



# Witch

ARCANA ZINE

If you're reading these lines,  
chances are you were one of  
those teenagers who, on the third day  
of every month, would rush to  
the newsstand asking,  
"Has W.i.t.c.h. arrived yet?"

It feels like only yesterday, and yet  
twenty-five years have passed.  
Years of exams, moves, love stories,  
children... and still, a part of us has  
always remained there: doodling runes  
in the margins of a notebook,  
wishing we could control oral exams,  
believing we had the power  
to save the day.

It doesn't matter how old you were  
when you first discovered W.i.t.c.h.,  
which country you read it in,  
or how long it's been since you  
last opened an issue.

This fanzine is for you, to celebrate  
your own personal magic, to remember  
the magic from back then...

...and to create new magic,  
together.



# Witch

## ARCANA ZINE

W.i.t.c.h. has always been more than just a comic to me: in a moment when I felt small and powerless, it put the spotlight on characters with the same struggles. It made me feel seen. It told me I wasn't alone.

W.i.t.c.h. is responsible for bringing Irma into my life, the very first "generous, even in her curves" protagonist I had ever met.

In the landscape of teenage magazines at the time, W.i.t.c.h. was the only title that, instead of asking me "What are you wearing?", asked "What are you feeling?". The only one that didn't want me to be different from who I was. The only one that made me believe in my small, minuscule potential.

There is always a need to talk about W.i.t.c.h. That love, that care, that magic deserve an immortality that only we can grant.

After 25 years, we celebrate a work that gave -and keeps giving- us so much magic.

Happy Birthday,  
W.i.t.c.h.

iku



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Covers scanned by w.i.t.c.h.magic

# 25 YEARS OF WITCH

*-key milestones and major achievements-*

**Elisabetta Gnone** begins working on W.i.t.c.h. in secret

97

W.i.t.c.h. has already sold **over 6 million copies**

01

02

W.i.t.c.h. is adapted into an **animated series**

03

OVS launches a **clothing collection** branded W.i.t.c.h.

04

05

A CD of **songs inspired by W.i.t.c.h.** is released

W.i.t.c.h. is published in **over 60 countries and 27 languages**

07

09

W.i.t.c.h. ends with issue **#139**

12

**Yen Press** publishes W.i.t.c.h. in English

16

17

The Italian reprint **Twenty Years of Magic** is published

18

21

We celebrate **25 years of W.i.t.c.h.** with this fanzine

23

26

The first issue of W.i.t.c.h. is published in Italy

The **manga** version of W.i.t.c.h. is published in Japan

W.i.t.c.h. doubles up with the launch of **WE**

W.i.t.c.h. is adapted into a **video game**

**Giorgio Armani** designs outfits for the 100th issue of W.i.t.c.h.

**Ferro, Cagnotto, and Gomez** write the side stories of W.i.t.c.h.

To celebrate 15 years of W.i.t.c.h. the **Omnibus** is published

An art edition with covers by **Mirka Andolfo** is released

The W.i.t.c.h. **reboot** is released

# ENCHANTED BY...

## Alessandro Barbucci

*Scorpio, born on October 31 - just like Elyon!*

*Comic artist and character designer, he joined Disney when he was only twenty-one. He collaborated on the creation of masterpieces such as *Monster Allergy* and *Sky Doll*.*

*He published *CHOSP*, which he both wrote and illustrated.*

*After *W.i.t.c.h.*, he kept creating fantastic worlds, like those of *Ekhö - Mirror World*, and determined heroines such as *The Sisters Gremillet*.*

*A devoted Madonna fan, he lives in Spain but teaches online courses to share his magic.*

*In the group, he's the one who created the character design of the *W.i.t.c.h.* girls.*



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## Elisabetta Gnone

*Aries, born on April 13.*

*Journalist and children's writer, she worked on girls' and preschool magazines at Disney. After *W.i.t.c.h.*, she created other unforgettable heroines such as *Vanilla* and *Pervinca* (*Fairy Oak*) and *Olga*.*

*Daughter of naturalists, it was her love for nature that gave birth to *Fairy Oak*, after a journey through Britain and Normandy.*

*She writes delicate books that explore important themes: uniqueness and acceptance, grief and loss, growth and fears.*

*She lives with her husband in a farmhouse in Monferrato, surrounded by her animals.*

*In the group, she was the first to imagine *W.i.t.c.h.*: there was a need for heroines readers could truly see themselves in.*

## Barbara Canepa

Capricorn, born on January 19,  
the very same day as Will.

She studied architecture at university.  
Illustrator and colorist, she collaborated  
on the creation of masterpieces such as  
Monster Allergy and Sky Doll.  
After W.i.t.c.h., she moved to France, where  
she worked with major comic publishers  
and founded Éditions Oxymore.

Her deep love for nature led her to create one  
of her most recent works, Greenwood.  
With her newest project, Magica, she once  
again puts on her witch's hat.

In the group, she's the one with the sharpest eye  
for detail: the colors, the atmospheres...  
and the iconic W.i.t.c.h. costumes are hers.



## Francesco Artibani

Scorpio, born on October 27.

A longtime Disney writer, he wrote for Topolino,  
PK and MMMM.

He worked on several Italian animated series,  
including Lupo Alberto, Winx Club and Spike Team.

He wrote W.i.t.c.h. for three years, winning  
a Topolino d'Oro award for "The Last Tear."

He collaborated on the creation of  
Monster Allergy and Kylon.

Passionate about archaeology, when  
he's not holding a pen he enjoys digging  
underground in search of lost wonders.

He lives in Rome.

In the group, he's the one who shaped  
the storyline of W.i.t.c.h. as we know it.

Did you know? The same team, with the exception of Elisabetta Gnone,  
created Monster Allergy, together with Katja Centomo!

*When I realized that W.i.t.c.h.'s 25th anniversary was approaching, I thought it was far too important an occasion not to create something. And, while waiting for the official channels to share something new, I turned to the theme of tarot cards – esoteric works of art that perfectly matched the spirit of W.i.t.c.h..*

*I then invited artists from both the fandom and the official comic to join me in this endeavor and interpret the tarot cards as they wished.*

*The result is the fanzine you hold in your hands: a melting pot full of stunning illustrations, a few unpublished pieces, countless memories, and all the magic of the original W.i.t.c.h.!*



*From all around the world, W.i.t.c.h. fans answered the call:*

*United States  
Brasil  
Japan  
Australia*

*United Kingdom  
France  
Poland  
Hungary  
Bulgaria*

*Portugal  
Spain*

*Milano  
Pavia*

*Lucca  
Roma  
Salerno  
Cosenza  
Catania  
Palermo  
Ragusa*

Even if you've never held a deck in your hands, you've probably heard of tarot cards: 78 illustrated symbols, each carrying its own story and meaning.

For this project, we chose to focus on the heart of the deck — the 22 Major Arcana. The cards of transformation, turning points, and destiny.

Though traditionally linked to divination, tarot has always been a source of inspiration for artists across time and cultures. We've reimagined these archetypes through the faces of the W.I.T.C.H. characters, staying true to their traditional meanings while giving them a new visual life.

Curious to try them yourself?  
Here's a simple three-card spread  
to help you with a decision:  
shuffle the deck and draw three cards.

The first reveals your weaknesses, the second your strengths,  
and the third offers guidance to move forward.





# -0- The Fool

-by Sam Gallo-



*Beginning, Freedom, Enthusiasm.  
"Every step is both a risk and a promise."*

This is the Tarot of Beginnings: who better than Will could embody it? She's the first of the main characters we meet, the first to introduce us to the magic.

*W.i.t.c.h. is what really inspired me to draw.*

*I met them in elementary school and they showed me that magical girls weren't only in anime in TV and that comics weren't only about Mickey Mouse.*

*They were a big part of my childhood and I can easily say I grew up reading them.*

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A not-that-young person from Milan, drawing was the thing they were good at and always was the drive for what to choose to study.

Now they do mostly fanarts and work as a minor editor. You can find them on instagram at sam\_whatsoever.





# -I- The Magician

-by Asia Cipolloni-



*Power, Manifestation, Skill.*

*"The tools you need have always been yours."*

Magician means Creativity, Intelligence, Freedom of expression.  
Hay Lin is the natural choice for this Tarot.

