

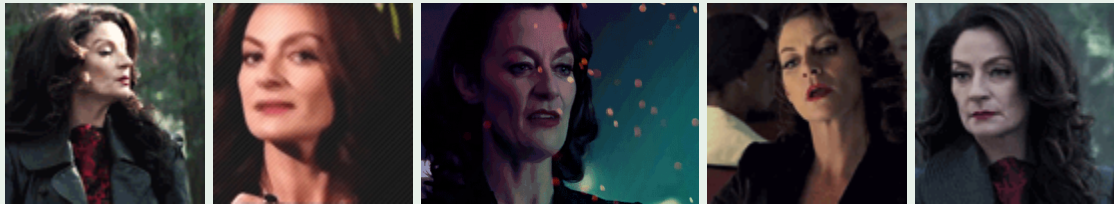
Corona Island HQ Log

(☞ Please refer to the outline for navigation; Activity Tracker found on the last page --.)

BIOS

MAGDALENA “Magda” de SPELL

A lady. A laugh. A witch.



Official Magda Bio for Corona Island HQ.

Get to know MAGDA DE SPELL who's FIFTY-ONE years old and works as a WITCH in town. She is from CORONA and is often times mistaken for MICHELLE GOMEZ while others say she reminds them of MAGICA from DUCKTALES.

While everyone knew of Malina Fae and her power, Magda was a bit more...deceptive. She had been dealing with her magic for a bit longer than her fellow witch so she knew how to blend in with the others in Corona a lot easier. She was eccentric, but people mistook her passion for oddity more than the sheer fact that she was giddy of her master plan to rule the island. Ever since she was little she had magic in her, and she was able to channel this magic through objects of wealth. Things that belonged to others that were rich in its material and meaning, were all she needed to get what she wanted. When she was little it was other girls dolls, then that moved on to precious family heirlooms and antiques. But there was one item in particular that Magda wanted that she was sure was the most powerful object of wealth.

That item belonged to Scrooge McDuck. His first dime, the one thing that created an empire. Most people would go for the royal crown, but Magda knows better. A greedy man's wealth would give her all the power she needed to take over the island and mold it how she sees fit. Why does she have such a strong desire to take over the island? Because she deserves it! She believes the magical beings on the island should be the ones who rule and who better to watch over these people than her? When she isn't trying to steal Scrooge's dime, she is selling her own magical potions and other curious items. Most people are too afraid to enter Magda's Magical Miracles, but those who want to seek out answers about the island aren't afraid to knock on her door. She is clever enough that people think her shop is a gimmick, but the real believers are the ones who know she is more than she seems.

She is able to channel power magic through items of importance. tokens that belong to others, special items with great value to the person who owns them; she can do mostly basic magic without them, reducing it to a fine powder and spells.

Magda's Expanded Biography

Local Witch.



☞ **don't underestimate the power of the strange and unusual.**

What does it mean to be a local witch? Does it mean you're the swindling source of treatments when someone is ill? Does it mean you're well read on the occult should the need arise? Not particularly. In the case of Magdalena "Magda" de Spell, it means running **Magda's Magical Miracles** and helping with local intrigue. Oh. And plotting to rule over all of Corona Island. But that is, of course, a minor detail.

Magic comes with burning sensations in your veins. Or at least, it did for Magda. When she was a child, she felt a need to extinguish that fire. However, when she had discovered just what the burn of magic was, and how she could use it to control others through their sentimentality, it was much too late. That fire in her fingers grew as she moved on from her childhood friends' precious dolls and stuffed animals to the much bigger and grander ancestral properties. And even then, it was not enough. The ability to influence, to create, and wield magic was too great a gift. She craved more, hungered for more, and above all, demanded more.

And she would do anything to get it.

But she did have to be subtle. Despite her theatrical and flamboyant attitude, even Magda knows that this power must be kept quiet. She runs Magda's Magical Miracles, which to many, seems too gimmicky to be a real magician's atelier. However, Magda thinks of herself as... a dark artisan. She is able to craft spells in the dark and weave words and lies. The nature of her store, the name and the decor, are part of her deflective act. People don't suspect someone like her to be plotting the demise and manipulation of those on the island.

Despite her status as an eccentric in town, committing, people think, to the aesthetic of witchcraft for self and shop promotion, she is still established enough to be successful with her wares and crafts. As well, students and children often come to her store to ask her questions, usually on dares and for fun. A fun fact about Magda? She despises children. Absolutely loathes them. But what can you do?

She's even adopted her niece, Lena, though she isn't particularly fond of the girl aside from her usefulness. She considers the children to be horrible gossips in town, and rather a waste of time... but every now and again, one may prove worthy of a visit or investigation. And besides, she has to keep an eye on rebellion. Her relationship with Lena is strained, and it is entirely obvious why.

