

Basic Era Games

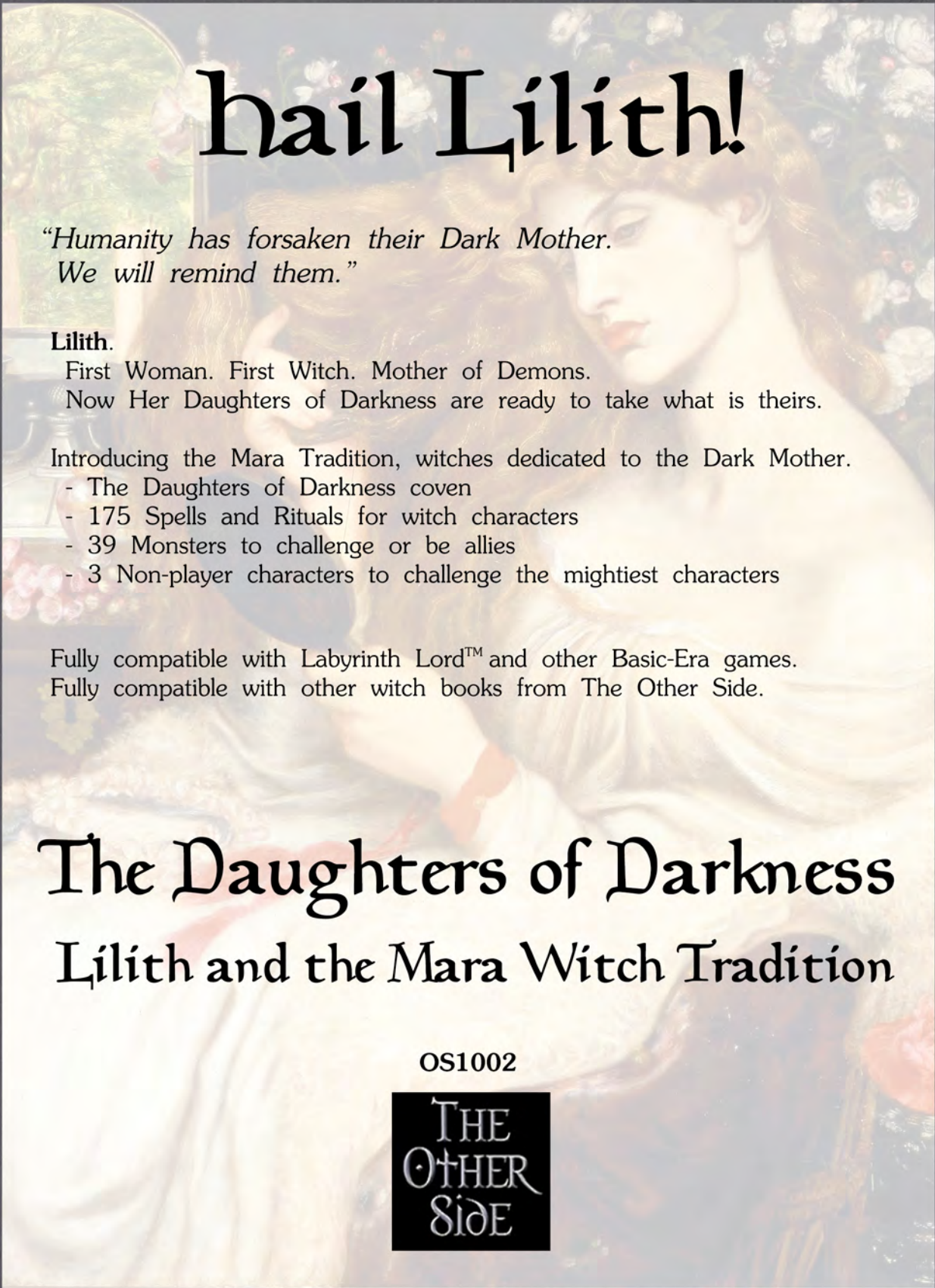
The Daughters of Darkness



Lilith and the Mara Witch Tradition

Labyrinth Lord
Compatible Product

by Timothy S. Brannan



hail Lilith!

