

The Audacity of the Frog

A starting adventure for the *Mahou!?* Gaming system.

Lily Lean

2025

Synopsis

Something smells ripe in the quiet, wintery town of South Valley. As a team of Magical Girls discover that an otherwise beloved shopkeeper has been cursed and turned into a frog. Somebody running around casting curses on civilians risks the exposure of the magical world, and puts every magic user in danger. But, as the team searches for the person who has done this, they start to discover that there may have been a valid motive.

South Valley

South Valley is a quiet suburban town surrounded by mountains. While there are existing magical individuals within South Valley, the vast majority of the town are mere civilians with no magical ability or awareness. Most of the businesses are along High Street, and most of the homes are between the intersecting First through Tenth streets. At the end of High Street is a large square around a small Town Hall. Additionally, South Valley Elementary School, Middle School, and High School can be found on the opposite end of High Street. A long river runs parallel to High Street with several small bridges across on first, fifth, and eighth streets.

There are light woodlands in the foothills, and wildlife occasionally wanders around the outside of the town including foxes, coyotes, and raccoons which could rarely be encountered. The town itself has songbirds and owls, rodents, namely squirrels and mice, as well as some stray cats. Many of these could pose a threat to characters in Animal Form.

People

Mr. Olsen: Human Adult. B C B D C B, 9AC, 2IP.

Timid

A quiet, well-liked shopkeeper. Completely non-confrontational, he's somebody in town who everybody knows. Mr. Olsen has been cursed (as the Curse spell) by Stacy after she discovered he was hiding narcotics in his store.

Fran Birch: Human Teen. C A B D E B, 12AC, 3IP, 5MP.

Sleep, Windy, Create Feast

Animal Form [Cat], Animal Speech, People Pleaser

A 17-year-old magical girl. She attends South Valley High School, the front-runner to be valedictorian. She has no idea what happened by Mr. Olsen, and is deeply worried by the culprit's attempt to frame her. She's also extremely protective of her friends, Stacy and Helen. If the party appears trustworthy, and doesn't threaten her or her friends, Fran is

willing to help the party in what ways she can without putting herself in unnecessary danger.

When encountered, she has a 30% (1-3 on 1d10) chance of appearing in her black cat Animal Form. While in her Cat Form, she will adopt many catlike behaviors, and will even stalk and attempt to attack birds or small animals, including other Animal Forms (if she doesn't know they are an Animal Form). As soon as she realizes that it is a person and not a real animal, she will immediately stop attacking. Fran has absolutely no intention of hurting people.

Stacy Clams: Human Teen. S B S B C A, 13AC, 5IP, 8MP.

Dart, Change, False Fever, Skunk Spray, Fire, Swap Others, Curse

Animal Form [Pelican, Cat], Animal Speech, Magic Animal Form, Hothead, Jealousy [Fran]

A 17-year-old magical girl. Fran's best friend, she's the person who cursed Mr. Olsen. The resident mean girl of South Valley High School, Stacy is extremely egotistical and believes that it is her responsibility, alone, to prevent crime in South Valley. The leader of a magical girl team for the last six years, she has become increasingly volatile and forceful over the past several months. Although they're still friends, Fran has taken issue to Stacy's recent turn toward policing civilians. Stacy,

in her growing ego, has come to believe that Fran isn't interested in heroism. After discovering Mr. Olsen's crime, she decided to punish him herself, and is turning further into the depths of vigilantism. Stacy is aware that other magical girls exist in the town, and has left behind evidence in an attempt to frame the "unheroic" Fran. When she cursed Mr. Olsen, Stacy missed a piece of information implicating the Mayor. However, she will discover the mayor's involvement shortly, a piece of information that will lead her to believe that she alone can save South Valley.

Stacy isn't intending to ruin peoples' lives with permanent curses. She has a hidden stash of 1d4+2 potions of Shatter Curse that she intends to use on the victims after a month. Once the curse is broken on them, they will remember being transformed, but will not remember the use of magic. She doesn't see her curses as an execution, but as a strange sort of prison sentence.

Stacy will not cast Curse on any character who she has not directly witnessed commit a crime, and will not cast it in combat.

Stacy is not interested in fighting if she can avoid it, and will go out of her way to attempt to avoid combat against other Magical Girls. Even if she's caught, she will try to convince the party to take her side instead of looking to harm

them. She will only fight if she is completely cornered, or if she is attacked first. If Stacy is in a fight that she believes she is losing (0 or 1 IP), she will untransform on her turn and attempt to surrender.

