

Cozy Halloween

RPG setting (cute witches and broomsticks and spooky monsters but not ravening ones)

Zones - each zone has a maturity rating.

- New Hearthfire: (G) A pleasant, sunny land full of green spaces and bucolic towns. Technology is steampunk, but the pretty kind, with bright-colored zeppelins and charming steam-powered automobiles. Very, very Miyazaki. Witches from this area are spunky, winsome, and often extremely bored; if there are monsters, they are usually only called that by courtesy.
- Gotham: (PG) New Hearthfire's (slightly) more wild, and definitely more spooky older brother. Aesthetic is Batman: the Animated Series dieselpunk (with more sunshine), mixed with 1950s animated visions of what graveyards and haunted mansions look like. The witches here look a bit more *daring*. The monsters here have to decide to keep themselves under control.
- Sorciere: (PG-13) This is where the bad witches go, and the witches who aren't bad, but also aren't interested in being nice. This is also where people go to *hatch schemes*. The witches often have the sort of scars that make them look dangerously alluring; so do the monsters. Everyone has a French accent. No one is safe to be around. Fun, sometimes, but not safe.
- Hexia: (PG-13) You'll be fine in Hexia, if you get it through your head to mind your own dang business, pay no never-mind to the sounds out there in the night until they turn to screams, and don't go poking around in things best left buried, you hear? Witches in Hexia go straight from Maiden to Crone. Monsters are either ravening on sight, or perfectly civil... until you push them too far. *Then* they become ravening.
- Mid-Witch: (G to PG-13) Mid-witch is a shimmering dream of 1950s America, with a much broader spectrum of permissible skin colors and romantic life choices. Life is almost as idyllic as it is in New Hearthfire (New Hearthfire and Mid-Witch have a 'country-mouse,' 'city-mouse' vibe going). However, Mid-Witch is also the center for witchery education in these lands, and the schools are *not* idyllic. The schools, in fact, are some of the most dangerous places to be. Some witches don't even survive them! Note: the only monsters are some of the teachers.
- Vodusan: (PG-13) Yarrrrrrrrrr. *Wi'* a *curse*. They don't always call themselves witches down there, either.
- Brujeria: (PG-13) Well, now, *senor*, I say, well now. We here in the Great State of Brujeria make a distinction between foul practitioners of devil-magic, and good, Lord-fearing brujos and brujas who keep the herds safe from banditos and creatures. It's a rough life, but by the *Lord* we raise 'em tough in Brujeria. Keep that in mind, if you're gonna give one of them trouble. They ride hard, live hard -- and fight hard, too. *El que con lobos anda, a aullar se enseña*.
- Catemaco: (PG) Magic is everywhere. Every family has a witch; some families have the occasional *non*-witch. That would cause drama, except that *everything* in Catemaco causes drama. Catemaco is also the most technologically advanced country in these

lands (about 1990s technology). The country has a burgeoning television and movie industry, which attracts witch-actors and -actresses across the lands. Catemaco doesn't have *telenovelas*, though, in the same way that fish don't have drinking fountains.

- Tower Mountains: (PG) When you want to be alone, you go to the Tower Mountains. It's got a little bit of everything, but mostly solitary loners hiding from... everybody, really. Sometimes themselves. Witches here are also the solitary kind, and do not care for covens. Monsters *definitely* want to be left alone, or at least left alone by humans. There's a bunch of monster-themed towns in the valleys and so forth.
- Smallwood: (G) The witches here talk about 'Gaia' and 'energy' and 'crystals' a lot. They also have magical schools that are considerably safer than Mid-Witch's, including the Smallwood Institute of Thaumaturgy. Small-Thaum is where a witch goes to school when nobody else can keep up with their math. Even Gotham's Arkham University and Mid-Witch's Skunkwerk's have to admit that Small-Thaum is their equal. Particularly when it comes to the parties.
- Bigwood: (PG) It's not a bad place, but it's a very isolated place. If you're a bit odd, or possibly even worrisome, you get encouraged to find an isolated forest clearing of your very own to do your thing. If you're not, you can stay with the other witches. Just respect the local folkways and traditions -- no, that's not really a suggestion. More like 'good advice.' There's stuff out there in the Bigwoods that expect nothing else.
- Deepwood: (PG-13) This is where you go when you're a bit too worrisome for Bigwooders. If there are, say, dark magicians and Great Old Ones in this world (I'm not saying that there are; and if they are, they can be countered), this is where they're going to be. Oh, and any witch out here is going to have a very good reason for that, unfortunately. Keep that in mind.
- South: (PG-13) Anything, really.

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