

The Witch

for Swords & Wizardry White Box



Timothy S. Brannan

Wonder!

"Witches are far more complex and far more wonderful than you have been told.

But for this wonder we serve the Goddess."

- "Old" Gezzie, Crone of the White Witch Tradition

A complete set of rules for the witch class for the Swords & Wizardry White Box RPG. Inside you will find:

- The Witch Class
- The White Witch tradition
- 183 witch spells
- 76 brand new spells
- 18 monsters treasure and magic items

All for your White Box old-school games.

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for Swords & Wizardry White Box
by Timothy S. Brannan



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The White Witch

A Class for Swords & Wizardry White Box



By Timothy S. Brannan

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Compatible with the Swords & Wizardry White Box rules.

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Chapter 1

The White Witch

“Yes, yes. Everyone knows witches are powerful. But they forget that they can be frivolous too. All witches talk to animals, plants and even rocks and clouds. What separates the witch from the madman is those animals, plants, rocks, and clouds often do what she asks them to do.”

- “Old Gezzie,” Crone of the White Witch Tradition

Witches are practitioners of a magical style known as, naturally enough, Witchcraft. Witchcraft is a blending of old magical practices, so-called “pagan” rituals, and followers of ancient gods and religions often referred to as “the old ways.” Witchcraft is considered to be an ancient practice where magic and religion are the same things.

Class Abilities

Saving Throws: The witch gains a +2 bonus to any saves vs. charm or hold spells.

Spell Casting: The witch owns a book of spells called a “Book of Shadows” this is similar to the books used by magic-users, but each book is unique to each witch. A Read Magic spell will not enable another witch or magic-user to learn spells from this book.

Familiar: The witch gains a familiar at 1st level. This animal is a supernatural creature that often appears to be a normal animal such as a cat, hare or fox.

Occult Power: At first level and every three (3) levels hereafter the witch gains an Occult Power. These powers vary from Tradition to Tradition. Described here are the powers of the White Witch tradition.

Ritual Magic: At 2nd level, the witch may opt to choose a Ritual Magic spell. These spells have special requirements regarding components needs and multiple participants.

Coven: at 10th level, a witch may leave her current coven to form her own.

Witch (the White Witch Tradition)**Prime Attributes:** Charisma and Wisdom**Hit Dice:** 1d6 bonuses for high Constitution.**Armor:** Cloth, Padded or Leather only, no shields.**Weapons:** A witch may only use a dagger, staff, flaming oil, net, thrown rock, sling, and whip as weapons.**Special Abilities:** Occult Powers, cantrips, spells, and ritual spells.**Races:** Only Humans may be White Witches.

Witch Experience Table

| Level | XP | Hit Dice (d6) | Saving Throw | Occult Powers |
|-------|---------|---------------|--------------|--------------------|
| 1 | 0 | 1d6 | 15 | Familiar |
| 2 | 2,600 | 1d6+1 | 14 | |
| 3 | 5,200 | 1d6+2 | 13 | |
| 4 | 10,400 | 2d6 | 12 | Herbal Healing |
| 5 | 20,800 | 3d6 | 11 | |
| 6 | 40,000 | 4d6 | 10 | |
| 7 | 80,000 | 4d6+1 | 9 | Create Magic Items |
| 8 | 160,000 | 5d6 | 8 | |
| 9 | 320,000 | 5d6+1 | 7 | |
| 10 | 440,000 | 6d6 | 6 | Coven |

Witch Spell Table

| Witch Level | Spells / Level | | | | |
|-------------|----------------|----|----|----|----|
| | 1 | 2 | 3 | 4 | 5 |
| 1 | 1 | - | - | - | - |
| 2 | 2! | - | - | - | - |
| 3 | 2 | 1 | - | - | - |
| 4 | 2 | 2! | - | - | - |
| 5 | 2 | 2 | 1 | - | - |
| 6 | 3 | 2 | 2! | - | - |
| 7 | 3 | 2 | 2 | 1 | - |
| 8 | 3 | 3 | 2 | 2! | - |
| 9 | 3 | 3 | 2 | 2 | 1 |
| 10 | 4 | 3 | 3 | 2 | 2! |

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, and 10th levels.

| Witch Attack Table | | | | | | |
|--------------------|------|--------------|-----|-----|-----|----|
| Armor Class | | Witch Levels | | | | |
| AC | AAC | 1-3 | 4-5 | 6-7 | 8-9 | 10 |
| 9 | [10] | 10 | 9 | 8 | 7 | 6 |
| 8 | [11] | 11 | 10 | 9 | 8 | 7 |
| 7 | [12] | 12 | 11 | 10 | 9 | 8 |
| 6 | [13] | 13 | 12 | 11 | 10 | 9 |
| 5 | [14] | 14 | 13 | 12 | 11 | 10 |
| 4 | [15] | 15 | 14 | 13 | 12 | 11 |
| 3 | [16] | 16 | 15 | 14 | 13 | 12 |
| 2 | [17] | 17 | 16 | 15 | 14 | 13 |
| 1 | [18] | 18 | 17 | 16 | 15 | 14 |
| 0 | [19] | 19 | 18 | 17 | 16 | 15 |
| -1 | [20] | 20 | 19 | 18 | 17 | 16 |
| -2 | [21] | 21 | 20 | 19 | 18 | 17 |
| -3 | [22] | 22 | 21 | 20 | 19 | 18 |
| -4 | [23] | 23 | 22 | 21 | 20 | 19 |
| -5 | [24] | 24 | 23 | 22 | 21 | 20 |
| -6 | [25] | 25 | 24 | 23 | 22 | 21 |
| -7 | [26] | 26 | 25 | 24 | 23 | 22 |
| -8 | [27] | 27 | 26 | 25 | 24 | 23 |
| -9 | [28] | 28 | 27 | 26 | 25 | 24 |
| -10 | [29] | 29 | 28 | 27 | 26 | 25 |



The White Witch Tradition

To become a witch, one must first hear “the Call.” This the moment in the would-be witch’s life that she understands that she will become a witch. Sometimes the Call is symbolic, such as sudden realization after many days, weeks or months of conjecture; other times it is happenstance, the would-be witch finds an old book or a teacher; and still other times the Call is actual, the initiate hears the voice of their Patron calling out to them.

Role: White Witches, like many witches, represent a liminal or in-between space. She is neither part of the natural world or the supernatural world. She is also part of both. To the White Witch, the Natural and the Supernatural are the same thing. The White Witch believes that her magic and power comes from her connections to both the natural and supernatural worlds. They share much in common with druids and other worshipers of nature.

The witch is also the in-between of the mortal and immortal worlds or the worlds of flesh and the realms of the gods and spirits. In this role, she is also much like a cleric.

Joining this Tradition

White Witches can join this tradition in a variety of ways including being the daughter of a white witch or seeking out learning from the village witch. Another White Witch may receive a vision from her patron to teach a Neophyte White Witch the traditions. Other times, a person may become divinely inspired, and attempt to seek out an existing White Witch.

The highest holy days for the White Witches are the Cross-Quarter days between the Equinoxes and Solstices. The most important ones are Samhain, the start of the year and Imbolc the mark of the return of Spring.

Leaving this Tradition

A White Witch can leave her tradition by merely leaving her teachings and practices behind. She may at this point refer to herself as a “Hedge Witch” or even just a “Wise Woman” though there is no hard and fast rule to this. She may not want to be called a “witch” anymore.

A White Witch who willing harms someone in her care will have those harms returned on her three-fold. If she causes damage regarding hit-point loss, she will suffer the same amount x3 later on. This damage should never be enough to cause her death unless her actions also had caused a death.

In a case of obvious and overt harm, the Witch will cease to be a White Witch anymore.



Occult Powers: The White Witch lives in the natural world, but sees even the realms of magic and the “supernatural” as part of nature.

1st Level: Familiar. The White Witch gains a familiar. This familiar will be of a creature that is common to the area the White Witch lives. It can appear as a normal animal, but there could something different or off about it. Examples of these familiars might be larger than usual cats, rabbits with odd colored fur or talking dogs. The “specialness” of the familiar in question will never be something great, but it will set them apart from others of their kind.

4th Level: Herbal Healing. Not an occult power, but the White Witch learns to brew balms, potions, and philters from natural substances to heal. The Witch may heal up to 3 points of damage per day. She can divide these healing points between three people or less; but never more. The Witch must spend an hour each day finding her herbs, preparing her healing balms and brewing elixirs. Each day the Witch does not prepare she loses the ability to heal three points. So a 5th level Witch that has not prepared her herbs for two days can only treat a maximum of 9 points of damage ($5 \times 3 = 15 - 2 \times 3 = 9$ points).

7th Level: Create Temporary Magic items. The White Witch can brew or distill a potion as if she were an alchemist. To make a potion, the witch (or other spellcaster aiding her) must know the spell the potion mimics. The witch can make a potion from any spell she can cast. Potions may be quaffed or thrown, whatever is appropriate to the spell’s effect.

The White Witch may also choose to scribe a scroll with a spell or create a magical Talisman, which is a single-use spell amulet.

The witch has a base success of 40% + 5% per level – 5% per level of the spell. The number of days to complete the item is equal to the spell level used.

Any roll of 100% always indicates success and leads to the creation of a new *permanent* magic item.

10th Level: Form a Coven. The White witch can now form a coven of her own. Several (1d6+CHA mod) new initiates (witches of 1st level) will seek her out.

Special Benefits: White Witches are usually well respected in their communities and often do not fall under the same suspicions as do other traditions. Many are often able to pass as clerics, herbal healers or as the village “wise woman.”

Special Restrictions: White Witches tend to be Lawful. Indeed they usually the epitome of Lawfulness and Goodness. Despite this, or maybe because of it, the white witch is a staunch defender of her lands and the village she considers under her protection.

Equipment: The tools of this tradition are the cauldron and the distaff. The witch may use a distaff in the same manner as another witch or wizard may employ a staff. It’s effectiveness as a mundane or physical weapon though is limited and will only do 1d3 (1d6/2) hp of damage.

Preferred/Barred Covens: White Witches are very often solitaries and usually the only witch within a few miles. The ones that do join covens tend to be part of covens that include many women and men from the local village. Many may not even be known as witches to their neighbors. White witches may join any coven that is not evil. Many are welcome in Grand Covens that include Hedge and Green Witches.

Relationship to the Goddess/Patron: The White Witch views the Goddess as part of the world. There is no “supernatural” to the white witch since everything is natural.

Source/Views of Magic: Like most witches, the White Witch views her magic as a manifestation of the Goddess and the Divine. The witch uses the power granted to her by the Divine Goddess to do Her will in the world.

Archetypes: Most White Witches tend to be a regular part of the life of a village. They often serve the role of healer, midwife, lore-keeper, and nature expert.

Being a White Witch

“Power calls to Power. Blood calls to Blood.

Magic calls to Magic. And Kind knows Kind.”

- *“Old Gezzie” to Larina during her lessons on witchcraft.*

Witches always recognize other witches. They see it in their eyes and their actions. Some even say they can ‘smell’ another witch.

Witch Traditions are the culture, environments, and means in which she learns to become a witch. If she is asked the question, “Are you a good witch or a bad witch?” a true witch answers with her tradition.

Unlike other classes, one does not wake up one day and decide to become a Witch. To become a Witch, one must first hear “the Call.” This is the moment in the would-be Witch’s life that she understands that she will become a Witch. Sometimes the Call is symbolic, such as sudden realization or knowledge out of the blue that this is her path; other times it is happenstance: the would-be Witch finds an old book or a teacher. Still other times, the Call is quite literal; the potential Witch hears the voice of their Goddess calling out to them. One constant is that the prospective Witch, called the Initiate, will almost always hear the Call at a young age.

All Witches belong to a Tradition (defined as a style of Witchcraft) and a Coven (meaning groups of worship). A Witch that does not belong to a geographic Tradition is sometimes said to have a “Family Tradition” because it is usually passed down from mother to daughter, or an “Eclectic Tradition,” one that has the features of many traditions. A Witch without a coven is usually known as a “Solitary Practitioner.” Witches learn to be Witches from laws and guidelines handed down from the Patron and practiced within the covens. Solitaries usually must learn the craft on their own.

White Witches belong to the “White Witch Tradition”. Often they are solitary practitioners. Others belong to a larger coven consisting of members of the local villages and rural areas. White witches can form a Grand Coven other witch Traditions such as Craft of the Wise, Green, and Hedge witch traditions.

Upon entering the coven, the highest-ranking Witch (who, regardless of actual level, is known as the High Priestess) will invite the young initiate to learn all she can from the coven’s Books of Law. Some covens require a year and a day before the Initiate can fully join; only then will the new Witch be taught the magic and ritual of being a Witch.

If a coven is not found, then the initiate might become a Solitary. Often the Solitary may learn from an old book of a forgotten coven, or she may receive direct or indirect information from some agent like a familiar, who brings instruction directly from her Patron.

Unlike priests, who commune to their gods for the people, there is no middle ground between the Patrons and Witches. Also unlike priests, Witches, even evil ones, do not attempt to convert others to their faith. Witches believe one must be worthy to receive the Call of the Goddess and God.

Non-Witches will often misunderstand the practice of Witchcraft; this is one of several factors that have led to distrust of Witches.

Witches honor and follow their Patrons, the Goddess and God, of their faith. Many Witches believe there is only a single Goddess, and all deities are merely different aspects of the Goddess. The name of the goddess may change between planes, but names are just reflections of the Goddess.

Other Witches believe that there are two deities, a male and a female, a God and a Goddess.

All Witches follow what they believe to be the correct path. Often, the Goddess influences this. Witches take a more personal and direct view of their relationship with their Goddesses than ordinary priests. It is not so much faith for the Witch as it is the experience.



Life Death and Rebirth

Central to the core beliefs of the Witch is the idea of Life, Death, and Rebirth. To the Witch, life is an ongoing cycle, one that can be seen in nature, the seasons and in the Witch herself. This belief is so ingrained in the Witch's philosophy that it defines the magic the Witch can perform.

For the most, part a White Witch will never have access to spells that raise the dead or create powerful undead. To do so would violate this fundamental tenet of their beliefs and they would cease to be a Witch.

The cosmology of the Witch differs from that of the typical character. Most Witches do not believe in an afterlife of eternal rewards or punishments; most Witches instead believe in reincarnation.

When a body dies, the spirit is sent to rest for a time at a place known as the Summerlands. Once there the soul reflects on her previous life until it is time for the soul to return to the earthly realm and begin the cycle again.

Typically a Witch does not regard the Spirit Realms or Outer Planes as relevant on a daily basis. She will, of course, know that they are important places of power where many gods, fiends, and spirits reside and serving as the abodes of the afterlife. The Witch deals with spirits, supernatural forces and her Goddess on a daily basis, although most of her concerns will be with the realm of the living and in the here and now.

Adventuring Witches

White witches, on the whole, tend not to be adventurers. Many Witches are terrified of the prejudice, and persecution Witches face in the world at large; others feel a close association with their homeland, their families or their covens. There are others, though, for whom the lure of adventuring is too much to ignore.

Witches that adventure do so for a variety of reasons. Many searches for more magnificent magical or universal truths, or to recover a particular artifact or spell component. A small number seek, like many adventurers, fame, and fortune. Still, others desire to be away from the closed minds of their homelands and search for others like themselves. And some seek things known only to themselves and their Goddess.

Village Witches

The White Witch can be an adventuring witch, but there are many who choose to stay in or around a village where they can serve as the local midwife, healer or wise woman. Often there is no conflict between the white witch and the

villagers/townfolk, even ones that might otherwise hunt down other witches assuming they are all evil.

As the local witch, the White Witch can charge for her services if she sees fit. Often these prices are adjusted by the size of the village and the ability of the villagers to pay. More than one witch has accepted a chicken in return for her midwife duties.

In an affluent village, the witch can charge as much as 100 gp per level of the spell she casts for others or as little as 1 gp. In any case, a village witch will receive XP for this sort of casting.

Here are some guidelines:

| Task | XP Earned |
|---------------------------------|--|
| Healing | 1 XP per HP healed |
| Live birth | 150 XP |
| Casting a spell for others | 10 XP per level per person |
| Casting a ritual for others | 25 XP per level per person |
| Performing a "Smudging" | 10 XP per storeys of the house |
| Developing a new spell | 100 XP per level |
| Developing a new ritual | 1000 XP per level |
| Divinations | 300 XP base |
| Creating a Talisman | 25 XP base + 10 XP per spell level |
| Creating a permanent magic item | 250 XP base + 250 XP per level of spell used |
| Defending her Village | XP for creatures defeated + bonus |
| Discovery of some artifact | varies |

The witch can usually charge up to 10x the XP value in gold pieces.

Typical jobs or roles of a village witch are:

Birth/Natal care: Few are as wise in the ways of bringing children into the world than a hedge witch or white witch. In situations where a healer or doctor are unavailable, the witch may be the only thing separating a joyous event from a tragic one.

Cleansing and Smudging: These are two different methods for keeping evil influences at bay.

Smudging is the burning of sage or another cleansing herb while walking around the home or place to be cleansed. This is used when the malignant influences are not easily identified and are of the weaker sort.

Cleansing is more specific and more active. These services often involve a *Protection from Evil* spell or something similar. Here the malignant intent is more distinct and identifiable. Such cases would include a boggart, a minor spirit or poltergeist.

Divination: Next to potions and talismans, divination is the most requested service is that of divination. The most common form of divination asked of the witch is who a future husband will be. *Oomantia* is the practice of suspending an egg white in a glass of water to see the name of the future intended. Other forms uses are the card or tarot readings, Ouija or spirit board sessions and tea-leaf readings.

Healing: With her combination of magical and herbal healing a witch is often the next best thing to a cleric. While a witch cannot replace a healer or cleric in this respect, she can heal most of the wounds and injuries the ordinary villager is likely to come against.

Lore Master: Witches are often assumed to be masters of various occult topics. In truth they usually know quite a lot, it is based on their intelligence and wisdom much like everyone else. While they will not be true masters of lore like the Bards (unless the study), they are often the only one around since wizards seek out larger cities with libraries they can use.

Potions: As a local healer, the witch can be expected produce potions, poultices, and ointments. She can provide these for sale, but most often she gave them to those that are in need of them.

Priestess of the "Old Ways": Witches feel they have a closer connection to the supernatural and their Gods and Goddesses. They consider themselves the Keepers of the Old Ways; knowledge and practices that are now lost, forgotten or ignored by others. The witch always welcomes those that want to know more about these ways, even if they have no desire to be a witch themselves; witches do not proselytize.

Protector of these Lands: There is another role that witch also claims as hers. She is the protector of the lands she has chosen. Whether the locals see her like this or not, that can be assured that if a White Witch has taken up residence in their village, a hamlet, or town it will be defended from supernatural, occult and mundane creatures.

The witch may act reclusive and adopt an unassuming persona, woe to anyone that threatens what she considered "hers."

Talismans: The witch can make talismans. These can replicate most spells of 3rd level and below, but can only be used once. The material the talisman is made of is usually of a temporary nature. The talisman is typically destroyed when it is used.

Wheel of the Year: In many rural communities where the way of life is still driven by the seasons the witch becomes an essential figure in the passing of one season to the next. She assures fertility in the spring, not just in crops but in people and animals. She prepares the way for a good harvest and a hunt. She helps in the protection against the oncoming winter, and when the veils between the worlds are the thinnest, she is there to guide the dead on and the living to stay.

The witch may be responsible for marriages (hand-fasting), preparing newborns to enter society (new-born blessings) and be there in the form of the Crone for death rituals and world partings.



Chapter 2

Familiars and Covens

“Frankly the fact that any witch lives past the age of 13 human years without a familiar is a shock to me. Snagged by a demon, burned by a mob, or just flying her broom into a tree. Without us they would be dead. Or worse.”

- Mojo, Flying Cat familiar to Taryn Nix.

Familiars

Familiars are as ubiquitous to witches as are cauldrons, pointy hats, and brooms.

Despite their outward appearances, familiars are not animals, but rather spirits in the shape of animals. They can talk and understand human speech, but only their witch can understand them. This connection is a mental one, but it is often described as speech. This connection also allows the witch to communicate with animals of the same kind. With their familiar present, they can talk to any animal and understand what is being said. Some familiars also have a chance to know another language, which the witch then will know.

A witch starts at 1st level with a familiar. This familiar will show up when she first becomes a witch. The nature and form of the familiar will often be dictated by the circumstances of her becoming a witch. She may add other familiars as she progresses in level. The maximum number of familiars a witch may have is equal to her number of Retainers based on CHA. She may also only call a new familiar once per year and a day (alternately this can be once per level). This is for an additional familiar or to replace one that had been killed (familiars do not die of old age like natural animals). So a witch with a CHA of 18 can have a max of 7 familiars at a time but will take her a minimum of 7 years (or levels) and 7 days to obtain them all.

A familiar adds 1 spell level of a spell the witch can learn. So a witch with a familiar can learn an extra 1st level spell, a witch with three familiars can learn any combination of three spell levels, so 1 3rd level spell, 1 2nd, and 1 1st level spell, or 3 1st level spells. If the familiar is killed, then the witch loses those spells the familiar knows. If she has cast those spells already this day, then she loses an equal number of levels of spells.