*"Humanity has forsaken their Dark Mother.
We will remind them."*

Lilith.

First Woman. First Witch. Mother of Demons.
Now Her Daughters of Darkness are ready to take what is theirs.

Introducing the Mara Tradition, witches dedicated to the Dark Mother.

- The Daughters of Darkness coven
- 175 Spells and Rituals for witch characters
- 39 Monsters to challenge or be allies
- 3 Non-player characters to challenge the mightiest characters

Fully compatible with Labyrinth Lord™ and other Basic-Era games.
Fully compatible with other witch books from The Other Side.

The Daughters of Darkness

Lilith and the Mara Witch Tradition

OS1002

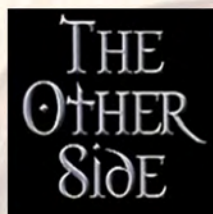


TABLE OF CONTENTS

TABLE OF CONTENTS	1	Gloaming	55
FORWARD	2	Hag, Boo	56
PART 1: INTRODUCTION	3	Headless Horseman	56
PART 2: THE WITCH CLASS.....	5	Hellhound.....	56
Witches and Charisma	6	Hsigo	56
Witch (Mara Tradition)	8	Impundulu	57
PART 3: THE MARA TRADITION & COVEN ...	9	Jenglot.....	58
Tradition Description.....	9	Lich, Nephil.....	58
The Mara Witch Tradition	9	Lilim	59
The Daughters of Darkness Coven	11	Lilim, Batibat	59
Familiars	12	Lilim, Empusa	60
List of Normal Familiars	12	Lilim, Lamashtu.....	60
PART 4: SPELLS & SPELLCRAFT	13	Lilim, Lamiae	60
Magical Theory and Thought.....	13	Lilim, Lilitu	61
Spell Descriptions	13	Lilim, Mormo	62
Witch Spells by Level.....	14	Lilim, Night Hags	62
1 st Level Spells	15	Lilim, Succubus	62
2 nd Level Spells	20	Olitiau (Monstrous Riding Bat).....	63
3 rd Level Spells	24	Poludnitsa.....	63
4 th Level Spells	29	Sprite, Dohma	64
5 th Level Spells	33	Umbral.....	64
6 th Level Spells	38	Urhag	65
7 th Level Spells	41	Degenerate	65
8 th Level Spells	43	Noble	65
Ritual Spells	45	Vampires.....	66
First Level Witch Rituals	45	Powers and Weaknesses Common to Vampires ...	66
Second Level Witch Rituals.....	46	Vampire, Aswang.....	67
Third Level Witch Rituals	46	Vampire, Eretica.....	67
Fourth Level Witch Rituals.....	47	Vampire, Nosferatu.....	68
Fifth Level Witch Rituals	48	Vampire, Pënnanggalan	69
Sixth Level Witch Rituals	49	Vampire, Wurdalak	69
Seventh Level Witch Rituals.....	49	Vampire Lord.....	70
Eighth Level Witch Rituals.....	50	PART 6: UNIQUE WITCHES	71
PART 5: MONSTERS.....	51	“Bloody” Mary Worth	71
Allip	52	Darlessa, The Queen of Vampires	72
Banshee (Groaning Spirit)	52	Lilith, Queen and Mother of all Lilim.....	73
Barghest	52	APPENDIX A: SPELL LISTS	74
Black Cat	53	Witch Spells by Level	74
Bog Crone	53	Alphabetical Spell List	75
Demon, Imp of the Perverse.....	53	OPEN GAME LICENSE Version 1.0a.....	77
Feathertop	54		
Flying Head.....	54		
Fyre Fae	54		
Ghoul, Demonic (Ghūl)	55		

FORWARD

Nearly 40 years ago I began my role-playing game career. It was December of 1979. I borrowed a friend's AD&D Monster Manual to read during "silent reading time." I was already very interested in mythology, and I loved horror movies, so a book on monsters sounded great.