*During my childhood, W.i.t.c.h. didn't have as big of an impact as their rivals Winx, but it struck me as a teenager, right when I was the same age as the main girls and was just getting interested in catching up on all the majokkos I had ignored as a kid.*

*The five Guardians truly captivated me, with their ability at merging Sailor Moon and Mickey Mouse! The artstyle left such a mark on me that I found it difficult to detach myself from it once I grew up...*

*For Hay Lin's card as the Magician, I had to engage with the world of tarot cards, something I wasn't exactly familiar with. However, Hay Lin, with her lively personality and passion for space, literally took control of my hand!*

*The colours are cheerful and magical... Truly what our beloved W.i.t.c.h. deserves!*

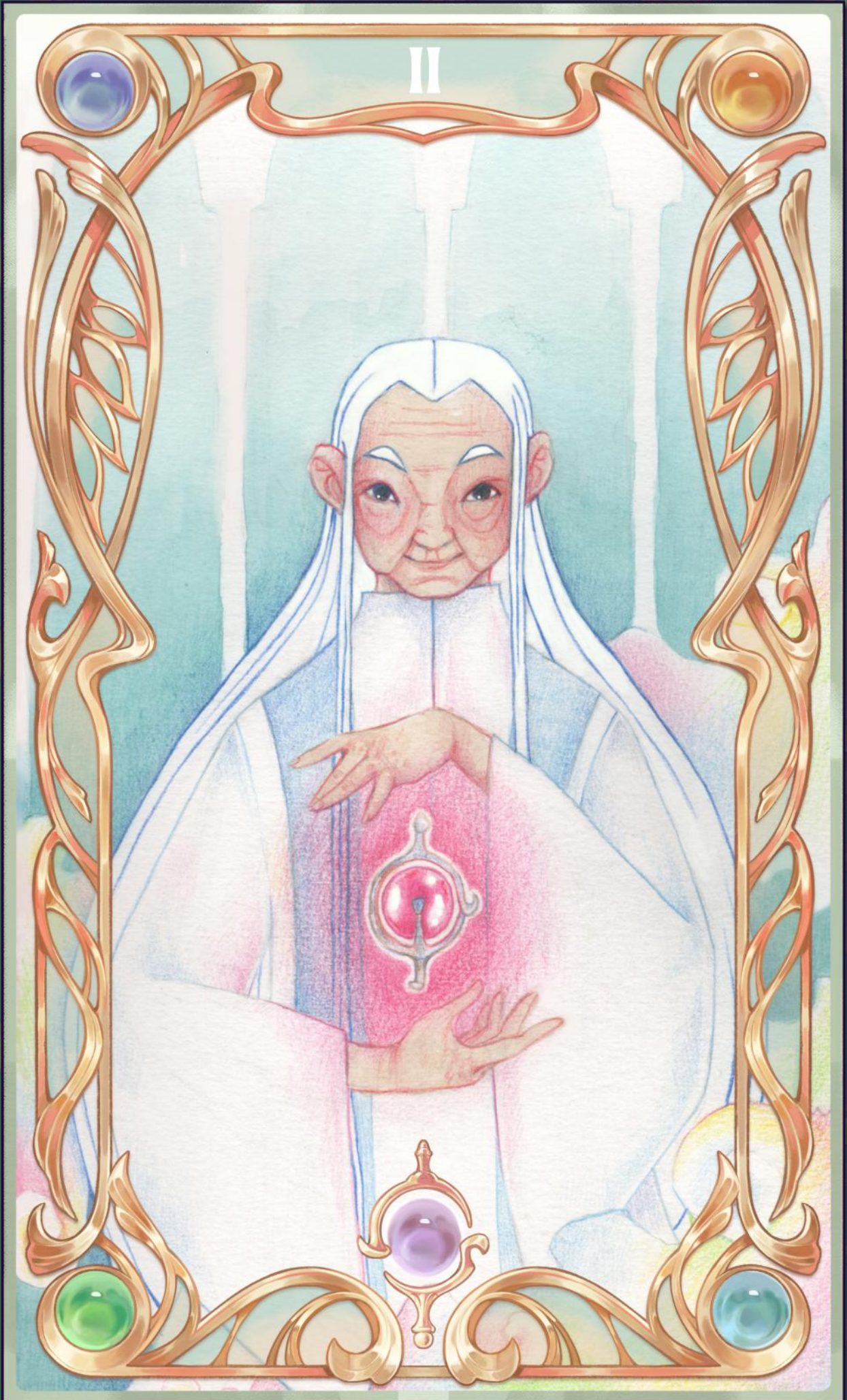
Asia Cipolloni is an illustrator and comic artist from Italy. She graduated from IED Milan.

Her portfolio includes collaborations with magazines and brands (such as Maremosso Feltrinelli, Forbes Next Leaders, Nuna, Tissot, Artigiano In Fiera) and she's now trying to get noticed through contests and nice initiatives (like this fanzine)!

She loves reading, baking and building miniature dollhouses. And dogs. She loves them a lot.



II



## -II- The High Priestess

-by Melissa Calarco-



*Intuition, Patience, Knowledge.*

*"Secrets linger where your eyes refuse to look."*

Patience and Knowledge: we're talking about Yan Lin. As the first figure to guide the girls, she's always been the patient shadow that knows when to act.

*W.i.t.c.h. is a work that takes me back to when I was much younger — to the first magazines I bought and the first series I watched on TV.*

*Even back then, I was strongly drawn to the esoteric and everything connected to fantasy and witches.*

*I admit that my favorite at the time was Irma, but over the years Hay Lin has captured my heart.*

*Even though there were no guidelines requiring it, I wanted to base my work more closely on the traditional High Priestess card.*

*A central, noble, and wise figure surrounded by a mystical aura.*

*I placed her in a symmetrical, not overly complex environment, so that the central figure would stand out.*

*For the colors, I drew inspiration from the soft tones of air that characterize Hay Lin, and for the heart of Kandarakar, I kept the iconic fuchsia color.*

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Melissa Calarco is a traditional illustrator, passionate about mixed media, particularly watercolors and colored pencils.

She began her journey as a child, messing around on the paper, then continued at art high school, and finally at the International School of Comics in Brescia. Nature, folklore, and the oniric world have always inspired her view of the world and all her work.

She is constantly searching for something new and unusual techniques to experiment with: for her, stepping outside the traditional role of an illustrator to try new things is a wonderful experience!



III



# -III- The Empress

-by Larissa Falcao-



*Abundance, Nurturing, Growth.  
"Life grows where care and love flow."*

The Tarot of the Mother, the card that embodies love and protection, success and power. In a word, Susan.

*W.i.t.c.h. is pure nostalgia with a touch of magic.*

*I love the story, especially the first two arcs. I remember when it was first released, my friends and I would form groups and pretend each of us was one of the Guardians.*

*For me, W.i.t.c.h. represents friendship, courage, and empowerment. It shows that girls can be strong, brave, and resilient while embracing their individuality and sensitivity.*

*That balance between strength and authenticity is what makes it so special to me.*

*I decided to portray the Empress in connection with the moon and the way it influences the tides, so close to the natural cycles of women.*

*That's why I portrayed Susan with the night in her hair, the moon in her earrings and the sea flowing through her dress. She's pregnant with Will, symbolising creation and new life.*

*She receives a lotus flower from Kandrakar, carrying the essence of the Heart as a gift for baby Will.*

*My main inspirations were Mucha and Klimt, with their flowing lines and decorative details.*

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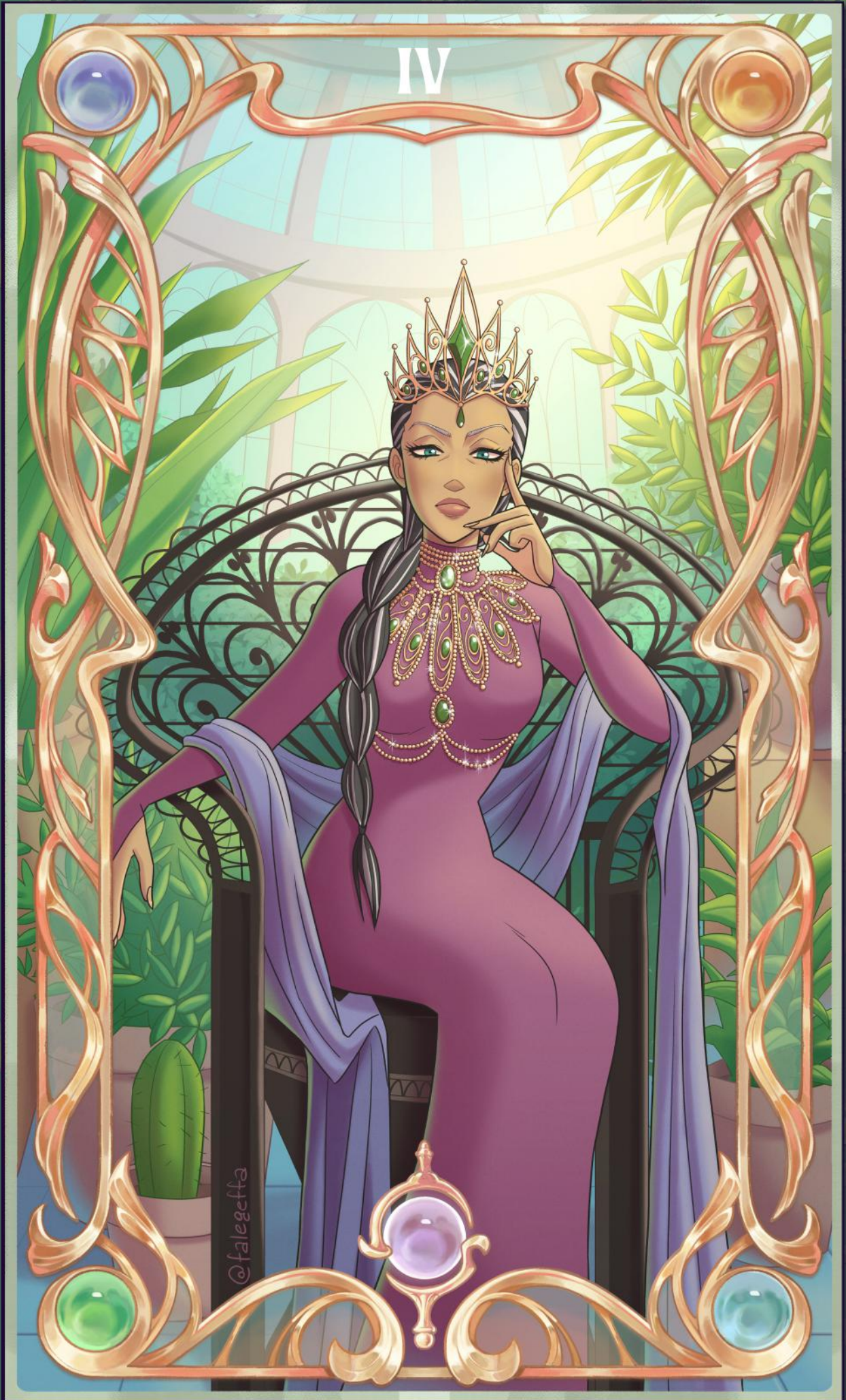


Larissa, best known for her Instagram profile @nostalmagic.witch, has always been drawn to the esoteric; anything related to witches, fairies, and the fantastical realm immediately captures her imagination.

