
Princess Aspina

You're Princess Aspina of the Kingdom of Alzior, and you're mightily frustrated. It's funny, people always assume one of two things about being a princess: that it's all happiness and joy, delicious food and anything you could want, or that it's horribly restrictive, that you spend all day learning etiquette and embroidery and have no freedom. The truth is, it's lonely.

Your parents, Monarch Macrae and Consort Tamsar, are relatively enlightened. (After all, it was your Great-Great-Great Grandmother Queen Alianora that started the Princess Tea Party Battalion, a now-famous secret society for princesses who want learn unorthodox skills.) They give you freedom of choice to study sorcery or fencing if you like (which somehow makes it less exciting). But you can't spend time with them the way a normal daughter would with her parents. Sure, they may spread rumors that they go out disguised as commoners (it's tradition, after all), but in reality they're both too busy ruling the kingdom to have time for such adventures, or for spending much time with you. And your friends, it's so obvious how they treat you differently. You never feel like you're off duty.

So, while your parents are off on a quest for guidance from some oracle, you have taken advantage of your school vacation to go on a journey of your own. Your life has to change! You've been thinking it over. What would really make your life better? What do you get for the princess who has everything but normalcy? It's not like you *mind* being a princess, per se. Etiquette isn't so bad, and you embroidered a pretty awesome dragon last week. You just don't like feeling so isolated.

You're thinking some siblings. Like, maybe, five or six. Though you guess quality's more important than quantity. The important thing is to have some friends you could count on that will treat you like a person.

It's certainly less likely to go horribly wrong than some of your other ideas.

Wish

- To have a bunch of siblings.

Note

- Given that your parents are off consulting an oracle with a big entourage, you definitely wouldn't expect to see either Monarch Macrae or Consort Tamsar here today.

Abilities

- **Colorful Cantrip:** Recite a rhyming couplet and turn around three times, and you can make anything the color of your choice.

Items

- **Gold Ring** *This ring was passed down from your great great great great grandmother, Queen Alianora*

Deka

You are a Fire Witch, and everything about you is fiery—from your hair to your temper. Like every other Fire Witch, you specialize in setting things on fire. You *like* setting things on fire. Fire is pretty! You’ve rubbed a few people the wrong way over the years... set a building or two ablaze you shouldn’t have. But, you couldn’t help yourself. Just looking at those buildings, you could see that they would burn *beautifully*, and they did. You don’t regret it one bit. In fact, you’re looking for more ways to burn things! People always say that “love sets hearts on fire” and mention “the flame of desire.” What about “tempers flaring” and “burning passions?” There is so much more fire out there than you can control! And you want to. You want to control ALL THE FIRE. You’ve been working on this new type of fire magic for *a decade*, and now it all comes down to one thing. You need an ingredient. A simple, powerful, *impossible* ingredient. You need powdered hen’s teeth.

Of course, it took a lot of experimentation to realize that what you needed was powdered hen’s teeth. Along the way, you discovered how to make your magic fire, designed only to burn what you tell it to, portable. Your portable fire is in high demand with everyone from evil stepmothers looking to burn their way to a throne to gardeners wanting to speed up their composting. It’s terribly illegal to sell fire without a license, but you find that people with interesting things to burn usually don’t want a paper trail. So, you keep your business off the books, and watch the pretty fires blaze! All the pretty, pretty fires...

Wish

- Get some powdered hen’s teeth so you can complete your spell to control metaphorical fire just as much as literal fire.

Abilities

- **Ignite:** You can light specific things on fire, and the fire will only burn what you command it to.
- **Make Portable Fire:** Creates transportable magic fire designed to burn only specific things.
- **Ignite Passions:** You need to spend some Powdered Hen’s Teeth to complete your spell. Once you’ve done that, you can freely ignite passions in individuals and groups.

Items

- **Magic Jar:** Can hold and sustain magical fire. (×3) *Whoever buys your magic fire need only light a candle, straw, stick, etc., from the flame in the jar, set it against whatever they wish to burn, and watch it ignite! Then, they can put the cap on the jar until the next time they want to use it! Write on the item card what the fire can burn when you fill it.*

Emlyn

Few dragons, male or female (for in Dragon society all positions are gender-neutral), have ever dreamed of becoming the Queen of Dragons. It's rumored to be dull job... but you had no idea how dull! Since becoming Queen, all you do is shuffle papers and organize treasure, day in and day out. But there are only so many times you can alphabetize the magic swords, and you swear you've developed a nervous twitch in your tail from the stress of balancing gold coins into perfect stacks.