Little did I know what I had been given.

Soon an entire universe of possibility opened up to me. Monsters that I could fight on my own, not just read about! Exploring forgotten dungeons. Maybe even one day fighting a vampire!

My actual D&D playing began very soon after. I scored some dice from a Monopoly set, got a badly Xeroxed copy of Holmes Basic and with the Monster Manual, I went in.

I had no idea what I was doing.

But that didn't matter, we were all having fun, and I spent the next year working out everything. I didn't play as much as I wanted, but I read everything I could get my hands on and talked to people till they were sick of me.

In 1981, a little more than two years later, I got my own Basic Set for Christmas.

This one was different, not the Basic set I knew of, but a red one. I would later learn that the badly copied one was "Holmes Basic" from 1977 and what I now had was "Moldvay Basic" released earlier that year. My game playing went into overdrive.

This year represents the 40th year of my game playing and the 20th year since I published "The Complete Netbook of Witches & Warlocks."

I wanted to celebrate these milestones with a Witch book that also reflected my interests at the time; monsters, undead, and vampires. Also for this book, I wanted something that reflected the game I was playing back then; a crazy mix of Basic and Advanced editions.

This is the book that I would have wanted in 1979. It just took 40 years for me to get it right.

Timothy S. Brannan
April 30, 2019
Walpurgis Night

Labyrinth Lord™, Advanced Labyrinth Lord™, and Goblinoid Games™ are trademarks of Daniel Proctor. Used under license.
--

PART 1: INTRODUCTION

*Of Adam's first wife, Lilith, it is told
(The witch he loved before the gift of Eve,)
That, ere the snake's, her sweet tongue could deceive,
And her enchanted hair was the first gold.
And still she sits, young while the earth is old,
And, subtly of herself contemplative,
Draws men to watch the bright web she can weave,
Till heart and body and life are in its hold.*

*The rose and poppy are her flowers; for where
Is he not found, O Lilith, whom shed scent
And soft-shed kisses and soft sleep shall snare?
Lo! as that youth's eyes burned at thine, so went
Thy spell through him, and left his straight neck bent
And round his heart one strangling golden hair.*

Dante Gabriel Rossetti, "Lady Lilith" 1873

An old hag, a mysterious wise woman, a cunning and alluring maiden... All of these and more are the guise of the witch. Witches have existed since the dawn of time and are some of the greatest of all of the spell-casters recorded in myth, story, and legend.

Despite stereotypes, witches may be either female or male. There are typically more female witches than there are male witches. Contrary to popular belief "warlock" is not the masculine form of witch. Witches, whether male or female, are referred to as witches. Warlock is a word meaning "peace-breaker" or "oath-breaker," and is considered to be a vulgar insult to a witch.

A Note About Gender

Historically, witches have always been viewed as female. To reflect this, the feminine pronouns will be used exclusively, unless a distinction needs to be made. Some publishers claim that years of use have neutered the male pronouns. I do not believe that this is so. Unless a distinction based on gender needs to be made, I will use the feminine pronouns to refer to both females and males, as is done in many other languages.

What is a Witch?

Over the last two and a half decades, there have been several attempts to bring this character into the fold of the likes of warriors, wizards, and rogues in various fantasy role-playing games. Some have been successful, but others have been regarded as half-hearted attempts. This book proposes to change that.

Anyone with even passing familiarity with fairytales or mythology knows witches are practitioners of ancient religions. Morgan Le Fey, Circe, and Baba Yaga were not wizards as depicted in various FRPG sources, but priestesses of Goddesses (or Gods) of old religions and forgotten ways.

Most witches throughout history have been feared and abhorred because they were believed to be vindictive, casting evil spells upon others and consorting with evil spirits.

Witches and Wizards

Wizards spend a great deal of time studying and researching their spells.

Witches also study spells, but they are granted some of their spells, much as clerics are. It should also be noted that some witches do keep spell books and use scrolls. Wizards join guilds or belong to wizard schools. Witches rarely join guilds; they do, however, belong to covens.