As a dreamer, she likes to believe that the magical world exists, simply vibrating on a parallel frequency to our own.

She adores cosy atmospheres, and her favourite season is the spooky one.

IV



@faiegotta

## -IV- The Emperor

-by Falegeffa-



*Authority, Stability, Control.*

*"Structure shapes chaos into something lasting."*

Male Tarot, earthly power: the Emperor isn't an easy card to assign. But Kadma, the power in the shadow who saved Will from her father, was the obvious choice.

*W.i.t.c.h. was my very first actual experience with a comic book, as usually I read stuff like Topolino and Peanuts, but that colorful magazine on the rack immediately caught my eye and never let it go for the next years.*

*I didnt see myself in Will, but at the time it was new and mesmerizing to see a character experiencing her parents' divorce; also having Irma not dating a boy like the other girls was reassuring for me, as a queer person, and even though later they HAD to give her a boyfriend, in my heart I still ship her with Cornelia, ehe.*

*I've always been very drawn to the royal imagery: all that gold, the jewels, and the rich details are so baroque and I simply love excess.*

*In Kadma's case, I needed something more floreal as I already knew from the very beginning that I had to put her in her amazing green house, so she ended being a jeweled emperor in a much simpler background.*

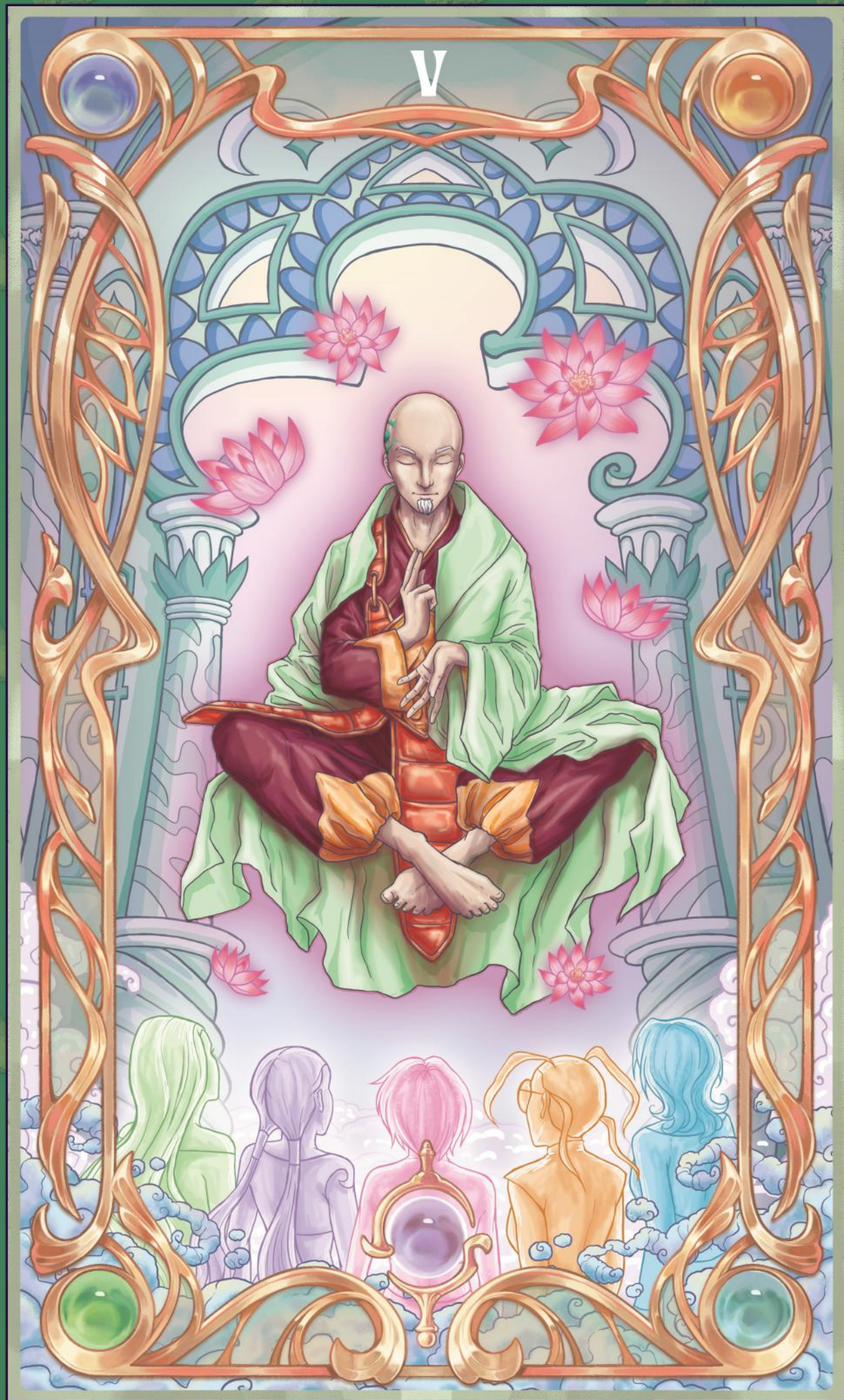
*Hope I managed to give her an aura of solemnity worthy of her ominous beauty.*

19



Non-binary. A glutton. An aliens-believer. An entity who could never ever recall what they did earlier the same day or what in the world are their favourite movies if asked, they swear. Half witch half fairy in tastes and looks, they're usually dressed in black with a spark of glitter & the most hideously patterned shirts, and the same could absolutely be said about their art and personality. Owned by two cats they rescued, the feline pair contributes to their creative process by placing cute little butts in front of the computer display and taking leisure strolls on the top of the keyboard. Their help could not be replaced and they should be thanked for that.

V



# -V- The Hierophant

-by Kiwi-



*Guidance, Teaching, Wisdom.*

*"Wisdom waits in the echoes of tradition."*

Like the Hierophant, the Oracle's mission is to enlighten, convey and explain.

*I came across W.i.t.c.h. for the first time as a first grader: my classmate and best friend brought an issue of the comic series to school, and I was absolutely blown away by the art and the story. The three of us would often role play as the characters in the story.*

*I really liked Cornelia and Hay Lin, however, my all-time-favourite was always Orube. She is still my n.1 character from the story, and my boyfriend and I are even planning to cosplay her and Cedric together!*

*The original 'Hierophant' card features the main character in a red robe, and two acolytes who are looking up to him.*

*Luckily, I could incorporate the red robe into my card, because Himerish also wears one in the story. I replaced the acolytes with the W.i.t.c.h. girls, and placed them in Kandrakar's gate, as in the Rider-Waite-Smith tarot, showing the pillars on the two sides.*

*I wanted to keep the background soft and pastel, to really make Himerish's figure stand out. His hand placement symbolise the connection with the spirit world.*

21

Kiwi is a tattoo artist, fashion and graphic designer. She chose the name "Kiwi" as her Hungarian name is not easy for foreigners to pronounce. She works as a tattoo artist, as well as a fashion and graphic designer, and is also a jury member and organizer at one of Hungary's largest anime and geek conventions.

She loves drawing, painting and nature photography and she also does hip hop dancing, cosplay and urbexing. She shares her home with her boyfriend, two dogs, two parrots, a gecko, a bearded dragon, two scorpions, a spider, and a snake.



VI



## -VI- The Lovers

-by Paolo Campinoti-



*Union, Choice, Harmony.*

*"Choices are never simple, but always revealing."*

Will and Matt have been through a lot, in the comic: they even broke up, then decided to go back together. The Tarot about love could only be them.

*When Alessandro and Barbara introduced the project to me, I was immediately thrilled: the blend of styles and content was completely unprecedented, both for Disney and for me.*

*The most important work was done beforehand, through meticulous studies and planning unlike anything I had seen before or since.*

*There was even a binder dedicated solely to the girls' style, worthy of a fashion brand: color palettes, sketches, even fabric swatches.*

*The approach was the same one I used at the time for the comic's pin-ups, which, unlike the covers, were simpler, more evocative, and conceived through subtraction.*

*I therefore created a simpler drawing, also to balance the frame.*

*Unlike the pencil drawings I made back then, I used a digital pencil on a tablet, working in FRESCO, while the colors were done in Photoshop with a Wacom Cintiq.*

23

Paolo Campinoti lives and works in Milan.

He collaborates with Panini and Disney Italia (Topolino, Minni mag, W.i.t.c.h.), Piemme (Geronimo Stilton, Ciponews), Red Whale (Monster Allergy, Lys) and Mattel (Barbie).

He collaborates with numerous advertising and licensing agencies, including MPG (Ferrero-Kinder, Sbabam), Mistral (Cameo, Fattoria Scaldasole) and StudioChiesa (Kellogs, Lindt). He also makes covers and graphics for Sony Music and BMG Italia.

Since 2021 he has been teaching at the International School of Comics.



VII



# -VII- The Chariot

-by Silvia-



*Determination, Victory, Drive.  
"The road bends to those who dare"*

This Tarot describes Orube perfectly: Journey, Discipline, Determination. From the beginning, it had to be her.