When encountered, she has a 25% (1 on 1d4) chance of appearing in her black cat Animal Form. While in her Cat Form, she will adopt many catlike behaviors, and will even stalk and attempt to attack birds or small animals, including other Animal Forms (if she doesn't know they are an Animal Form). As soon as she realizes that it is a person and not a real animal, she will immediately stop attacking. Only she knows that she possesses this Cat Form, as she studied it recently with the express purpose of posing as Fran.

She additionally has a 25% (2 on 1d4) chance of appearing in her pelican Animal Form. While in her Pelican Form, she will also hunt small animals, and will stop attacking if she recognizes that any target is actually a person in Animal Form.

Helen Stone: Human Teen. F C B S D B, 14AC, 3IP, 3MP

Dark, Sparkly Attack, Charge!.

Animal Form [Fish], Animal Speech, Stylish, Magic Weapon,
Gullible

A 17-year-old magical girl. Stacy's lackey, she isn't aware of what Stacy has done. Even shown direct evidence, she refuses to

believe that Stacy is guilty, and will defend Stacy if attacked. She can be convinced to stand down with a Difficulty 14 Charm roll, or by Fran.

If encountered near the river or inside of her home, Helen has a 10% (1 on 1d10) chance of appearing in her Animal Form. Her Fish Form is harmless. If at the river, she will be swimming in the river, and if at home, she has a fishbowl that she can use her Fish Form inside of.

Mayor Snatch: Human Elder. A B C E F B, 9AC, 1IP.

Overconfident

The mayor of South Valley for the last quarter century. While he deeply cares about the town and its wellbeing, he's also deeply corrupt. Mayor Snatch has been selling narcotics to some of the townspeople, but he's been turning the money around to various charities and social programs. He truly believes that he is doing the right thing.

Pippa Green: Human Adult. D C A B A F, 9AC, 1IP.

People Pleaser

Mayor Snatch's secretary. Somehow, she's completely unaware of his true comings and goings. However, she knows that he met with Mr. Olsen two nights ago.

The Player Characters

A new magical girl team in South Valley, they should already know how and why they're in South Valley. Chibi characters may struggle without some sort of support, as they may be unaware of narcotics or why they're considered illegal in this town. Anticipate that Youth characters are already aware that drug use is illegal.

The Player Characters have been asked by a friend, parent, aunt, teacher, or other friendly NPC to collect a parcel being held in Mr. Olsen's shop. The parcel contains a non-magical item worth a negligible amount of money, but is heavy and must be returned in exchange for some candy.

The Discovery

Italicized text is intended to be read directly, or paraphrased, to players. Text that is not italicized is intended for the GM, and could spoil parts of this module to players if divulged at the wrong time.

Introduction:

Throughout South Valley, the ground is dusted in light snow, the recently paved roads shimmering with a thin layer of ice. It's Sunday, the middle of February. Unfortunately, the forecast for tomorrow doesn't show anymore snow coming, at least, not enough to extend the weekend. The snow fell late last

night, already too hard and icy to do much with, and sweating in the morning's forty degrees.

With 15 on an Awareness Roll, a Player Character may spot:

Rare in this part of the world, and especially in this weather, a majestic pelican flies toward the western hills.

Upon reaching Olsen's Store:

Olsen's Store is a little bodega. You can barely fit in the thin aisles between shelves. Rolls of paper towels poke outward into the thin passageways. A policeman yawns, leaning against the wall nearest the counter. A box of donuts waits on the countertop, not paid for yet. Mr. Olsen is nowhere to be seen. A curtain is pulled clothes behind the counter, hiding a back room.

The policeman, Officer Ned, is only here to purchase donuts for a coworker's promotion party. He has no idea that anything has happened to Mr. Olsen, and also has no idea that Mr. Olsen has every committed any crimes. What the officer has seen is that Mr. Olsen was here roughly twenty minutes ago, he politely excused himself to take a phone call in the back room. The officer is only waiting around because he hasn't been able to pay for his donuts yet. He'll explain this if asked. If the officer has to wait another ten minutes, he'll run out of patience and leave.