For the purposes of this book and to help make the distinction clearer, the word "Wizard" will be considered synonymous with "Magic-User." If "wizard" is mentioned then the one may safely assume it to mean the "magic-user" class.

Given some of the new spells and powers granted to the witch, a special appendix is offered at the end of this book for augmenting wizards. Many spells in this book are also usable by the wizard.



Witches and Clerics

Witches and clerics have historically shared a very adversarial relationship. There is, of course, no reason they have to in your game. Part of the problem is witches and clerics cover much of the same ground.

Witches are often referred to, both by themselves and others, as priestesses of their Patrons. One might ask, "Why is a witch needed if a cleric can perform the same function?"

Witches typically view worship as a very personal matter. Her Patron may be a God or Goddess, Spirits or even the raw forces of Nature.

The relationship between witches and clerics of the same God, Goddess or Patron will be determined partly by that Patron or can be decided by the Game Master (GM), but generally Lawful aligned worshipers would tend to get along better than evil. Lawfully aligned worshipers also see the value in working together more than chaotic ones.

The cosmology of the witch differs from the typical cleric or other characters. 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 their previous life, till it is time for them to return to the earthly realm and begin the cycle all over again.

Central to these 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 into the witch's philosophy that it helps determine what magic the witch can perform. Because of this a witch cannot be raised from the dead or use the Raise Dead or Resurrect spells.

A Note About Other Witches

This book is not the first book of witches for a Fantasy Role-Playing Game. It is not even the first book of witches I have written. While I am trying to write this from a fresh point of view and something that feels organic to the Basic Era games I do not want to ignore the past. So I have included text and concepts that have been play-tested, in some cases, for almost 35 years. There are parts of this book that are similar to my other

books on witches. I have also used what I consider to be the best of the Open Gaming Content text about witches.

While cross-system compatibility was a notion, it was not a main driving force in what I wanted to do here. Instead, I am focusing on the best Basic Witch I can present to you.

A Note about Checks

This work makes the use of Ability checks. Ability checks can be used to determine the success or failure of certain endeavors. These are often used much in the same way as skills would be in other games. To perform an Ability check, the player would roll a d20 and hope to roll under their listed ability. So to perform an "Intelligence Check" to see if an unknown language can be understood then roll under the character's Intelligence score.

Notice and Disclaimer

This work does not attempt to be the fullest or final authority of the subject of role-playing witches in a fantasy game. It also does not try to present a factual account of the religion of witches or a sociological overview of witchcraft.

Information presented herein is designed solely for the use of individuals playing in one of the many "Basic Era" Fantasy RPG game systems. Any other intentions beyond that are outside the scope of this work and are not intended.

This work is also not intended to harm or offend anyone within the religious community of practicing Wicca or any other witch or Pagan tradition.

Just so we are all clear. This is a game. This is not an attempt to be a factual overview of witches, Wicca or history. The witches here are the witches of fantasy, faerie tale, folklore and myth, not Wicca or the witches of the real world. This gamebook won't make you into a witch or let you cast spells.

There are plenty of great books on real-world witches and Wicca as well as the witches of the European Witch-craze.

PART 2: THE WITCH CLASS

Witches are humans that have heeded the call of some other-worldly patron power. This power can be an ancient and forgotten goddess, a powerful being of the Faerie Realms, an ancient elemental Primordial or even a darker power from beyond our reality. They are trained in the use of potions, herbs, and plants as well as the more potent forms of magic. They cast spells, perform rituals and learn more as they advance in levels. Witches have only the most basic training in arms and armor, having dedicated their lives to magic and the service of their Patron. The prime requisite for witches is Charisma. A Charisma score of 13 or greater will give the witch a 10% bonus on her earned experience points. A witch also needs to have a Wisdom score higher than 11 and an Intelligence score higher than 10.