Well, every bored dragon needs a hobby. In one of the treasuries you discovered some items given as gifts from the estate of a mad alchemist. And you thought, why not? So, you took up mad alchemy, following along in the notes left by your predecessor. You've perfected a few impressive magical potions, and, you're pretty sure you've reached the alchemist's ultimate goal: making an injectable serum that gives whoever is injected magic abilities. All you need is a magic item bespelled with the effects you want the serum to have, and you can make anyone have any power! You haven't found the perfect idea for putting your alchemy to use yet, but you keep an self-sterilizing-and-refilling syringe with you, just in case...

But, all that mad alchemy isn't why you've come. You're on a mission to right a grievous wrong to all past, present, and future Dragon Queens. When you applied for the position, you knew it wasn't as glamorous as the King of Dragons spot. But, you thought it would at least come with a little power and respect. Instead, your name is now a punchline at every political banquet, and visiting dignitaries treat you with less deference than the Chief Cook! Well, you're here to change all that. It's about time the King shared some of the power!

Wish

- That the Queen of Dragons job hold real power and prestige. If you can make it so that the Queen of Dragons job has *always* had real power and prestige, and you are now part of a proud parade of Queens marching back into history, so much the better.

Secondary Goal

- Find the perfect way to put your mad alchemy syringe to use, in a way that affects as many people as possible.

Abilities

- **Break Dragon Spells:** Recite a rhyming couplet that describe what spell you want to break, and blow some powdered invisible dusk-blooming chokeweed over the affected object.
- **Mad Alchemy:** You can turn anything into gold, and anything gold back into its original form.

Items

- **Secret Serum Syringe:** Just dissolve an enchanted object in the serum compartment, and this self-sterilizing-and-refilling syringe will inoculate whoever is injected with the power of the object. Good for only one power, but unlimited uses.

Ulf Mudnose

You are a gnome. Everyone knows that gnomes are best employed as gardeners. Everyone knows that red hats are the pinnacle of gnome fashion. *Everyone* knows that, in quests, gnomes are best kept in the role of comic relief. But you hate gardening, your favorite color is purple, and you don't want to be the comic relief of a bard's tale... you want to be the *hero*! Everyone in your village thought you were nuts, but you saved your wages for years to afford hero school, and graduated top of your class. You brandish your sword with gusto, fight fiercely, and know thirty-five different ways to use a rope to rescue, kill, or maim. But, you're still a gnome. No one will take you seriously! You're always last picked for quests, and when you do rescue someone, instead of being swept off their feet by your bravery and dashing demeanor, your rescues bemoan that some other hero couldn't do the rescuing.

Still, you're committed to the ideal. You help people that need help, whether or not they give you the respect you deserve. You just wish this felt like it was building to something. You don't want to be known as "that gnome who thinks they're a hero". You want to be a famous hero in your own right. But, nothing you do seems to give you the reputation you deserve. To fix that is the main reason you came to the Wishing Well.

But, there's another reason, too. You were inspired in your heroic pursuits by tales of your great-aunt, who set off in search of the Wishing Well 100 years ago and never returned. People say that she failed and got herself killed, but you think there's more to the story than that. You're hoping there's something here that can help you learn what really happened.

Two quests, one destination: the Wishing Well.

Wish

- To be famous far and wide.

Secondary Goal

- Find out what happened to your great-aunt.

Items

- **Sword**
- **Rope**
- **Old Map**: A map to the Wishing Well, written in purple ink. (*Said to have belonged to your great-aunt.*)
- **Tourney Rule Board**: Enforces everyone in the area to follow the rules written on it. (*Fair play is important for proper contests.*)
- **Quicksilver** (*Some jerk promised to pay you in silver, but paid you in quicksilver instead.*)

Nathore

Being a giant isn't all that it's cracked up to be. Sure, you're big and tough. But people feel like, just because you're a giant, it's okay to break into your house and steal your treasure whenever they feel like it. Rude! And it's hard to have much of a social life when your castle is up in the clouds and you don't fit in anyone else's house.