The officer has no interest in checking on Mr. Olsen himself, but as it's a small town, he will do nothing to prevent other people from going in the back room to pester the shopkeeper. "If you're that interested, go check on him yourself." If he is convinced to check himself (Difficulty 12 Charm or Brains), he will look inside, then step back outside before laughing about there being a frog there. He has no knowledge about magic and will completely disbelieve any claim that Mr. Olsen has been turned into a frog, even if he sees the frog itself. Even if Stacy confesses to the crime over the phone in the other room, the officer will take her for a prankster.

If the party attempts to "steal" the parcel from behind the counter, Officer Ned will intervene, even if they prove that it belongs for them. It does need to still be checked out by the shopkeeper. He's polite, and will gladly explain his reasoning that the ever-timid Mr. Olsen might worry if he sees it simply disappears, but didn't check it out himself.

The Back Room:

Behind the curtain you find a deep-cleaned mess. Piles of half-squished boxes of different sizes line the walls. A smartphone lies on the ground with a slightly cracked screen, still buzzing. A number counts up on its screen 25:01, :02, :03. A name sits just above the number, Fran Birch. Whatever call Mr. Olsen took never ended. Beside the phone is a large bullfrog. It

is still but alert, and its eyes follow you. There is a small window left open above a large pile of boxes. Bits of black fur on top of some of the boxes sparkle in the sunlight through the window.

Upon investigating the window, a character will find a white feather caught between the window and a box. A petite or smaller creature can fit through the window with no difficulty. A small creature can struggle through the window on a Dexterity roll of Difficulty 12. The window is seven feet off the ground and drops down into a pile of snow on the sidewalk outside. Another similar feather can be found stuck in the snow.

A difficulty 12 Brains Roll would reveal a lingering magic aura around the frog. Mr. Olsen has been cursed and transformed into it.

While in this form, Mr. Olsen cannot talk, but maintains his human mind. A character with Animal Speech can easily hold a conversation with him. Mr. Olsen picked up the phone call and heard a standard greeting before hearing his own voice echoing in the room. Confused, he looked around until he spotted a slick, black cat speaking into a phone. The cat said something as she looked at him, and then he woke up as a frog, and the cat and its phone were gone.

The party also can attempt to speak through the phone. Stacy will have flown back to her home in her Pelican Form by

now. There, she will gloat to the party, claiming to be Fran, and revealing that she cursed Mr. Olsen to punish him for being a criminal. Stacy, pretending to be Fran, won't state what crime she believes Mr. Olsen actually committed.

The phone number can be saved from the ongoing phone call, and if Stacy is ever called using this number, she will gloat about what she's done while claiming to be Fran. She goes on about cleaning up the town by any means necessary, and if the party outwardly disagrees with her, she will mock them as "naive." Otherwise, the phone is locked, and Mr. Olsen will not reveal the password under any circumstances.

A difficulty 13 Awareness roll will find a bag of narcotics hidden in a box. Any character that attempts to ingest these gains 2 points of Energy for 1 hour, and must make an Injury Save Difficulty 15 or take 1 Injury Point. After 1 hour, all of their stats decrease by 1 for 1 week.

South Valley High School

The school is one place the party may attempt to investigate to find Fran or information about her. As it is Sunday, the school is currently closed, but the fence can be hopped with a Difficulty 6 Dexterity roll.

There is nothing on the campus to find about Fran, but investigation of Stacy's locker (marked with her name) is one of

the places Stacy may stash 1d4+2 potions of Shatter Curse. A key piece of evidence that Stacy already knew people in town would be cursed, and her intended way to reverse the curses once people have served their "sentences."

If the stash of potions has already been found in a different location (Stacy's Backpack, or Stacy's Home), then it won't be here. Instead, there will be a slight spill from a strange liquid. The liquid can be detected as some kind of potion from a Difficulty 10 Brains roll.

Fran's Home

Fran Birch is a well-known person in town. Anyone asked about her would state that nobody dislikes her, and that she's always been a good kid. She's more than likely to be the valedictorian at South Valley High School, and is generally a bit quiet. If Fran using magic is suggested to anybody other than Stacy or Helen, they will politely deny that any such thing is possible. "Magic isn't real."

A Difficulty 12 Brains roll can discover Fran's address through basic research. A Difficulty 13 Charm roll can convince somebody to show a character where Fran's apartment is. Just looking around the town will eventually find the surname Birch on a mailbox after about half an hour.