*I remember watching the cartoon as a child and loving it more than other magical girl shows because of how well it was written and how appealing all the characters were.*

*I am now reading the comics (in my 20s) and it's been such a great joy to rediscover W.i.t.c.h. during adulthood!*

*Also, W.i.t.c.h. is one of the main reasons why I absolutely love witches in general and elemental magic.*

*I wanted Orube to be related to cats, since from what I remember about the comics, she is compared to cats.*

*Also, I love cats so I had to put them in my Tarot to carry Orube's Chariot.*

*Since I discovered Orube's character in the comics I fell in love with how tough she is and the Chariot card has the meaning of victory and a great will-power which suit Orube so much in my opinion.*

25

Silvia is an artist and writer from Italy.

She also loves making music and she hopes one day her albums and books will be published.

She started her journey as an artist because she really wanted to bring her original characters to life and after beginning drawing in 2021 she never stopped.

She loves reading fantasy stories, be it comics, books or manga and above all her greatest passion is magical girls such as W.i.t.c.h.



VIII



# -VIII- The Strenght

-by Qba016-



*Courage, Patience, Inner Strength.*

*"Gentleness can bend what force cannot."*

The Strenght has a double aspect, both in physical and spiritual. Who better than Taranee, fiery yet reflective, could embody this Tarot?

*W.i.t.c.h. filled my heart with magic since day one.*

*I still remember vividly how I saw the white cover with five teenage girls and a shiny logo in my local newspaper stand. I must have sensed that this story would be special to me, because I instantly asked my mom to buy it for me. I have that very issue to this day, even if its cover is taped together not to fall off. The story got me from the very first pages and kept me coming back again and again for a long time!*

*To this day, now as an adult, I am revisiting and re-reading it and it still sparks the same amount of joy as the very first time.*

*When I first heard about this Zine I was very curious about its topic. Polish edition of the W.i.t.c.h. magazine was always full of magic, and tarot would easily fit in with other articles they printed in it, so I felt right at home.*

*When I got assigned with Taranee portraying Strength I had to take some time to research the card and its meaning, but I think I already knew what I wanted to include on my card. It had to be Tara conveying power but also calmness. Strength is often portrayed as a female hugging lion so it was the only natural choice for me to go this way, especially if I could practice drawing fire - Tara's element as well.*

27

Jakub (Jake) has been a proud W.i.t.c.h. fan since the first issue of the comic was released in Poland in 2002. He is a self-taught digital artist and content creator who focuses on magical girl stories, like Winx Club, however, W.i.t.c.h. remains an essential part of who he is.

Because of this — and a few fortunate coincidences — he now works as a consultant for the additional materials included in the Polish re-edition of the W.i.t.c.h. comics. In this role, he ensures that Polish fans receive as much magical content as possible. Seeing his name printed in a physical comics that shaped his childhood is an incredibly rewarding experience for him.



IX



# -IX- The Hermit

-by Jam-



*Reflection, Solitude, Insight.*

*"Light is found when you step inside."*

The Hermit is an older man who reached wisdom after a life of Wisdom and Reflection: Tibor, often overlooked but important nonetheless.

*I first discovered W.i.t.c.h. when I was 7 years old and it quickly became a major inspiration in my art.*

*The universe seduced me and never left me. I think the decisive factor was the choice of how diverse and different the characters were.*

*I wish I could go back to the time when each story was a puzzle we had to piece together magazine after magazine!*

*My card is The Hermit, which is funny because my character is Tibor! So it hasn't been difficult to make links between the Hermit and him.*

*The Hermit brings wisdom and intuition. Through his lantern he lights the path to self-fulfillment.*

*I think Tibor perfectly fulfilled this role in Kandarakar.*

29



Jam is an art student currently living in Paris. They are studying comicbook and illustration.

They mostly do illustration at the moment but they really hope they can release a book in the future.

Their favorite themes are fantasy and adventure.

X



# -X- The Wheel of Fortune

-by Kat's Crate-



*Change, Fate, Cycles.*

*"The world spins whether you yield or resist."*

More than a couple of characters changed side in the comic but Vathek is the first one to come in mind when it comes to doing it for a greater change.

*I discovered W.i.t.c.h. during a very traumatic time in my early childhood; it lead me to find my love for drawing and comics which has carried with me to my adult years.*

*If I hadn't picked up W.i.t.c.h. back in 2002, I doubt I would have ever become as creative as I am now or have reached the skill I have in my artistry as I do today.*

*I'll forever thankful to those five girls for being the support I needed in such a dark time in my life.*

*Vathek's split design reflects the card's dual meaning depending on its orientation.*

*Upside down -left side- it represents chaos and misfortune, shown through his decision to follow Prince Phobos.*

*Upright -right side- it stands for growth and positive change, reflected in his choice to rebel and free Meridian from tyranny. The wheel itself resembles a shield, symbolizing both fate and the ongoing war.*

*Ultimately, Vathek embodies the card's core message: change is inevitable, as he transforms from a henchman into a freedom fighter.*

31

Kat is an Artist, cosplayer and constant daydreamer from Australia.

She has been an avid drawer and crafter since childhood, turning that passion into an outlet of creation- selling at local convention artist alley's since 2017.

While she is currently taking a hiatus to raise a beautiful baby girl, there is always still time to daydream, create and cosplay!



XI



# -XI- The Justice

-by Xidia Art-



*Truth, Equity, Responsibility.*

*"Balance does not always feel fair."*

Judgement, Consequences, Severity:  
the character of Luba is simply perfect for this tarot.

*The first time I saw the first volume of WITCH on the newsstand 25 years ago I was still a child and couldn't have imagined it would become such an important part of my life.*

*The characters and situations, perfectly relevant even after so many years, accompanied me throughout my childhood and reading the comics again today, as an adult, I can still identify with their stories, almost as if time had never passed.*

*WITCH is where it all began: I learned to dream and lost myself in a magical world that I still look back on with nostalgia.*

*Luba's card draws on her dual nature: cold restraint and fierce resolve.*

*Her calm, almost meditative pose—echoing her role in Kandrakar—contrasts with the red background that reflects her fighting spirit.*

*The sword and scales she holds symbolize justice, the tarot archetype tied to her. Cool and warm tones clash yet balance, mirroring her inner harmony.*

*The piece is hand-drawn and colored, with subtle digital enhancements.*

33

An avid manga reader and a hardcore instant ramen lover, her passion for Japan led her to study Japanese language and culture at university.

She has worked as a guide at her city's comic book museum and as an illustrator at various events, gaining experience in the field.

A longtime cosplayer, she considers hot glue her best friend and couldn't live without comic book conventions.



XII



## -XII- The Hanged Man

-by BabyBlouie-



*Surrender, Perspective, Pause.*

*"Letting go is another way of holding on."*

A willing sacrifice, a change: one of the characters that had more to prove to the world was Nigel.

*W.i.t.c.h. only entered my life in my 20s, but it has been one of the most formative reads for my art. Its style, humor, sincerity and creativity illuminate every page, its main characters both relatable and inspiring, its world enchanting.*

*It truly shows what can happen when artists and writers with a vision come together and can let it shine!*

*W.i.t.c.h. introduced me to the world of Italian comics and its creators, a world I hope to join someday.*

*Nigel is an extremely underrated character, so I was very happy to draw him!*

*One of the cards meaning is to be stuck in between two worlds: I wanted to show Nigel's conflict between being held back by his toxic friends and wanting to reach out to Taranee, who lets his inner light shine.*

*His wings are based on the butterfly he caught for Tara before turning a new leaf for good. Butterflies are also a symbol of fragility and new beginnings, which so does spring grass, opposed to the snow that is now slowly melting to the sun rays.*

35

Lisandro/BabyBlouie is a self-taught artist from Italy, they've been teaching themselves illustration and character design since middle school and their style takes huge inspiration from western cartoons, comics and theatre! They enjoy writing and performing as well when their brain lets them.

They mostly draw upon their passion for indie games and queer media like yuri manga, but they really want to start on their own personal projects soon. Their favorite things are theatre in any form, storytelling, musicals, slice of life, toxic yuri, sewing, horror, masks, costumes, vocaloids, animation history and older movies nobody knows.



XIII



# -XIII- The Death

-by Angelica Arfini-



*Transformation, Endings, Renewal.*

*"What ends now will shape all that follows."*

This Tarot represents the end of something, the letting go of things, a regeneration. And between his flower moment and the break up with Cornelia, Caleb was the only choice.

*I've been influenced to pursue my career as an artist by many amazing stories and projects... and W.i.t.c.h. was not only one of them, but the first that made me realize what my path would be and who I wanted to become. Many of the incredible artists who worked on W.i.t.c.h. have been my main source of inspiration, and those same stories shaped my taste and imagination.*


*The W.i.t.c.h. comics accompanied me throughout my childhood and literally helped me grow up, guiding me through my teenage years. They were there while I made my first childhood friends and helped me making new ones.*

*Caleb's connection with Death is beautiful: he literally had to die and let his old self perish in order to live and reborn as a new, complete, free being.*

*I had many ideas for the composition but I wanted to include some elements in every iteration: the flower, Cornelia's hands, and the figure of the Whisperer.*

*The Whisperer -his past self- acts as a memento mori and as a necessary condition, both in life and in his journey, for a new beginning. The iconic flower is the undying love and a symbol of rebirth and Cornelia's hands are the ones that brought him back to life.*

37



Angelica is an Italian artist, born in 1992, specialized in character design and illustration. Her passion for storytelling was born during the animation renaissance and the '90s anime era. She grew up reading fantasy classics and iconic Italian comics such as Lupo Alberto and, of course, W.i.t.c.h. She hasn't moved on from Cornelia and Caleb's breakup.

