



## WHISKERS, WINGS, AND WITCHY THINGS

In this lighthearted one-shot adventure the players will play as small woodland creatures (like a mouse, lizard, squirrel, cat, spider, etc.) - familiars of a witch whom she has granted sentience and magic powers so they could help her take care of her magic swamp in the forest.



The witch has been kidnapped by the guards of a greedy King. The king wants to force her to enchant chickens so they would lay golden eggs. The heroes will need to find out what happened to the witch, journey to the castle, find the witch, and rescue her.

### SETTING

Witch's hut is in the beautiful swamp in middle of a magic forest. On the path between the forest and the castle lays the river and the farmlands.

The castle itself has seen better days, it is lavish and well appointed inside, but its walls are crumbling due to the lack of maintenance.

### MAIN CHARACTERS

#### ZINA ZIZZLEBREW

She was one of the greatest witches of her generation, but she retired from practicing magic and now spends her time with her animal friends in the forest. She is fiercely protective of her familiars and will go to great lengths to keep them out of harm's way.

*"Zina is an old, plump woman with twinkling green eyes and a soft smile, wearing patched and colorful robes covered in tiny charms and symbols. She moves slowly and carefully, but although age has slowed her body, her piercing eyes sparkle with intelligence and humor."*

#### KING BELLYFORD VON GLITTERPUFF

The greedy king. He wasted the kingdom's money on expensive food and lavish parties. Now his subjects found out and are mad at him. He plans to solve his financial problems by capturing the witch and forcing her to enchant chickens to lay golden eggs. If she resists, he will blame her for the financial troubles to take the heat off of himself.

*"The King is a caricature of excess, everything about his appearance and demeanor is exaggerated and larger-than-life. His throne room is filled with ostentatious displays of wealth and luxury. He is prone to throwing tantrums when he doesn't get what he wants."*

#### MALCOM THE MEDIOCRE

The bumbling court wizard struggling to maintain his high position. His goal is to please the King by bringing him the witch, so he could take credit for her work and secure his job.

*"A tall, slender man with a black pencil mustache and a goatee, dressed in purple robes with gold trim. He is clumsy, forgetful, and easily flustered, he has a tendency to accidentally set things on fire when he's casting spells."*

#### SIR GRUFFUDD THE STRONG

Captain of the Royal Guards. Fiercely loyal to the King and his duty to enforce the King's will. Very proud of being the one to capture the witch.



## INVESTIGATE ZINA'S DISAPPEARANCE

The story starts in the witch's hut, where the heroes wake up to find that their beloved witch is missing. They need to find out what happened to her.

When she was fighting the King's guards who kidnapped her, she turned one of the guards into a frog. The heroes will find him here and can interrogate him. They'll also find the signs of struggle and can follow the tracks. Both clues will point them in the direction of the nearby castle.

As the heroes investigate the scene, they may get noticed by a hungry owl who will hunt them through the forest.

## JOURNEY TO THE CASTLE

A swift river blocks the path between the forest and the castle. To cross it, the heroes can hitch a ride on a group of bickering turtles, who require mediation from the heroes to teach them teamwork and cooperation.



As the heroes travel through the farmlands that lay between the river and the castle, they may fall into one of the traps set by the farmers, or spook a flock of grazing sheep and cause a stampede.

## INFILTRATE THE CASTLE

The castle is surrounded by a moat with hungry gators swimming within, the gates are guarded by two grumpy guards. The castle walls can be climbed, the guards can be bribed. A merchant is delivering wine for the King's feast (in a cart where the heroes can stowaway).

## EXPLORE THE CASTLE

The heroes need to find where Zina is being kept. They'll sneak through the corridors of the castle, while avoiding the guards, the noble visitors, and the court wizard's cat who will pursue them following their scent.

They can learn about the location of the witch (the castle's throne room) by spying on conversations or interrogating one of the servants. As they explore the castle they may meet a colony of friendly spiders who can provide them with information or help them create a distraction and rescue the witch.

## RESCUE THE WITCH

In the throne room a royal feast is being held, attended by the most important people in the castle. Zina is kept in a magical cage that blocks her powers.

Bellyford and Malcolm are preparing to demonstrate to their subjects that Zina's powers will solve the kingdom's financial troubles. They proclaim their intent to keep her in the cage forever, and force her to enchant all the chickens in the kingdom to lay golden eggs.

Malcolm has a key to Zina's cage around his neck. The heroes can cause a distraction and steal the key, or pick a lock, or destroy the cage, or find some other way to liberate the witch. Then they will need to escape the castle, chased by the King's guards and the court wizard.

Alternatively, the heroes can persuade the King to release Zina, or convince the disgruntled royal subjects to overthrow their king.

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