For all her manipulation of others through their sentimentality, she fears the day someone may come for her own amulet, an amethyst set into gold -- something she acquired in part from her grandmother. She wonders if this was her source of power, as her magic seemed to be partially inherited in her mind. But she'll never know.

Her goal now is to gain information of newcomers, reforge bonds with local heroes, and increase her knowledge of magic and mayhem, all in part of her plan

to obtain the first dime of Scrooge McDuck. She laughs at the idea that a single dime could have that much sentimental value, but she knows the worth of wealth and sentiment. And in the case of Scrooge's dime, she's beheld that power. And she demands it too. It's all that stands in her way before she may conquer the island.

Magda's Magic Explained

Sentimentality

Magdalena's magic is based in sentimentality. She thrives off of the manipulation of others through their own belongings. Her childhood friends had dolls, often given to them by doting parents, which Magda would use to her advantage. Often influencing her friends, or so she called them, to do her favors and obtain things for her. Even giving her their own belongings.

But soon it was not enough. Magda was voracious for more power, and the rush that using her magic gave her. She could do fairly mundane tricks on her own, levitation or light illusions in the shadows, but her magic is strongest when channeled through someone else and can take advantage of their own skills or powers -- and specifically their most treasured things.

Although it's a unique skill, it's limited in that she needs a valuable item from the person, and the ability only lasts so long after it leaves her possession. Her influence on others is also limited in range and sight, and in her verbal communication. While she may be able to verbally manipulate in mundane ways, her actual magic in words isn't very strong until she's able to influence.

Examples of her influence through objects could include: Louie's lucky marble, or even Magda's own amulet.

Her quest for power eventually led her to cross paths with Scrooge McDuck, whose greatest item was his Number One Dime, the symbol of his great fortune and where it started. His luck intrigued her, and her hope was that his Number One Dime would allow her to alter chance and luck and balance, a great feat which could prove useful in conquering Corona Island. But her attempts failed, and her magic backfired, and since... Scrooge has been aware of her determination.

She's laid low since then, praying quietly on unsuspecting islanders in hopes of building up the small tricks she's acquired. In addition, she's developed an interest in certain islanders for certain traits that she thinks would be useful. Currently, she's seeking --

- ❑ **Webigail Vanderquack**, for her knowledge of the McDuck family and adventuring skills -- though she may be growing a soft spot for the girl, against her better judgment
- ❑ **Dipper Pines**, for his knowledge of the unknown. Magda thinks it's charming, if not a little troublesome. She doesn't particularly like him, but she thinks he's tolerable and certainly can appreciate his determination in research.

Practical Magic

Aside from her influential magic over others, and channeling their own abilities via their sentimentality, Magda's well versed in herbs and spells. Many people think her potions, elixirs, and powders are all an elaborate plot at times, but she knows her true clients. And she knows how to market herself as the real deal. She doesn't like doing her verbal or non-verbal spells in front of common folks, or those not willing to pay for spectacle, but it is possible to do. And she will do it underhandedly if she needs it for... *anything*.

LILITH CLAWTHORNE

The Coven Leader.



Official Lilith Bio for Corona Island HQ.

Get to know LILITH CLAWTHORNE who's FIFTY-THREE years old and works as a POLITICIAN around town. She is from CORONA and is often times mistaken for FAMKE JANSSEN while others say she reminds them of LILITH from THE OWL HOUSE.

While nothing in the Clawthorne house would ever be considered normal to the average person, for them it was. The family had been a part of an underground society of witches that had existed within the island for decades - a coven that was here before the royals even claimed the land as their own. Secrecy was of the utmost importance. All of this was something Lilith completely understood. Ever since she was a young girl she's been a strict rule follower and always played everything by the book. Since the day she was first told about the coven her family was a part of, she has looked up to the Emperor and dreamed of one day being a heavy part of the group. A dream that with some hard work and tough decisions eventually came true. She was officially welcomed into the Emperor's Coven and over the time she climbed her way up the ladder and found herself as one of the coven leaders.

With this newfound position of power within the coven came an even higher sense of responsibility to keep their group safe and secret. There were plenty of ways to go about this, but Lilith decided to take the political route. She ran for a spot on the island's council and easily won. Now she has a say in everything that happens in Corona and she can protect herself and the coven from any potential threats or rumors. With the spread of magic becoming rampant and people openly showing off their powers it's even more important now for Lilith to do everything she can to keep eyes off of the coven - even if that means hunting down her own sister for the Emperor's wishes.

POWERS UPDATE: She can cast spells, most often strongest with the use of her raven staff.

Lilith's Expanded Biography

The Other.

