# PLOT CALENDAR - AUGUST

*Please use comments to claim volunteer spots or to ask any questions you might have, etc!*

**1-** 🌕 **Full moon. Ritual Performed** by Founding Family Witches

**2-4** - A magical mishap from the below list of mishaps happens during one or two of these days, making it clear that the ritual hasn't fixed the problem…

**5 - Founders Weekend day 1**

- The weekend kicks off with a grand parade through the streets of Mistwick. Local businesses, and community members participate, showcasing creative floats
- An art and craft fair is set up in the town center, featuring the works of local artists, artisans, and craftsmen. Visitors can explore a diverse array of handmade products, artwork, and locally crafted goods.
- **Founders Ball** - A formal dinner and dance, known as the Founders' Ball, takes place on Saturday night. The event is attended by town officials, community leaders, and residents who dress up for an evening of fine dining, dancing, and a silent auction to raise funds for town improvement projects.
    - During the Ball a confetti spell goes awry, causing confetti to rain down continuously from the ceiling throughout the entire evening. Despite attempts to dispel the spell, the confetti keeps falling.
    - A misplaced spell causes brief moments of time-freezing during the ball, causing guests to pause in mid-motion for a few seconds before resuming their activities as if nothing happened. Hopefully the humans didn't notice…
    - **[volunteer]** places a spell on their outfit to make it fit better/look nicer/whatever, but this spell goes awry and partway through the night changes their outfit into a historical outfit, as though they've walked straight out of tomorrow's historical reenactment!

**6 - Founders Weekend day 2**

- Founding Reenactment! There are two sessions of this free but ticketed event and, strangely, humans can usually never manage to gain tickets for the first event, which more accurately represents the magical founding of the town. This year, however **[human volunteer]** manages to get a magical ticket. Luckily, the usher notices and refuses them entry, claiming the venue is full and they've over ticketed, but please come back for the next session!!
- The Founders' Weekend concludes with a spectacular fireworks display, lighting up the night sky. Instead of bursting into regular fireworks, a magical mishap transforms some of the fireworks into glowing, dancing lights that swirl and sway gracefully through the air like will-o'-the-wisps, making it seem as if the stars themselves have come down to join the celebration. Thankfully, this is easy to write off as just really impressive new firework technology.

**8 -** **Levi** receives an email telling them they're off the waitlist for Wasting Time On The Internet - which is really Modern Witchcraft. They attend the class to see if they want to swap one of their current classes for this popular subject, so all the actual witches in the class are treated to their lecturer scrambling to make this class about wasting time on the internet. **Levi** receives a follow up email later that night that there was an administration error and there is not actually a space in the class.

**12 -** Intramural Sports Field Day

The intramural sports club put on a day of competition - but not actual sports. Instead, activities include tug-of-war, egg and spoon races, three legged races, giant beer pong (but with water, not beer), ring toss, and hula hooping contests.

- **Ben** and **Darya** find their legs start to magically merge during the three legged race and have to bow out of the day early to get magical medical attention so they don't become permanently conjoined.
- **[volunteer]** magics their own water into beer during giant beer pong. Except the spell turns all the nearby water into beer. Including in people's water bottles.

**16 -** 🎂 **Happy Birthday Cornelius Trout III!** Today you receive a compliment from a stranger.

**17th Onwards** - Magic seems to be even less reliable for those of founding family bloodline. While no one really knows what is going on, something to do with founding families is the first lead that is followed (a group of characters can focus on this theory)

- **Silas** finds that their magic is also less reliable, raising doubts that it is founding family based.

Concurrently, another theory investigated - comparing years between rituals and with population size in town **(a group of characters can focus on this theory including Mei)**

**Other characters** can look into other events happening around the change in ritual frequencies.

**19 -** 🎂 **Happy Birthday Rook Laurier!** Today all your clothes seem to be either slightly too small or slightly too big. Including your shoes.

**21** - Sweet Serendipity have a pastry special today - cookies and cream croissants! Unfortunately, there seems to have been an issue with the ingredients and anyone who eats this finds themselves unable to lie for the rest of the day (applies to humans and witches!)

**27** - An attempt to make it so humans cannot enter the potions area of the hall creates an invisible barrier on Wagstaff Hall that means no witches inside can get out, and no witches in can get out. Thankfully it seems to not impact humans trying to get in and out, and the spell fades by 10pm.

**30 -** 🌕 **Full moon**

# Various Magical Mishaps

*Below is a list of magical mishaps to claim for your characters! These can happen on any day in July that works for you.*

- **Aggie** casts a spell on their shoes to make them more comfortable, but the shoes take the spell too literally and start hopping around the room, evading attempts to catch them.
- **[volunteer]** casts a spell to make their pen take notes for them, but when they check the notes after class, they've all been written in invisible ink that requires a potion to make it visible
- The ward on the witch books in the common room that makes humans uninterested in picking them off the shelf starts to fade and **Elvis** instead finds themselves drawn to one of these books. **Harper** has to come up with an explanation for this book, and **[volunteers]** decide to clear all the witch books off the shelves, just in case.
- **[founding family]** has an entire day where none of their spells cast correctly
- **Fern** tries to perform a simple cleaning spell in their dorms which backfires and causes everything in the floor to become coated in a sticky substance. **Logan** is able to cast a spell that clears the stickiness.
- **Darya** and **[founding]** witch are working on a potion together in the Hall Potion labs - despite using all the same ingredients and following the same steps, **[founding witch's]** potion always explodes before the final step, whereas **Darya's** works.