As the witch gains a level, the familiar also grows in power by gaining 1 hit point per level the witch gains, and their armor class improves by -1 per level.

Anytime a familiar is killed, or if the witch releases it, she much makes a saving throw or loses a number of hit points equal to that of the familiar.

Summoning a Familiar

At 1st level, the witch gains her first familiar automatically. Once she gains a level, she can attempt to summon a new one.



Summoning a new familiar is not something that can be done lightly. The witch needs to spend a day in deep meditation and purification. The day must begin for sunrise with the witch participating in a ritual bath and cleansing that must be complete before the sun has clear the horizon. She will spend the morning preparing the area for a familiar to come; laying out small treats for the type of animal she wishes; cheese for a rat, cream

for a cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smelling, hearing and seeing. Then she will also appeal to the four elements, plus the fifth element of magic, and for the mind, body, and spirit. So in total, the witch must procure 13 items that are outside of the treat for the familiar to appeal to magic. These items must have significance to the witch and will be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp.

The witch has a base chance of obtaining a familiar equal to $65\% + 3\%$ per level up to 10th level. So even at 10th level, the witch has 1% chance of there not being a familiar within the area.

Regardless of the result of the summoning, the witch will have spent the day in the ritual and will not have prepared any spells for that day. Any materials consumed cannot be reused.

The witch gains an animal companion that is a messenger from the forces that the witch serves. They appear to be a typical sort of animal, with an odd intelligence about them. The witch needs her familiar to learn new spells. The choice of the familiar also grants some additional power to the witch. These benefits are only available if the witch is near her familiar.

Familiar Summoning

| Roll (2d6) | Familiar | Benefit to the Witch |
|------------|-------------|---|
| 2 | Bat | Gains a +1 on saves vs. blindness and other gaze attacks |
| 3 | Fox | Gains a +1 bonus on any roll involving Intelligence |
| 4-5 | Cat | Gains a +1 bonus on any roll involving Dexterity |
| 6-7 | Hare/Rabbit | Gains a +1/+5% to any rolls involving hiding or moving silently |
| 8 | Owl | Gains a +1 bonus on any roll involving Wisdom |
| 9 | Rat | Gains a +1 bonus on any roll involving Constitution |
| 10 | Toad | Only surprised on a roll of 1 on 1d6 |
| 11 | Wolf | Gains ability to see in low light or darkness |
| 12 | Special* | Flying Cat, Spirit, Brownie. *GM's choice |

Typically the familiar is a 1 HD creature with 4 hp and one attack doing 1 hp of damage. The familiar uses the witch's saving throws. Familiars have an Intelligence score of 13.

Special Familiars can include winged cats, winged monkeys, a spirit or even a brownie or other faerie. The Player will need to work with the Referee.

Covens and Ritual Tools

Most player characters have associations that they can or do belong to. Wizards have schools, priests have their churches, fighters and thieves may belong to a guild. Witches have their covens. Besides the role of providing the witch what she needs to be considered a witch, covens also offer the social background that witches have. Most witches belong to a coven, and many join with a coven either when they are children or very young. Covens provide the framework for worship, training for specific abilities and the environment for learning magic. Covens give the witch her sense of identity. It is what makes her a witch.

The number of members will vary by the Patron followed or worshipped. A coven can have any number of members but are usually groups of 12 witches with 1 leader (13 members) of the same tradition. A coven can consist of as little as three witches or as many as 19.

Under most circumstances when not adventuring, a witch may spend a great deal of time with her coven. Like a priest and their church, the coven is the center of the witch's religious life. Covens become a second, or sometimes first, family to the

witch. The coven often contains members of the same family. It is no wonder that witches from the same coven will refer to each other as “sister” or “brother.” No witch will ever betray her coven, even under the prospect or reality of torture.

Covens and Game Play

First and foremost witches should be used to add interest and mystery to the campaign. Non-Player Character (NPC) witches will either act as a PC’s most significant asset or their worst enemy. Remember that a witch’s motives are not necessarily those of other powerful NPCs. She could merely use the PCs as one small strand in a massive and complex web of intrigue. On the other hand, the witch may rely on the PCs for the nasty business of monster bashing while she weaves intricate spells to protect and aid her party.

Witches without a Coven

Under certain circumstances, there will be a witch or warlock that exists without a coven. These witches can be grouped into two basic categories, solitaires, and renegades.

Solitaries

Often a single witch will not be able to connect with a coven or one may not exist in her area. These singular witches are known as solitaires. Often they perform the same kind of rituals and ceremonies of their coven sisters, just by themselves. Solitaires receive their instructions of how to worship and gain spells as do their sisters; from a patron deity.

When encountering the solitary, other witches may either feel sadness for their sister’s solitude, if same alignment or contempt or disgust, if different. A good or neutral aligned coven will never attempt to convert a solitary to their fold. They may, however, invite the solitary to see their worship. Evil covens may try to convert the solitary, regardless of her alignment, to join. Because they are so preyed on by other covens and evil gods, solitaires will reluctantly trust others. Consequently those unaware of the witch’s status as a solitary will be more likely to believe that the witch is evil or at least up to no good.

Renegades

If solitaires are alone by necessity, then renegades are alone by choice. Any witch removed from her coven and continues to practice as a witch is considered a renegade. Most often these types have been convicted of some crime against the coven. They may still have some of their previous magic, but most often they have also been stripped of their powers by their Goddess. Sometimes these witches have left their coven and have become members of another coven, or started their own.

While they may still be advancing as a witch, their former coven-sisters consider them as renegades and no longer as witches.

Tools

Tools are simply a way to direct and focus energy for magical workings. They have no power except for what the witch gives them. There are typically two types of tools a witch will use. Ritual Tools, which they will use in ritual, worship and spell casting, and Divination Tools, which are used in divination, both magical and mundane.

Ritual Tools should be consecrated (qv.) before use in a circle to clear them of any negative energy. Divination tools do not require concentration, but sometimes they are. Most often a witch will keep her divination tools on her own person to use as needed.

Ritual Tools

Witches are expected to treat their ritual tools with the utmost care. A witch can craft her ritual tools with appropriate materials and time. Most of the items are very simple (Broom, Staff. etc.). Others require more skill and materials (metal wand, cauldron). Special items like an engraved Athamé, boline or a Chalice require the aid of a craftsman or other expert. Some items will need to be made from the finest quality materials if they are to be enspelled. Some items may be purchased instead, such as a cauldron or broom. Wands, staffs, and Athamés need to be made by the witch to be properly used.

Altar

All witches employ an altar of some kind or another. The altar can be a low table where the witch has arranged her ritual tools in a fashion suited to her or her coven. The features that separate an altar from any other table are the altar cloth and intent. The altar cloth is the physical manifestation of the altar, while intent is the spiritual/mental. Typically it will be of a dark color and will feature a symbol that is important to the witch or the coven. Common are pentagrams, pentacles, a triquetra, a triskelion, or other symbology. When not in use the cloth can be rolled up and stored away.

Athamé

The Athamé (pronounced *ah-thah-may*) is a magical knife that is commonly used in witchcraft. It is never used for cutting or combat purposes, or for any purposes outside the coven or spell-work. The Athamé is used in ritual to direct energy and is an instrument of power and manipulation. The blade is often dull and double-edged, and the handle is black or some other dark color to absorb power. They are

outstanding quality and typically have to be specially made. Standard or magical knives, daggers or swords created for combat cannot be used.

Each witch will have her own Athamé for ceremonial purposes. The knife will have the witch's personal symbol of power and that of the coven somewhere on the handle.



A witch becomes very connected to her Athamé. Since Athamés are used in all of the witch's mundane and magical rituals, it begins to absorb a bit of magical energy. The witch can always locate her Athamé as if it had a permanent Locate Object spell cast on it. A witch without her Athamé may not be able to cast some spells. Of course, the witch may not want to cast any spells without her Athamé. Also due to its magical focusing power, the Athamé cannot rust and makes saves as if it were a +1 dagger of exceptional quality.

The Athamé is the tool of the East and is associated with the element of Air. In some traditions, it is the tool of Fire. The Athamé is also phallic in nature and is, therefore, a masculine tool and linked to the God.

Some witches have taken to using a Boline, or a white knife for practical purposes. It is sharp and is used as a normal knife or dagger. It is also used in rituals, but it is kept separate from the Athamé. Losing one's Boline is an inconvenience, but not worrisome to the witch.

Broom

The broom, or Besom, often is used to purify space before a circle is cast. It is related to the element of Water and is used in many water spells involving cleansing. It also historically has been used to protect the home by laying it across the door.

To make a magic broom, it is suggested that you use an ash staff, birch twigs, and a willow binding. Ash is protective, birch cleansing and willow sacred to the Goddess. The broom is associated with Water and is holy to both the God and Goddess. Unlike the Athamé, the broom can be used for mundane purposes.

Cauldron

Nothing better conjures up the stereotypical image of a witch than a cauldron. The cauldron is a symbol of the Goddess and corresponds to the element of Water. It is used in ritual as a container in which magical transformations can occur and is often a focal point of a ritual. During spring rites, it can be filled with water and fresh

flower petals, and in winter, fires can be lit within the cauldron to symbolize the rebirth of the Sun. It can also be filled with water and used for scrying into the future. Cauldrons are often three-legged and made of iron. They come in all sizes ranging from a few inches in diameter to several feet across.

The cauldron is the tool of the West and is associated with Water. The cauldron is feminine in nature and represents the Goddess, fertility, and femininity. Unlike some ritual items, the cauldron can be used for mundane matters as well.

Chalice

The altar chalice symbolizes fertility and is related to the element of Water.

They are generally used to hold the ritual wine that is imbibed at the end of a rite, but it can also be used for holding water for scrying or other ritual purposes. The chalice can be made out of any substance, from silver or brass to wood or soapstone. When not in use the chalice should be stored away for safekeeping or displayed on the altar.

Pentacle

Of all the symbols and tools used witchcraft, this is probably the most misunderstood. The pentacle is usually a flat piece of metal or wood inscribed with a pentagram, a five-pointed star. When making a metal pentacle, gold or brass is often preferred.

The pentacle came from ceremonial magic and has been used in ritual and magic for thousands of years. It is used to represent feminine energy and to consecrate objects such as amulets and charms. The pentacle is also a traditional symbol of protection and is one of the official symbols of many witch traditions. The pentacle is feminine in nature it represents the Goddess. The pentacle, as used by good witches, has a single point of the star pointing up, which is not to be confused with the malefic version which is inverted (two points up).

The pentacle is the tool of the North and is associated with the element of Earth.

Wand

The wand, an instrument of invocation, corresponds to the element of Air. It is sometimes used to direct energy, to scratch magical symbols in the ground or to stir the contents of a cauldron.

Woods such as willow, alder, oak, hazel, and apple are traditionally used for the wand, but any reasonably straight piece of wood can work. Many witches carve special symbols into the wood to personalize the wand. It is not uncommon to see some truly beautiful wands made out of crystal with gems and stones set into them.

These wands are normally mundane with only a trace amount of a magical aura. As the witch progresses in power, she may opt to enchant her wand in some manner. Any wand found on or with a witch has a 5% chance per character level of the witch of being enchanted to some degree.

For thousands of years, the wand has been used in both magic and rituals. The wand is used mostly to invoke the God and Goddess, direct energy, and to charge other objects. It is used to draw symbols on the ground and even to stir the cauldron.

The wand is the tool of the South and is associated with Fire. In some traditions, it is the tool of Air. The wand is phallic in nature, is a masculine tool and is sacred to the Gods.

Staff & Distaff

The Staff directly relates to the wand and has the same attributes and uses. Witches use staves very frequently. Staves are generally considered to be the tools of mages and wizards.

The distaff is an item that is almost exclusive to women. The distaff is used in weaving to hold wool that is being spun. Over the years witches have used the distaff in a manner similar to the staff as a ritual tool. Unlike the staff, no one is suspicious of a woman carrying a distaff.

Stone

The Stone is used in much the same way as the pentacle and relates to it in many ways. It is a tool of the North and represents the Earth. For those of the Faerie Tradition, the Stone has a vibrant history. Again, the Stone is another tool that is often thought to be a tradeoff for many witches. Where a pentacle can be an inflammatory symbol, much misunderstood, just about everyone has rocks lying around in some form or another.

The Witch's Tome

Of all the tools mentioned, nothing is more important to a witch than her personal tome. They are often referred to in mystical names such as The Book of Shadows. They are also written in the coven's own set of symbols and language. This book is much more than a mere spell-book, although it serves that function as well. A witch's tome is very personal. Within its sacred pages are written her spells and ceremonies. Rituals are recorded for later study and memorization. A witch may also include her private thoughts, her feelings, even things they will not share with her coven. To obtain a witch's tome is undoubtedly a powerful weapon against the witch. To be invited to read its contents is the ultimate gesture of trust. Initiates copy from the coven's Book by hand as part of their entrance to the coven. A solitary may also keep a Book.

Any witch without her tome cannot memorize new spells or perform any of her official or ceremonial duties. She can continue to cast and re-memorize spells she already has learned. A witch cannot advance in levels or gain experience points past a new level until her tome is recovered.

Any other character that has possession of the witch's tome has found a powerful weapon against the witch. Of course, such a character may find themselves in great peril as well. Many tomes are cursed or somehow magically trapped to prevent such interference. Curses, Symbols, and Wards may be employed to keep the tome safe. Familiars or other guardians may be physically present. A witch's familiar can track down a stolen witch's tome even if the tome is ethereally or astrally projected. Once the would-be thief has the tome, reading it may be a different manner. Many tomes are disguised with a special script, both mundane and magical.

Since the witch is intimately familiar with her tome any spell that the witch can use to locate it always has a 100% chance of success. And heavens help the thief who has angered the witch in such a personal manner.

Contents

Every tome will be different and unique as the witch who owns it. Some common elements that would normally be included in every tome. The tome will also include prayers and devotionals, as well as instructions for proper meditation.

The Book of Law

Just as the Witch has her own personal tome to reflect her worship and relationship with the coven, the coven has its own tome, The Book of Law. The coven's tome will be very similar in nature to the witch's personal tome. It is likely to be placed in a very sacred place for the coven, and it is usually left in the charge of the High Priestess or the highest-ranking coven member. It also includes all of the coven's ceremonies and rituals. It also, regardless of the coven's alignment, includes the laws, ethos and organization of the coven. It may also include stories of the deity. It is treated much like that of any other canon of a religious order. The coven's Book of Law will also radiate a faint magical aura. Stealing one from a coven should be considered a suicidal act.

The GM is, of course, encouraged to create any other number or nature of rituals and ceremonies to suit the campaign world. Players should also be invited to record the rituals required of their witch character. Although they are referred to as tomes, the official canon and the witch's personal writing could be in nearly any form, as long as it is a written medium.

Divination Tools

The witch learns to use a variety of divination tools as well. These tools, while not unique to witchcraft, are most associated with it, and a person can be accused of being a witch by merely possessing them.

When used in a spell these tools can provide a +1 or +5% bonus to any rolls the witch needs to make or a -1 on an opposing saving throw. So special items of superior quality or occult background can double this.

Cards

The most common, and one argues one of the more powerful divination tools are a deck of cards. Often these decks feature more cards than a standard deck of playing cards, but both types of decks have a common and shared origin. So much so that in a pinch a witch can use a "mundane" playing deck.

Divination decks are most known as Tarot Cards, as well as trionfi, tarocchi, and tarock cards. They are also called Fortune Cards, Divination Cards, and Arcana Decks.

Divining Rods

There are generally two types of diving rods, the first and most common is a stick shaped like a "Y" where the diviner holds the top part of the Y in each hand with the bottom part facing out. The divining rod, or stick, will then point to what is being sought. The other type is two metal rods shaped like an "L." The diviner holds the shorter end, one to each hand, and points the longer end out. When the rods move freely to cross over the object is found.

These are most often used to find a proper path, search for water, or look for lost items and treasure.

Ouija Boards

Also known as Spirit Boards, Talking Boards, and Witch Boards, the Ouija is a divination device as well as a means to communicating with the spirits. These boards, along with a pointing device known as a planchette are used by two people; though they can be used by one or three people at a time. Most witches recommend that it be two people at the minimum. The name comes from the words meaning "yes" in two different languages.

Chapter 3

Spells and Rituals

Magic is the lifeblood of all witches. Manipulating the forces of arcane and divine magic is what sets the witch apart from other mortals, even other spellcasters. To a witch, magic is everywhere and in everything. To many witches, magic is often the same word as life. In the witch's mind, magic is not merely a way of attaining practical ends, it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess and beliefs. In this respect, magic often merges with religion, and indeed the line between the two is frequently blurred. While a priest and wizard view magic and religion as distinct, the witch sees no such differences. Without magic, a witch is no different than the mundane people around her.

The theoretical foundation for most magical practices is a belief in correspondences, or hidden relationships among entities within the universe, especially between human beings and the external world. According to this view, the application of the right colors, objects, sounds or gestures in a given context can bring about the desired result. The theory of correspondences affirms the power of thought to impress reality on products of the imagination, mainly when these thoughts are expressed through significant symbols.

Witches, therefore, will always use some sort of **Material Component** when casting a spell. The nature of this component will change from spell to spell, coven to coven and tradition to tradition. The most common types are listed with the spell. If a material component is not listed with a spell, it is assumed that the witch will need some sort of focus devices such as a wand, Athamé or pentacle.

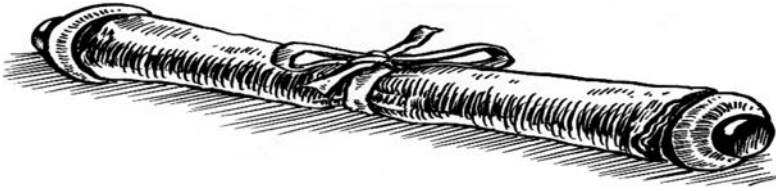
LEVEL: This indicates the level the witch needs to be to cast this spell. In the case of other classes, the class and level will also be indicated.

*Note: In some cases, I have indicated other classes that can use this spell that do not appear in Swords & Wizardry White Box.

RANGE: Indicates what the range of effect of the spell is. This is either expressed in feet, by self or by touch.

DURATION: This indicates how long the spell will last.

In every case, unless otherwise indicated, each spell will need 1 round to cast. This would be the only action the witch can take that round. In cases where it is noted that concentration is required then the witch must spend the rounds after than concentrating on the spell and she can take no other actions.



Ritual Magic: The witch has access to Ritual Magic spells. These spells usually have different restrictions on how they may be cast including the number of witches that might be required over and beyond the single witch that knows the ritual.

The witch can also, via the use of ritual, special items and inscribing a magic circle cast a Cleric or Wizard spell of the appropriate level instead of a witch spell. Each spell would require referee approval. Typically Ritual Spells take two rounds to cast.

NOTE: If you are using a Warlock character from The Warlock for Swords & Wizardry then they may have access to any witch spell they meet the requirements for, though typically warlocks and white witches have very few spells in common.

Magical Theory and Thought

Witches view magic a bit differently than other spellcasters. Most see a division between Arcane (wizard) and Divine (cleric) magic. While these divisions are academic to most everyone else, to the spellcasters, they define how they see reality. To the witch, Arcane and Divine are only facets of the totality of magic.

As described above, magic is the lifeblood of all witches regardless of alignment, coven or tradition. Witches create magic for the same reasons that bards create songs; as a natural outlet for their own creativity. To a witch discussing magic as something separate from the world or as “supernatural” is as absurd as are debating water or air as something separate from the world.

Every witch has a particular feel or form to her magic. While magic can be altered by her coven or tradition, each witch’s personal casting is unique. Thus, it becomes possible to determine which witch has worked what magic by her tell-

tale sign. In order to determine the witch that cast a particular spell, the character would need to make an Intelligence or Wisdom check and have a familiarity with that witch's magic in the past.

Learning Spells

A witch learns her spells from a variety of ways. Typically she will learn the formulae from her coven or even from her familiar. These spells are then recorded in her Book of Shadows. The witch may learn any spell listed below, but the GM may put restrictions on certain spells based on the witch's tradition or coven.

She must spend time meditating and preparing her material components for the spells she wishes to cast for that day.

Reversed Spells

For the witch to learn a reversed spell, she must prepare that version for the day. She can't cast a reversed version on the fly like a cleric. Some reversed spells might also not be available to the witch if they go against her alignment.

Cantrips

Cantrips are minor magics that any arcane spellcaster may learn how to use. They are generally used when teaching neophyte witches and apprentice wizards the basics of spell casting.

Like spells, they have to be memorized, though the time to do so is minimal and once cast, they are forgotten for that day's use. Also, given their nature as teaching aids, cantrips cannot be reversed. Unless otherwise stated, a cantrip has no effect on a living creature. So, a witch cannot place an Arcane Mark on a person or animal nor can Warm be used to warm up a person. It can be used on a bed or blanket and then the person can use the now warmed bed or bedding.

Witches know three (3) cantrips before 1st level + a bonus number equal to their Charisma modifier. So, a witch with a Charisma of 18 knows 3 + 3 cantrips, 6. This gives this 1st level magic use a total of 7 spells (6 cantrips and 1st level), a magically potent number.