Fran's home is a narrow, two-story brick building. The windows upstairs are blocked by some kind of black posters from the inside. There's a shed around the back and a trapdoor down to a cellar along the street. Both are padlocked. Breaking into either results in nothing, but will make Fran suspicious of the party. There are two open windows along the ground floor, one into the kitchen, and one into the bathroom. Sneaking in through the window is possible for a medium or small creature with a Difficulty 12 Dexterity roll. Small creatures get a +2 on this roll. Petite or smaller creatures can get in easily without a roll. If Fran discovers the party has broken into her home, she will immediately be suspicious of them, and will threaten to call the police. She will defend herself if she fears that the party intends to harm her or her grandmother.

Knocking at the door:

You hear muffled footsteps from inside, slow and cautious. The door creaks open just slightly to reveal a tall girl with unkempt black hair. Oversized, circular glasses bobble on the end of her nose, and she whispers, "Please be quiet, my grandmother is sleeping. What do you need?"

If the party mentions magic in any way, Fran will insist that she won't speak anymore to the party except in private, but will invite them to come upstairs to her room.

Fran has no idea what's happened to Mr. Olsen or how, and expresses deep concern at the idea of herself being framed. She won't even entertain the idea that she could be responsible, and she claims that her phone was stolen two nights ago. The phone at the crime scene is Mr. Olsen's phone, and not the stolen phone. Her grandmother saw her at the house earlier, likely during the timeframe of the crime, but Fran's grandmother is old and nearly-senile, and her testimony can easily be mistrusted. An Awareness roll of Difficulty 16 will conclude that Fran is being honest based on her tone and body language.

While she will speak about Stacy and Helen if asked about people she knows, Fran will immediately disagree with the idea that either of her friends could be responsible, and will offer to speak to her friends about this as well. She has no enemies that she knows of.

If the party openly accuses Fran and refuses to hear her side of the story, she will ask them to leave. If they refuse to leave, she will attempt to cast Windy, then flee in her Animal Form. Once she flees, she will aim to connect with Stacy and Helen, not knowing that Stacy is the one who framed her.

If the party convinces Fran of their good intentions, she will attempt to help investigate, but only in secret. She will not fight Stacy, but can assist the party using her Animal Form.

Anybody who speaks to Grandma Birch will be mistaken for somebody else based on their age category.

Chibi: *My little Bella! Is that you? Come here!*

Youth: *Pippa, how have you been? Would you like a candy?*

Teen: *Stacy? Are you here to work on some schoolwork? Fran is upstairs!*

Adult: *Mr. Henson? Were they ditching class again?*

Elder: *Mildred? Did you win the Double Bingo again?*

If the party has a friendly conversation with Grandma Birch, she also can reveal that Fran's friends are Stacy and Helen, but she is unaware that magic even exists. She is extremely generous and will offer an old, bead necklace (actually a magic item created by Fran giving +1 to Magic Saves while worn) to Chibi, Youth, or Teen characters. To Adult or Elderly characters, Grandma Birch will instead offer a cheap bottle of wine. She will only give one item to the party, and not one item to each character she speaks to.

If the party gains Fran's trust, award the party one Progression Point.

Fran (Wandering)

If the party does not elect to investigate Fran's home, they will eventually see her wandering in her Animal Form, a classic black cat. At first, she will stalk the party from a

distance, but can be spotted with a Difficulty 11 Awareness roll. A Difficulty 11 Brains roll can determine that she is a person in Animal Form.

If the party doesn't confront the Black Cat, but is clearly investigating something, Fran will get closer to try and overhear information about what's happened. If she ever hears her name, or if she ever hears anything related to magic, she will reveal herself as soon as there aren't any non-magical people in sight.

If the party does confront Fran, but doesn't recognize that she is a person in Animal Form, she will eventually reveal herself, also. She is careful, and will try her absolute best to avoid any conversation mentioning magic while ordinary people can overhear it.

Stacy's Home

The party can learn about Stacy's Home in the same ways they learn about Fran's home. Additionally, Fran will gladly guide the party directly to Stacy's home if Fran trusts the party.

One of the older houses in town, this one story building has an overgrown lawn and a long crack down its front door.

If the party knocks at the door:

"Coming!" A cheery voice comes from inside. The door clicks open to show a tall girl smiling broadly. She's a bit overdressed for just spending time in her own home, with flashy, topaz-encrusted earrings and a full face of makeup.

