



# *A Magical Friendship*

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# Outline

In Thistlebrook, you and your friends use your powers you help a young girl make friends after moving to town

LEVEL  
**1**  
15 min.

Gather ingredients for a magical spell you invent.

LEVEL  
**2**  
20 min.

Give the spell a whirl and see what happens.

LEVEL  
**3**  
20 min.

Attend a concert with the young girl and help her make friends.



LEVEL  
**1**  
15 min.





# Scene 1

## PROMPT

Welcome to Thistlebrook, a city known for its dealings in the magical and arcane. You and your friends run a small magic shop called The Mirrored Hearth. A young woman you have not seen before tentatively approaches your counter.

She shyly introduces herself as Verona and says “I...I heard that you are gifted magic users and I desperately need your help” She asks you all to introduce yourselves by saying your name and what types of things you specialize in.

## FREESTYLE

Move on to the next scene when all players have introduced themselves.

## QUICK TIP:

Since this is **LEVEL 1**, Players can use the **LEVEL 1 ABILITY** on their **ABILITY CARD**.



## Scene 2

### **IF PLAYERS GET STUCK:**

What qualities do they look for in friends?

### **QUICK TIP:**

Make sure each player has the chance to contribute to the list

### **PROMPT**

After introducing yourselves Verona tells you that she just moved to Thistlebrook and is having a lot of trouble fitting in and making friends. She feels like an outsider and was wondering if you all would help her in crafting a spell that would help make friends easier. She offers to pay you if you could find the proper ingredients and craft a successful spell.

Spells require many components some physical like a bell and some metaphorical like a fragment of laughter. What types of ingredients would you suggest for this spell?

### **FREESTYLE**

Move on when the players have come up their list of items.



# Scene 3

## PROMPT

While you know that your shop carries many of the ingredients, you are still missing two. Luckily not too far is the Mood Beam Court, a magical strip mall that sells a wide variety of magical items.

The catch with shopping at the court is that it doesn't use money but rather everyone barter with other magical items Using your skills or abilities to successfully obtain the remaining ingredients. How you prefer to obtain these ingredients is up to you. Do you take rare items from your shop to barter or do you prefer to use slightly riskier methods?

## FREESTYLE

Move on to the next scene when the players obtain the necessary ingredients and return to Verona.

## HOW MANY HEADS?:

Successful purchase  
or theft of an item  
takes **5 HEADS**.

LEVEL  
2  
20 min.





# Scene 1

## PROMPT

You all return to the shop with various ingredients in hand and head to the back of the store. The back of the store is dustier and filled with the smell of old books and incense. You pull up an ornate wooden chair and ask Verona to sit on it. Some of you light candles while others grab snacks (spellcasting can be very tiring). And with that, you are ready to begin.

Using your ingenuity and unique abilities come up with a ritual for this spell that involves Verona.

## FREESTYLE

Move on to the next scene when all the rituals and casting of this spell have been completed.

## IF PLAYERS GET STUCK:

Cauldrons, crystal balls, wands are all suggestions that can be used

## SILLY IDEA:

Can you think of a rhyme or physical way of casting this spell?





## Scene 2

### **PROMPT**

The room starts to rumble and fill with a dark greenish smoke. It's swirls all around the party, and for a moment you are blinded by it. As the smoke dissipates, sitting on the same wooden chair as Verona is a mini moose. The mini moose looks at you with wide eyes and huffs loudly at you.

You all realize that this is Verona and something has gone terribly wrong with the spell. In an instant, Verona starts panicking and kicks over the chair she was sitting on, tears through your snacks and leaps towards the door! Use your skills, and special abilities to capture or calm her down.

### **FREESTYLE**

Move on when players have caught Verona The Mini Moose.



# Scene 3

## PROMPT

After putting your heads together and subduing Verona it dawns on all of you what went wrong. You were missing an important ingredient which was self-confidence. In order to turn Verona back into a person you have to make her feel good about herself. But, over complimenting can become embarrassing so for good measure create a compliment frenzy and compliment everyone.

Aggressively shout compliments at each other and Verona for one entire minute. Set a timer and say as many ridiculous compliments as you can until the timer runs out.

## FREESTYLE

Move to the next scene when all compliments have been shouted

## QUICK TIP:

Keep the energy up by making Verona morph during this scene, if there is a lull you can have her slowly morph back into mini moose form

LEVEL  
3  
20 min.





# Scene 1

## PROMPT

Verona, now fully human is stunned with what just happened. Feeling a bit more open and slightly exasperated she laments "There's has got to be another way! One that doesn't involve accidentally turning me into anything!" You tried it her way, now maybe it's time she tries it your way.

As your party brainstorms you remember that local pop indie sensation The Crystal Kid is playing at a nearby concert venue. That might be a really great place for someone to step out of their shell.

But a concert full of so many .... people? Verona might need a lot of convincing

## FREESTYLE

Move on to next scene when party successfully convinces Verona.

## HOW MANY HEADS?

It takes **10 HEADS** combined to convince her to go.



## Scene 2

### PROMPT

You arrive at the concert venue and it is absolutely packed. From the dance floor to the balcony, the venue is moving with excited energy. You all make it to the dance floor before the concert starts to grab a good place to stand and suddenly the lights go dark. A silhouetted figure makes their way to the stage and you hear the whirring of a guitar being tuned. Lights go up and onstage stands The Crystal Kid. He plays as dazzling rainbow lights swirl around the stage.

You turn to Verona and she is nowhere to be seen. Oh no! Find her in the crowded room using your abilities and special skills.

### FREESTYLE

Move on when party finds her.

# Scene 3

## PROMPT

As you approach her you hear...laughing? Verona is standing in a small group of people. She turns to you all and says, "Have you met my friends? These are the people I was telling you about." She pulls you all into the circle and you realize that as you have been trying to help her make friends you all became who she was looking for instead.

From spellcasting, to mini moose-ing to attending a concert together, you have all had an epic day full of shared experiences.

As the music of The Crystal Kid fills the room, you wonder to yourselves if this was from the power of your spell or something else.

The lyric "Adventures await those who try" lingers on your mind as the concert dances on.

**GAME OVER. YOU WIN!**

## QUICK TIP:

Try to work in parts of earlier **FREESTYLES** so that the ending is satisfying for the players.