Note: Referees can consider allowing Magic-users access to these cantrips as part of their own learning process. In this case, the magic-user will use Intelligence to determine the number of cantrips they know.

Witch Spells by Level

Cantrips (0-level spells)

Alarm Ward
 Analyze Fertility
 Animate Tool
 Arcane Mark
 Black Flame
 Call Bats, Toads, or Spiders
 Chill
 Clean
 Close
 Dancing Lights
 Detect Curse
 Detect Poison
 Detect Pregnancy
 Ensure a Successful Hunt (Ritual)
 False Glamour
 Flare
 Flavor
 Freshen
 Ghost Sound
 Inflict Minor Wounds
 Irritate
 Knot
 Lift
 Mend
 Mend Minor Wounds
 Merry Greetings (Ritual)
 Message
 Mote of Light
 Object Reading
 Palm
 Puff of Air
 Quick Sleeping
 Sobriety
 Sound
 Spark
 Summon a Witch (Ritual)
 Summon Vermin
 Virtue

First level spells

Allure
 Analgesia
 Animal Friend
 Bar the Way
 Blithering
 Blue Flame
 Breadcrumbs
 Bright Blessings
 Cake and Tea Ritual (Ritual)

Call Out
 Candle of Healing
 Candle of Return
 Coin Spinner
 Consecrate
 Crop Ward (Reversible)
 Detect Danger / Danger Sense
 Detect Magic
 Detect Undead
 Distraction
 Doom
 Everlasting Candle
 Familiar Spirit
 Fertility (Reversible)
 Fey Sight
 Fury of the Ancestors
 Lay to Rest
 Light
 Locate Animal or Plant
 Love Identity Candle
 Make Poppet (Ritual)
 Mystic Delving
 Predict Weather
 Protection from Evil
 Protection from Thieves
 Protection from Undead
 Purify Food and Drink (Reversible)
 Pyrokinesis
 Shattering the Hourglass
 Speak With Animals
 Summon Protective Spirit
 Turn Undead (Ritual)
 Ward of Flame (Reversible)
 Ward of the Undead
 Weird Whetstone

Second level spells

Animal Messenger
 Augury
 Barrier (Reversible)
 Beastform
 Beckon
 Bright Eyes
 Cackle
 Call Image
 Calm Emotions
 Candle of the Wise
 Chameleon
 Detect Evil
 Detect Invisible
 Dowse
 Empower Bracers
 Extra-Sensory Perception

Fast
 Feel My Pain
 Find Traps
 Glitterdust
 Grimalkin
 Healing Broth
 Hold Person
 Invisibility to Demons (Reversible)
 Invisibility to Elementals (Reversible)
 Invisibility to Undead (Reversible)
 Knock
 Leave
 Levitate
 Magic Broom
 Mimic
 Night's Companion
 Obedient Beast
 Raven Spy
 Stunning Allure
 Tasha's Hideous Laughter
 Voice of the Wind
 Vulnerability
 Witch's Sight
 Zone of Truth

Third level spells

Accept Affliction
 Animal Summoning I (Ritual)
 Aura Sight
 Cackling Skull
 Call Lightning
 Calm Animals
 Clear Grove
 Contagion
 Cure Disease (Reversible)
 Cure Moderate Wounds
 Dance Macabre
 Darkvision
 Detect Lie (Reversible)
 Dispel Magic
 Fly
 Hopping Doom
 Lesser Strengthening Rite
 Love Attraction Candle
 Memory Candle
 Protection from Evil, 10-foot Radius
 Scry
 Seeming
 Speak With Plants
 Strike Back
 The Needle
 Twilight Knife
 Weather the Storm

Witness
 Wolf Guardian

Fourth level spells

Animal Growth
 Animal Summoning II (Ritual)
 Cleanse
 Command Person
 Control Memory (Reversible)
 Control Temperature, 10' Radius
 Cure Serious Wounds
 Dispel Evil
 Dream Sending
 Effigy
 Harmshield
 Instant Karma
 Joyous Tidings
 Neutralize Poison
 Nondetection
 Plant Growth
 Remove Curse
 Shadow Monsters
 Spirit of Healing
 Troll's Blood (Reversible)
 Wall of Wood

Fifth level spells

Anchoring Rite (Ritual)
 Animal Summoning III (Ritual)
 Antimagic Candle
 Aspect of the Crone
 Break Enchantment
 Conjure Animals (Ritual)
 Enchant Item (Ritual)
 Find the Path (Reversible)
 Hold Monster
 Raise the Watchtower (Ritual)
 Witchlamp Aura

Witch Rituals for Non Witches

Ensure a Successful Hunt
 Merry Greetings
 Summon a Witch

Spell Descriptions

Accept Affliction

Level: Cleric 3, Healer 3, Witch 3

Range: Creature Touched

Duration: Instantaneous

The caster can transfer the effects of afflictions such as curses, diseases, and poisons from the target creature to herself. This spell can also transfer conditions the target is in such as blinded, deafened, fear, and sickened. All aspects of the transferred afflictions (saves, remaining duration, removal conditions, and so on) remain the same but affect the caster instead of the original target. After transferring the affliction or condition, the caster is free to cure it in any way she can.

Material Components: For this spell, the witch must be able to touch the victim.

Alarm Ward

Level: Witch 0

Range: 50-foot radius

Duration: 1 hour

With this spell, the witch can set up an area of alarm 50' around her person. Any creature larger than a cat entering the radius will set off a mental alarm with the witch. They will not know what sort of creature had entered their area, but they will know one has and the general direction.

Allure (Reversible)

Level: Witch 1

Range: Self

Duration: 1 hour

Allure enhances the caster's persuasiveness with regard to the target creature. Used on an NPC, the target will be 50% more likely to respond positively to the player character's attempt at persuasion, intimidation, bribery or other social manipulation.

For example, the caster attempts to bribe a guard. The GM adjudicates that the bribery attempt would normally have a 50% chance of working, so the Allure spell makes the chance ($50\% \times 50\% =$) 25% more likely to work, for a final chance of 75%.

This spell makes no difference to an attempt at manipulation which normally has no chance of success.

The spell's reverse, *Hideousness*, causes the caster to take on a horrifying aspect. Creatures in combat with the caster suffer a penalty of 25% on morale check rolls.

Material Components: For *Allure* a bit of Belladonna, for *Hideousness* a bit of poisonous mushroom.

Analgesia**Level:** Druid 1, Witch 1**Range:** Touch**Duration:** 1 minute per level

This useful spell negates any and all penalties associated with physical pain (but not mental pain). Analgesia renders the subject utterly immune to pain from such things as physical torture or childbirth.

Material Components: A toadstool or piece of willow bark.

Analyze Fertility**Level:** Witch 0**Range:** Touch**Duration:** Instantaneous

This spell gives the caster an insight into the reproductive capabilities of the target, including when a female is most fertile. It can identify problems such as impotence and infertility. It also reveals any natal influencing spells such as *block the seed*, *bless growth* and *blight growth*, as well as their caster level.

Anchoring Rite**Level:** Witch 5 (Ritual)**Range:** Touch**Duration:** See below

This spell prevents a single victim from leaving the plane that they are currently on. They cannot become astral, ethereal or phase shifted by any means. This also prevents the affected person from dying or using Teleport or Dimension Door.

The Witch can also use the spell on herself.

The spell may also be cast on a dead person to prevent them from becoming undead, or to be Raised or Reincarnated.

This spell lasts for 24 hours on a living person and a number of years equal to the Witch's level on a dead body or until dispelled.

Material Components: The Witch's athamé, which is not consumed, and a small lead weight on a silver thread (10 GPs worth), which is consumed.

Animal Growth**Level:** Witch 4**Range:** 120 feet**Duration:** 12 turns

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a giant version of the animal, but intelligent animals are unaffected.

Material Components: A small bit of copper and a drop of honey.

Animal Friend**Level:** Witch 1**Range:** 120 feet**Duration:** 2 Hours

This spell automatically befriends a nearby small animal like a Charm Person spell. This animal will do tasks for the witch that is within its ability.

Material Components: A drop of honey or a bit of cream.

Animal Messenger**Level:** Witch 2**Range:** 30 feet**Duration:** 1 day per level

The witch can compel a small animal to go to a spot they designate. The most common use for this spell is to get an animal to carry a message to witch's allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

It can be a bat or spider called using the *Call Bats, Toads or Spiders* cantrip or *Animal Summoning* spells.

Material Components: The witch whispers the destination to the animal while tying the message to a leg or whatever is appropriate.

Animal Summoning I**Level:** Druid 4, Witch 3 (Ritual)**Range:** 30 feet**Duration:** 1 hour

The caster summons forth normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.

Material Components: A bit of honey.

Animal Summoning II**Level:** Druid 5, Witch 4 (Ritual)**Range:** 30 feet**Duration:** 2 hours

The caster summons forth normal animals to serve as allies: 2 creatures larger than a man (such as an elephant), 6 animals the size of a man or horse (such as a lion), or 12 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Material Components: A bit of honey.

Animal Summoning III**Level:** Druid 6, Witch 5 (Ritual)**Range:** 30 feet**Duration:** 4 hours

The caster summons forth normal animals to serve as allies: 4 creatures larger than a man (such as an elephant), 12 animals the size of a man or horse (such as a lion), or 24 animals smaller than a man (such as wolves). The animals obey the caster's commands.

Material Components: A bit of honey.

Antimagic Candle**Level:** Witch 5**Range:** Centered 10 feet radius**Duration:** 1 round/level

When an antimagic candle is burned, it has the effect of ending all spells or spell-like effects currently in operation within a 10-ft. radius, or of preventing the casting of spells or operation of magical devices within that area for 1 hour per level or until the candle is blown out.

It cannot end a spell with an instantaneous duration; for example, lighting an antimagic candle will not repair the damage done by a lightning bolt or a fireball, though it may prevent such a spell from being cast in the first place. In order to use a spell or invoke any kind of magic while in the antimagic candle's area of effect, the Witch/user must make a successful Wisdom save. The target number of this save is the same as the total casting roll of the Witch who cast the antimagic candle spell. If this save succeeds, the spell or magic is invoked as normal; if it fails, the spell fails and is lost, or the magic effect fails to function while in the candle's effect. Note that magic items make their saves based upon the level of their creator, not their wielder.

Material Component: A turquoise candle.

Animate Tool**Level:** Witch 0**Range:** 1 object touched**Duration:** One Turn

A single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) is animated by this cantrip. It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn. The witch must be able to perform the repeated action by hand herself. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Arcane Mark**Level:** Witch 0**Range:** 1 object touched**Duration:** Permanent

By means of this spell, the witch can place a personal mark on any non-living item. This mark is usually a personal glyph or sigil that is recognizable to all other magic-users, such as witches and wizards. They may not know who the owner is, but they will know it is owned by another magic-user. The mark itself is not magical.

**Aspect of the Crone****Level:** Witch 5**Range:** Self**Duration:** 1 round/level

The witch knows all the faces of the Goddess. She was a maiden, she can relate to the mother and may even be one. But one mystery remains till the end, the face of the Crone and what lies beyond.

The witch draws on the power of her own death but at a price. The witch transforms into a Death Hag, a destructive aspect of the Crone.

When transforming, the witch becomes tall, hideous and strong. The Death Hag has 15 HD and twice the normal hit points of the witch. She can only be hit by +2 or better weapons and has an AC of -1 [20]. She can use all the spells she knows and can attack with her claws and bite for 2d8/2d8/2d10 per round.

When the transformation ends, the witch returns to normal but loses 1d8 hp permanently. One can't touch their own death and not be affected by it.

Material Components: The witch makes a plea to the Goddess to see her own death and take power from it. She gives up some of her life now for this power.

Augury**Level:** Witch 2**Range:** 0**Duration:** Instantaneous

This spell allows the witch to see a vision of all timelines, possibilities, and probabilities for but a moment, allowing her a chance to determine whether a particular action will bring success or failure.

The augury can see into the future only three turns, so anything that might happen after that does not affect the result.

Material Components: A divination device such as a pool of water, a mirror or crystal ball. Such items are not destroyed in the casting and may be reused.

Aura Sight**Level:** Cleric 3, Healer 3, Magic-User 3, Witch 3**Range:** self**Duration:** 1 minute / level

This spell makes the caster's eyes glow and allows them to see alignment auras within 120 feet. The effect is similar to that of a detect chaos/evil/good/law spell, but aura sight does not require concentration, and it discerns an aura's location and power more quickly.

The caster can also get a rough idea of Level or HD based on the intensity.

With concentration, the caster can also determine such traits as lycanthropy, undead status, and even some diseases and curses.

Material Components: A special poultice is spread above and below the eyes of the witch.

Bar the Way**Level:** Magic-user 1, Witch 1**Range:** Touch**Duration:** 1 minute/level

With a touch and a word of power, the witch bars an ordinary door or gate so that none may pass. Determined opponents may still batter down the door frame by brute force, but the door simply will not budge.

Material Components: A bit of string tied in a knot.

Barrier (Reversible)**Level:** Witch 2**Range:** 60 feet**Duration:** 6 rounds +1 round/level

Barrier protects up to six creatures within a 20-foot radius, granting them a bonus of +1 to AC and all saving throws. The reverse of the spell, *Defencelessness*, allows the target creature a save but, if failed, causes a penalty of -1 to AC and all saving throws.

Material Components: For barrier, the witch ties a string into a loop. For the reverse, she cuts the string.

Beastform

Level: Witch 2

Range: Creature Touched

Duration: 2d6 turns

Beastform enables the caster to switch bodies with one animal of equal or fewer hit dice than the caster has levels. While in the caster's body, the animal becomes catatonic.

The caster is in full control of the beast's body and can use all of its attack forms, senses, and means of locomotion, so if in the form of a bat, the caster will be able to fly and use a bat's sonar. If either beast or caster is slain during the spell's duration, both die.

Material Components: A bit of fur from the animal she wishes to transform too.

Beckon

Level: Witch 2

Range: Line of sight

Duration: 1d6 turns

The witch casts this spell on a victim in the line of sight and beckons them to come to her. The victim is allowed a save if they fail they will walk in the shortest distance possible to the witch. It will not attack allies or foes unless they try to stop the victim.

Once at the witch the victim will stand there staring at the witch for 1d6 turns.

This spell can't be used in if the victim is engaged in combat.

Material Components: The witch must be able to see the victim and visa versa.

Black Flame

Level: Witch 0

Range: 1 normal fire

Duration: Instant

This spell changes a normal fire into one with dark flames so it casts no light, but still provides heat, but less so. While the flames do provide heat, they do not burn, merely uncomfortable to the touch.

Blithering

Level: Witch 1

Range: One creature within 50 feet

Duration: See below

For the spell's length, the target is possessed by a spirit of very low intelligence. The target gets an initial saving throw to resist the spell entirely. If failed, the spirit takes control on the next round. Each round after that, the target gets a new saving throw to regain control of itself; success means the spell expires.

While the spirit is in control, the target will defend itself if attacked, but otherwise will simply stand and drool. Creatures with more than 5 levels or hit dice are totally immune to *Blithering*.

Material Components: A drop of alcohol.

Blue Flame

Level: Witch 1

Range: One flame

Duration: 10 minutes + 1 minute per level of witch

This spell allows the witch to cause any single source of non-magical flame within 60', such as a candle, torch, bonfire, etc. to burn with a bright blue flame. While the flame burns thus, all saving throws against witch spells within 120' are made with a -1 penalty, and all effects of spells cast by witches are increased by 1 or 5%, whichever is applicable. The spell will last for 10 minutes plus 1 minute per level of the witch, and the effect will move with the source of flame, if applicable. Note that the blue flame spell must itself be cast to achieve these effects. If the fire is put out by some means, the effect will disappear.

Material Components: The witch says a brief incantation over a normal flame.

Breadcrumbs

Level: Witch 1

Range: Cast on a loaf of bread

Duration: 24 hours

The witch breaks up a loaf of bread when the spell is cast. For the next 24 hours she is able to retrace her steps by following the magical trail of breadcrumbs.

Material Components: A loaf of bread.

Break Enchantment

Level: Witch 5

Range: Touch

Duration: Instantaneous

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Material Components: The Witch makes a sign of slashing or cutting with her athamé.

Bright Blessings**Level:** Witch 1**Range:** Touch (1 creature)**Duration:** 24 hours

This spell grants the aid of the witch's patrons. Recipients of this spell gain a +1 on any one non-combat related roll for the next 24 hours.

At 3rd level, the witch can grant 2 such boons and at 6th level 3 blessings and at 10th level 4 blessings.

Material Components: The witch gives the recipient a ritual greeting.

Bright Eyes**Level:** Witch 2**Range:** The Witch herself**Duration:** 1 hour + 5 mins per level

With this spell the witch can then see in the dark as well as if she was in normal daylight.

The witch can also see secret doors and magic, but this requires the witch actively looking for those.

Material Components: The witch anoints her third eye with blessed oil.

Cackle**Level:** Witch 2**Range:** One creature within 50 ft**Duration:** 5 rounds

Fixing the target with a glare, the witch utters a demented cachinnation that causes the target to suffer a penalty of -2 to all saving throws for the spell's duration.

Material Components: The witch must laugh.

Cackling Skull**Level:** Witch 3**Range:** One skull**Duration:** permanent until discharged

This spell functions as magic mouth, except rather than creating an illusory mouth on any surface, it affects a skull. Also, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message. All creatures that can hear the cackles must save or enter a shaken state for 1d4 rounds. Victims in this state are vulnerable to the effects of fear and make fear-based saves at -2 for the duration.

Material Components: The skull to be enchanted.

Cake and Tea Ritual**Level:** Witch Ritual 1**Range:** All Participants

Duration: 24 Hours

This ritual is often performed at the end of the proper worship ceremonies of a coven, but it can also be performed as a means of two unfamiliar witches to break the ground towards friendship. Once complete the witches in the ritual will gain a +1 to all rolls for the next hour and will act as if they had a +1 to Charisma-based roll for the next 24 hours. The witches also may not harm each other in any fashion or lose all benefits from this ritual.

Material Components: Cakes or cookies and the tea to be served.

Ritual Requirement: At least 2 witches, a full tea set, cakes, and tea.

Call Bats, Toads, or Spiders

Level: Witch 0

Range: 20 feet

Duration: 1 minute per level

The spell brings 3d4 normal bats, toads or small spiders fluttering or scurrying to the witch from all around. They are not “conjured” out of thin air – they are ones that are in the vicinity already. If nothing else happens to them, they will slowly wander away again.

**Call Image**

Level: Witch 2

Range: 1 mile/level

Duration: 1 round

Requiring a poppet (c.f. the first level *Make Poppet* spell), this spell creates an image of the target in a reflecting object. If the target looks into a reflective object near them, then they will be able to see the caster in the same way. This spell will fail if the target person is out of range or on another plane, and if the target person is in a lightless place (prison cell, etc.) then the reflecting object will simply go dark, revealing no other information.

Material Components: A reflecting object, such as a mirror or pool of water and a poppet.

Call Lightning**Level:** Druid 3, Witch 3**Range:** 1,000 feet**Duration:** One hour

This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent.

Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

Material Components: A glass rod, rubbed with a bit of silk cloth.

Call Out**Level:** Cleric 1, Wizard 1, Witch 1**Range:** One witch within 100 feet**Duration:** Instant

This spell is a devastating accusation to a witch. With this spell, the cast can force a witch to reveal her true nature as a witch.

If the spell is leveled at a true witch, then her aura will glow in such a way that all who can see her will have no doubt that she is, in fact, a witch. If the spell targets a non-witch, then nothing happens.

If the witch is in possession of magics that prevent detection or otherwise can hide her true nature, then she is likewise immune to the effects of this spell.

Material Components: A holy text from a religion other than the witch's own.

Calm Animals**Level:** Cleric 1, Druid 1, Witch 1**Range:** 60 level**Duration:** 1 min per level

This spell soothes and quiets animals, rendering them docile and harmless. Only ordinary animals can be affected by this spell. The maximum number of Hit Dice of animals affected is equal to 2D4 + caster level. An animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any threat breaks the spell on the threatened creatures.

Material Components: A bit of peppermint oil.

Calm Emotions**Level:** Witch 2**Range:** 100' + 10' per level**Duration:** 1 round per level

This spell calms agitated creatures. The witch has no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

Material Components: A common cricket.

Candle of Healing

Level: Witch 1

Range: 30 feet around one regular candle

Duration: 4 hours

This spell is used to speed the recovery of the party's hit points while resting. The witch conjures a magical candle that is lit upon arrival and will burn for up to 4 hours unless it goes out for any reason, whence it vanishes, and the spell expires. While the candle is burning, every living creature within 30 feet of it regains 1hp per complete turn that elapses, so long as that creature is resting (not memorizing spells, not standing watch, but actually resting). No matter how many such candles are within 30 feet, only 1hp per complete turn can be regained with this spell.

Candle of Return

Level: Witch 1

Range: Up to 50 miles

Duration: While the witch concentrates

By lighting a candle and focusing on the person to be contacted, the Witch creates an impression in the target's mind that they are being thought about and (optionally) that they should return home or at least get in touch with the Witch, though no actual communication may be made.

It is said that this spell is most effective if it is cast while the target is asleep, as they often then dream about the Witch or her home.

