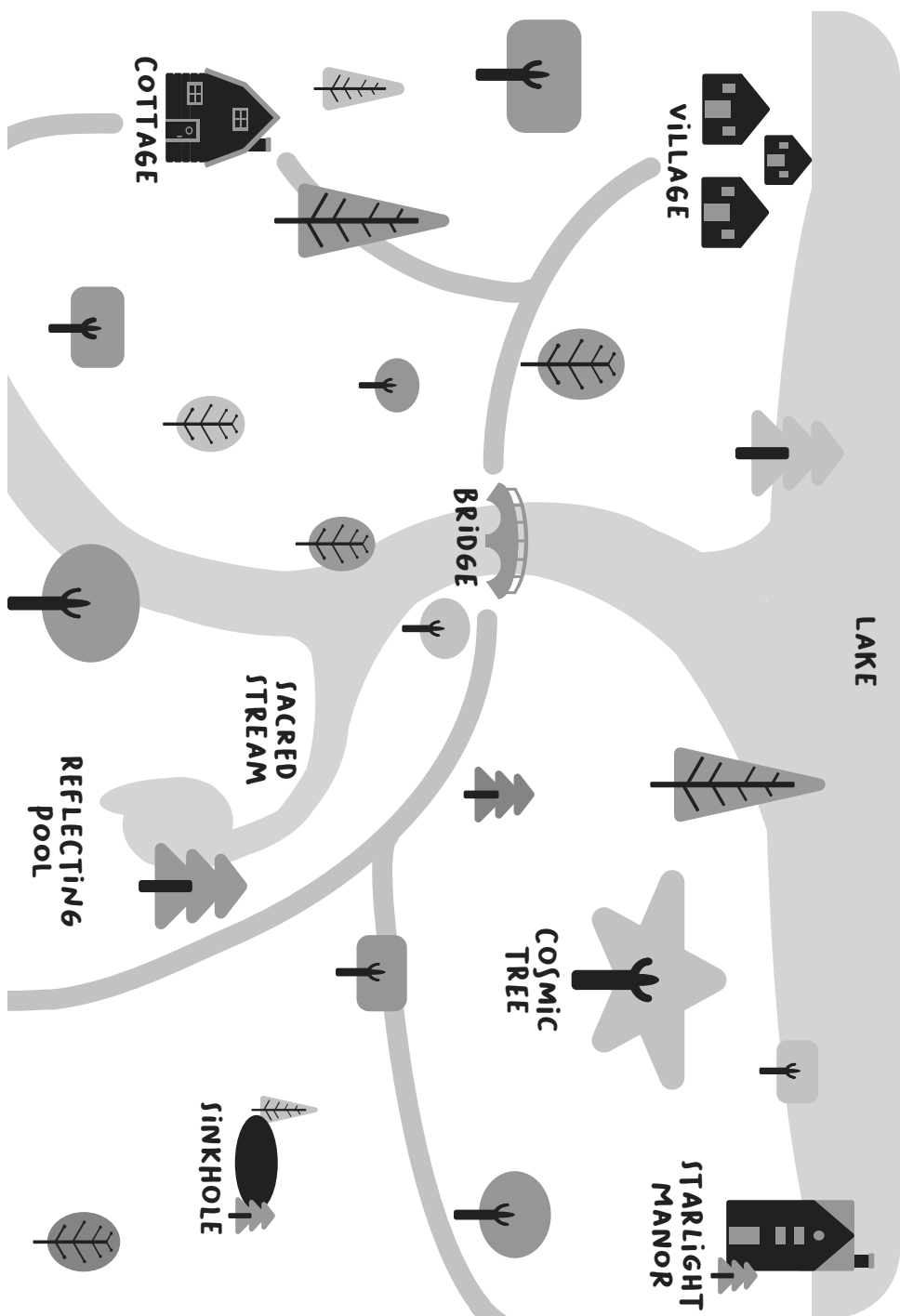
If you do decide to use this ritual, discard three cards from the top of your deck. You cannot suffer the consequences or benefits of these cards because they were never drawn and therefore they cannot be revisited. In fact, these cards represent the mystic forces that enervate the Starlight Forest. Until the woods are healthy, overdrawn from this font of power will drain the magic out of the world forever. Spend your spells wisely, hedge witch!



This ritual can only be performed when your magic is completely depleted.



STARLIGHT FOREST MAP



LITTLE WITCH BIG DREAMS



You are a hedge witch. You live in a little cottage in the woods and spend your days looking after the forest.

Sometimes you have to do tough things the old-fashioned way. There's a lot of work to be done, and you only have a little bit of magic.

Scrape your knees and get back up again in this cozy little game about hard-learned lessons and failing forward.