Stacy will be incredibly welcoming to the party, even if they attempt to break into the home. In reality, she was flying around Mr. Olsen's shop in her pelican form just after committing the crime to see if anybody would investigate, and she did see the party then. She knows why the party is here, but will pretend to be completely clueless. A Difficulty 16 Awareness roll will reveal that Stacy is lying, and a Difficulty 12 Awareness roll will reveal that Stacy isn't telling the whole truth. If Fran or Helen is with the party, they will believe Stacy unquestioningly.

If the party starts aggressively searching around, Stacy will become increasingly hostile, talking about privacy, and will eventually ask them to leave. If the party refuses to leave, she will transform as if she's ready to fight, but won't actually begin fighting unless she is attacked first. Her goal is to intimidate the party, not to start a fight in her own house where things might be damaged. If a fight starts, Fran and Helen will defend her if they are present. If a fight starts and either suspects that Stacy is guilty, then they will assist the party instead with the intent of safely subduing Stacy.

Stacy's parents are out of town for The 28th Annual Airline Hearhtrobs Convention, and she will gladly entertain the party in the front room, but Stacy is adamant that nobody goes into her own room. That's because one of the possible stashes of 1d4+2 Potions of Shatter Curse lies under her bed. If the stash of potions has already been found in a different location (Stacy's Locker, or Stacy's Backpack), then it won't be here. Instead, there will be a slight spill from a strange liquid. The liquid can be detected as some kind of potion from a Difficulty 10 Brains roll.

If the party learns that Stacy is responsible, award the party one Progression Point.

Stacy (Wandering)

At any time during the evening, Stacy can be found wandering around the town. She has a 25% chance (1 on 1d4) to be found in a Cat Form, similar but not identical (Difficulty 12 Awareness roll to tell them apart) form to Fran's Cat Form. While in this form, Stacy will actively impersonate Fran if she is confronted.

She has an additional 25% chance (2 on 1d4) to be found in her own Pelican Form. If confronted in this form, she will be honest about her identity and will act as if she has no idea about the curse. If she is told that Fran is responsible, she

will act shocked and betrayed, stating that she can't believe Fran would do such a thing.

If confronted in her human form, she will have the same attitude as her pelican form, and will also be wearing her backpack. Her backpack is a possible place for the stash of 1d4+2 Potions of Shatter Curse. If the stash of potions has already been found in a different location (Stacy's Locker, or Stacy's Home), then it won't be here. Instead, there will be a slight spill from a strange liquid. The liquid can be detected as some kind of potion from a Difficulty 10 Brains roll.

No matter what form she takes, a Difficulty 16 Awareness roll will reveal that Stacy is completely lying and a Difficulty 12 Awareness roll will reveal that she isn't telling the complete truth. If Fran or Helen is with the party, they will believe Stacy unquestioningly.

If Stacy is ever accused of cursing Mr. Olsen or other townspeople with evidence of her involvement, she will calmly and proudly confess, explaining her motivations. Believing that she's been caught, she will readily change her strategy to convincing the party that she is doing the right thing. In her mind, her methods are the only way to clean up the town. She only framed Fran, her best friend, not out of hatred, but out of disappointment. She had previously approached Fran with the idea of using magic to enforce law among civilians to which Fran

declined. By framing Fran, she believed that she would teach Fran a lesson about weakness and duty.

Helen's Home

The party can learn about Helen's Home in the same ways they learn about Fran's home. Additionally, Fran will gladly guide the party directly to Helen's home if Fran trusts the party.

This green-painted home sits on the edge of the river running through the town. A bedroom window is open looking out just over the water.

Knocking at the door:

The door slams open vibrantly with an athletic looking girl peeking out. She nods to you slowly, "What's up?"

Helen is less eager to invite the party in as she has absolutely nothing to do with the crime, she has absolutely nothing to hide, and she's deeply stubborn. She can be convinced to allow the party inside with a Difficulty 14 Charm roll, but there isn't anything of value to find inside.

If the party attempts to break in, Helen will attack on sight, loudly proclaiming that she doesn't want to hurt the party, and will gladly back down if the party gives up or leaves. Regardless, Helen will see the party as having tried to

break into her home and will immediately distrust the party in any later meetings.