The target of the spell must be known personally to the Witch casting it and should be on the same plane of existence.

Material Component: A blue candle.

How long Does a Magic Candle Burn?

Largely it depends on the construction and the materials in the candle. As a good rule of thumb most magic candles are designed to burn for about 1 hour.

No magical candle can be crafted to burn longer than 6 hours.

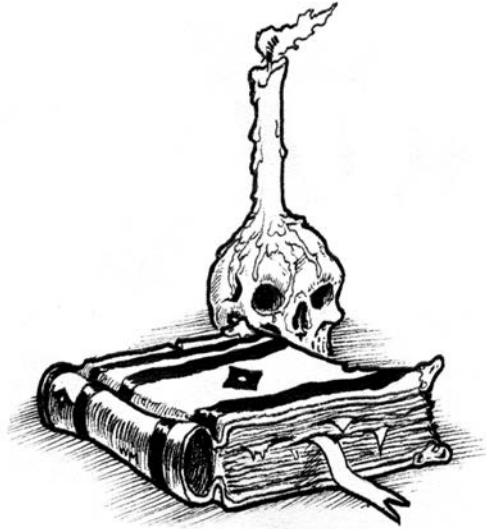
Referees may want to institute a rule that a magic candle can burn as long as 10 minutes per level of the spell.

Candle of the Wise**Level:** Witch 2**Range:** 30 feet around the candle**Duration:** 10 mins per level of the witch

This spell grants an increase in Wisdom to the recipient of the candle on which it is cast. When the candle is lit, the recipient's Wisdom is increased by 1d4, along with the normal benefits to ability checks and Wisdom-related saves. Any class can benefit from this candle as long as they are within the light of the candle (30 feet radius).

This spell lasts 10 minutes per level of the Witch.

Material Component: A purple candle.

**Chameleon****Level:** Druid 2, Magic-user 2, Witch 2**Range:** touch**Duration:** 1 turn per level

This spell allows the character touched to blend into his surroundings to the point of becoming nearly invisible. The character gains a +4/+20% to hide in shadows. Characters affected by a chameleon spell can always hide in shadows with a skill of at least 25% chance. This spell is used to create elven cloaks.

Material Components: The scale of a chameleon or a bit of skin from an octopus. Alternately a bit of multi-colored cloth will also work.

Chill**Level:** Witch 0**Range:** 1 object touched**Duration:** 1 hour

The witch can use this spell to lower the temperature of any non-living material up to 1 cubic foot. Typical uses are to cool food or drinks or even to cool the air in a room that is too warm. The temperature cannot be lowered to a degree where it would cause damage. The temperature can be reduced to just above freezing.

Clean**Level:** Witch 0**Range:** 1 object touched**Duration:** 1 hour

This spell can be used to clean a single object. The object can be anything: clothing, armor, weapons or even an area of a home. Unlike other cantrips, this one can be cast on a willing living participant. A witch casting *clean* on herself will appear as they would if they had recently bathed and donned fresh clothing. This spell can clean 1 cubic foot of space or a 10' x 10' area.

Cleanse**Level:** Witch 4**Range:** Touch**Duration:** Instantaneous

This spell works like the *Dispel Evil* or *Holy Word* spell, but it can only force out evil spirits, undead or outsiders from the area of effect. It can't harm or destroy any of these spirits, but they will leave the area. Undead are treated as if they were turned (but never destroyed). This spell will also remove a spirit from an object or person. In this case, the possessing spirit gains a save vs. Spells. If it fails, it leaves the body or object and flees the area.

Material Components: Fine incense and the witch's athamé.

Clear Grove**Level:** Druid 3, Witch 3 (Ritual)**Range:** 20-foot radius clearing**Duration:** 2 hours / level

Trees, shrubs, and other thick vegetation move out of the spell's area. The affected area is cleared of all vegetation thick enough to provide cover or concealment. This also creates a hole in any tree canopy, allowing sunlight to pass through. Affected trees and undergrowth form a 5-foot-wide ring along the edge of the clearing, which may provide cover or concealment based on the thickness of the vegetation (at the GM's discretion).

This spell doesn't affect creatures of the plant type. The spell can affect vegetation altered with spells of equal or lower level (such as *entangle* or *spike growth*). When the spell ends, the trees and undergrowth move back to their original places unless they're destroyed or somehow restrained (the amount of time this takes is subject to the GM's discretion).

Material Components: The witch walks the perimeter of the spell area (best she can) while making slashing motions with her athamé. She walks this circle, deosil (clockwise; she is not destroying the growth, just moving it) for 10 minutes. Each circuit she makes becomes easier to walk. Druids typically use a sickle or other curved knife in place of the witch's athamé.

Close**Level:** Witch 0**Range:** Within 10 feet of the caster**Duration:** Instant

This spell allows the caster to close one door or window that is not locked or otherwise barred. This cantrip will not lock the door or window unless closing it would normally lock it.

Coin Spinner**Level:** Witch 1**Range:** 100 feet + 20 feet/level**Duration:** Till gold is found or 1 hour

The witch uses this spell to find gold. The witch spins a copper piece while saying the words to the spell. By feeling which side warms or cools the witch can find the closest deposit of gold, not the largest.

Material Components: A copper piece that is consumed in the casting.

Command Person**Level:** Witch 4**Range:** 60 feet**Duration:** Concentration

This spell grants the caster the ability to command humans, demi-humans, and/or humanoids up to 60 feet away. Humans totaling 6 Hit Dice can be commanded (0th level humans are treated as half of a Hit Die for this calculation). The targets may resist the effect with a saving throw (treated as a *Charm*-type spell). The commanded creatures will respond to the caster's will and do whatever is commanded of them. The effect lasts so long as concentration is maintained, and the caster can take no other actions while concentrating. Once control ends, commanded creatures will not be well disposed to the spellcaster, and any reaction rolls suffer a penalty of -1. This spell is used to create *rings of human command*.

Material Components: The names or descriptions of the people affected written on a bit of parchment. The parchment is folded up and put into the witch's shoe. If the witch has an item from the people she is trying to command, hair or a bit of clothes, then she can impose a -1 penalty on their saving throw.

Conjure Animals**Level:** Cleric 6, Witch Ritual 5**Range:** 30 feet**Duration:** 2 rounds per level

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level. The caster summons 1 hit die of animals per level of experience of the caster,

and each +1 is calculated as 1/4 of a hit die. For example, a 9th level cleric can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals. Summoned animals will fight to the death or until the duration of the spell ends.

Material Components: The witch makes a call, so she must be able to speak.

Consecrate

Level: Cleric 1, Druid 1, Witch 1

Duration: See below

Range: Item touched

This spell will allow a witch (or cleric) to consecrate various items to prepare them for ritual work. At different levels they can affect different sorts of items.

Level 1, Ritual tools. This includes athamés, pentacles, cups, swords for ritual use, and staves. A cleric can use this to prepare their holy symbol.

Level 2, Holy Water. The witch or cleric can produce 3 + their level number of vials of holy water. These vials can be used in rites or against demons and undead as weapons. They will remain holy/sanctified as long as they remain sealed.

Level 3, Holy Oil. Holy oil is like holy water save that it can also be set a flame for 2d8 burning damage in addition to the 1d8 holy damage. Demons, devils and corporeal undead can not move out of a circle of burning holy oil. The oil burns for 10 minutes.

Level 4, Holy Weapon. This will give a weapon a single attack holy aura. The weapon will be +1 to hit and +3 to damage against one enemy of the witch's or cleric's faith. This includes undead and demons.

Material Components: The water, oil or weapon to be made holy.

Contagion

Level: Witch 3

Range: Touch

Duration: Instantaneous

The subject contracts a disease, which strikes immediately. The subject receives a saving throw to resist, modified by their Constitution score.

Material Components: The witch will sneeze into the direction of the person she trying to infect.

Control Memory (Reversible)

Level: Witch 4

Range: Touch

Duration: Instant

The victim of this spell must be sleeping, unconscious or in some other state where its conscious mind is absent. It must also be able to understand the caster's speech. If these conditions are met, the caster implants a fictitious memory in its mind. The memory may be elaborate or complex, but the event

depicted must have an actual duration of no more than one hour. In combination with a *Forget* spell, a Control memory could be used to replace one memory with another.

If the victim fails its saving throw, it will believe the memory to be absolutely true unless verbally challenged by someone it would believe or trust. In this case, it receives a second saving throw to realize the memory is false. If it fails this second save, it will believe the memory until its death, unless subjected to a Limited wish, a Wish, or the reverse of this spell, all of which will remove the implanted memory without a saving throw.

The reverse of this spell, *Repair memory*, has no use except to remove a memory implanted via Control memory.

Material Components: Witch sings a little nonsense song for either version of the spell.

Control Temperature, 10' Radius

Level: Druid 4, Witch 4

Range: 0

Duration: 1 hour/level

The caster can change the surrounding temperature (10' radius sphere) automatically by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Material Components: The witch blows on her hands.

Crop Ward (Reversible)

Level: Druid 1, Witch 1

Range: Touch

Duration: 1 season

This spell protects 1 acre of crops from pests, weeds and other natural hazards.

Material components for the spell cost a total of 10 gp.

The reverse, *Crop blight*, will leave no healthy crop at all; the wilted, sickly plants that will grow are inedible and have no market value.

Cure Disease (Reversible)

Level: Cleric 3, Druid 3, Healer 2, Necromancer 4, Witch 3

Range: Touch

Duration: permanent

Cures nearly all forms of disease. The subject is alleviated of all debilitating effects within 1d6 rounds. The reverse of this spell, *inflict disease*, delivers a malady that drains the strength and vitality of its victim, if he fails a sorcery saving throw. The disease manifests in 1d6 turns; once it does, the afflicted loses 1 hp per turn and 1 point of strength per hour until total hit points are reduced to one-tenth of normal and strength is reduced to one-third of normal. If the afflicted is not cured within three weeks, he begins to suffer a loss of 1

constitution point per day until that too is reduced to one-third of normal. Such a diseased victim will likely die within a year if never treated.

This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Material Components: A bit of honey with some willow bark for cure disease. For inflict disease the witch uses a bit of dung from a pig sty.

Cure Moderate Wounds

Level: Cleric 2, Druid 3, Witch 3

Range: touch

Duration: instantaneous

This spell functions like cure light wounds, except that it cures 2d6 points of damage + 1 point per caster level (maximum +10).

Material Components: Willow bark and water.

Cure Serious Wounds

Level: Cleric 3, Druid 4, Witch 4

Range: touch

Duration: instantaneous

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Material Components: Willow bark and water.

Dance Macabre

Level: Witch 3

Range: Any who can see the witch

Duration: As long as the witch dances

When the Witch casts this spell, any who look upon her are held as though affected by Hold Person. Victims of this spell may attempt a Wisdom-based saving throw every other round to shake off the effects. Dance Macabre requires that the Witch dance for as long as they wish their targets be held. This spell can also affect the Undead.

This spell lasts for an extra 1-2 rounds after the Witch has stopped her dance.

Material Component: A small flute that the witch plays as she begins to dance.

Dancing Lights

Level: Witch 0

Range: 100 feet of the caster

Duration: 1 minute

Depending on the version selected, the witch can create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise, move as the witch desires (no

concentration required). The lights can move up to 100 feet per round. A light winks out if the distance between the witch and it exceeds the spell's range.

Darkvision

Spell Level: Magic-User 3, Witch 3

Range: 40 feet

Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration.

Material Component: A bit of fur from a cat.

Daze

Level: Witch 0

Range: 25 feet of the caster

Duration: 1 round

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Components: A pinch of wool or similar substance.

Detect Curse

Level: Witch 0

Range: 60 feet

Duration: Concentration, up to 1 minute per level

The witch can detect curses placed on a person or object. The amount of information revealed depends on how long the subject is studied.

1st Round: Presence or absence of a curse.

2nd Round: Detect if there are multiple curses and which one is the strongest.

3rd Round: The strength of each curse in terms of the level of witch that cast the curse, to begin with.

4th Round: The nature of the curse.

Detect Danger / Danger Sense

Level: Witch 1

Range: 30 feet

Duration: 6 turns

This spell allows the caster to know whether a small area (1' x 1'), creature (man-sized), or object (such as chest, weapon, or smaller item) is dangerous. A full round of concentration is needed for each small area, creature or object examined.

Larger areas, creatures, or objects can be examined by spending proportionally more time. After examining the thing, the caster will learn whether it poses her a clear and present danger, a potential danger, or no danger. The precise nature of the danger is not, however, revealed. Most creatures are potential dangers.

Most poisons are clear and present dangers.

Material Components: The witch uses a special lens that can be reused.

Detect Evil

Level: Wizard 2, Witch 2

Range: 60 feet

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected using this spell. Whether there is any meaningful distinction between "evil" and "Chaos" is left to the Referee; in most campaigns, they are exactly the same.

Material Components: The witch uses a special lens that can be reused.

Detect Invisible

Level: Wizard 2, Witch 2

Range: 10 feet per level

Duration: 5 rounds per level

The caster can see invisible, hidden, ethereal, or astral creatures or items so long as they are directly in sight within a 10 feet wide range of vision.

Material Components: The witch uses a special lens that can be reused.

Detect Lie (Reversible)

Level: Cleric 4, Witch 3

Range: 30 feet

Duration: 1 round per level

The caster can use this spell on himself or another being and will be able to be able to know whether words heard are truth or lies.

Undetectable lie (reverse of detect lie) can nullify the effect of detect lie or can be used to tell lies in a convincing manner.

Material Components: The witch uses a special lens that can be reused.

Detect Magic

Level: Cleric 1, Healer 1, Magic-user 1, Necromancer 1, Witch 1

Range: 60 feet

Duration: 2 turns

For the duration of this spell, the caster can see a magical glow on any enchanted object or creature within 60 feet. This includes objects that are permanently magical, such as weapons or other items, and objects or creatures that are currently under the influence of a spell or some other enchantment.

Material Components: The witch comes by this naturally and needs no material components.

Detect Poison**Level:** Witch 0**Range:** 25 feet**Duration:** Instantaneous

The witch can determine whether a creature, object, or area has been poisoned or is poisonous. She can identify the exact type of poison with a Wisdom ability check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead or 3 feet of wood or dirt blocks it.

Detect Pregnancy**Level:** Witch 0**Range:** Touch**Duration:** Instantaneous

By casting this spell, the witch immediately can learn if the creature touched is pregnant and, if so, how far along it is in its pregnancy. The spell does not reveal who fathered the child, nor the gender of the child. The spell can also detect the presence of implanted parasitic young. Potions of detect pregnancy are generally easy to find, and witches who work as midwives keep a number in supply at all times.

Detect Undead**Level:** Cleric 1, Healer 1, Witch 1**Range:** 30 feet**Duration:** 3 turns

This spell detects the presence of undead within 60'. If the undead are within the caster's line of sight, the caster sees them as surrounded by a sickly grey-green aura - the more powerful the undead, the thicker the aura. Invisible undead are rendered visible to the caster by this aura. If the undead are not within the caster's line of sight, she is nevertheless aware of them in her mind's eye, gaining a sense of their proximity, number, and relative power.

Material Components: The witch uses a special lens that can be reused.

Dispel Evil**Level:** Cleric 5, Necromancer 4, Witch 4**Range:** 30 feet**Duration:** 1 turn

When this spell is cast, the caster can take no other action but concentrate on the spell for the entire duration. All undead or other enchanted creatures that come within 30 feet of the caster must succeed in a saving throw versus spells or be destroyed. Any creature that succeeds this roll will instead flee. Instead of casting the spell in a 30 feet radius, the caster can direct the spell at one monster only, and that monster saves with a -2 penalty. Also, dispel evil can be used to remove a cursed item from a being within the spell range.

Material Components: The witch uses the symbol of her faith or athamé.

Dispel Magic

Level: Cleric 3, Healer 4, Necromancer 3, Magic-user 3, Witch 3

Range: 120 feet

Duration: Permanent

When cast, spell effects within a 20-foot cube can be negated. All spells cast by any spellcasting class are automatically negated if the caster is of an equal or lower level to the caster of dispel magic. For each level an opponent is above the caster, there is a cumulative 5% chance dispel magic does not function. For example, if a 7th level character attempts to dispel the effects of a spell cast by a 10th level character, there is a 15% chance dispel magic fails. Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

Material Components: The witch uses her wand, staff, or athamé.

Distraction

Level: Witch 1

Range: Within 25 feet

Duration: 1d4 rounds

The witch points to a direction, and anyone observing the witch will focus their attention there for 1d4 rounds. This spell only works if the witch and the target can see each other and they are in a non-combat situation.

Material Components: The witch must point.

Doom

Level: Magic-user 2, Witch 1

Range: 120 feet

Duration: 1 min per level

This spell fills the victim with icy dread if he fails a save. The victim will suffer a -2 on attack rolls, saving throws and ability checks.

Material Components: The witch must be able to see the victim.

Dowse

Level: Witch 2

Range: 1 mile/level

Duration: Instant

Dowsing enables the witch to know the direction of one familiar object or substance. The witch does not receive a vision of the location. Rather, she simply knows in what direction it can be found, provided the target is within the spell's area of effect.

Material Components: A dowsing rod.

Dream Sending**Level:** Witch 4**Range:** One target known by the witch**Duration:** 1 hour

The witch can send a complicated message via a dream. The target must be asleep and known to the witch. The message can contain up to 300 words or more if the witch knows the subject well. The character and Game Master can agree on what the message can contain. Spells or magical writing can't be transmitted in this manner.

Creatures that can't or don't sleep or dream cannot be contacted in this manner. *Material Components:* The witch mutters over a bit of sand that she casts into the air.

Effigy**Level:** Witch 4**Range:** One creature within 100 feet**Duration:** 1 round/level

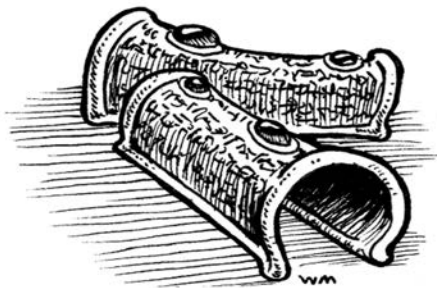
This spell requires that the caster has a poppet of the target (c.f. the first level *Make Poppet* spell). Once the spell has been cast the target gets a saving throw vs. magic. If they fail the caster may move the poppet, and the person will be moved as the poppet does, up to a speed of 30 ft/round. Movement can be in any direction, which includes levitating the target, but they cannot be forced through solid objects. If the person resists by clinging to a heavy or fixed object, then they have a base 30% chance of being able to immobilize themselves, modified by +5% for every point of strength they have greater than 10, or -5% for every point of strength below 10.

Material Components: A poppet.

Empower Bracers**Level:** Witch 2**Range:** 1 pair of bracers**Duration:** see below

The witch can empower a pair of normal bracers to absorb damage directed at the witch. The bracers can absorb 5 hp + 1 hp per level of the witch.

Material Components: The witch's bracers which are not destroyed in the casting.



Enchant Item**Level:** Magic-User 6, Witch Ritual 5**Range:** Touch**Duration:** Permanent

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, or other efforts the Referee may determine are necessary for the task.

In the witch's ritual, the witch will collect items that have a sympathetic nature to the enchantment. So, for example, a sword used to hunt demons will have holy sigils lain on it, with fine incense and holy oil to anoint it.

Everlasting Candle**Level:** Witch 1**Range:** Touch**Duration:** permanent

This spell causes the candle on which it is cast to burn continuously without being consumed. The flame so generated can be used to light other candles (or anything else flammable), but may only be extinguished by a deliberate act of the witch or the candle's destruction. Candles that are being used to store spells cannot be used in conjunction with this spell.

Should any magicks be cast upon the candle that requires an open flame—for example, pyrotechnics—such spells are immediately dispelled without taking effect, though the candle is then extinguished.

Material Components: A candle of any color, but the resulting flame is the color of the candle rather than a normal flame color. The flame is not consumed unless it is extinguished or destroyed.

Material Components: A specially made candle.

Extra-Sensory Perception (ESP)**Level:** Healer 3, Magic-user 3, Witch 2**Range:** 60 feet**Duration:** 12 turns

The caster can choose a direction and focus his concentration for 1 turn. After this turn, she can perceive the thoughts of all creatures within 60'. The caster understands the meaning of all thoughts even if she does not share the creature's language. However, if multiple creatures are within the range of the spell, the caster must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble. The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater.

Material Components: The witch anoints her third eye with special oils.

False Glamour**Level:** Witch 0**Range:** One item**Duration:** Instant

This simple illusion will cause a solid object or creature to flicker and blur faintly as if it were a flawed image. Failed attempts to disbelieve the illusion will appear to succeed, giving the object or creature the false appearance of a translucent outline.

Familiar Spirit**Level:** Magic-user 2, Witch 1**Range:** Touch 1 familiar**Duration:** Until sunset

Familiar spirit converts the caster's existing familiar to spirit (astral) form. The familiar will typically be safe in the astral—few creatures on the Material or Mortal plane will be able to perceive it, and it is too small and weak to attract attention from the plane's dangerous inhabitants. While on the astral plane, the familiar is invulnerable to most harm originating on the prime material (except the petrifying gaze of a medusa or basilisk), but it can only interact with the material plane via its master. It can look through her eyes, hear with her ears, and telepathically speak to her, but cannot view or affect the prime material in any other way. While on the astral plane, the familiar can converse with any local spirits that choose to converse with it, but it cannot compel the spirit to speak or tell the truth. The main use of this spell is to protect a familiar from harm while it is not needed.

