

The background is a solid green color. There are several white, abstract, curved shapes scattered across the page. One large shape is in the top right corner, another is on the right side, and a third is in the bottom left corner. The title is centered in the upper half of the page.

The Witches of Kulfistan

A white arrow pointing upwards and to the right, located in the bottom left area of the page.

Sharang Biswas

Outline

In the Kingdom of Kulfistan, only boys are allowed to learn magic. Help the Rajkumari Barfi Academy for Young Women, where magic is secretly taught, survive an official visit.

LEVEL
1
15 min.

Help prepare the Academy and hide overtly magical things.

LEVEL
2
20 min.

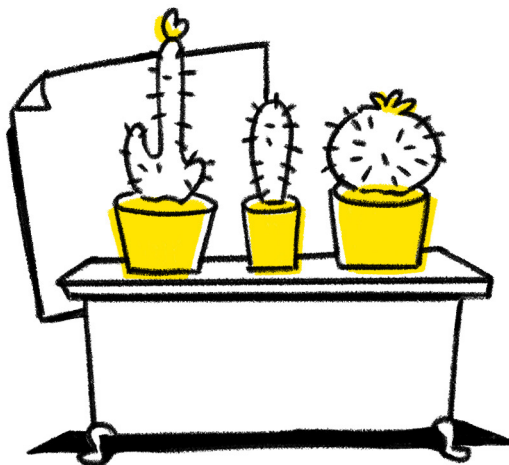
Deal with the official visitor and ensure nothing goes wrong.

LEVEL
3
20 min.

Create lasting change for the Academy or even the Kingdom.



LEVEL
1
15 min.





Scene 1

PROMPT

Welcome to the Rajkumari Barfi Academy for Young Women, the oldest school for girls in all of the Kingdom of Kulfistan! The Academy is famously funded by Rajkumari Barfi, whose generosity provides young women with full scholarships for six years of education. However, the boarding school has a dark secret that even the Rajkumari doesn't know: flouting a royal decree against girls doing magic, Headmistress Halwa personally teaches the most promising students the basics of witchcraft!

This is your first day on your temp job for the Academy. Introduce yourselves, and then pick one of these temp jobs: janitor, junior librarian, assistant gardener, kitchen assistant, construction worker

FREESTYLE

Move on to the next scene when all players have introduced themselves and picked a job.

QUICK TIP:

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



Scene 2

QUICK TIP:

In this scene, if the Wiz calls for a flip and players fail, the job still gets done, but they might suffer a consequence.

LORE:

If you need to introduce new students, professors or other characters, pick one of the following, traditional Kulfi names: Jalebi, Gulab Jamun, Laddu, Kheer, Lassi

PROMPT

Headmistress Halwa's office is orderly, and filled with potted cacti. "The Rajkumari," the imposing Headmistress says primly, "has sent a representative to inspect the school and renew our teaching license. You may not know this, but the Academy has taught, for decades, a secret class for young witches, even though girls are forbidden from learning magic in this kingdom. It is vital that you hide all traces of magic at this Academy from this representative!"

Describe in one sentence how you complete each of these tasks: Calm the snarling magical books chained to the back of the library. Hide the Pest-Eating Cabbages the seniors made for the gardener. Convince the prim Ghost-Butler to hide himself. Disguise the fountain that the students pranked to float five feet above the ground

FREESTYLE

Move on to the next scene when all tasks are complete.



Scene 3

PROMPT

As you're finishing your tasks, a loud noise in the Music Room draws everyone's attention. Professor Rasgulla, an elderly and eccentric professor draped in shawls of various shades of white, is singing and dancing through the room, throwing spells willy-nilly. Small reptiles appear out of thin air, explosions of light, colour, and sound erupt from her hands, and tables and chairs start turning into cheese and pickles. Also, the song she's singing is very rude, and the students shouldn't be hearing it!

Professor Rasgulla smells strongly of wine. She's clearly had a little—or a lot—to drink. With the royal representative due to arrive any minute, can you get her to quiet down in time and reverse (or hide) the damage?

FREESTYLE

Move on to the next scene when Professor Rasgulla's antics are stopped or hidden.

HOW MANY HEADS?:

Simply talking the professor down might be difficult, and requires **4 HEADS** on a **SMARTS FLIP**.

SILLY IDEA:

Make up a song about students farting and pooping and sing a verse!

LEVEL
2
20 min.





Scene 1

PROMPT

From the window of the Geography Tower, you see a grand carriage approaching the Academy gates. The Guardian Roosters in the front lawn begin to crow a warning. The royal representative is here!

Headmistress Halwa cries out. In the rush to clean up all traces of magic, she's forgotten the traditional welcome ceremony! "We haven't prepared anything," she tells you, her eyes wide. "You'll have to improvise something to impress our guest!"

You can see the carriage door opening and an elderly man with a long grey beard stepping out. Quick! What are you going to do?