➤ **Rules were meant for other people. Or so I thought, once upon a time.**

People think she's powerful. Smart. Clever. Ambitious. Powerful... she was named for the great witch in Judaic tradition -- the original Lilith, whose magic was deemed monstrous and immense, but whose bravery and rebellion impressed even the Almighty.

And yet... despite her parents' wishes and intent, she didn't quite live up to that expectation.



Her sister was the gifted, wild one. And Lilith worked as smart as she could, but could never quite measure up. She wanted to be a great witch, working with the underground affiliation of witches, and eventually succeeded. But not without a price. And not without alienating her younger sister, Edalyn.

Edalyn and Lilith were once very close. Edalyn, going by Eda, though Lilith never quite caught on, was always a chaotic soul. She was good hearted, but Lilith couldn't help but struggle against the comparison.

Their parents may have disapproved of her wild ways, but they recognized power and talent when they saw it. And Lilith would never measure up.

When Lilith eventually made her way into the Emperor's Coven, she found the best way to assist their goals was to act as a politician, gaining power and influence on the island. While she wasn't in charge, she could nudge her fellow politicians towards the Emperor's ideas, and help keep witchcraft and magic as hidden as possible.

She doesn't believe magic should be shared. Or known. She wants it to stay among witches, and away from the masses. Who knows what might happen? Normal people who exploit magic? Unheard of.

And still, she may be the one being exploited. All her hard work, only to come back to the Emperor with the feeling of shame or failure. She wants the Emperor to be appeased, but she never seems to manage it.

For now, her goals are to rise in the ranks... and fulfill another agenda. But the further she falls, the worse she feels about her chances of success. And the chance of reconciling with her sister.

Lilith's Magic Explained

She's a coven member, with casual witch abilities. Oftentimes casting simple spells, but easily casting more advanced ones with the help of her staff to channel her focus.



Lilith often fears a staff is too conspicuous, and only uses it during conflict or when vitally necessary. Still, Lilith has strong magic -- though it is hindered by a weakness of spirit at times, and is nowhere near those with wild magic and less worry about restrictive consequences.

She answers to Belos, who may tell her what to do and what not to do with her magic, and although she tries, she may never get a handle on it. Though whether that is her own failing or sabotage, she won't know and is afraid for the answer.

While she is often restricted to simple magic, the things she can do are powerful -- and are not to be questioned by mere dabblers in the arts. She's not afraid to settle arguments/fights by fighting back -- in secret, though, of course -- and has a rather good handle on the athletics and physical side of magic.

WANTED PLOTS & CONNECTIONS

Please note Connection Types don't have caps or quotas unless stated in the description.

MAGDALENA'S MOST WANTED

Connections

- ❑ **THE RIVAL:** Scrooge may be Magda's target, but everyone needs someone for a bit of petty fun. It can be someone magical, or someone to challenge Magda's intellect. No matter what, this person is always getting in Magda's way.
- ❑ **THE UNLIKELY FRIEND:** Magdalena isn't the sort to... like... other people. She doesn't like want Sentimentality can do to a person... but every now and then, someone slips through the cracks. She would rather not get attached, but what are you to do when you find yourself *not alone* for the first time in your life.
 - ❑ **Current** → Jack Skellington
- ❑ **THE UNLIKELY PARTNER IN CRIME:** The person that Magda may not want to spend time with, but in doing so, there's the advantage to not be... bored. She enjoys the opportunity to use magic underhanded, even if that means teaming up with someone and pretending to be their ally. Or maybe she *does* become their ally. But she wouldn't admit it. Never.
 - ❑ **Current** → Danny Fenton
- ❑ **THE MENTEE:** Someone who Magdalena trusts... someone who she decides to teach her herbal magic to. She may not love them, but she at least trusts them to learn from her and to be a help at times.
 - ❑ **Current** → Mavis Dracule, Louie Duck, Coraline Jones

Plots

- ❑ **None at the Moment**

LILITH'S MOST WANTED

Connections

- ❑ **THE OPPOSING POLITICIAN:** Lilith may be a respected politician, but *someone* has to see through her false confidence. She's desperation in disguise, and it's about time that someone called her on it.

- ❑ **THE STUDENT:** Unlike Magdalena who offers her services to mentor by chance, Lilith is often assigned students to teach magic to. She takes a political science student every now and again, something the Coven does to help her keep her cover... but she is often obligated to help fledgling magic users.
- ❑ **THE KINDRED SPIRIT:** Lilith may have done some heinous things, but someone else may have as well. Lilith prefers to not speak of such things, but when she finds someone else with similar guilt and remorse, she may find that she's not as lonely as she thought.
 - ❑ **Current** → Rosie Widow

Plots

- ❑ **None at the Moment**

ACTIVITY TRACKER

MAGDALENA de SPELL

➤ **Starters**

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LILITH CLAWTHORNE

➤ **Starters**

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