Material Components: A small silver chain.

Fast**Level:** Cleric 2, Witch 2**Range:** Self**Duration:** 1 day / level

Through her spiritual fortitude, the caster can go without food for a day per her level. This doesn't remove her need for food, but rather delays it and the associated problems of going without food.

Once the spell ends, the witch will need to consume enough food for half the number of days she spent in the Fast. So if she goes 10 days, she will need to eat the amount she would have needed for five when the spell ends.

If the witch eats at all during the Fast, then spell automatically ends.

Material Components: Mint-leaves equal to the number of days she fasts.

Feel My Pain**Level:** Witch 2**Range:** 50 feet**Duration:** Instantaneous

The witch transfers pain and damage to another target in line of sight. She invokes the spell and either cuts herself or causes damage in some way, such as putting her hand in a torch fire. She takes 1 hp of damage (regardless of how much would have been dealt), and she turns and magnifies that on her target causing 1d6 points of damage.

Material Components: The material components for this spell are the witch's boline or dagger or whatever she uses to cause herself pain.

Fertility (Reversible)**Level:** Witch 1**Range:** One creature touched**Duration:** Permanent

This spell cures most kinds of infertility in the target creature. Its reverse, Infertility, causes it. Unwilling targets get a saving throw to avoid the effect.

Material Components: A bit of milk-thistle for fertility or lemon-rind for infertility.

Fey Sight**Level:** Witch 1**Range:** Touch**Duration:** 1 hour per level

The subject gains the ability to see twice as far as normal in starlight, moonlight, torchlight or similar conditions of weak lighting. The subject is able to distinguish colors normally and distinguish detail fully. When cast upon a subject that has lowlight vision, this spell doubles the effective range of vision to four times as far as normal.

Material Components: A living firefly.

Find the Path (Reversible)**Level:** Witch 5**Range:** Touch**Duration:** 1 Turn/level

The recipient of this spell can find the shortest, most direct physical route to a specified destination, whether into or out of a locale. The locale can be outdoors, underground, or even inside a *Maze spell*. *Find the Path* works with respect to locations, not objects or creatures at a locale. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating, at appropriate times, the exact path to follow or physical actions to take. The spell ends when the destination is reached, or the duration expires,

whichever comes first. Find the Path can be used to remove the subject from the effect of a Maze spell in a single Round.

Lose the Path (the reverse of Find the Path) renders a touched being utterly incapable of finding its way.

Material Components: The witch uses a dowsing rod to find a path.

Find Traps

Level: Witch 2

Range: 30 feet

Duration: 20 minutes

The witch can perceive both magical and non-magical traps at a distance of 30 ft.

Material Components: The witch uses a specially prepared lens that is not consumed by casting.

Flare

Level: Witch 0

Range: 10 feet radius

Duration: Instant

A flash of light, a very small ball of fire or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Flavor

Level: Witch 0

Range: One item

Duration: Instant

This minor spell flavors one serving of food. The flavor can be changed, but it does not change the nature of the food item nor does it make poisoned or spoiled food edible, similar to *Freshen*. The flavor can be chosen by the caster.

Fly

Level: Magic-User 3, Witch 3

Range: Touch

Duration: 1 turn/level + 1d6 turns

This spell imbues the spell-caster with the power of flight, with a movement rate of 120 feet per round. The Game Master secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Freshen

Level: Witch 0

Range: One Item

Duration: Instant

This minor spell allows the magic-user to “freshen” one object up to 1 cubic foot. Typical uses are to remove the wrinkles in a garment, brighten the color or

some non-living object, turn bland food more favorable or polishing metal or glass. All these effects are considered to be a minor illusion. This spell cannot make poisoned or spoiled food edible.

Fury of the Ancestors

Level: Witch 1

Range: Touch (1 creature)

Duration: 3 turns

This spell grants the aid of ancestral spirits in battle. The creature touched receives a bonus of +1 on its initiative rolls, +1 "to hit" and +2 to damage for the spell's duration.

Material Components: The witch calls on the aid of her ancestors, whom she must call on by name.

Glitterdust

Level: Cleric 3, Druid 3, Magic-user 2, Witch 2

Range: 120 feet

Duration: 1 round per level

A cloud of golden particles covers everything and everyone within a 10' radius area. Creatures within the area of effect must make a saving throw versus Spells or be blinded (from dust in their eyes) for the duration of the spell. Any invisible or hidden creatures within the area of effect are visibly outlined by the glowing particles, and creatures so outlined cannot after that benefit from invisibility or hiding in shadows while the glitterdust remains. The glitterdust cannot be removed but vanishes when the spell's duration expires, or if dispelled.

Material Components: A gold coin.

Ghost Sound

Level: Witch 0

Range: 25 feet + 5 feet per 2 levels

Duration: 1 round/level

Ghost sound allows the witch to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The witch can choose what type of sound ghost sound creates when casting and cannot after that change the sound's basic character.

The volume of sound created depends on the witch's level. She can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Material Components: A small bell.

Grimalkin**Level:** Witch 2**Duration:** 2d8 rounds**Range:** 20 ft

With a chant and a gesture, the witch conjures a Grimalkin—a spirit bound into the form of a long-bodied cat-like creature, about the size of a lynx. The Grimalkin will fight as the witch commands.

If there is no enemy to fight, it will perform no other service and will demand that the witch feeds it some of her blood (costing her 1d3 hp).

When the spell's duration expires, or the Grimalkin is killed, it fades back into the spirit world, leaving no corpse.

Material Components: A drop of cream with the chant and gesture.

Harmshield**Level:** Witch 4**Range:** One Creature touched**Duration:** 1 turn

The Harmshield absorbs the next 10 hp of damage that the target would otherwise have suffered. Any damage over and above the 10 hp are taken as normal. On each person, only one Harmshield spell may be in effect at a time.



Material Components: A small piece of a thick pelt of fur.

Healing Broth**Level:** Druid 2, Witch 2**Range:** One person**Duration:** Instant

The witch makes a simple broth of water and herbs. The recipient must drink all the broth for full effect. The broth cures 1d4 hp of damage per level of the witch and removes any non-magical disease the recipient may have. The broth must be used while hot. If it is allowed to cool it becomes useless.

Material Components: The herbs and water used.

Hold Monster**Level:** Magic-User 5, Necromancer 5, Witch 5**Range:** 120 feet**Duration:** See below

The duration of this spell is a number of turns equal to the caster's level +6 turns. In all other respects, this spell is identical to the 2nd level witch spell *hold person* but can affect non-humanoid monsters and larger monsters.

Material Components: The witch takes string between her fingers to form a "Witch's Cage."

Hold Person

Level: Cleric 2, Necromancer 2, Witch 2

Duration: 9 turns

Range: 180 feet

The caster targets 1d4 persons (according to the same parameters as the Charm Person spell), who are entirely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.

Material Components: The witch takes string between her fingers to form a "Witch's Cage."

Hopping Doom

Level: Witch 3

Range: 60 feet

Duration: 1 turn/level

With this spell, the witch can summon 1d10 x 1,000 slimy wet bullfrogs to a spot designated (crawling out from rocks, nooks, and crannies, or otherwise dropping from the ceiling or sky). They jump madly about, getting underfoot, and croak at a deafening volume that prevents conversation within the area of effect. The distraction is such that spellcasters must save (spells) before they can cast, and missile users roll to hit at -2. Movement within the area is halved.

There is a base 10% chance (+5% per level) that 1d10 poisonous frogs will be in the group. They will attack non-frog targets within the area of effect, forcing them to save (poison) at +2 or die. The poisonous frogs are colorful, but otherwise identical to the rest.

The caster can move the mass of frogs by telepathic command, at a maximum speed of up to 60 ft per round.

The area of effect is determined by the number of frogs summoned (10 ft² per 1,000 frogs).

Material Components: A small fly.

Inflict Minor Wounds

Level: Witch 0

Range: Touch

Duration: Instant

Inflict Minor Wounds, causes 1 hit point of damage on touch.

Instant Karma

Level: Witch 4

Range: One target

Duration: Instant

This spell immediately reciprocates any damage caused by the subject, inflicting a similar amount back upon him. Any successful attack, via mêlée, range, or spell made by the subject will result in an equal amount of damage to themselves. This damage appears as if caused by the same method as the damage they dealt. A wizard under this spell who casts *fireball* on someone else suddenly suffers from burns of the same sort he just inflicted, though no *fireball* actually strikes him.

If the subject has resistance against the damage type (i.e., fire resistance) their resistance functions normally against the damage. The amount of damage is always equal to the damage dealt by the subject. A fighter who inflicts 42 points of damage with his sword suddenly suffers 42 points of damage from an open wound, similar to a sword wound. Resistance apply normally, but no saving throw is allowed as there is no actual *fireball* or *lightning bolt* or whatever to save from.

Instant Karma only works for one attack.

Material Components: A small polished mirror.

Invisibility to Demons (Reversible)

Level: Witch 2

Range: Touch

Duration: 1 turn/level

The subject of this spell becomes completely unnoticed by demonic creatures for the duration of the spell. Demons cannot see, hear, or smell the subject at all for the duration of the spell or until the subject does something to intentionally gain a demons attention (including attacking). This breaks the spell completely, with all demons in the area able to then sense the subject. The reverse of this spell, *Demonic Attraction*, causes all present demons to ignore all living beings except the subject until the subject is dead or until one of the ignored beings attacks the demonic creatures.

Material Components: The witch marks a pentagram on the ones she wants to hide and an inverted one on those she wants to attract.

Invisibility to Elementals (Reversible)

Level: Witch 2

Range: Touch

Duration: 1 turn/level

This spell works just like the spell: *Invisibility to Demons*, except against Elementals.

Material Components: The witch marks a thaumaturgic triangle on the ones she wants to hide and an inverted one on those she wants to attract.

Invisibility to Undead (Reversible)

Level: Witch 2

Range: Touch

Duration: 1 turn/level

This spell works just like the spell: *Invisibility to Demons*, except against Undead. Material Components: The witch marks a pentacle on the ones she wants to hide and an inverted one on those she wants to attract.

Irritate

Level: Witch 0

Range: One creature within line of sight

Duration: Instant

This cantrip forces another person to involuntarily blink, nod, itch, giggle or some other small body motion.

Joyous Tidings

Level: Witch 4

Range: 50 feet radius

Duration: 3 hours

This spell boosts the morale, energy, and spirits of any allied creature within a 50 ft radius of the witch for the duration of the spell. Recipients receive -1[+1] AC, healing of +2D6 Hit Points, and the effects of any type of Fear, magical or non-magical, are removed.

Material Components: The witch utters a ritual greeting.

Knock

Level: Witch 2

Range: 60 feet

Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Material Components: The witch knocks on the door.

Knot

Level: Witch 0

Range: One item

Duration: Instant

This spell may tightly knot or tangle a rope, string or similar object in any knot the caster would herself be able to tie.

Lay to Rest

Level: Cleric 1, Witch 1

Range: One corpse

Duration: Permanent

Cast on any corpse, this spell prevents it (or the spirit or soul associated with it) from ever being raised as any kind of undead, the same as if the corpse had been

buried in *hallowed ground*. *Lay to rest* does not interfere with later restoring the creature to life in any way, such as *raise dead*.

Material Component: A bit of salt that the Witch sprinkles on the gravesite.

Leave

Level: Witch 2

Range: Line of sight

Duration: 1d6 turns

Like *Beckon* the witch points her finger in a direction and the target will turn around and walk away. The victim is allowed a save if they fail they just walk away. They are not frightened, they just are no longer interested in what is going on around them.

This spell can't be used in if the victim is engaged in combat.

Material Components: The witch must be able to see the victim and visa-versa.

Lesser Strengthening Rite

Level: Witch 3

Range: Touch

Duration: 1 hour per level

This spell causes the target to become strong and hardy, granting a +1d3 point bonus to Strength and Constitution, adding the usual benefits to attack and damage rolls, hit-points and anything else applicable.

Hit points gained by a temporary increase in Constitution score are not temporary hit points, any loss of hp remains with the target if this puts them below 0 when the spell ends then they are treated as having less than 0 hp.

Material Components: A few leaves from the Spring Adonis plant.

Levitate

Level: Magic-User 2, Witch 2

Range: 20 feet/level

Duration: 1 turn/level

This spell allows the spellcaster to levitate herself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

Material Components: A naturally occurring lodestone.

Lift

Level: Witch 0

Range: One item, within sight

Duration: 1 hour

The witch may use this spell to lift an object via magic alone. The object needs to be non-living and weigh less than 1 pound. The object will remain floating in mid-air for up to one-hour as long as the witch is paying at least some attention to it. If the witch is distracted at all, say in combat or casting another spell (including a cantrip) then the object drops.

Light**Level:** Witch 1**Range:** 60 feet**Duration:** 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch, to a radius of 20 feet.

Material Components: A pinch of phosphorous.

Locate Animal or Plant**Level:** Witch 1**Range:** 120 feet**Duration:** 6 turns

This spell reveals the direction to the closest specimen of a particular type of animal or plant within range. The witch must name the specific type of animal or plant she wishes to locate. If no specimens of the desired type of animal or plant are within range, the witch will learn that instead.

If a specimen comes into range later in the duration of the spell, either because the witch moved or the specimen did, the witch will learn the direction at that time. The spell will locate normal or giant-sized animals, but not intelligent creatures, fantastic creatures such as owlbears or wyverns, or dragons.

Material Components: A representation of the animal on parchment, stone or other material.

Love Attraction Candle**Level:** Witch 3**Range:** The Witch or chosen willing target**Duration:** See below

Should someone wish to attract love, and be warned, this could cause unwelcome advances from somebody they are not interested in, Witches will sometimes turn to this spell. During the preparation for the spell, three hearts are carved into a red candle with a white-handled knife. Rose petals are sprinkled around the ritual space, preferably ones that have been given to the Witch as a love-gift, then three candles are charged and light. The Witch then concentrates on the person in whom she is interested as the gold candle is lit (see the material components). Once all three candles are lit, the Witch must make a percentile roll, add +1 per her level and compare the result to the chart below:

| 4d6 | Result |
|-------------|--|
| 6 or less | The first member of the opposite sex or appropriate sexual orientation met after this ritual will be attracted to the Witch. |
| 7 to 18 | The intended person will look favorably on the Witch. |
| 19 or above | The intended person will pay court to the Witch, for at least 1d6 days, though if he isn't interested after this time, his love will fade. |

When the spell is completed, the remains of the candles are buried in the Witch's garden.

If the targeted individual is not already romantically inclined towards the Witch, he is allowed a saving throw vs. Wisdom against this spell. If this save succeeds, then the spell only has a short duration, after which the targeted individual wonders just why he behaved like that.

Material Component: Three candles, 1 red, 1 silver, and 1 gold along with a basket of rose petals. The silver candle represents the Witch, the gold one her intended lover and the red one the love that will flourish between them (male Witches may wish to reverse this and use the silver one for their intended and the gold one to represent themselves).

Love Identity Candle

Level: Witch 1

Range: The Witch or chosen willing target

Duration: While the candle burns

This spell is used to enable the Witch to visualize her, or another's, future partner. Once charged, a pink candle is lit, and the Witch gazes into the flame. She sees either the person she is fated to marry or something about him/her, in the flame. The Witch then makes a percentile roll, and depending on the result, she gains a certain amount of information concerning the person. She can add +1 per her level to her roll.

| 4d6 | Result |
|-----------|--|
| 6 or less | Vague image, the general impression of the individual's profession. |
| 7 to 13 | Clear image, but with no indication of location; more detail of concerning what he does. |
| 14 to 20 | Complete and identifiable picture, hint to his name or location. |
| 21 to 23 | Name or location revealed. |

Love identity candle may be performed on behalf of another, who must be present when the spell is cast. However, unless they have power (i.e., they are a spellcaster of some kind), only the Witch is able to see the images in the candle flame, and so must describe them to the querent.

Material Components: Red, gold and silver candles.

Magic Broom

Level: Witch 2

Range: 1 broom

Duration: 10 minutes plus 2 mins/level

This spell allows the caster to turn any ordinary broom into a broom of flying (see *Broom of Flying*). The broom will hold its enchantment for 10 minutes plus 2 minutes per level of the witch. A dispel magic spell will instantly cancel out the spell's effect.

Material Component: A Witch's broom. The broom can be reused for other applications of this spell or continue to be used as a mundane item.

Make Poppet

Level: Witch 1 Ritual

Range: 1 creature up to 1 mile away

Duration: Permanent

Central to witchcraft philosophy is that magic can be sympathetic, that is "like effects like." A poppet is a typical focus of sympathetic magic.

The witch makes a small wax doll which must contain part of a human, demi-human or humanoid (a lock of hair, tooth, toenail clipping, etc.) The doll must weigh at least 1lb. The target is allowed a saving throw (vs. magic, charm or witchcraft); failure means that the doll is linked to the target and becomes a poppet.

After that the caster can use various high-level spells involving poppets.

Material Components: The witch crafts the poppet from wax and other materials over the course of casting this spell for one hour.

Memory Candle

Level: Witch 3

Range: one candle and one recipient

Duration: See below

This spell enables the recipient of the candle on which it is cast to recall something that she has heard or seen in precise detail. She may absorb up to five minutes of information (e.g., a conversation), and after that retains the memory indefinitely. The recording is a deliberate act, and is begun by lighting the ensorcelled candle, which must be kept alight for the full period over which

recording takes place. The candle should be extinguished as soon as recording finishes and has to be re-lit to enable the information to be recalled. This spell lasts for 30 minutes to “inscribe” the information and 30 minutes to recall it.

Material component: A yellow candle.

Mend

Level: Witch 0

Range: 1 object touched

Duration: Instant

Using this spell, the witch can mend or repair non-living and non-metal material. Typically this spell is used on clothing to reattach a button, fix a tear or other minor repairs. The amount of material mended cannot exceed 1 cubic foot. This spell can also be used on minor household wear and tear as well. It cannot fix a dented piece of armor or sharpen a sword, but it can reattach a leather strap to armor or fix a pane of glass if all the pieces are present.

Mend Minor Wounds

Level: Witch 0

Range: Touch

Duration: Instant

This spell functions like *Mend Light Wounds*, except that it cures only 1 point of damage.

Message

Level: Witch 0

Range: 1 known person

Duration: Instant

Using this spell, the witch can send a brief message, no more than a dozen words, to a person they know. This person can be any distance away and be able to understand the witch’s language or at least the language of the message.

Mimic

Level: Witch 2

Range: the Witch herself

Duration: 1 hour

The witch uses this spell to mimic any voice she has heard. She can’t use any of the languages spoken by the voice unless she knows them as well, but can mimic the voice perfectly. A saving throw (modified by Wisdom bonus) allows a victim to notice the truth.

Material Components: The witch brings her hands to her mouth.

Mote of Light**Level:** Witch 0**Range:** Within 1 foot of the caster**Duration:** 1 hour

This spell creates a small mote of light roughly equal to candlelight that hovers near the witch's head. The spell is typically used for reading or lighting a small area (1 cubic foot). It is not a replacement for the Light or Continual Light spells. This spell cannot be cast into someone's eyes. The spell is not useful for lighting dark passages unless that passage is very well known (such as the witch's own home).

Mystic Delving**Level:** Witch 1**Range:** One Item Touched**Duration:** Instant

Mystic delving enables the witch to understand the properties and purpose of an item that is held or touched. There is a 10% chance per caster level that any command word will be revealed and, if the item has a significant or relevant history, the witch will see a vision that sheds some light on it, e.g. touching a murder weapon might give a brief glimpse of blood.

Material Components: The witch uses a specially prepared lens that can be used for other purposes. Also required are 100gps worth of incense.

Neutralize Poison**Level:** Witch 4**Range:** Touch**Duration:** Instant

This spell counteracts any type of poison if used promptly, but can't be used to bring the dead back to life later on.

Material Components: A vial of pure water that witch blesses via this spell.

Night's Companion**Level:** Witch 2**Range:** 1-mile radius**Duration:** 10 minutes per level

For the duration of the spell, the witch can see through the eyes of any local, nocturnal, small creature within a 1-mile radius. The witch's own eyes become covered in a white film, and the witch can temporarily connect to any other like animal within the spell radius. The witch may only use one creature's senses at a time but cannot control them in any way. However, the witch may jump from one creature to another at any time within the duration of the spell.

Material Components: The feather of an owl.

Nondetection

Level: Witch 4

Range: Touch

Duration: 1 hour per level

This spell protects the creature touched from being spied on by crystal balls or any type of ESP. The spell's magical protection also prevents a crystal ball from spying on the items the recipient is wearing and his present location. A character attempting to spy upon the recipient will learn she is magically protected, but will not gain any other information. This spell is used to create amulets versus crystal balls and ESP.

Material Components: Tin that has been hammered very thin and fashioned into a hat.