RESTRICTIONS: Witches use a four-sided die (d4) to determine their hit points. They may wear leather armor (and hide if this is allowed) but may not use shields. Witches are permitted to use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

SPECIAL ABILITIES: The witch has several unique abilities, collectively known as *Occult Powers*. These will vary from witch to witch, but there are some common varieties.

Witches also can cast spells. Witch spells and Witch rituals will be discussed in **PART 4: SPELLS & SPELLCRAFT**.

Witches learn their spells from a variety of means, but all will record spells in their personal tome or Book of Shadows. This book will also contain the formulae for healing balms, instructions for rituals and the means to use their Tradition based Occult Powers.

The witch may cast spells with other witches in the form of ritual spells. These spells grant the witch more power than she might be able to wield on her own.

All witches are knowledgeable in the use of herbs. A witch of 2nd level or higher can make a healing ointment, balm or poultice out of local herbs. The witch needs to make an Intelligence Ability check to find the herbs and a Wisdom Ability check to make the herbs into a useful balm. These balms heal 1d4 + the witch's level divided

by 2. So a 2nd level witch can heal 1d4 + 1 hp per use of herbal balm. A person (character, animal or even monster) can only take benefit of one such balm per day. The witch may only prepare up to 3 such doses of balms per day.

ADVENTURES: Witches, on the whole, tend not to be adventurers. Many have terrifying memories of what some people will do to witches; others feel a close association to 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 are searching for more magnificent magical or universal truths, or to recover a unique 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 Patron.

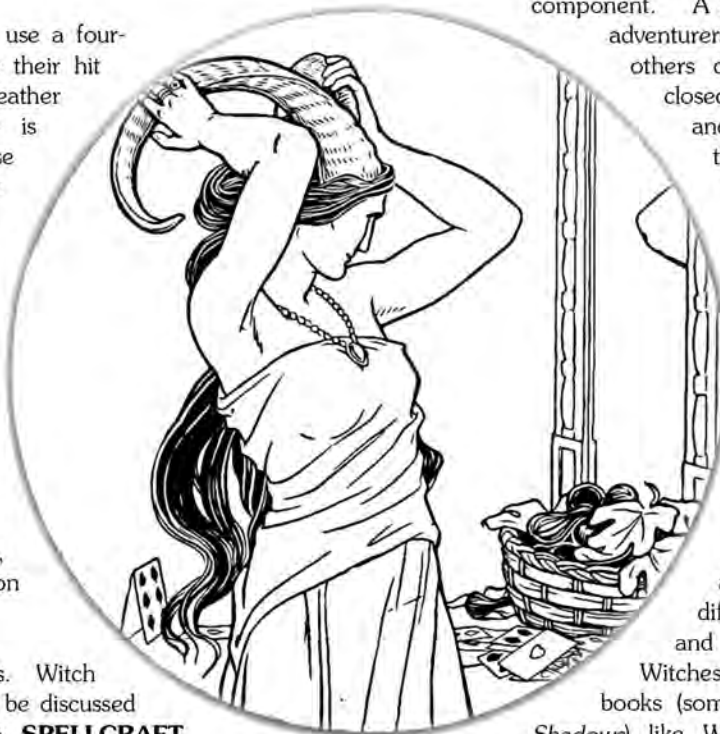
CHARACTERISTICS:

Witches cast arcane spells, as do magic-users and wizards; they also gain some ability to cast divine spells. Both types of spells are acquired from the witch's service to their Patrons. Sometimes these spells are referred to as Occult Spells to differentiate them from Arcane and Divine.

Witches record their spells in spell-books (sometimes known as a *Book of Shadows*) like Wizards. Like shadows, that are neither all dark nor all light, witches are neither all cleric nor all wizard, but a bit of both, and something else altogether.

ALIGNMENT: Despite stereotype and rumor, witches can be of any alignment. Many witches believe in "The Three-fold Law," that is whatever you send out into the world, will return upon you three times. So a witch is often reluctant to cast so-called "black" or evil magic. For this reason, many witches are in fact Lawful.