FREESTYLE

Move on to the next scene after the players put on a show for the distinguished guests.

LORE:

Donors often give the Academy odd gifts. The Guardian Roosters, the Twelve Clock Cats, the Ice-Cream Roses, and Tanika the Trigonometric Octopus, are such gifts.

SILLY IDEA:

What do the Guardian Roosters sound like? Why not show the players?



Scene 2

HOW MANY HEADS?

Using magic to remove the spell that's on the chairs is difficult and will require at least 4 HEADS (magic to do other things to the chairs might work, but watch out if a woman does magic in front of the Representative!)

PROMPT

Representative Rabri nods to all of you, waggling his beard. "It is an honour to visit such a reputable school," he says slowly, drawing out his words like honey from a jar. "Headmistress, a tour?"

The headmistress motions for you all to follow as she begins talking. You know from her previous instructions that your job is to deal with any signs of trouble before the Representative notices.

Unfortunately, as soon as you enter the Great Hall, you spot a student prank. The tables and chairs start to wobble. Very soon, all the furniture in the room will fly into the air. What are you going to do?

FREESTYLE

Move on when the players have dealt with the furniture, or the Representative has witnessed the magical act.



Scene 3

PROMPT

Uh-oh! It looks like the furniture was part of a student prank, and the spell has gone wrong in some way! With an echoing TWANG, all the furniture suddenly flies into the air and comes together in the center of the Great Hall, as if pulled there by a huge magnet. They begin to spin in a tight circle, faster and faster, blurring, until an enormous tornado of furniture howls within the room. With a crash, it smashes through the ancient stained-glass windows of the Great Hall, and rushes into the school grounds!

At this time, hiding magic is the least of your worries! If left unchecked, the furniture-nado will wreck the school and everyone in it! How are you going to stop it?

FREESTYLE

Move on when when the furniture-nado has been dealt with.

LORE:

"Storms," wrote High Witch Rasmalai in her secret journals, "are living things, wild and primal, like beasts. Soothe the beast within, and the storm abates."

DANGER!

Getting hurt by the furniture-nado costs the player **2 STRENGTH COINS**.

LEVEL
3
20 min.





Scene 1

PROMPT

Headmistress Halwa is distraught. Not only is there heavy damage to the school, but Representative Rabri has fled, no doubt ready to report the illegal magic. The future of the school is uncertain.

"Well," the Headmistress sighs, "Let's clean up. We're still a school—for now!"

Describe in one sentence how you complete each of these tasks: Save the valuable trees that have been uprooted or damaged. Deal with the rats and bugs that were disturbed by the furniture-nado. Cheer up students who are crying in huddles in the library. Boost morale among the staff by making soup using the few ingredients that are left in the kitchen. Help the teachers who were hurt by broken furniture.

FREESTYLE

Move on to the next scene when the tasks are complete.

QUICK TIP:

In this scene, if the Wiz calls for a flip and players fail, the job still gets done, but they might suffer a consequence.

DANGER:

If a player fails a flip, they might trip on a piece of broken furniture and lose **A STRENGTH COIN**, or bang their head and lose **A SMARTS COIN**.



Scene 2

LORE:

One hundred and thirteen years ago, the school was invaded by the Candy-Ghost Bandits. The valiant actions of Poetry Professor Mishti Doi, who distracted the bandits by singing love poems from the Geography Tower and allowed everyone to escape, saved the day.

QUICK TIP:

If players are stuck, they could: catch or discredit the Representative, organize educational reform, or start a secret magic club!

PROMPT

The Headmistress calls for all students, staff and teachers to meet in the grounds for an assembly.

“Our school has been in danger before, and we have always survived! Remember what Headmistress Shondesh used to say: ‘Like bad moods and smelly guests, this, too shall pass!’ The women of Rajkumari Barfi Academy will never give up!”

Everyone cheers as Headmistress Halwa steps down. “So,” she says soberly, “how do we convince the Royal Family that the school needs to stay open despite the illegal magic?” It’s up to you to figure out a plan to save the school. This isn’t simple, so each of you has to play a role. Be creative!

FREESTYLE

Move on when the players have enacted their plan!

Scene 3

PROMPT

Headmistress Halwa gives you a warm smile. You're back in her study, and she's lovingly pruning a cactus. Clearly, she's more relaxed than she was before.

"You saved the school, in more than one way!" she says.
"Rajkumari Barfi Academy for Young Women is in your debt! At the graduation ceremony this year, you will be awarded with honorary degrees!"

She reaches out to a set of identical, miniature cacti. "I'd also like you to each have one of my Fortune Cacti. They bring good luck when they bloom!"

"And if you'd still like to work here, I can easily arrange that! If not, may fortune follow you on your adventures and know that you always have a home here, should you need it!"

GAME OVER. YOU WIN!

QUICK TIP:

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