Obedient Beast

Level: Witch 2

Range: 30 feet

Duration: 1d6 rounds

While under this spell, 1d6 hit dice of animals will typically lie down and take no action unless physically harmed or caused to make a saving throw (in which case the spell is broken). Trained creatures, such as dogs or horses, obey any verbal commands that they understand as if the caster were their owner and disregard their real owner for the duration of the spell.

Material Components: A small treat given to the animal.

Object Reading

Level: Witch 0

Range: Touch

Duration: 1 round

The witch must touch the object in question and hold it for one round. She can receive details about its history or who owned it last. This spell cannot be used to detect a cursed item but will reveal if it is magical and maybe who placed the magic on it.

Open

Level: Witch 0

Range: Within 10 feet of the caster

Duration: Instant

This spell allows the caster to open one door, window, chest or another item that is not locked or otherwise barred.

Palm

Level: Witch 0

Range: 1 small object

Duration: Instant / 1 hour

This spell allows the caster to take an object that would normally fit into a closed fist and make it disappear. The item is not invisible, it is simply gone. The item can be recalled up to one hour later. After one hour the item returns to the caster's hand.

Plant Growth

Level: Witch 4

Range: 240 feet

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impenetrable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (GM's decision) would allow the spell to affect an area of 300 x 300 ft, for a total of 90,000 square feet.

Material Components: A bit of ground up bone meal and egg shells.

Predict Weather

Level: Witch 1

Range: 3 miles from the witch

Duration: Instant

This spell grants the witch perfect knowledge of the future weather in a three-mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the witch, she will be able to know the weather two hours out; thus, a 6th level witch would know the weather in the given area for the next 12 hours.

Material Components: The witch says the incantation and holds a finger up to the air.

Protection from Evil

Level: Witch 1

Range: Caster

Duration: 2 hours

Creates a magical field of protection around the caster in the form of a magic circle, blocking out all enchanted monsters (e.g., Elementals, Others and the undead). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains -1 on all rolls against such attacks from that creature. If the caster already has any magical bonuses to their armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Material Components: The witch draws a circle in chalk or sea-salt around herself.

Protection from Evil, 10-Foot Radius

Level: Witch 3

Range: 10-foot radius sphere

Duration: 1 hour

The spell creates a magical field of protection, in the form of a magic circle, ten feet in radius, around the caster. The field blocks out all enchanted monsters ((e.g., Elementals, Others and the undead). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain -1 on all rolls against such attacks from that creature. If a person in the circle already has any magical bonuses to his armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

Material Components: The witch draws a 10-foot radius circle in chalk or sea-salt around herself.

Protection from Thieves

Level: Witch 1

Range: Caster or person touched

Duration: 1 hours + 10 minutes/level

Creates a magical field of protection immediately around the caster, blocking out all attempts at thievery on the witch or who she touches. While the spell is in effect all Pickpockets rolls by a thief will fail. If a thief or other characters attempt to take anything of the witches unawares, then circumstances will prevent it. For example, if an urchin child attempts to take some food off of the witch's plate while her attention is elsewhere, the urchin will trip or drop the plate in such a way to alert everyone what is happening.

Material Components: The witch anoints her third eye with blessed mint oil.

Protection from Undead

Level: Cleric 1, Magic-User 1, Witch 1

Range: Caster

Duration: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all undead monsters.

Undead monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures.

Material Components: The witch draws a circle in sea-salt around herself.

Puff of Air

Level: Witch 0

Range: Within 10 feet of the caster

Duration: Instant

This spell creates a small puff of air, enough to blow away dust from objects or to put out a candle, but not enough to put out a torch or lantern. The puff can

move very light items as would a puff of air blown from natural means. This spell can be used to blow dirt from an item or area 10' by 10'.

Purify Food and Drink (Reversible)

Level: Witch 1

Range: 30 feet

Duration: Instantaneous

Enough food and water for up to a dozen people are made pure, removing spoilage and poisons.

The reverse of the spell contaminates food and water and will spoil holy water.

Pyrokinesis

Level: Witch 1

Range: Touch, 1 object, up to 1 foot³/caster level

Duration: Instant

Whispering a secret word, the caster conjures a fire-spirit to her fingertips.

The fire spirit will leap to the next flammable thing the caster touches, and ignite it (first drying it out if the object's water content would prevent easy ignition). If the caster touches an item, then it must make a saving throw or be burned and probably ruined. If the caster touches a creature, it suffers 1d6 hp damage. Note that while touching a creature in melee requires a "to hit" roll, the fire spirit will remain on the caster's fingers until discharged, or until 1 hour has passed (whichever comes first).

Material Components: A bit of potash, sulfur and charcoal.

Quick Sleeping

Level: Witch 0

Range: 1 willing subject

Duration: 8 hours until woken This spell allows the caster to make a willing creature fall asleep. The spell will not work if used against an unwilling subject. The caster can cast this spell on herself, but obviously, this will be the last spell that she casts in that day.

Raise the Watchtowers

"Guardians of the Watchtower of the East. Hear my cry!"

Level: Witch 5 Ritual

Range: 50 feet radius and 20 feet tall + 5 feet per level of the witches casting

Duration: 13 hours + 1 hour per level of the witches casting

To the mundane eye, the Watchtower is no more than a solidly erected stone tower. To the witch though it is far more. First, this ritual works best with more witches since each witch present adds her levels to the total effect of the spell. Once the ritual begins all witches join hands and the casting witch must face one of the four cardinal directions. This will determine what sort of Tower is erected.

| Direction | Color | Element |
|-----------|--------|---------|
| North | Black | Earth |
| East | Yellow | Air |
| South | Red | Fire |
| West | Blue | Water |

The size of the tower is dependent on total levels of the witches in the casting. The tower begins as 50-foot radius circle and at 20 feet tall. Five feet can then be added to either dimension per the total levels of the witches in the ritual. The Direction is essential since this determines the magical effect. The total number of witches (not levels) effects this.

Example: Larina hears of an army approaching on the eastern border. She and three other witches head to the spot. Facing east she Raises the Watchtower of the East. There are four witches with a total of 31 levels. Larina decides that height is better, so she raises the Tower to 20 feet + 31 x 5 feet or 171 feet into the air. All four witches stand on top, and each can now cast other spells. Facing east Larina chooses an "air" spell, *Call Lightning*. The spell will do 8d6 + 10 (her level) + 21 (the levels of the other witches) in damage. Additionally, all who need to make a save against this attack have a -4 (4 witches) applied to their saves. From her, Watchtower Larnia shows that "White Witches" will still defend what is theirs.

There can only be four total, one of each direction, watchtowers in use by a coven at one time. Casting a fifth will cause the others to dissipate.

If the tower is destroyed or the ritual comes to an end, then any inhabitants of the tower will find themselves magically transported to the ground where the tower stood.

Raven Spy

Level: Witch 2

Range: 20 feet

Duration: Until sunset

Raven spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The caster may specify a target, and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

In areas where corvids are rare, an alternative creature might appear. For example, in some tropical jungles, the caster might conjure a parrot.

Material Components: The raven or other corvid required,.

Remove Curse

Level: Cleric 3, Magic-User 4, Witch 4

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.

Material Components: The witch moves her athamé over the subject and makes a downward cutting motion.

Scry

Level: Cleric 3, Druid 3, Magic-user 3, Witch 3

Range: See text

Duration: 1 hour per level

The witch can see and hear a single target or creature, which may be at any distance. If the subject makes a saving throw, then the scrying attempt utterly fails.

A percentage roll is made to determine the amount of information gained.

| Roll | Information Gained |
|-------------|------------------------------------|
| 1% to 15% | None or too hazy to tell |
| 16% to 30% | Audio only |
| 31% to 45% | Visual only |
| 46% to 90% | Audio and Visual |
| 91% to 100% | Audio, Visual and general feelings |

The roll can be modified depending on how well the witch knows the subject and what sort of physical connection (if any) she has to that creature.

| Knowledge | Bonus / Penalty |
|--|-----------------|
| Subject on another world or plane | -20% |
| No connection or knowledge of the subject | -10% |
| Secondhand (have heard of the subject) | -5% |
| Firsthand (have met the subject) | +0 |
| Familiar (know the subject well) | +5% |
| Likeness, picture or effigy | +2% |
| Possession or garment | +5% |
| A body part, a lock of hair, a bit of nail | +10% |
| Per level of the witch | +1% |

If the save fails, the witch can see and/or hear the subject and the subject’s immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet per turn. If additional information on general feelings are discovered, the witch can’t read the mind of the subject, but can get a general idea what the subject is feeling; anger, happiness, sadness or even hunger or cold.

If the save succeeds, the witch can't attempt to scry on that subject again for at least 24 hours.

Material Components: The witch must use an item for scrying. This can be a bowl of water, a cauldron, or even a crystal ball.

Seeming

Level: Witch 3

Range: One object touched

Duration: 2d6 hours

Seeming allows the caster to alter the appearance of a thing, but not its nature. For example, a witch could make her hovel seem a small but luxurious palace, but not fix the roof; a pit appears to be a shallow hole, but anyone falling in would still take 1d6 damage.

The spell is unlike Phantasmal Force in that there must be a real object to change, and no illusory damage is possible.

Seeming will not make the caster rich: any wealth gained by use of the spell only lasts for the spell's duration.

Material Components: A bit of gauze or cheesecloth used to cover the caster's eyes.

Shadow Monsters

Level: Witch 4

Range: 30 feet

Duration: 1 round/level

The witch may create phantasmal pseudo-real monsters in an area of 20'. The monster or monsters created cannot exceed the witch's level in HD. Monsters created in this fashion must all be of the same type. They have 2 HP per the creature's normal HD. Victims are allowed a Wisdom check to realize the creatures are only partly real. The phantasmal monsters are able to attack and deal damage as per a normal creature of their type to any being that fails this check. If the check succeeds, the phantasmal monsters damage is halved.

Material Components: The witch makes a shadow of a monster with her hands while casting the spell.

Shattering the Hourglass

Level: Witch 1

Range: The Witch

Duration: 1 minute per level

The Witch can alter her appearance to appear as any age. She will incur normal aging penalties to physical ability scores but not to mental ones. Making oneself appear younger does not prolong life, nor does making oneself appear older make them any closer to death.

This spell lasts for a number of minutes equal to the Witch's level.

Material Component: A small hourglass that the witch will shatter on the ground

Sobriety**Level:** Witch 0**Range:** Touch**Duration:** Instantaneous

With a touch, the witch immediately and completely eliminates the effects of inebriation from one creature, regardless of the amount of alcohol consumed. The target of the spell becomes completely sober. All the effects of alcohol are removed, leaving the subject clear-headed and lucid. If applied to someone with a hangover from drinking, this spell completely alleviates it as well. Sobriety does not affect poisons or drugs other than alcohol, although it may eliminate other intoxicating substances at the GM's discretion.

Sound**Level:** Witch 0**Range:** Within 100 feet of the caster**Duration:** One Sound

Using this spell, the witch can create a ghostly moaning sound that appears to come from 100' away from the caster. The moan is not loud nor can it quite cause fear, but any that hear it will know of its "unnatural" nature.

Spark**Level:** Witch 0**Range:** Within 100 feet of the caster**Duration:** Instant

The caster can light a single candle up to 100' feet away. This spell is not enough to start a torch, ignite oil or start a campfire unless there is something that burns very easily such as paper or old leaves. The effect is the same as a spark from a set of flint and steel. Often witches use this spell to light a candle.

Speak With Animals**Level:** Cleric 2, Druid 1, Magic-User 2, Witch 1**Range:** 20 feet**Duration:** 1 minute per level

The spell caster can comprehend and communicate with animals. They are able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than usual.

Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward the caster, it may do some favor or service for them.

Material Components: The witch must get down to the level of the animal to speak to it.

Speak With Plants**Level:** Druid 2, Witch 3**Range:** 20 feet**Duration:** 1 minute per level

The caster can comprehend and communicate with plants. A plant's sense of its surroundings is limited so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity.

Material Components: The witch must get down to the level of the plant to talk to it.

Spirit of Healing**Level:** Witch 4**Range:** 60 feet**Duration:** 1 round per level

This spell creates a divine force that may be used to heal a creature within 60' of the spellcaster of 1d6+1 points of damage each round. The spirit of healing may continue to heal the same creature on subsequent rounds, or it may be directed to heal another creature instead. The caster must concentrate for the duration of the spell. If the caster loses concentration, the spirit of healing vanishes and the spell ends.

As with other cure spells, the spirit of healing may be used to cure a creature of paralysis instead of curing any points of damage, and the spell will never increase creature's hit points beyond the normal amount.

Material Components: The witch burns specialty prepared incense.

Strike Back**Level:** Witch 3**Range:** Self**Duration:** 1 combat round per level/2

Once this spell is cast damage done to the witch is returned to the attacker 3-fold (3x). The damage can be of any sort, and the witch still takes the damage, but the attacker is immediately dealt with.

Material Components: A bit of Gum arabic.

Stunning Allure**Level:** Witch 2**Range:** Self**Duration:** 6 rounds

This spell causes the witch to become stunningly attractive to humans, demi-humans, humanoids, and certain intelligent humanoid monsters capable of speech (GM's discretion). 2d6 hit dice of creatures are affected, starting with those closest to the caster, provided the caster can be seen. Affected creatures

will be stunned for 1d6 rounds, after which they will act in whatever way they think most likely to attract the caster's attention until the spell's duration expires.

The creatures receive a saving throw modified by the caster's charisma, gender, and race as follows:

| Condition | Save adjustment |
|-----------------------------|-----------------|
| Charisma 10 - 12 | Nil |
| Charisma 13 - 14 | -1 |
| Charisma 15 - 16 | -2 |
| Charisma 17 | -3 |
| Charisma 18+ | -4 |
| Race the same | -2 |
| Partially same | -1 |
| Similar | 0 |
| Different | +1 |
| Attracted to witch's gender | -1 |
| Construct, Undead | No save needed |

Material Components: A bit of the belladonna plant.

Summon Protective Spirit

Level: Witch 1

Range: 10 feet from the witch

Duration: 1 round per level

This spell summons an elemental spirit that will take damage for the witch. The spirit is mostly invisible and can take damage for the witch. A strike meant for the witch hits the spirit instead. The spirit can take 50 hp worth of damage before it returns to its home plane.

Material Components: A small silver whistle the witch blows into.

Summon Vermin

Level: Witch 0

Range: Within 100 feet of the caster

Duration: Instant

This cantrip summons one small, totally ordinary insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse), or a cloud of gnats into a particular area. If targeted intelligently, the spell may be able to disrupt spellcasting, but will never deal any actual damage (including poison) to the target.

Tasha's Hideous Laughter

Level: Witch 2

Range: 120 feet

Duration: 1 minute per level

This spell sends cackling laughter into the hearing of those within range (a cone of up to 120', with a 60' base). It acts as a Doom spell but affects everyone within range.

Material Components: The witch must laugh out loud.

The Needle

Level: Witch 3

Range: One creature within 100 feet

Duration: Permanent

This spell requires a poppet of the target (c.f. the first level *Make Poppet spell*). The witch holds the poppet, utters the spell and then inserts the needle. The target takes 3d6 hp of damage, and the caster may select one of the target's limbs to be temporarily disabled (either a leg, halving the target's movement speed, or the weapon or shield arm, causing the target to drop the item). If the target passes its saving throw, then the damage is halved, and no limb is disabled.

Material Components: The poppet and a needle.

Troll's Blood (Reversible)

Level: Witch 4

Range: Creature touched

Duration: See below

This spell causes the target creature to be healed by 1d4hp per round for 1 round plus one round for every two caster levels (so for a 7th or 8th level witch it lasts 4 rounds, 9th or 10th level it lasts 5 rounds, and so on).

The reverse of the spell, *Decrepitude*, requires a successful "to hit" roll in combat and also grants the target a saving throw to avoid the effects. If successful it causes progressive hp loss just as Troll's blood heals. Those creatures that would be unaffected by a *Regenerate* spell are also unaffected by Troll's blood.

Material Components: A drop of troll's blood.

Turn Undead

Level: Witch Ritual 1

Range: Undead within Sight

Duration: Instant

This spells summons the divine power of the White Witch's patron and gives her the ability to turn undead as if she were a cleric one level lower than here witch level (minimum of level 1 ability).

This special ritual requires only one witch, but she must use a specially consecrated altar item such as her athamé or pentacle.

If she is joined in the spell by another witch or a like-minded cleric, then she can add one effective level for each additional participant.

Material Components: The witch presents her pentacle to the undead as a holy symbol.

Twilight Knife

Level: Witch 3

Range: 30 feet

Duration: 1 round/level

The witch creates a darkly sinister floating knife that attacks the same creature as she does each round. If the witch chooses not to attack a creature, or she makes an attack that affects multiple opponents, the knife makes no attack during that round.

The uses the witch's attack rolls but adds her Charisma modifier to attack and damage. The knife does 1d4 hp damage.

The knife cannot be physically attacked, but it can be dispelled, or blocked by magics that can block physical attacks.

Material Components: The witch's own Athamé which is not consumed in the casting.

Virtue

Level: Witch 0

Range: 1 person touched

Duration: 1 hour

This minor spell gives the subject 1 temporary hit point. This can be used to stabilize a dying subject or give temporary aid.

Voice of the Wind

Level: Witch 2

Range: Personal

Duration: 1 Hour or 3 questions

The witch listens to the secrets people whisper to themselves. They think no one else hears them, but the winds do, and witches know how to listen to these whispers and extract knowledge.

The witch can ask three questions of the local environment. Such questions like "How many monsters are nearby?" or "Is this where the treasure is rumored to be?" The answers are typically no more than a handful of words.

There is always a chance the information the witch hears is false. There is a base 25% chance that the information is inaccurate. This decreases by 2% per level to 5% at level 10.

Material Components: The witch speaks to the wind.

Vulnerability

Level: Witch 2

Range: 1 creature within 30 feet

Duration: 4 rounds

Vulnerability downgrades the target creature's immunity to non-magical weapons by one slot on the following scale:

- +3 or better weapon to hit
- +2 or better weapon to hit
- +1 or better weapon to hit
- Silver or magic weapon to hit

For example, a vulnerability spell cast on a werewolf would make it subject to normal weapons. A vulnerability spell cast on a demon lord might make it vulnerable to +2 weapons or better.

Material Components: A bit of torn or discarded armor.

Wall of Wood

Level: Witch 4

Range: 60 feet

Duration: Permanent

The witch brings a wooden wall into existence. The wall is normally 1" thick and can be as large as 1,200 square feet. The wall can be made thicker than 1" with a proportionate reduction in area, but cannot be made less than 1" thick. The wall is permanent unless otherwise destroyed or dispelled with dispel magic. The wall may not be evoked so that it appears where objects or creatures already are.

The witch can create a wall of wood in almost any shape she desires. The wall created need not be vertical but must rest upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp, but the wall must be shaped properly, reducing the spell's area by half. Likewise, the wall can be crudely shaped to form battlements and ramparts by reducing the area.

Material Components: A piece of wood.

Ward of Flame (Reversible)

Level: Witch 1

Range: Touch, 1 creature

Duration: 6 turns

For the spell's duration, *Ward of Flame* protects the target creature from injury due to heat or flame. The Ward absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from the fire.

The spell's reverse, *Ward of Frost*, absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from frost, cold or ice.

Material Components: A bit of clay worked with the fingers.

Ward of the Undead**Level:** Witch 1**Range:** Touch, 1 creature**Duration:** 6 turns

For the spell's duration, Ward of the Undead grants the target creature a saving throw (spells) against the unique powers of any undead creature's touch. It also grants a saving throw against a ghost's aging power or the scream of a banshee. The undead creature's touch will still inflict physical damage, as only special powers such as level drain, or paralysis are affected.

Material Components: The witch presents her pentacle to the undead as a holy symbol.

Weather the Storm**Level:** Witch 3**Range:** 150 yards from the witch**Duration:** 1 hour per witch level

When cast the witch creates a bubble around herself and others to protect them from the worse effects of any natural or magically caused storm. This can include the effects of rain, wind, and snow. If the temperatures are low enough to cause damage or there is sufficient hail to cause damage, the witch and all within range are immune. If the storm is magical and a saving throw is required for half damage, then the damage in this considered to be half damage and the witch and her allies can make saves for one quarter (¼) damage.

Material Components: The witch wraps a scarf around her head. If she is wearing a hat, she secures that down with the scarf.

Weird Whetstone**Level:** Witch 1**Range:** Touch, 1 whetstone**Duration:** 1 turn

Using this spell, the caster conjures a magical whetstone that will cause any non-magical, edged or pointed weapon sharpened by it to become a +1 magical weapon for the next three turns (30 melee rounds). It takes one round to sharpen one axe, sword or polearm, two spears or javelins, or three arrows or quarrels. The whetstone vanishes after one turn.

Material Components: A small stone that becomes the whetstone.

Witch's Sight**Level:** Witch 2**Range:** Witch herself**Duration:** 1 Round/level

With this spell, the witch can see invisible, ethereal or through a glamour.

Material Components: The witch anoints her third eye with blessed oil.

Witchlamp Aura**Level:** Witch 5**Range:** 15-foot radius around the caster**Duration:** 1 Round/level

When the Aura is in effect, any magic cast upon or including the caster in its area of effect is affected in the following ways: Aimed spells targeted at the caster (like *Magic Missile*) will be deflected. Roll 1d6; on 1–2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target. Magical attacks delivered by touch are always reflected back on the attacker.