If the party sneaks inside, there is also a 10% (1 on 1d10) that Helen will not confront them, as she prefers to rest in a fishbowl within her bedroom by using Animal Form. If she is currently in this state, she will not hear anybody breaking in.

Helen (Wandering)

At any time while investigating near the river, the party can also encounter Helen. She has a 10% (1 on 1d10) chance of swimming in the river while posed as a fish in Animal Form. Fran doesn't know about any of what's going on, but almost completely refuses to believe that Stacy is guilty. If she sees the party heavily investigating Stacy, she will aggressively warn them to stop harassing Stacy.

Town Hall

Appearing to have absolutely nothing to do with the case, one would most likely investigate the Town Hall out of passing interest, or while looking for information about where to find other people.

Just inside is the clerk, Pip, who is asleep on her desk next to a stack of papers. If woken up and asked about Mr. Olsen, she will happily reveal that Mr. Olsen and the mayor are

friends, and that they both met two nights ago. Pip doesn't actually understand magic, but she is extremely excitable and fully believes in the existence of magic. If told that Mr. Olsen was cursed, she will go into a mix of excitement of panic, and will attempt to go around telling the whole town (but will not be believed by the townspeople).

Mayor Snatch, himself, can be found inside of his office. If asked about Mr. Olsen, he will say general things about how Mr. Olsen is a respected member of the town. If his meeting with Mr. Olsen from two nights ago is mentioned, Mayor Snatch will refuse to speak any more on the subject.

If the party is found sneaking around the Town Hall without permission, the mayor will threaten to have them arrested. If found by a police officer inside, they will be escorted out. If the party attempts actual combat against the mayor or against any member of the police force, backup will arrive in 1d4 rounds, and the party will face arrest or magical exposure.

While looking around the Town Hall, the party can find hidden narcotics on a Difficulty 12 Awareness roll.

If the mayor is confronted about narcotics, he will refuse to speak any more on the subject.

If the party learns about the Mayor's actions, award the party one Progression Point.

The Mayor (wandering)

While walking around town, the party can encounter Mayor Snatch cleaning up litter off the streets. He deeply cares about the town and spends his free time doing anything he can to improve South Valley. Even his illegal selling of narcotics is for money that he spends on improving the town. Mayor Snatch has a bit of a savior complex and deeply believes that what he is doing is justified as it is for the good of the town.

If Stacy learns that the mayor is selling narcotics, she will attempt to curse him, as she did Mr. Olsen.

The Next Morning

If the party doesn't stop Stacy, she will curse another townspeople in the morning, turning them into a frog as well. Similar evidence can be found at the scene of the crime, except for Fran's phone if the party took it from Mr. Olsen's shop. Again, the crime scene is set up to look as if Fran was responsible. She will continue doing this day after day until the fourth day, during which she will target the mayor directly (having learned of the mayor's involvement from the third victim).

The victims in order:

Mr. Olsen, Shopkeeper, Day 1.

Mrs. Hearth, Innkeeper, Day 2.

Mr. Brave, Police Officer, Day 3.

Mr. Snatch, Mayor, Day 4. (or earlier if the party reveals Mr. Snatch's drug dealings to Stacy earlier.)

Endings

The party can largely impact the outcome of South Valley. If Stacy is permitted to continue using curses for vigilante justice, she will eventually start acting as the town's magical dictator from the shadows. She will intentionally let Fran off the hook, commenting that she only framed Fran to teach Fran a lesson about being weak. **If the party sides with Stacy and helps her to stop the mayor, award the party two Progression Points.**

Instead, if the party elects to stop Stacy, there are two possibilities.

If Stacy is seriously injured (Critical Consequence) or killed, award the party only one Progression Point.

If Stacy is subdued without being seriously injured or killed, award the party two Progression Points.

If Stacy surrenders, and the party has not already discovered her stash of Potions of Shatter Curse, she will willingly give up three potions in return for amnesty.

Note: As the town doesn't know about magic, any actual punishment for Stacy will be purely social. Even if she was arrested for vigilantism, none of her crimes could actually be able to be proven in any serious way, and she would ultimately go free. However, if her magic is exposed to the town at large, she will face the permanent loss of magical abilities. This is a known magical consequence enforced by the magical world to protect secrecy. Stacy is aware of this risk, and so is every magic user in the world. Her curses were carefully crafted to not reveal to the cursed people who had cursed them. Even despite what she's done, Fran and Helen will petition against this.