Your castle would be great to hold parties in, if you had anyone to invite. You even have a magic cauldron to do the catering. You've thought about offering it as a place to hold meetings (to nice, respectable groups, of course), but who'd want to trek up to a flying castle for a meeting? And who'd listen to an offer from a giant, anyways?

The thing is, there are plenty of people you'd like to be friends with, but it's hard to maintain relationships when you can't visit without risking trampling the favorite cow. That's what you came here for. If you could change size at will, then you'd be able to go where you want without issue, fit through doorways and caves, and still be able to be yourself at home or with other giants. And maybe then you could make some friends. And keep them, too.

Wish

- For the ability to change size at will.

Secondary Goal

- Make friends who are willing to come visit you.

Items

- **Cauldron of Plenty:** Normally, it can produce any food the asker is familiar with, even magical food, except for deserts. But the enchantment's wearing thin; until it's repaired, it can only produce lukewarm oatmeal. (*a family heirloom*)
- **Potion of Restoration:** Completely restores someone's natural magical ability. One use only.

Orane

Sorcerer. Wizard. Magician. Magic users go by many names. You consider yourself an Enchanter, but that reflects a philosophical distinction that often goes over the heads of those less practiced in thaumaturgy, the study of how magic works. People sometimes call you a “necromancer” or “warlock” as an insult or a judgement, but you have no time for such nonsense. Just because some people label some of what you do “dark magic” doesn’t mean there’s anything wrong except general shortsightedness. Enchantment is a tool, and whether you’re calling up ghosts or adding sparkle to gemstones, good or bad is in the usage, not the spell.

Yes, dealing with simpletons is one burden you must bear. People are always bewildered by the simplest things, asking why it’s easier to make a walnut taste like a cranberry than like a grape, and then not listening at all when you try to explain. It’s maddening. You quite like time to yourself to study, but then you need supplies, or food, or whatever, and so you have to deal with townfolk again. And they get upset when the horse you fix is now lime green, when that doesn’t interfere with the horse’s functionality at all.

Lately, you’ve been thinking, though. The problem isn’t you. And, to be fair, the problem isn’t *really* the townspeople, either. It’s not their fault they’re so ignorant. The schools don’t teach what’s important, focusing on history and agriculture and dull topics like that. No, it’s clear that such old and trivial topics aren’t what’s needed in this modern world. You could fix things, and bring everyone with you into the Enchantment Age. You could make a world where everyone understands magic.

Wish

- That everyone learned Thaumaturgy in school.

Abilities

- **Summon Spirit:** You can call to a ghost or other spirit if you have an item that belonged to them. Mystical entities are often willing to be helpful if you ask nicely. See a GM to use.
- **Enchant Object:** You can’t create things, but you can weave an enchantment to make an existing object magical and give it a new characteristic, like the ability to fly or to be indestructible. You can also repair failing enchantments. To do this, chant a description of the new properties of the object in a complicated way, using at least 20 words. You can only do this three times in game.

Peter Piper

You're Peter Piper, Vegetable Detective. People consult with you, far and wide, to solve produce-related crimes and mysteries. You're the last resort for city guards and rangers faced with perfect plant-related crimes. And you're a busy man.

You've got two main cases right now. One concerns a particular witch, Madame Rosmariod, who lives in the Enchanted Forest. In her garden, she grows magical berries with a wide range of effects. This takes years and years of painstaking tending and spell-casting. Imagine her horror when one of her brand-new varieties of purple berries went missing from their bush! They were a new, untested variety, so she doesn't know exactly what effect they would have, and she didn't see anything of the thief other than some footprints left behind.

The second case is on a bigger scale. The Enchanted Forest Board of Tourism has been running a campaign to clean up the image of the Enchanted Forest as a sinister, deadly place to improve its economy. "An Enchanting place for a wedding, a vacation, or just for tea!" However, the dangerous plants and creatures in the forest are making this difficult. The Board of Tourism has been working to cut back on the deadly nightshade and other aggressive dangerous plants by introducing invasive crusader buttercups, but some unknown force seems to be fighting back, removing the buttercups and replanting noxious growth in the dead of night. They've tasked you with getting to the bottom of this.