Area effect magic is altered as follows (roll 1d6):

| Roll | Effect |
|------|---|
| 1 | Area of effect is doubled and damage is halved (if applicable) |
| 2 | Target point of the spell can be re-determined by the protected Witch |
| 3 | Complete nullification of the incoming spell |
| 4 | The incoming spell is unaffected |
| 5 | Spell is randomly targeted |
| 6 | Area of effect is halved, and damage is doubled (if applicable) |

Material Components: The witch lights a specially prepared light source such as a candle or lamp.

Witness**Level:** Witch 3**Range:** One humanoid up 350 feet + 50 feet/level**Duration:** 1 minute/level

The witch links her senses to the target, allowing her to see and hear through its eyes and ears. The witch can shift her senses from herself to the target or back again each round. When using the target's senses, the witch herself is blind and deaf. When perceiving through the target, she can use its normal and special senses (such as darkvision), not her own.

Wolf Guardian**Level:** Witch 3**Range:** Personal**Duration:** 1 round/level

The witch draws upon the life force of her natural surroundings and coalesces it into a semi-transparent wolf-like form, roughly 3 feet in height. The wolf guardian is not living, nor is it a spirit, ghost, or any other form of undead, just a magically molded force.

The wolf guardian constantly circles the witch, staying within 5 feet at all times. Any enemy that makes a melee attack against the witch will be immediately

attacked by the wolf guardian. It can make one attack like this per round, plus one attack per 5 additional caster levels (2 attacks per round at 10th level). The wolf guardian attacks as a wolf using the witch's hit modifiers, and gains an extra +1 to damage at 10th level. The wolf guardian makes no other attacks other than the attacks it is presented with.

Material Components: The witch cuts herself and takes 1d4 hp damage in blood loss.

Zone of Truth

Level: Cleric 2, Witch 2

Range: 20-foot radius from any point the caster desires within 25 feet + 5 feet/2 levels

Duration: 1 minute/level

Creatures within the area of effect (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Material Components: A bit of distilled white vinegar.

Witch Rituals for Non-Witches

Witch Rituals are typically constructed in a such a way that some can be cast by non-witches. Often the person casting these Rituals does not even need to be a spellcaster, they just need to meet some minimum requirements.

Under most circumstances, the witch can cast these spells, but often has access to more powerful versions.

In all cases, the person casting these rituals will need to have a printed scroll or book with the rituals and be able to read and understand them. Rituals are typically written in a common tongue (not "Common" however). The closest analogy is if spells are typically written in Latin then the Witch Rituals are written in English, French or German.

Ensure a Successful Hunt

Level: Witch Ritual 0

Requirements: Must be hunting prey for food

Range: 25 miles radius

Duration: Until the next sundown

This ritual is used by ancient hunters of old. Then they would wear the horns of the Horned God and commence their hunt. Now the hunter merely recites the

words of the ritual while imagining how their prey's natural predator's hunt them. So if a hunter is looking for deer, he recites the words and imagines he is like the wolf that hunts the deer.

The hunter gains a +1 to hit on all attacks against that type of prey. This can't be added to other forms of increasing luck such a *Bless* spell.

Merry Greetings

Level: Witch Ritual 0

Requirements: Must be cast before meeting new people

Range: Personal, just the caster

Duration: Until the end of the interaction

Ensures a positive start to any new interaction. If used before a potentially friendly encounter then the encounter will fare much better. It can also shift a potential hostile encounter into a more positive one, or at least a neutral one.

Summon a Witch

Level: Witch Ritual 0

Requirements: Must have a need for a witch

Range: 50 miles radius

Duration: Until the next sundown

This ritual is often copied by witches and sent out into the world so that people can find a witch when they need her.

The cast makes the summons saying aloud why they need the aid of a witch while burning a parchment of paper with their own name and location in a fire with burning sage.

The nearest witch will hear the plea and can decide whether or not to respond. Some witch hunters will use this spell as well.

If by sundown the witch has not responded she is likely not to come.

Witches can also use this ritual to find other witches. They can use a drop of their own blood for a "blood calling to blood" connection. The witch that hears this summons will know that it is another witch calling out to her.

Chapter 4

Witch Monsters

"What is the difference between a witch and a hag you ask? The difference is how much I get paid to hunt them down."

- Nigel "Blade" Delamort, Witch-hunter

Witches have graced the pages and stories of fantasy and myth for ages, often accompanied by monsters and creatures. Some have been seen as allies to the witches, others have been the creations of witches, and still, others are seen as associated with witches, for good or ill. Adding these monsters to the game will provide a backdrop for the witches to work against.

Using Monsters in Your Game

As in any game, monsters are designed to add a challenge to player characters. GM's should add them to the same areas that White Witches are found. Others have had long associations with the witch. Others are monsters that fit well with the concept of the witch, such as the Hag or creations of witches, like the scarecrow.

Name: This is the name the monster is typically known by. In some cases, there are other names the same monster is known.

Armor Class: Descending Armor Class is used here as the default. Descending Armor Class starts at 9, with lower numbers indicating better armor. For compatibility with later editions, Ascending Armor Class is presented in brackets: []. This is based on an un-armored score of 10 and going up to represent more armor. For example, a human wearing normal clothing would be listed as having an armor class of 9[10]. A creature with +2 protection (armor or magic) would have an AC of 7 [12].

Hit Dice (HD): The number of hit dice the creature has. This roughly equivalent to the level of the creature and how much a challenge it represents. Hit dice also determines the number of hit points the creature has on a d8. So a 3 HD creature has 3d8 hit points. GMs may simplify hit point calculations by taking the HD and multiplying it by 3.5, the average on a d6.

A plus (+) after HD indicates the number of extra hit points the GM adds to the rolled/determined hit points. So a 3+2 HD creature has 3d6 +2 hit points.

Asterisks after the HD amount indicate special abilities that would make the creature tougher than one typically expects for its number of hit points. This can be level draining abilities or the use of spells. HD are also used in the calculations of experience points for defeating the creature.

No. of Attacks: This is the number of attacks the creature has per combat round. This can include multiple mêlée attacks or the claw/claw/bite routine common to many animals.

Damage: This the amount of damage the attack does per attack.

Special Attacks & Defenses: Any special attacks and/or special defenses the creature might have will be listed here. Damage and potential saves will also be listed.

Move: This is how much the creature can move. Special movement will also be indicated.

Saving Throw: The target number on a d20 the monster needs to meet or exceed in order to make a successful saving throw.

Alignment: The alignment of typical members of this creature type. Variations can occur, but most stick to the Law-Neutral-Chaotic viewpoint.

Challenge Level/XP: Is the amount of XP given for typical members of this type of creature. GMs may adjust this up or down as they see fit. XPs are based on average hit points, a creature with better than average hp totals should be adjusted accordingly for XP rewards.

Other information will be included in the description of each creature.

Corn Goblin

Hit Dice: 1

Armor Class: 9 [10]

Attacks: Small dagger (1d4)

Saving Throw: 16

Special: 90% ability to hide in plain sight; speak to crows

Move: 12

Alignment: Neutrality

Number Encountered: 1 or family

Challenge Level/XP: 3/60

Corn goblins are a misnamed species of faerie used to living in vast plains. First the name is a misnomer, Corn Goblins are not goblins at all, but rather ugly faeries. They have some similar features to the Bendith Ý Mamau of the Welsh,

but have not (so far) displayed any type of magic. Nor are they unpleasant like their Welsh cousins.

Corn Goblins though are named for their preferred habitat, the endless fields of corn and other grains. They rarely, if ever interact with humans but have been known to befriend crows and even use them as transports.

Very little is known about them but to date they have shown to be benign.

Dryad

Hit Dice: 2

Armor Class: 9 [10]

Attacks: Wooden dagger (1d4)

Saving Throw: 16

Special: Charm person (-2 save)

Move: 12

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 3/60

Dryads are beautiful female tree spirits who do not venture far from their home trees, typically oak trees. They can cast (as a native magical power) a strong charm that operates as a *Charm Person* spell with a -2 penalty to the saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dryad Types

- *Caryatids*, dryads of walnut trees.
- *Daphnaie*, dryads of laurel trees.
- *Epimelides*, dryads of apple trees. *Maliades* or *Meliades* are dryads of other fruit trees.
- *Meliae*, are dryads of ash trees.
- *Ghillie Dhu* are dryads of birch trees. They are also the only male dryads.

Dryad, Hamadryad

Hit Dice: 5

Armor Class: 6 [13]

Attacks: Claw (1d6)

Saving Throw: 12

Special: Charm person (-1 save), witch spells

Move: 18

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 6/400

The hamadryad is a more powerful and wilder version of the dryad. While still a fae creature the hamadryad appears to be more tree-like and more dangerous with long claws that appear like tree branches.

They can charm victim, as per a dryad, but their ability to do so is lessened due to their feral appearing nature. They can cast White Witch spells as a third level witch.

Hamadryads are also associated with Oak trees, but only the largest, wildest looking trees.

Dryad, Salix Alba

Hit Dice: 4

Armor Class: 7 [12]

Attacks: Staff (1d6) or witch spell

Saving Throw: 14

Special: Charm person (-2 save), witch spells

Move: 18

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 6/400

The Salix Alba, or the Willow Dryad or old Dame Willow, are the wise old dryads of the forests. As their name implies they inhabit willow trees and most often appear as bent old, but kindly, women. They are not prone to violence and tend to merge back into their trees when attacked. They can defend themselves with a staff they use as a walking stick or by spell. They can cast White Witch spells as a fourth-level witch.

The willow dryad will know many things about her forest and the surrounding area. She is often sought out as a font of wisdom and knowledge much like an oracle.

Fen Witch

Hit Dice: 6

Armor Class: 5 [14]

Attack: 2 claws (1d4)

Saving Throw: 11

Special: Death speak, horrific appearance, mind probe, magic resistance (25%)

Move: 12

Alignment: Chaos

Challenge Level/XP: 9/1000

The fen witch is a creature of legend, found only in the most remote of places. It is a female humanoid with one nostril, webbed feet and hands, fiery red eyes, and long, unkempt hair. It is a solitary creature and disdains all that invade its realm. The sight of a fen witch is so revolting that anyone who sets eyes upon one must succeed on a saving throw or instantly be weakened, taking 1d8 points

of strength damage. This ability loss cannot reduce a victim's Strength score to 0.

The fen witch can communicate telepathically with any creature within 100 feet that has a language. A fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist the mental trespassing by succeeding on a saving throw that requires all of their concentration. If the save fails, the fen witch has learned the creature's true name and can use her death speak ability. Creatures with an intelligence score of 2 or less and non-sentient creatures are immune to this ability.

If the fen witch speaks the true name of an individual and the individual hears it, that creature must make a successful saving throw or die. If the save succeeds, that creature cannot be affected again by the same fen witch's death speak for one day. Whether the fen witch's death speak ability is successful or not, the target's name remains fresh in her mind for one day. After that, she must use her mind probe ability again to retrieve a creature's true name.

Golem, Witch-Doll

Hit Dice: 10 (65 hit points)

Armor Class: 2 [17]

Attacks: 2 fists (2d8)

Saving Throw: 5

Special: Hit only by +1 magic weapons, immune to most spells, linked damage

Move: 10

Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 10/1,400

A witch-doll golem appears to be crafted from stuffed human skin dressed in a patchwork of ill-fitting clothes. Large needles and pins pierce the creature's body where a humanoid's vital organs would be. A witch-doll golem stands twice the height of a human and weighs about 1,000 pounds. A witch-doll golem can be commanded to target a specific foe. Against that foe, the witch-doll golem deals an extra 1d8 points of damage with each fist. Once the golem hits its intended target, half of any further damage the witch-doll golem takes is transferred to the victim so long as they are within 60 feet of each other. Only the linked target can attack a witch-doll golem and not take "linked damage." Witch-doll golems take full damage from fire and do not pass this damage to their linked target. They are immune to all other spells.

Grimalkin**Hit Dice:** 1+1**Armor Class:** 7 [12]**Attacks:** claws (1d8) + blood drain (1d4)**Saving Throw:** 16**Special:** Blood drain**Move:** 12**Alignment:** Neutrality**Number Encountered:** 1**Challenge Level/XP:** 3/60

The Grimalkin is a large cat the size of a lynx with grey-green fur and bright yellow eyes. It is not natural to this world and there is something about it that will unease normal animals. Grimalkin are consummate hunters, and they live for the hunt. They are intelligent, but cannot be trained or domesticated.

Hags

Hags are witch-like creatures from the lands of Faerie and beyond. Nearly all appear as horrid old women of the worst descriptions. Unless otherwise noted a Hag can cast witch spells as one level lower than her Hit Die.

Hag, Annis**Hit Dice:** 8**Armor Class:** 1 [18]**Attacks:** 2 claws (2d8), 1 bite (1d8)**Saving Throw:** 8**Special:** Hug and rend, polymorph, call mists, witch magic**Move:** 12**Alignment:** Chaos**Number Encountered:** 1**Challenge Level/XP:** 10/1400

Annis are giantesses, horrid looking females as large as ogres. They lust for human flesh to eat, and often polymorph themselves into human form to hunt (an old lady being a common shape), or to lure their prey from places of safety. Strong as a bear, the annis can attack in similar fashion; if she hits with both claws, the victim is held and the annis inflicts automatic damage with all three attacks thereafter. The victim isn't helpless, but cannot break free unless he is as strong as a giant. Annis are somewhat magical; they can summon mists to hide



themselves and their rank lairs; some are also witches with the ability to cast spells (such being left to the GM's determination, if witch-hags are to be encountered).

Hag, Mountain "Yama-uba"

Hit Dice: 7

Armor Class: 4 [15]

Attacks: 2 claws (2d6), 1 bite (1d8)

Saving Throw: 11

Special: witch magic

Move: 12

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 7/600

The mountain hags (also known as "Yama-uba") are solitary, horrid looking blue-skinned females as large as ogres. They live in mountainous regions and near passes where they can hunt for food. Mountain hags feast on all manner of flesh; but they prefer humans, attacking with their long claws and wicked mouths that stretch from ear to ear.

Hag, Sea

Hit Dice: 3

Armor Class: 6 [13]

Attacks: 1 bite (1d4)

Saving Throw: 14

Special: Death gaze, weakness gaze, witch magic

Move: 6 (Swim 18)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 5/240

The sea hag is a giantess much like the annis, but living in the seas, or in fetid, salt-water marshes. These hags are so hideous that the sight of their faces causes weakness from fright and horror; if the victim fails a saving throw, his strength ability score is reduced by one-half for 1d6 full turns. The hag can also cast an evil eye upon those she chooses to slay, but only three times per day. The range of this deadly gaze is 30ft, and the hag's eye need not be met in order for death to occur (saving throw). Like the annis, sea hags feast with gusto upon human flesh.

Horned Women**Hit Dice:** 1 to 8**Armor Class:** 3 [16]**Attacks:** 1 claw1 (1d6)**Saving Throw:** 15 to 8**Special:** Spells, compelling voice**Move:** 24**Alignment:** Chaos**Number Encountered:** 1 to 8**Challenge Level/XP:** 2/30, 3/60, 4/120, 5/240, 6/400, 7/600, 8/800

Horned Women are a particularly nasty creature that has both faerie and hags. They will appear as ugly old women with a horn protruding from their forehead. How many horns will tell you how powerful they are. One horn is 1 HD and so on.

They will rush into a home, especially that of anew young mother or wife, and begin performing chores at a breakneck speed. While they perform the chores each one will demand a task of the overwhelmed bride. Saying that if she does not complete the tasks, they will fly off and eat her baby. The tasks are designed to be seemingly impossible; chop wood with an axe that is too big for it's handle or collect water in a bucket full of holes. The tasks can be completed by the bride, but she has to be clever about it.

If she can do all the tasks the Horned Women want they will scream and fly away never to return. If she doesn't they will take the baby.

Witches are often employed to fight these creatures.

Horned Women cast witch spells at the same level as their HD.



Lamia**Hit Dice:** 9**Armor Class:** 3 [16]**Attacks:** 2 claws (1d6)**Saving Throw:** 6**Special:** Spells, touch drains WIS**Move:** 24**Alignment:** Chaos**Number Encountered:** 1**Challenge Level/XP:** 12/2,000

Lamias are horrid, centaur-like creatures, always female. Below the female human torso is the body of a beast, usually with a lion's forelegs and the hindquarters of a horse – but the beast-like part can vary. A lamia can cast *charm person*, *charm monster*, and *suggestion* once per day as if she were a witch of 9th level, these powers often being used to lure prey into the dismal and abandoned places where the lamia lairs. In addition, the lamia's touch drains a point of wisdom permanently from the victim. Any victim whose wisdom falls to 3 or lower becomes the lamia's slave (one or more such slaves might be used to guard the lair or even participate in luring victims to the place).

Night Hag**Hit Dice:** 8**Armor Class:** 8 [11]**Attacks:** 1 bite (2d6)**Saving Throw:** 8**Special:** Magic resistance (65%), +2 or better magic weapon to hit, magical abilities**Move:** 10**Alignment:** Chaos**Number Encountered:** 1 or 1d4+1**Challenge Level/XP:** 12/2,000

Night hags come from beyond the material plane: perhaps from the realms of dream, perhaps from the demonic pits of the underworlds.

These creatures prey upon the souls of those who are evil/chaotic: they can cause *enchanted sleep* once against such individuals (saving throw, affects up to 12th level), or visit the victim's dreams nightly (no saving throw) to leech away a point of constitution per night until the attribute reaches 0 and the hag can steal away the soul. In combat, night hags can magically weaken an opponent to half normal strength (saving throw) three times per day; additionally, they can use a spell that automatically inflicts 2d8 points of damage against a single opponent. Both of these abilities have a range of 100 feet. A hag can also become ethereal and incorporeal at will, summon a demon ally once per day (with only a 50%

chance of success), and cannot be hit by weapons with a magical bonus of +2 or less. They are highly resistant to magic, as well.

Nymph

Hit Dice: 3

Armor Class: 9 [10]

Attacks: None

Saving Throw: 14

Special: Sight causes blindness or death

Move: 12

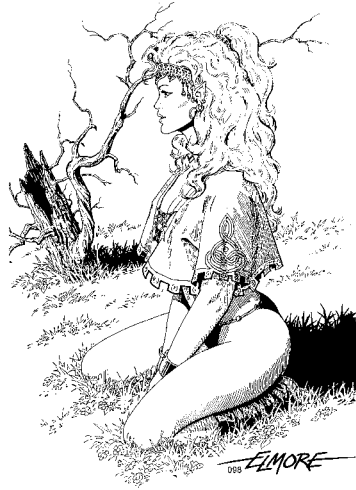
Alignment: Neutrality

Number Encountered: 1

Challenge Level/XP: 5/240

Nymphs inhabit the wild and untrammled places of the earth, spots of beauty and calm. Anyone seeing a nymph naked must make a saving throw or die (or sometimes be transformed into an animal). Even looking upon a nymph causes permanent blindness (saving throw). Nymphs are not powerful in and of themselves, but harming a nymph almost always brings down vengeance of some sort from the gods.

Nymphs will sometimes befriend a white witch if the witch lives far enough away from civilized areas.



Poltergeist

Hit Dice: 2

Armor Class: 7 [12]

Attack: See text

Saving Throw: 16

Special: Fear, telekinesis, natural invisibility

Move: 3/6 (flying)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 5/240

Poltergeists are undead spirits that haunt the area where they died. A poltergeist has no material form and cannot manifest on the Material Plane. Most poltergeists are evil, as they are “trapped” in the area where they were killed and can never leave this area unless they are destroyed. This “prison” drives them mad and they come to hate all living creatures.

Poltergeists are naturally invisible except when attacking. Their invisibility is inherent and cannot be dispelled or negated.

A poltergeist can create a telekinetic effect to hurl one object or creature within 10 feet to a distance of 60 feet. A creature hit by a thrown object must succeed on a saving throw or flee in terror for 2d6 rounds. A creature that successfully saves is immune to the fear effect of the same poltergeist for the remainder of the encounter.

Both wild and domesticated animals can sense the unnatural presence of a poltergeist at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Poltergeist, Bell Witch

This spirit is similar to the poltergeist, save that the person the spirit comes from is a particularly powerful and evil witch. This creature is named for the first such witch identified. The stats for the Bell Witch is not different from the poltergeist. The Bell Witch is typically more intelligent than the poltergeist, and often much more cruel.

Rusalka (Water Witch)

Hit Dice: 4+3

Armor Class: 3 [16]

Attacks: 1 bite (special)

Saving Throw: 13

Special: Charm, paralyze, drown victims, immune to nonmagic weapons, immune to mind-affecting spells, normal undead immunities, create wall of fog

Move: 9/18 (swimming)

Alignment: Chaos

Number Encountered: 1

Challenge Level/XP: 8/800

Rusalka is often used, and confused, for a lot of different water creatures. But the true Rusalka is a fearful undead creature.

In all cases the Rusalka is the undead spirit of a young woman that had drowned. The circumstances of her death vary; some say she drowned without being baptized first, others again say she died while drowning her own children (which will sometime result in a Navky or Utburd). But most say the surest way to become a Rusalka is to be a witch.