Her artistic journey and studies also made her fall in love with theatre and cinema, leading her to work and collaborate with various film platforms. She is now happily living her 30's in her small hometown with her boyfriend, hoping to draw for a living for the rest of her life.

XIV



# -XIV- The Temperance

-by *snorly\_art*-



*Harmony, Patience, Moderation.  
"Harmony is built from patient choices."*

Her connection to water and the difficult role she had in the defeat of Nerissa make Cassidy the perfect face for this tarot.

*W.i.t.c.h. represents my childhood, and it is thanks to it that I have the dream of becoming a comic book artist.*

*W.i.t.c.h. was the first comic I ever read, and I bought the first issue during a business trip with my father.*

*I carried it with me throughout the entire trip, and even today it remains my most cherished treasure!*

*To create this tarot card I imagined Cassidy using her magic to form two perfectly balanced spheres of water, a sign of control and temperance.*

*Immersed in a clear, serene sky, I wanted her figure to appear angelic and happy.*

*The traditional card features an angel, so I added a light behind her head to suggest this. The small white clouds also reference the angel, though I adjusted the tones to better fit the frame.*

39

Salvo (Snorly) was born on February 13, 1999. He lives in Comiso, Sicily, where he earned a diploma in accounting.

He currently works as a delivery driver at a pizzeria and is pursuing a degree in business economics. He has been passionate about drawing since childhood, and in 2016 he launched his Instagram profile under the name *Snorly\_art*.

In addition to drawing, he has also cultivated a long-standing passion for photography.



XV



# **-XV- The Devil**

*-by Nathaniel Oldrin-*



## *Temptation, Slavery, Desire.*

*"Chains are often illusions we choose to wear.."*

The Tarot of Darkness and Illusions, of Enslavement and Addiction:  
it is easy to catch a glimpse of Cedric in its meanings.

*Midway through third grade I had to move to Bulgaria. I felt lonely and struggled with the language, but in 4th grade I accidentally picked up issue 10 and immediately became hooked.*

*My dad later found all the previous issues for me, and I kept buying it until it stopped being serialized. It stayed with me throughout middle school and much of high school.*

*Irma was my favorite, and I collected all the Bulgarian books and issues, an Irma doll, and several special goodies included with the magazine. It still means a great deal to me.*

*Il drew this tarot according to its traditional symbolism: Cedric's dual nature is highlighted by the half-human half-monster form, outlined by fire -which in the card symbolizes lust- in this case his love for Orube.*

*He is shackled with vines and grapes, which represent pleasure: Cedric is a villain who often enjoys his evil deeds but he is also bound to Phobos and forced to serve him.*

*His human hand is half- closed, suggesting secrecy and concealment in that form.*

41

Nathaniel Oldrin is an artist, writer, and TTRPG creator living in Bulgaria.

He loves lemons, foxes, and the winter season.

He's been writing since he was five, and drawing since even before that!



XVI



# -XVI- The Tower

-by Sarah Costanzo-



*Upheaval, Revelation, Collapse.*

*"Everything that falls reveals what must rise."*

Sudden destruction, change of lifestyle, disintegration: this is the Tarot that better evokes Phobos and embodies his epilogue.

*I started drawing in elementary school, after a teacher gave the class some free time to fill the walls with drawings.*

*I immediately fell in love with the world, the powers, and the characters, but above all with W.i.t.c.h.'s drawing style, which strongly influenced my art in that early formative period.*

*I particularly connected with the characters of Hay Lin, an artist like me, and Irma, who always made me laugh; I even got a turtle like hers, which I named Lettuce.*

*To this day, I still have Witch posters in my room!*

*I had a lot of ideas! In the story Phobos actually falls from a tower, but he has a very towering silhouette, so I decided to play around with that.*

*I wanted him to be a stone tower destroyed by the Guardians, but it would make him monochromatic, so I discarded the idea.*

*I tried to place Kandarak behind him, but eventually I thought Meridian Castle was more appropriate.*

*I never had any doubts about Elyon and Cedric, though! Two people who, despite their status, remain helpless, reduced to mere dolls.*

43

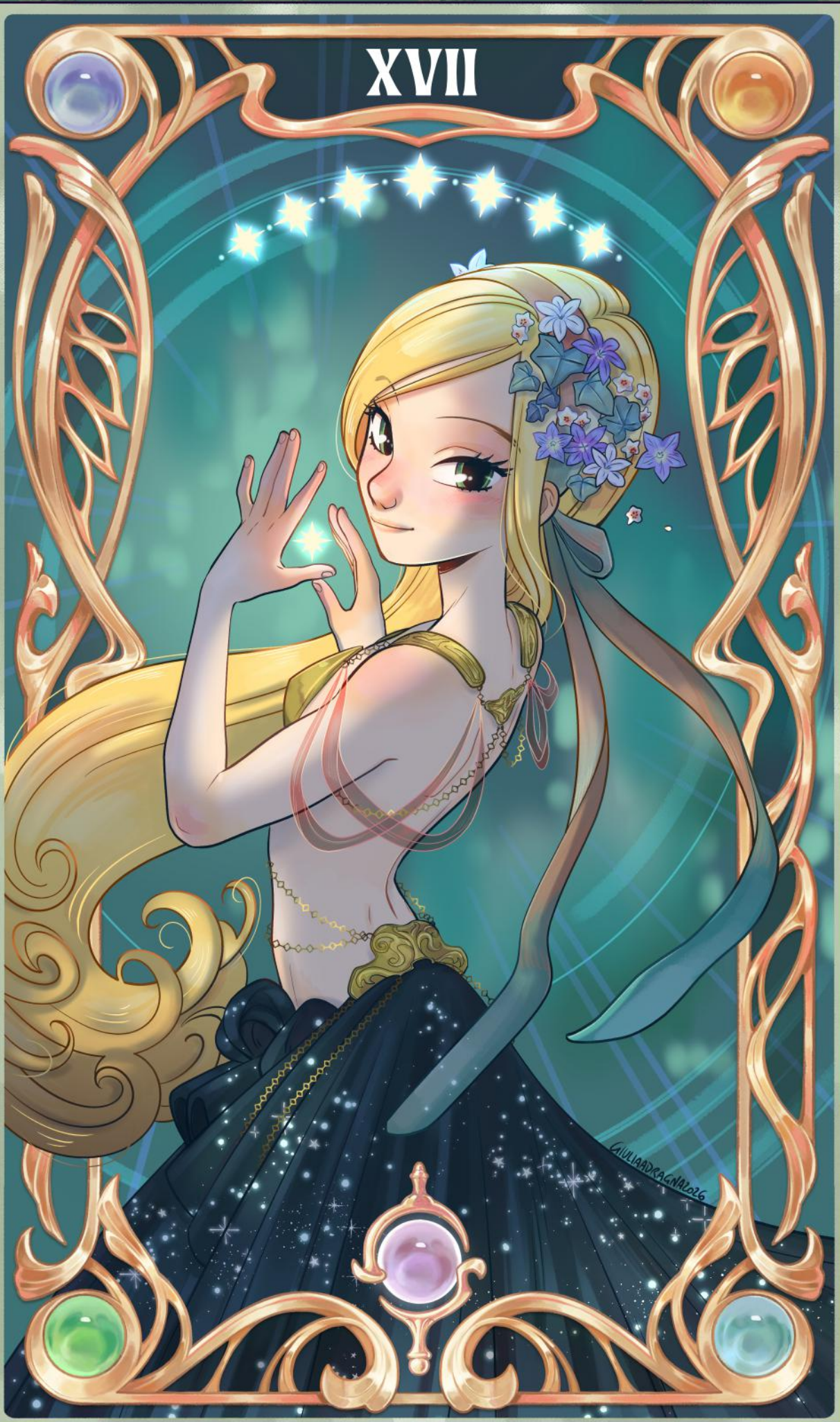
Sarah Costanzo, aka Sahira, is an Italian freelance illustrator and comic artist. Completely self-taught, she learned by absorbing the arts and media that most fascinated her, whether video games, animated films, books, or comics like W.I.T.C.H.

Since she was a child, she's always wanted to give voice to her own characters and their stories, and she found a means of communication in drawing, even trying her hand at cosplaying her own creations.

She loves birds, Victorian aesthetics, fantasy, roleplay, and her fluffy bunny named Astell.



XVII



# -XVII- The Star

-by Giulia Adragna-



*Inspiration, Renewal, Clarity.  
"Hope shines brightest in the dark."*

This is the card of the Abundance, the Self Confidence, the Connection with Nature: this is Cornelia's Tarot.

*The first time I flipped through W.i.t.c.h., I realized that drawing comics in Italy was a real possibility, not just the fantasy of a passionate young girl.*

*The authorial approach, combined with the drawing style and pop-inspired character design, deeply influenced me: I still see traces of it every day in my own comic universe.*

*Having had the opportunity to contribute to the W.i.t.c.h. saga with something as personal as the reboot has been one of the most incredible experiences of my life, and I am immensely grateful for it.*

*A clear inspiration for the Star tarot card is Alphonse Mucha's series "The Moon and the Stars."*

*The eight stars from the original tarot iconography have been preserved, surrounded by shades of green that evoke the Earth element.*

*Among Cornelia's hair are star-shaped flowers: bellflowers, wax flowers, and spring starflowers.*

*Finally, there are ivy leaves, which remind me of my favorite illustration from the entire W.i.t.c.h. series: Cornelia as drawn by Federico Bertolucci.*

Giulia is a comic artist, character designer, and illustrator.