RELIGION: To a witch, to worship is to be a witch. Unlike clerics, who commune to their gods for the people, there is no middle ground between the Patrons and their



witches. Unlike clerics, witches, whether good or evil, do not attempt to convert others to their faith. Witches believe one must be worthy and hear the Call.

Non-witches often misunderstand the practice of witchcraft; this is one of many factors that have to lead to distrust of witches.

Witches honor and follow their Patrons, the God, and Goddess 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 only reflections of the Goddess

Other witches gain their powers from otherworldly beings, fiends from the lower planes, creatures from the Astral, or Spirits they take as their Patron. Who or what and how the witch worships will be detailed in **PART 3: THE MARA TRADITION & COVEN.**



MAGIC: Witches are primarily arcane spellcasters, though they say their magic is older than the distinctions of “Arcane” and “Divine.”

Witches learn their magic from their Patron. They may do this via meditation, ritual or even via their familiar. Once the knowledge of a spell is given to the witch, she copies the spell into her spellbook (*“Book of Shadows”*). Once this is done, she may relearn that spell at any time, as does a magic-user. The witch may also research spells, as does a magic-user. These spells are also recorded in their Books of Shadows.

The witch also gains the ability to cast unique spells known as Ritual Magic Spells. These spells are known to the witch and her coven and are usually divine in nature, the exact spells varying from coven to coven and Patron to Patron.

The power to cast the spells is given by the Patron but formed by the witch. In this respect, they are very similar

to Divine spellcasters. While a cleric prays for her spells, a witch prepares them through ritual.

These acts might seem similar at first, but they are different. A cleric’s prayer is somewhat comparable to asking a patron kindly if they’ll grant them this power. A witch’s ritual, on the other hand, is akin to the spellcasting of a wizard, interlaced with religious elements.

Witches and Charisma

Witches learn spells from their Patrons, via their familiars. Their chance to learn and know each spell depends on their charisma scores. Also, much like clerics and wisdom, the witch gains additional spells due to high charisma scores.

WITCH CHARISMA TABLE					
CHA Score	% Spell Learn	Additional Spells by Spell Level			
		1	2	3	4
11	65%	-	-	-	-
12	70%	-	-	-	-
13	75%	1	-	-	-
14	80%	2	-	-	-
15	85%	2	1	-	-
16	90%	2	2	1	-
17	95%	2	2	1	1
18	100%	2	2	2	1
19	100%	3	2	2	2
20	100%	3	3	2	2

% Spell Learn: The chance that the witch learned the spell correctly the first time from her Familiar or Patron. Only applies when learning a new spell.

Additional Spells by Spell Level: When Witch can learn a spell of the given level (1-4) she gains a bonus spell.

BACKGROUND: 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 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 actually hears the voice of their Patron calling out to them.

In many Traditions, this is known as the “Call of the Goddess.” This usually precludes any other type of training for any other profession since many witches receive this call at an early age, as children or teenagers.

All witches belong to a Tradition (defined as a style of witchcraft) and a Coven. A witch that does not belong to a geographic Tradition is 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 often 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 often must learn the craft on their own.

STARTING FUNDS: Unless otherwise determined (by a Game Master) the witch starts out with a number of gold pieces equal to her Charisma times 10. The witch will also have a book to begin her own Book of Shadows, and a non-magical, non-consecrated athame, a blunt, ceremonial dagger. These may be adjusted according to the witch's tradition or coven.

Note about Levels: Depending on your version of the Basic Era Rules, your classes may rise only as high as 10th, 20th, 36th or even higher levels. This book tries to offer as many options as it can for all the varieties of gameplay and gives the witch something for each of those endpoints.

Witches **up to 10th level** are considered to be "Adventuring Witches." These are the ones that are most often encountered. As NPCs, they are part of smaller covens or solitaires.

Witches of **11th to 20th level** are the true powers in the campaign world. Many NPC witches in these levels have established covens of their own. Even PC witches will have several followers and could form her own coven of other witches and cowans (non-witch members). Witches of these levels will establish a **Covestead** as a permanent meeting place.