The Rusalka is most often found near the area where she died. Often hiding near a tree close to the water where she died. She can wander away during night, but she must return before sunrise or face complete destruction. She can move



about during the day, but she can't attack. Also during the light of day she can be seen for what she is; an undead creature.

They may become incorporeal at will, but are forced into it at sunrise. In any case she can only be hit with weapons of +1 or better.

The Rusalka will attempt to charm her victim into an embrace. She will then attempt lure the victim into her watery grave to drown them as they had been drowned. The victim she chooses is often tied to her reason for dying. If she committed suicide over love or was spurned by a lover she will go after victims that remind her of her former love. If she curse for drowning a child, then she preys on children or mothers with small children. Rusalkas that were drowned for witchcraft will seek out victims that remind her of her captors; men of religion, war or other magic-using characters.

The Rusalka may be turned as a Wraith, but the only way to truly destroy one is to find her corpse and give it a proper funeral. A pyre is usually the preferred choice.

The Rusalka has no need for treasure so she never keeps any. There will be treasure left over from her victims. Typically this will be a few gems, 2-20 (2d10) of 5 to 20 (1d4 x5) gp each.

Witch Tree

Hit Dice: 4

Armor Class: 7 [12]

Attacks: Tendrils

Saving Throw: 8

Special: Constrict, spell-like abilities, resists electricity and fire

Move: 0 (immobile)

Alignment: Chaos

Challenge Level/XP: 9/1,100

A witch tree combines the features of a tall, beautiful woman and a willow tree looking somewhat like a female willow treant. Her hair and fingers form the fronds of the willow, while her arms and parts of her hair form the branches. From a distance, the witch tree is almost indistinguishable from a normal willow tree. Its skin is thick and dark, resembling the bark of a tree. Its legs join together to form the roots. A witch tree attacks with its tendrils. If two tendrils strike the same opponent, the tree grabs the victim and constricts the creature for an automatic 2d6 damage each round thereafter. A witch tree can employ various spell-like abilities:

5/day—charm monster; 2/day—charm person. A witch tree takes half damage from fire and electrical attacks.

It is believed that a witch tree is a cursed witch. That at some point in the past a witch, or witches, betrayed a circle of druids and these trees are the result.

Chapter 5

Magic Items and Treasure

Witches may use any magic items that are usable by arcane spellcasters. Certain magic items should be lessened in effect when used by a witch, such as magic items created by another witch and items that oppose the witch's religion, like a sphere of continual light made by a witch of Hecate or curing potions by witches of Lovitar.

Other magic items should improve under the witch's use. Most notable are Brooms of Flying and many types of potions and wands. Items that have a sympathetic nature would also be improved by the witch's use. In deciding which items are at a minus and which are a plus, keep in mind the witch's coven, motives, deity, and campaign. Also, try to keep the relative power balanced.

Listed below are new magic items that are either usable by witches or items created by witches. Some items were also created to discover witches and used by witch hunters. Unless specified the items may be used by any appropriate class.

Brooms

No items are more associated with the witch than the broom or besom. Brooms are typically made from hazel wood with the bristles made birch twigs or other thatch.

Broom of Flying, Greater: This broom is in all respects the same as a Broom of Flying, save it can carry a total of 500lbs.

Broom of Flying, Speed: This broom is designed for speed and maneuverability. It can fly at a twice the speed of normal *Broom of Flying* and has a maneuverability of perfect. Otherwise it is the same as a normal *Broom of Flying*.

Broom of Protection, Threshold: This broom also appears as a normal broom. It's magic is evident when placed across a door as a bar or propped up against a door to hold it closed. Once so placed, the door cannot be opened save via magic. If placed across a threshold where there is no door, then no one can pass through also save via magic or by making a saving throw.

Cauldrons

With the possible exception of the broom, few items are more closely related to the witch as the cauldron. Cauldrons come in all shapes and sizes, from small ones used to brew or distil one potion to true huge ones that can hold three people comfortably.

Cauldrons are usually round, made of iron and covered in black pitch. They often have runes or other symbols of power engraved in them. Used for both ritual and mundane tasks, the cauldron is associated with the element of water.

Cauldron of Brewing: Prized by witches is the fabled cauldron of brewing. A cauldron of brewing resembles a finely made cooking pot. The cauldron is capable of heating any liquid placed in it to an exact temperature and maintaining it indefinitely



Cauldron of the Dead: This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie or skeleton per the animate dead spell (the user chooses whether or not a zombie or skeleton is created from an intact corpse). Each corpse animated uses up 50 gp in materials and the cauldron can animate a corpse in one round. The user of the cauldron commands the undead so created, up to 2 HD per character level, any further undead created over this limit are under the owner's control, but previously created undead are freed.

Cauldron of Flying: This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can fly through per the spell with an unlimited duration.

The cauldron moves under the direction of the person who spoke the command word or phrase to activate it. The cauldron provides half cover for anyone standing in it. It has an AC of 2 [17] and 60 hit points.

Cauldron of Plenty: This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command.

Once per week it can also be commanded to create food and drink as per the spell for up to twenty-four people.

The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

Cauldron of Seeing: When filled with pure, clear water, this cauldron allows the user to see over virtually any distance per the scrying spell. It may have additional powers like those of a crystal ball.

Potions, Oils, and Powders

The brewing, distilling and preparation of potions have long been associated with witches and witchcraft. Witches may use their alchemical skills to create a variety of potions. Not every potion is quaffed, and this is specifically true for potions made by witches. Some are applied to the area that needs to be affected.

Oils, balms or poultices, should never be consumed. Powders and potions burned off in a special crucible are applied dry or mixed with a liquid. Careful research means the difference between a useful potion and an upset stomach, or worse.

Animal Tongues: The drinker can comprehend and communicate with animals for up to five minutes after consuming this potion. The animals don't become more intelligent or cooperative, although friendly creatures may be willing to do small favors or services.

Awakening: When applied to a sleeping or unconscious creature, this potion immediately makes them awake and alert. It dispels the effects of sleep, eternal sleep, and other spells that cause sleep or unconsciousness. It does not restore hit points or eliminate subdual damage. If a condition, such as subdual damage, would cause the drinker to be unconscious remains after the potion's effects wear off in one hour, then the creature becomes unconscious again.



Beauty Cream: When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This grants a +2 bonus to any Appearance based rolls where appropriate. The effects of one treatment last for 8 hours.

Blindness/Deafness: A creature that drinks this potion must make a saving throw or be immediately struck blind or deaf (chosen when the potion is made). The condition is permanent until cured.

Bravery: This potion banishes fear and fills the drinker with confidence and self-assurance. She gains a +2 saving throw bonus against fear effects for thirty minutes. Additionally, if the drinker is suffering from a fear effect when she drinks the potion, she receives another saving throw with a +2 bonus.

Calming: A dose of this potion calms and soothes an agitated creature. The drinker can make a saving throw to resist the potion's effects. Otherwise, the creature is affected per a calm emotions for one minute (10 rounds), after that, it may act Normally.

Clumsiness: This potion causes the creature drinking it to drop to a Dexterity score of 1 if the drinker fails a saving throw. The effect is permanent unless removed by heal, limited wish, wish, or miracle.

Sleeping Draft: Any creature with 8 or fewer Hit Dice that drinks this potion must make a saving throw, or fall into a deep sleep for 10 minutes. The sleeping creature is helpless and can only be awakened by slapping, violent, shaking or injury. Normal noise or similar disturbances will not awaken it. This potion does not affect creatures that do not sleep such as elves, constructs, or undead.

Terror: A creature that drinks this potion must make a saving throw or suffer a -2 morale penalty on attack and damage rolls and saving throws due to extreme fear for 10 rounds. Creatures immune to fear effects are unaffected.

True Seeing: This unguent is rubbed over the eyes, giving the subject the ability to see things as they truly are, per the true seeing spell, lasting for 15 minutes.

Weakness: This potion temporarily saps a creature's Strength. The drinker must make a saving throw or suffer a -2 enhancement penalty to Strength for five minutes. The subject's Strength cannot drop below 1.

Youth: This treasured potion removes a year from the drinker's physical age. This removes penalties from aging while leaving bonuses untouched. The drinker must make a successful saving throw for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all

potions of youth that the creature has consumed, causing it to return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.

Staves and Distaffs

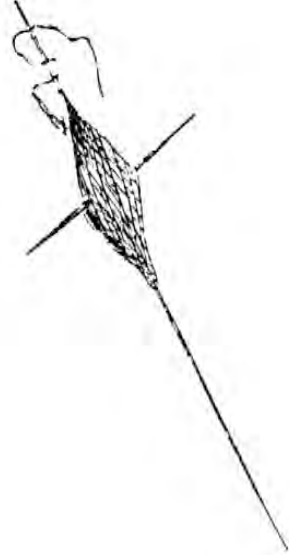
Few items are associated with women as the distaff. The distaff is used to hold wool or flax when spinning thread. It is longer than the typical wand but usually shorter than the average staff; typically 2 ft. to 4 ft. long. The top is usually crowned to hold the material for spinning, but some are also flat with a rough surface. Witch staves are typically made from oak, ash or fruit-bearing trees such as apple.

A witch can opt to use a distaff instead of a staff, since there is nothing out of the ordinary of a woman carrying a distaff, but a staff might draw attention.

Production requirements and costs for a magical distaff are the same as for a staff. The differences in size and amount of materials are offset by the rarity of magical distaffs. Otherwise, any magical staff might be recreated as a magical distaff.

Broom Staff: This staff is made of hazel and birch and appears to be a normal staff. On a command word (typically "fly"), the staff becomes a *Broom of Flying*. Rarer staves mimic the powers of other magic brooms.

Treant Staff: This gnarled oak staff is made from a branch with the bark left on it. It may even have a few leaves, which remain green and vital. When the end of the staff is planted in the earth, the staff transforms into a fully grown, huge treant that obeys the commands of the person who spoke the command word. This consumes one charge. The staff remains in treant form for up to one day, then reverts to staff form. Likewise, if the treant is killed, it reverts to staff form and can be summoned the next day again.



Talismans

Talismans are small items that can have any spell of third level or lower. The talisman can be made of paper, wood, clay or even metal. Often they are worn and kept till evoked. To evoke a talisman takes only a split second and the effects are instant.

The command word or gesture to evoke the talisman is often inscribed on the talisman itself. Unless otherwise noted, a talisman can only be used once.

Isis' Talisman of Protection: This talisman confers a +1 protection bonus to saves and AC. Effects last as per level of creator. This talisman is usually in the form of a fine crafted gold ank. These talismans may only be used once per day.

Talisman of Good Luck: This talisman is one of the most often found. This minor magic item provides +1 to any single roll. The talisman must be invoked before the action is taken (before the roll is made).

Typically luck talismans are in the form of a four-leaf clover, a rabbit's foot, a horseshoe or a copper coin. Any other small item may be used. The item is not consumed in the invocation, but it useless after the first use.

Talisman of Protection Against Conception: Even in historical times, there were means of birth control practiced, and this is one of the magical ones. Worn by tantric witches during their worship practices, witches during the rites of Beltane or any woman that wishes to prevent an unwanted pregnancy.

The talisman provides protection for one full lunar month (one moon phase to the next) then it becomes inert. This is if the talisman is used or not.

Mundane (non-magical) pregnancies are completely blocked and magical ones (via a fertility spell) give a +1 to any saves.

Since they only last one month regardless of if it is used or not, the materials are often not the highest quality. Also an owner can return to the witch to have the talisman "recharged" at the same price.

Talisman of Undead Turning: This holy symbol allows a lawful or neutral cleric to turn undead as if he or she were three levels higher. For chaotic clerics, this is a cursed item which causes undead to turn upon and attack the chaotic priest using it.

Talisman of Undead Turning, Laity: This holy symbol allows any class or a 0-level lawful character to turn undead as if they were a first-level cleric.

Note: A lot of these talismans are sold that are completely useless. Only with the witch's reputation, or the ability to detect magic, can one be sure. In places where witchcraft is outlawed, possession of these talismans is considered a crime.

Wondrous Items

Bell of Opening: A bell of opening is a silver bell. It is similar in nature to the Chime of Opening. When struck, it sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The chime of opening also automatically dispels a hold portal spell or an arcane lock cast by a wizard of less than 10th level.

The bell must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking. A silence spell negates the power of the device. A brand-new chime can be used a total of 50 times before it cracks and becomes useless.

Book Cover, Magical: This leather-looking book cover will grow or shrink to fit any size book. One place on the book the cover provides +1 magical protection to the book and grants it resistance to fire.

Book of Shadows, Magical: Designed for a Witch to record her spells. The book can only be opened by that Witch or any she invites to open it. If it becomes lost the book will act as if a *Locate Object* spell was cast on it, allowing the Witch to find it. The book is flame proof and has a +2 protection bonus to any saving throws to prevent the destruction of the book.

Book Page, Magical: This blank page can be inserted into any mundane Book of Shadows or Book of Law. It confers +1 magical bonus to saving throws to the book. Also, two sets of script maybe be recorded on the page, a magical one, only visible by the Witch that owns the book and a mundane one visible to all. Typically the Witch will record something benign on the page while the true text is hidden underneath.

Up to 10 such pages may be added to any one book.

Charm Bracelet: This silver chain is worn on the wrist and has a number of metal charms attached. The number of charms, 1 to 4, indicates the level of protection the bracelet will provide. So 1 charm is +1 to AC and Saves, 2 charms are +2 to AC and Saves and so on.

Charm Bracelet, Luck: This silver chain appears to be a charm bracelet, but instead of providing protection directly it provides a +1 to any one roll. The number of times it can be used in a day is indicated by the number of charms, 1d6. The luck bonus must be announced before the roll is made. It may only provide a single +1 bonus per use.

Cloak of Feathers: This cloak appears to be made of feathers. When worn the user can fly at twice their walking speed.

Crown of the Spring Maiden: This crown is made of spring flowers and is similar to the crowns worn by girls and young women during Beltane and May Day rituals.

Anyone wearing this crown (male or female) appears to be as they did at the onset of young adulthood.

The wearer of the crown gains a +1 adjustment to any Charisma based roll and when casting any charm based spell the victim is at -2 to save.

Dragon's Teeth

Legend has it that casting the teeth of dragons will result in the rise of undead warriors. Sadly not legends are true. But witches have discovered a use for dragon teeth that maybe more useful. Each type of dragon tooth can be enchanted to provide protection against that type of dragon's breath. So the tooth of a red dragon can be made into a charm to resist attacks of fiery dragon breath. These teeth come in two major varieties, absorption and reflection. Typically there is no way to tell the difference save via magic.

Dragon's Teeth, Absorption: These dragon teeth will absorb damage. Typically they are found in 25, 50, and 100 hp varieties (rare, very rare and very, very rare respectively). Once they have taken the listed amount of damage they crumble and fall to the ground useless. The breath weapon countered must come from the same type of dragon it was pulled from.

Dragon's Teeth, Reflection: These dragon teeth attempt to keep the breath weapon away from the wearer by adding +1, +2 or +3 (uncommon, rare and very



rare respectively) to the saving throws against the attack. The breath weapon countered must come from the same type of dragon it was pulled from.

Dowsing Stick: This appears to be a normal stick similar to that used for a *dowsing* spell. It can cast *dowsing* at will.



Earrings of Timeless Beauty: These earrings are usually very elegant and decorated. The wearer of these earrings is granted a +6 bonus to seduction rolls (based on Charisma), and a +2 bonus to all other charisma based rolls.

Garters

Garters are bits of clothing, usually cloth or leather, but can be made of more exotic materials such as snake skin, used to hold up a pair of stockings or socks. Some garters are also worn without supporting any other item of clothing or on the arm. Only one garter may be worn per appendage.

Garter of Bright Blessings (Honeymoon Garter): Like the *Handfasting cord*, this item was designed for weddings. The magic item must be worn by the bride on her wedding day. The item is only invoked when it is removed by her chosen groom on their wedding night. Once done either participant may cast a *Locate Creature* that is specific to their spouse 1/day for 1 year and a day after the wedding. The casting is done as a Witch 10th level.

Garter, Courtesan's: The garter makes the wearer more attractive. They gain all the benefits of a *Glamour* spell 1/day as if cast by a 10th level Witch.

Garter of Luck: This colorful garter, worn by both men and women, fits to lower calf of the leg and is used to hold up socks or secure breeches or pantaloons. It provides the effects of *Bless* spell once per day.

Garter of Protection, Red: This garter is almost always red. It confers a natural armor protection of +1 to +5. Normally worn on the upper arm this garter is made of the finest leather available.

Garter, Snakeskin: This garter is made of the recently shed skin of a large snake (less than 24 hours old). The skin is treated and infused with the Witch's magic.

The end product is a bright snakeskin garter that allows the wear to escape any bonds as if they had *escape of the snake* cast on them.

Hand of Glory: This was a right hand of a murderer that was severed while the corpse was still hanging from the gallows. This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). When the hand was ready, candles were fitted on it between the fingers. These were called the "dead man's candles" were made from another murderer's fat, with the wick being made from his hair. Another method of curing the severed and dried hand was to dip it in wax. After this process the fingers themselves could be lit. If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it him or herself, and it does not count against the wearer's two-ring limit. The hand can wear only one ring at a time.

Even without a ring, lighting the hand itself allows its wearer to use *daylight* and see invisibility each once per day.

The following phrase is spoken to invoke the hand:

*"Let those who rest, more deeply sleep;
Let those awake their vigils keep.
Oh, Hand of Glory, shed thy light
And guide us to our spoil tonight."*

Hat of the Archmage

This artifact is quite rare and very powerful. Created by an ancient archmage that used to joke that he always had another idea under his hat, the hat allows the wizard (and only a wizard) to store a number of extra spells. It is rumored that this hat can hold 100 levels of spells that can be cast when the hat is opened and the proper spell is commanded to come out. The wizard can then cast spells into the hat to be used at a later time.

Another, similar item, is known as the Hat of the Queen of Witches and is only usable by a Witch

Hat of Focus: This hat aids the wizard or Witch when they are performing spell research, learning new spells or otherwise engaged in any work requiring their focus.

This hat when worn will treat the wearer as if they had an Intelligence or Charisma score as one greater (+1) than they currently have. This does not change the number of spells they can learn or memorize based on their ability scores, but it does aid them with learning or creating the new spell.

Hat of Focus, Spellslinger: This hat is similar to the Hat of Focus save that it adds +1 to the wearer's spellcasting rolls. So this hat could add +1 per die in a fireball's damage or -1 in a Saving Throw, but not both.

Libram of Advancement: This book comes in several forms, but only one will be discovered at any one time. Each can only be read by members of a particular class, as indicated below. When read by a member of the appropriate class, the reader immediately gains experience sufficient to reach the next higher level. If read by any other type of character, the reader must make a Saving Throw or lose one life energy level. The types of books and those they affect are as follows:

- *Libram of Mysteries:* Witches and Warlocks



Magical Hat (Holding): This hat appears as a crumpled old wizards or Witches hat. The inside though is an extra-dimensional space similar to that of a Bag of Holding. The user may store up to 10 lbs of mundane (non-magical) material inside. Regardless of the contents, the hat will only weigh 10-12 ozs. Typical uses are a place to store spell components and other minor items. The Witch cannot pull the hat down over her head to protect it since the entire item must be enclosed. Any animal placed in the hat will suffocate within 5 minutes much as a bag of holding. Magical Hats react the same to portable holes as do bags of holding.

This hat, despite it's name, can be used by any class.

Magical Hat (Holding, Greater): This hat appears as any other Magical Hat. This hat can hold 25 lbs of materials as well as magical ones.

Mantle of Protection: This leather mantle can be worn over cloaks, coats or armor. It provides +1 protection to AC and a +1 bonus to saving throws.

Mirror of Travelling: This magical mirror allows the user to travel an unlimited distance merely by stepping into the mirror. Each mirror is connected to 0-9 other mirrors in various locations, and the user steps into an extradimensional corridor connecting them all. The user can peer out each mirror to see where the portal leads. If a mirror is broken, that exit (or entrance) is closed; if all mirrors but one are broken, those within are trapped as if in a mirror of life trapping (q.v.). The GM should consider where the other mirrors may be located and where they lead.

Rings of Shared Danger: Ring of shared danger come in batches. They are usually paired, but up to a dozen rings can be linked at any one time. Whenever one of the ring wearers is in danger that would be obvious to a nearby observer (though not necessarily the wearer herself), all other wearers are aware of the endangered character's location and what is threatening her. The rings do not provide any aid in reaching the endangered character. Anyone who knows what a ring of shared danger is may be reluctant to kill the wearer, however, since all other ring wearers will be able to see the attacker. The ring's power does not provide any bonuses to seeing through disguises, nor does it grant any ability to penetrate illusions.

Sandals of Air Walk: These sandals hover slightly off the ground, just as though the wearer had the spell *Air Walk* cast on them.

Scrying Crystal: A crystal suspended on a silver chain can be used by a Witch to scry. The chain is spun and the crystal is dropped on a map or a board to spell out answers. Magical scrying crystals add to the level of success by providing a +2 bonus to the spellcasting roll.

Appendix

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