Her first graphic novel, "Orgoglio e Pregiudizio - Un Anno Dopo", was published by Feltrinelli Comics. She is the illustrator and character designer of the comic reboot of "W.I.T.C.H." for Disney.

She creates covers and illustrations for Fabbri, Giunti, Rageot, and Panini Comics.

She illustrated the comic series "Complots à Versailles" for Jungle and the comic adaptations of "Miraculous - Tales of Ladybug and Chat Noir" for Panini Comics.

She teaches manga and self-publishing strategies at the Scuola del Fumetto in Palermo.



XVIII



# -XVIII- The Moon

-by Claudia Marcucci-



*Illusion, Intuition, Uncertainty.*

*"Some shadows exist only in our hearts."*

This Tarot is about operating in the shadows, Femininity, Clairvoyance: all traits we see in Halinor, who secretly protected and encouraged Will.

*W.i.t.c.h. has been foundational to my identity, everything I love is there: drawing, comics, fantasy, and gripping stories.*

*Five deeply human girls, real in both magic and everyday life captivated me. It sparked my passion for strong female characters, magic, art, and reading.*

*W.i.t.c.h. shaped me. It taught me that strength, friendship, and imagination coexist in ordinary moments.*

*The Moon tarot card evokes femininity, mystery, and water, and Halinor was the guardian of fire.*

*Her warm hues contrast the Moon's coolness.*

*In tarot, Moon often stands beside Sun and I envisioned Halinor as the sun in moon card: hidden, protective, acting secretly with Kadma to shield the new guardians.*

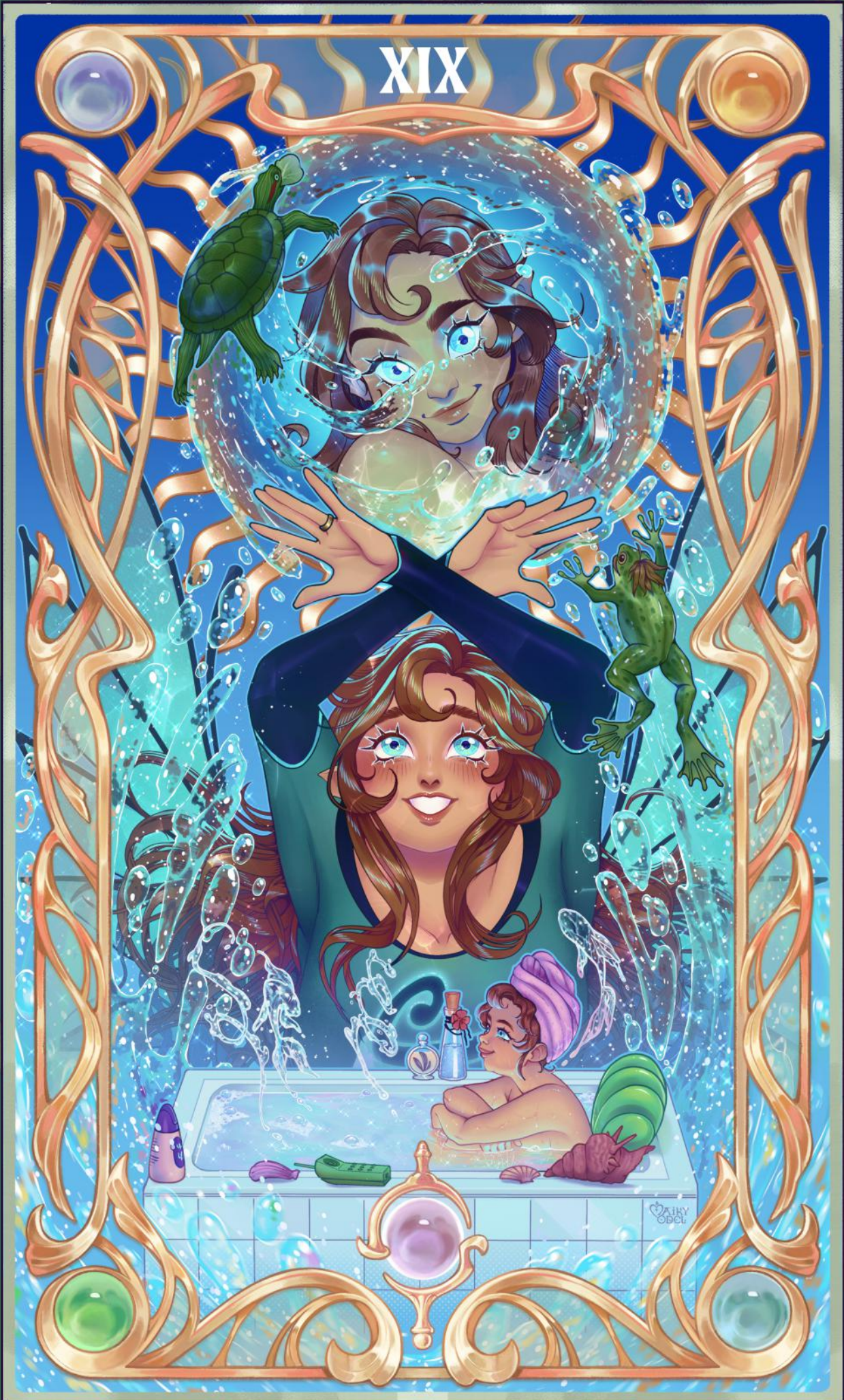
*This fusion honors her duality, shadow and flame, secrecy and sacrifice.*

47



Claudia Corso Marcucci, an illustrator for children books and science fiction, used to identify with Hay Lin as a child because of her love for drawing and aliens - but later she discovered she was actually Irma...

XIX



# -XIX- The Sun

-by Maiky Odel-



*Joy, Clarity, Vitality.*

*"Light cannot be stopped, only shared."*

A card this positive, this bright, this full of charisma calls for one name and one name only: Irma's. This is the card of warmth and extroversion.

*I discovered W.i.t.c.h. when I was a child and I have been a fan ever since.*

*I got a bunch of the comics and watched the show religiously on TV.*

*Me and my friends would roleplay as the guardians and so on, you catch my drift.*

*WITCH was a huge part of my childhood, so being part of this project allowed me to revisit it once more!*

*I got the tarot card of Irma -my favourite guardian, because she looks the most like me!-*

*For the card, I chose to draw iconic moments of the character's story, the scene of the bath where she first discovers her powers, her first transformation and her power-up!*

*I initially was only going to draw her power-up, but I felt the card was too simple and I like to over complicate myself.*

*I also added Leafy (Irma's pet turtle) and frog Andrew Hornby!*

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An illustrator, character designer and comic artist from Galicia, Spain; with an interest both in cute things and horror.

XX



# -XX- The Judgement

-by Jesse Williams-



*Awakening, Reckoning, Realization.*

*"The call comes whether you are ready or not."*

Inner Call, Rebirth, Transformation: in her decision to rebel against Kandrakar, Nerissa is the character who best embodies the Judgement card.

*I have been a huge fan of W.i.t.c.h. for nearly as long as I can remember. The artwork of Barbucci and Canepa quickly became my main artistic sources of inspiration and still influence my work to this day.*

*Despite the two of them only being able to work on W.i.t.c.h. for its beginning, the comic still held a dear place in my heart.*

*Growing up very shy, I turned to the girls in the comic to feel what an ideal friend group would be like: people that are kind, clever, and magical, in the sense of lighting up your life.*

*For this piece, I was inspired by the idea of Nerissa's past haunting her, judging her for her actions towards Cassidy.*

*In most Judgement card depictions, an angel is seen playing the trumpet to call people to be judged by their creator.*

*I wanted to play on this by using the silhouette of Cassidy as she is dying in the place of where the trumpet would have been.*

*Her screams playing in Nerissa's head, as her past can never leave her.*

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Jesse is a freelance artist from the United States. They have graduated with a MFA in Visual Development with a focus on character design.

Their work tends to focus on depictions of guilt and trauma through bright, oversaturated illustrations. You can find Jesse under the moniker Floret Witch, a name that mixes their love of nature with their love of magic.

XXI



# -XXI- The World

-by Himo-



*Completion, Integration, Unity.  
"Everything ends, and starts again."*

It's a card that means success, joy, the celebration of the gifts of the universe, ends and new beginnings. It's the card of Elyon, a queen that can save a whole world.

*W.i.t.c.h. meant a lot to me, and I still carry its artistic legacy with me: its manga-inspired style, blended with a more European aesthetic, left a deep mark on my imagination.*

*As a boy, I experienced my interest in typically feminine things as something wrong, but W.i.t.c.h. knew how to welcome me and let me dream.*

*My fondest memory is tied to a novel my mom happened to buy me at a supermarket: I was enchanted by Cornelia on the cover, and I still remember my first attempts at drawing her... failing miserably!*

*I decided to draw this card by blending my own sensitivity with the meaning of the arcana itself.*

*Elyon stands between Earth and Meridian, yet she is peaceful and knows how to harmonize the two worlds.*

*The sword she wields to free the roses from Phobos's garden symbolizes her triumph and her new life. This card represents fulfillment and success, and I wanted it to carry a message of hope as well: even when it feels like everything is lost, we still have within us the strength needed to restore harmony.*

53

Himo is an Italian artist in love with magical girls in all their forms. He is an illustrator and concept artist who works mainly in the animation industry. He has worked with clients such as Rainbow, Netflix, and Amazon.