Difficult cases, but what you've found points you in this direction. Which is convenient, as you have another reason for coming here. You've long dreamed of having a companion to accompany you on your adventures, keep notes about all your successes, maybe help out for areas outside your specialty. But you haven't found anyone interested who meets your standards. You need someone clever, resourceful, who would bring a different perspective. So you thought you'd wish up the perfect sidekick. 'Twould be a dream come true.

Wish

- Find the perfect sidekick.

Secondary Goal

- Solve your two cases, the Case of the Stolen Berries and the Case of the Sinister Plantings.

Abilities

- **Vegetable Insight:** You can detect vegetable- and plant-related lies.
- **Justice of the Peas:** You can't marry people, but you can declare people Peas in a Pod, making them adopted siblings, in a ritual involving at least one vegetable.

Items

- **A Peck of Pickled Peppers** (*Your traveling rations.*)

Qimat

You've seen it all. Scheming viziers and noble scalawags, kind dragons and bloodthirsty queens. And you've been right in the thick of it. See, you're a djinn, and who can resist the allure of a wish or three? You never failed to be the center of excitement.

Except, last time someone rubbed your lamp, things... didn't go as planned. They seemed like a nice-enough sort, so you prepared to offer them the standard three. But when they wished, uncreatively, for great wealth, you waved your hands, set off some fireworks, and... nothing. No matter how you tried, you just couldn't make it work. They were, understandably, quite disappointed.

It was very embarrassing. This had never happened to you before! You'd heard of *mortals* losing their touch, their powers waning as they got old. But djinn are immortal! Your ultimate cosmic power's not supposed to, just, run out. And where does that leave you? Who wants a djinn without the shazam? Nobody, that's who.

So, you came to the Wishing Well. You know that wishing for more wishes is always a bad idea, but maybe wishing for a prior ability to grant wishes to be restored would be less of a disaster? Hopefully?

Wish

- To get your powers back.

Abilities

- **Grant Wish:** If you had your powers back, once per day you could grant the wish of someone (other than yourself) who holds your lamp.
- **Detect Loophole:** You can figure out the weakness of a written spell or wish by examining it closely. You can use this ability on unlimited spells and up to three wishes in game. See a GM to use this ability.
- **Access Library:** You have a comprehensive library of old books and records from the past ten thousand years in your lamp. The legal section is your pride and joy, especially your collection of rare dragon manuscripts. See the GMs to consult your library.

Items

- **Brass Lamp**

Ty

The Lizards in your family have a long, proud history of being helpful busybodies. For generations, they've known everything about the Enchanted Forest. Where unicorns hang out, the grotto with the mushrooms of growing and shrinking... everything. Your family has always used their knowledge to help bumbling questers along their way. Your family never asks for payment, but usually the grateful quester will give some token of their appreciation. Those gifts are your family's bread and butter.

But, the Enchanted Forest has been much too crowded of late. It's getting harder and harder to keep tabs on everything that goes on. If things keep up, your family is going to have to outsource research work, and that would mean sharing secrets of moving around the forest that they've kept for time immemorial. You can't have that! You want your family's legacy to stay intact! So, you're here to find a way to keep the family business afloat.

Of course you know about the Wishing Well. It may work only once every hundred years, but it's nevertheless a storied part of Enchanted Forest lore. Like most things of power, a lot of the tales are cautionary. You remember one fairy tale from ages past about a poor girl and her rich and cruel stepsister. They came upon the well and the poor girl took out a coin to throw in. The stepsister mocked the girl for wasting money when she was already so poor, but then the girl had a horn filled with an endless supply of food. So the stepsister threw her own coin in. The girl never knew exactly what sort of greedy wish her stepsister made, but she vanished at the sound of the echoes of her coin's splash, and was never seen again.

So, you know not to get out-of-hand with your wishes. That's why you're wishing for something straightforward, and you hope everyone else will do the same.

Wish

- Get a way to keep tabs on everything going on in the Enchanted Forest.

Abilities

- **Gossip:** You're a vital part of the gossip network of the Enchanted Forest. You can make or break someone's reputation by spreading the right rumors in the right places.
- **Enchanted Forest Knowledge:** You know your way around the forest better than anyone and can give directions to where all the interesting things grow.

Items

- **Stone of Truth:** Place this pebble to your forehead to return you to your true form. Crumbles to dust afterwards. (*Living in the Enchanted Forest, gotta have a backup plan*)