When he's not busy with brushes and colors, he loves building adorable houses in The Sims or taking winter walks by the sea while listening to alternative music. He discovered W.i.t.c.h. as a child and was immediately enchanted by its style and the Guardians' deep stories. He rediscovered it on an even deeper level thanks to his big sister, Iku.





# FANZINE COVER

-by Mariana Salgado Serra-



*W.i.t.c.h. was a foundational part of my childhood in Portugal. As a kid, I've always read it alone and, seeing a group of magical girls from estranged backgrounds, strangely, gave me hope.*

*I lived through them intensively, while I sketched through thousands of printing paper pages.*

*Some stories stay with us, and every other day, I return here. Nostalgia holds a special kind of power, and I still enjoy daydreaming about Saturday afternoons with the latest magazine and sunset peeking through my window.*

*The internet came a long way and today I found many friends who also used to read it alone. Having the amazing privilege of working in this zine is something little me could only dream of. Thank you.*

*I mostly wanted to illustrate the feeling these magazines brought me. One of union and lightness. I always try to emphasize distinct features in each character, while maintaining their original design recognizable.*

*A natural result of unconscious influences, from the cover of magazine n.22 to Naoko Takeuchi's beautiful illustration of her magical girls laying together, this cover is (also) a small tribute to amazing authors who we all grew up with.*

*I hope my interpretation of the Guardians is noteworthy of such amazing project, and the celebration of Witch's 25th anniversary. Little me couldn't have dreamt higher.*

55



Mariana is a teacher and multidisciplinary artist, currently residing in Lisbon. Graduated in Painting (2016), postgraduate in Drawing (2019), has a master in Visual Arts Education (2025), from the University of Lisbon.

With markedly auto biographical work, she anchors her work in sociocultural dynamics, queer themes and identity driven narratives. Split between comics, books, videogames and so many other types of media, it's only natural to jump from one artwork to another.

Apart from her job teaching, she vogues while looking to support the local ballroom community and continues to aim for a subtle presence in group exhibitions and artistic groups.



# CARD BACKS

-by lku-



*W.I.T.C.H. came into my life at a very difficult time, when I felt more isolated and out of place than ever.*

*Beyond being captivating, innovative, and of the highest quality, W.i.t.c.h. was a comic I could identify with while everything around me was asking me to be someone different.*

*I have never stopped talking about it online because I believe it is an incredible story that became the victim of poor decisions which led to its premature ending.*

*There is still a need to talk about W.i.t.c.h.*

*Creating the back of the deck was not easy: I tried to preserve individual elements of the frame, but I loved it so much in its entirety that I decided to keep it and work on its silhouette, playing with light and shadow to highlight it even more.*

*The central illustration is by Daniela Vetro for the cover of the 2001 Horoscope Special, the one that included the official tarot cards as a free gift: it is a graphic I have always deeply loved, and I felt it was the perfect tribute for this fanzine.*

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*lku is Italian, but she moved to Oxford in 2017, where she works as a porter at a well-known college.*

*She fell in love with W.I.T.C.H. in 2001 and has never stopped loving it. Cronachediwitch is her most recent expression of that love.*

*lku spends far too much time tinkering with GIMP, but her true passion is writing, and she hopes one day to write an important book about the W.i.t.c.h. phenomenon.*

*In her free time, she enjoys playing Minecraft with her partner, cuddling her two cats, crocheting blankets, and reading fantasy books.*

In 2021, on the occasion of the twentieth anniversary of *W.i.t.c.h.*, Leone Locatelli accomplished the remarkable feat of interviewing Barbara Canepa and Alessandro Barbucci. His work was invaluable to me, not only because it shed light on a chapter of *W.I.T.C.H.*'s history that is often forgotten, but also because his dedication and passion inspired me to create *cronachediwitch* some time later.

For this reason, I couldn't create this fanzine without publicly thanking him, nor without asking him to contribute something for this special occasion.



Scan the QR code to read the interview.

## Heatherfield is my hometown

by Leone Locatelli ([heroica.it](http://heroica.it))

I remember my first encounter with *W.I.T.C.H.* vividly: it happened in March 2001, roughly 25 years ago, at the Cartoomics convention in Milano—the very first comic con I ever attended. I can recall seeing the cardboard standees of the characters and picking up a brochure—which I still treasure to this day—that introduced the project, including a few panels that never actually made it to print.

The core concept felt familiar: a group of five girls, each with a distinct appearance and personality, fighting against the forces of evil. By 2001, my childhood had already been shaped by '90s *Girl Power*. The idea of a squad of five girls representing different facets of girlhood was almost a given to me, considering I grew up with *Sailor Moon* and the *Spice Girls*. With *W.I.T.C.H.*, it was the art style that really struck me—it was unlike anything I had ever seen. It looked like a hybrid of anime and... something else I couldn't quite put my finger on. Regardless, it felt absolutely groundbreaking. At the time, I had no idea where the series originated. Looking at some of the names, I guessed it might be a North American comic, but it still didn't look like anything imported from the U.S. up to that point.

It was only later that I discovered, much to my surprise, that it was a Disney comic and, even more shockingly, that it was Italian. It felt worlds apart from the Disney I grew up with (the Renaissance-era

Classics of 1989-1999), let alone the Italian Disney comics I knew. I had never really been a fan of the *Topolino* ("Mickey Mouse") weekly magazine, but I did love the *La Sirenetta* ("The Little Mermaid") monthly—we'll get back to that in a moment.

However, the biggest surprise of all was discovering that all three original creators of *W.I.T.C.H.* were born in Genova, my hometown. While Elisabetta Gnone grew up in Milano, Alessandro Barbucci and Barbara Canepa grew up just a few blocks away from me. Starting right here, they went on to create something truly marvelous. That blew my mind. For those who don't know, Genova is a coastal city in Northwestern Italy, tucked away in the Liguria region—the same area where Pixar's *Luca* (2021) is set. It might sound like an exciting place to live... Well, not exactly. Genova is beautiful, but it's the kind of city where nothing ever seems to happen, especially for young people. Growing up, I always looked at Milano, a 90-minute train ride away, as the place where things actually happen. After all, Disney Italia was based there—that's where *W.I.T.C.H.* was born, and that's where I discovered it myself.





However, since the creators were actually from Genova, the comic's roots were much closer to home than I realized. When I found out that Barbucci and Canepa came from here, it clicked—that's why Heatherfield felt so familiar! When I interviewed them for my website *heroica.it*, they both confirmed it: Heatherfield was inspired by Genova. They mentioned some specific locations, but the inspiration is more about the overall vibe and atmosphere.

When I found out that Barbucci and Canepa had also worked on my beloved *La Sirenetta* magazine (and the first two issues of *Principesse*), I kept connecting the dots. As Barbucci told me, Ariel's design was a total "graphic shock" for Disney at the time, as her large eyes leaned into an anime aesthetic. While working on the magazine, Barbucci and Canepa emphasized this look I had noticed it there, but not in the actual movie: *The Little Mermaid* was released before I was born—it had been part of my life for as long as I could remember, so to me, it was simply a *fait accompli* that a Disney princess could look like that—after all, Belle and Jasmine did, too. It turns out the seeds of that hybrid *W.I.T.C.H.* style had been right under my nose all along: a perfect blend of anime and Disney.

In a way, *W.I.T.C.H.* was the perfect synthesis of my childhood heroines: Disney princesses on one hand and Sailor guardians on the other—not to mention the Spice Girls. Looking back, I consider 2001 to be the final year of my childhood. Shortly after, I would swap the afternoon anime on *Bim Bum Bam* for MTV's *Anime Night*. *W.I.T.C.H.* bridged that gap perfectly. It brought back everything I had loved in the past while offering a glimpse into the future, introducing those teenage anxieties I didn't quite understand yet. While the Sailor guardians felt like older sisters and the Spice Girls like cool babysitters, the *W.I.T.C.H.* girls were only a few steps ahead of me. And so, issue after issue, I came to realize this comic book was actually closer to me than I thought on every level.

*W.I.T.C.H.* was a groundbreaking project for Italy in terms of its themes, target audience, and overall aesthetic (it looks *spaziale*—as Hay Lin would say<sup>1</sup>—today just like it did 25 years ago). The series took the five-girl squad of the '90s and pushed it further by making it more diverse: the different ethnicities and body types of the protagonists paved the way for a level of inclusivity that was only just starting to

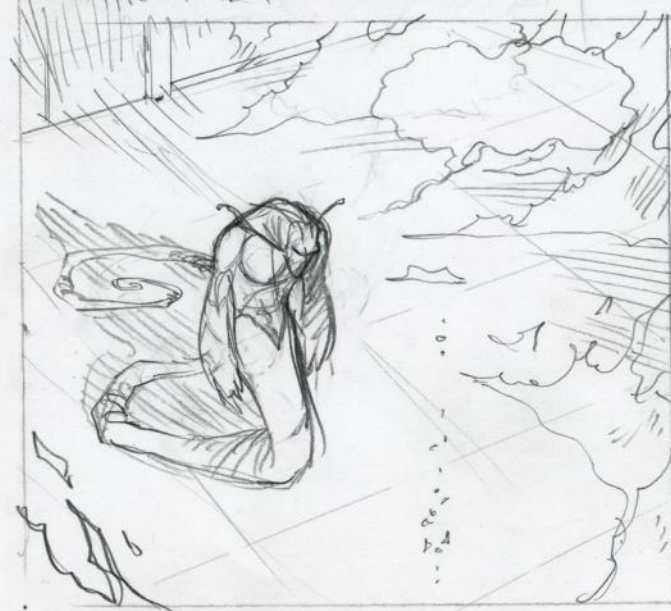
emerge in the U.S. (see "Saban Moon", the unreleased American version of *Sailor Moon*). In Italy, it was practically unheard of.

Gnone, Barbucci, and Canepa deserve all the credit for looking beyond our borders. From Genova to Milano, and from Milano to the world, *W.I.T.C.H.* shaped a hybrid style that inspired countless Western artists—many of them North American (which is ironic, since I originally thought the series was from the U.S.)—and introduced a "new guard" of Italian comic artists, from Mirka Andolfo to Giulia Adragna and more. *W.I.T.C.H.* has traveled all over the globe, but we must never forget its roots. No matter how far we go, we never forget where we come from, and we always come back home.

As readers, even after 25 years, we always come back to Heatherfield. After all, that's our hometown.



<sup>1</sup> In the original Italian comic, Hay Lin uses the adjective *spaziale* to refer to anything so stunning that it looks 'out of this world'.





- sketch for page 71 of the first issue of the magazine (left)

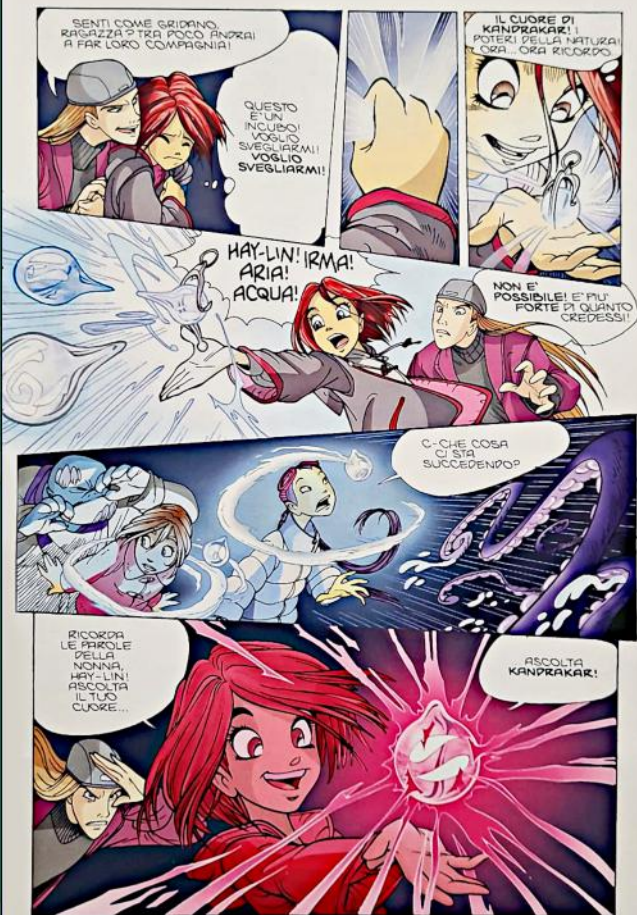
- early character studies, created during an initial phase of development and marked by a more serious, less Disney-influenced style

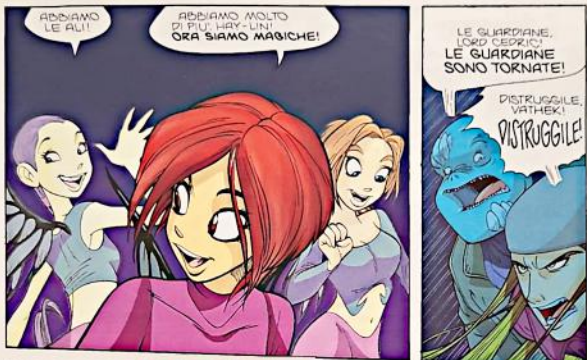
Artwork by Alessandro Barbucci

# THE HIDDEN ARCHIVE

...and here's  
some juicy material  
you've probably  
never seen before:  
the lost version  
of the fight from  
the first issue!

Enjoy!





# WITH GRATITUDE

*When it comes to W.i.t.c.h., it's always easy to thank those who created it and the artists who gave a face to our heroines.*

*In reality, the magazine was a much more complex machine that required the effort of many different people to function properly.*

*These are our thanks to all of them.*

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# A MESSAGE FROM...



"When I went to the themed dance event in Florence at Danza in Fiera, it felt like the perfect fusion of my passions and I truly felt part of something magical. Thank you for being with me all these years: so much of who I am today, including my love for drawing and comics, comes from you."

Blu, 30



"Seeing Will in the first volume and thinking 'finally someone tomboyish and insecure like me' meant a lot to me at the time. It made me feel seen. Thank you for all those stories about real-life challenges and growing up: we truly needed them all."

Jenny, 36



"I'm a boy, and at first my father didn't want me to buy it, so I told him it was an extra from the Topolino magazine. I even changed newsstands every month out of shame. It may sound small, but it was part of growing up: I went from feeling embarrassed to simply not caring anymore. I just wanted to tell the W.I.T.C.H. girls that."

Daimos, 28



"I became a professional oracle reader thanks to the Witch Tarots. I studied different divination tools for years and, right after college, I began offering readings—I truly love it. What stayed with me most is the sense of belonging this passion created, allowing me to meet incredible people and build friendships that support and celebrate each other."

Witchaura, 30



"Discovering and loving it with my sister made it even more special. Sharing the issues, talking about the adventures, and copying the drawings together will always be some of my most beautiful memories with her. I wish we had seen the Guardians again with new powers but stories as exciting as the early ones."

Charlotte, 34



"I used to save 3€ from my pocket money each month to buy the new issue, and those Sundays spent on the balcony reading the girls' latest adventure are among my most cherished memories. When the alternate-future issue came out, I freaked out: Cornelia as a park ranger working with wildlife—my childhood dream. It melted my heart. Guess what I do for a living now."

Dimitra, 32



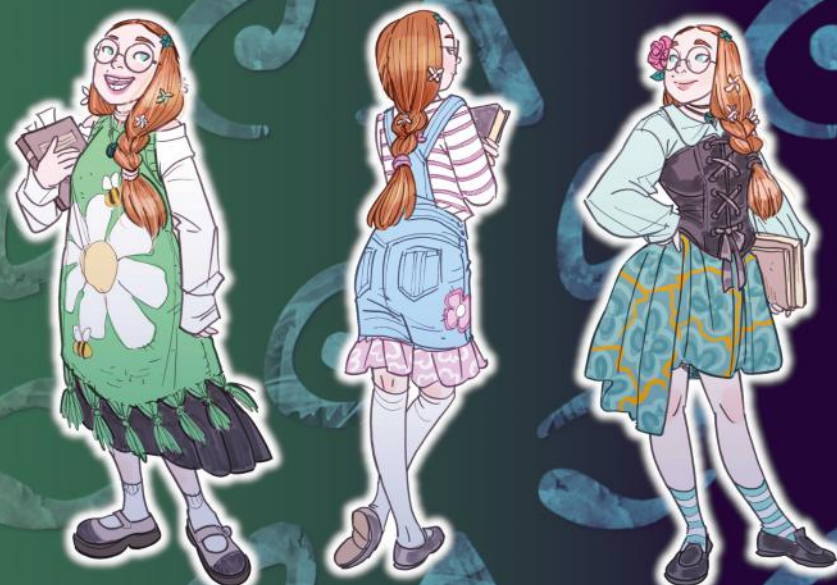
FIRST GLIMPSES OF THE PROTAGONISTS OF **TWIN STARS**, A NEW COMIC PROJECT INVOLVING CREATORS CONNECTED TO **W.I.T.C.H.** AND MONSTER ALLERGY **BARBARA CANEPA**, **KATJA CENTOMO** AND **ALESSIA MARTUSCIELLO**.



**CASSIE, LOU AND ELLIE: THREE GIRLS WITH A SPECIAL GIFT, BOUND BY A LOST PAST AND A DESTINY GREATER THAN THEMSELVES. THEY HAVE NEVER MET, YET THEY CANNOT STAY APART.**



**AND EVEN IF THEY MANAGE TO FIND THE HOUSE OF STARS, THE FORGOTTEN CHILDREN, AND FINALLY EACH OTHER... WILL IT BRING SALVATION, OR THE END OF EVERYTHING?**



DESCRIBED AS A DICKENSIAN TALE SET IN MODERN TIMES, **TWIN STARS** MOVES BETWEEN DARKNESS AND LIGHT, FOLLOWING YOUNG HEROINES WHOSE PATHS SEEM MYSTERIOUSLY INTERTWINED. OUT THIS AUTUMN FROM **TUNUE AND OXYMORE**.

Cronache di Witch was born when the long-awaited news broke that new W.i.t.c.h. material was in production: it felt like the perfect opportunity to place our memories - our "chronicles," in fact - alongside the new stories on the way. For me, it was very important to start talking about W.i.t.c.h. again - about what it meant to an entire generation, the impact it had on the international scene, the most well-known part of its history as well as the lesser-known one.

I wanted to create a space that could recapture the atmosphere of those years — a calm and welcoming place where we could gather to talk about the comic we love. A place that would allow us to look back, but also to discover something new.

And so Cronache di Witch came to life: interviews with artists, rare content, historical features, illustrations, unpublished materials and curiosities.

It's a project I carry forward almost entirely on my own, yet over these past two years it has given me immense satisfaction.

Just like this fanzine.

*This fanzine is an independent project by cronachediwitch. If you enjoyed it and would like to support the research, interviews, and creative work behind the page, you can leave a symbolic donation of two euros on my ko-fi: the price of the very first issue of W.i.t.c.h.*

*Almost as if you had picked up a brand-new copy again.*

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