Witches of **21st and higher level** represent the worldly and other-worldly power of the witch. These witches, known as the Court of Witches mind all the affairs of the witches in the world. They are led by the *Queen of Witches*, of which there is only one.



Witch (Mara Tradition)

Prime Requisite: Charisma

Required Abilities: 11 or greater on Charisma and Wisdom. 10 or higher Intelligence.

Experience Bonus: 5% for Charisma 13-15, 10% for Charisma 16-18.

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level, Con adjustments no longer apply.

Maximum Level: Any

Armor: Cloth, Padded or Leather only, no shields.

Weapons: A witch may only use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

Special Abilities: Occult Powers; witch spells, ritual spells, herb use.

WITCH EXPERIENCE TABLE					Spells / Level							
Level	XP	Hit Dice	To Hit AC0	Occult Powers	1	2	3	4	5	6	7	8
1	0	1d4	20	Least	1	-	-	-	-	-	-	-
2	2,600	2d4	20	Herb Use	2!	-	-	-	-	-	-	-
3	5,200	3d4	20		2	1	-	-	-	-	-	-
4	10,400	4d4	20		2	2!	-	-	-	-	-	-
5	20,800	5d4	20		2	2	1	-	-	-	-	-
6	40,000	6d4	18		3	2	2!	-	-	-	-	-
7	80,000	7d4	18	Lesser	3	2	2	1	-	-	-	-
8	160,000	8d4	18		3	3	2	2!	-	-	-	-
9	320,000	9d4	18		3	3	2	2	1	-	-	-
10	440,000	10d4	18		4	3	3	2	2!	-	-	-
11	560,000	10d4+1	16		4	3	3	2	2	1	-	-
12	680,000	10d4+2	16		4	4	3	3	2	2!	-	-
13	800,000	10d4+3	16	Minor	4	4	3	3	2	2	1	-
14	920,000	10d4+4	16		5	4	4	3	3	2	2!	-
15	1,040,000	10d4+5	16		5	4	4	3	3	2	2	1
16	1,160,000	10d4+6	14		5	5	4	4	3	3	2	2!
17	1,280,000	10d4+7	14		5	5	4	4	3	3	2	2
18	1,400,000	10d4+8	14		6	5	5	4	3	3	3	2
19	1,520,000	10d4+9	14	Medial	6	5	5	4	4	3	3	2
20	1,640,000	10d4+10	14		6	6	5	5	4	4	3	3
21+	+120,000	+1 hp	-2 / 5 levels									

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, and 16th levels.

WITCH SAVING THROWS					
Level	1-5	6-10	11-15	16-20	21+
Breath Attacks	16	14	12	10	8
Poison or Death	13	11	9	7	5
Petrify or Paralysis	13	11	9	7	5
Wands	14	12	10	8	6
Spells and Spell-like Devices	15	13	11	9	7

WITCH LEVEL LIMITS BY RACE				
Race	CHA 13-15	CHA 16	CHA 17	CHA 18+
Dwarf	4	5	6	7
Elf	6	7	8	9
Gnome	6	8	9	10
Half-elf	8	9	11	13
Halfling	5	6	6	7
Half-orc	5	5	6	6
Human	Unlimited	Unlimited	Unlimited	Unlimited

PART 3: THE MARA TRADITION & COVEN

Witch's belief systems can be broken down into **Traditions**. Generally, all witches of a particular coven will belong to the same tradition. Certain traditions may put restrictions on which coven a witch may opt for. Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is challenging to know what it means to be a witch outside of the point of view of one's Tradition for it defines and colors how a witch sees herself and other witches. In areas where Traditions geographically overlap, a new witch may believe that the other witches are not even witches at all.

How a witch acts and behaves will be dependent on which tradition she belongs to. When Traditions are linked to families or groups of witches, they are sometimes called a "Family Tradition." These are often handed down from mother to daughter. Traditions are also usually tied to a geographical area, philosophy or (in some cases) a race.

The following Traditions are presented to aid role-playing the uniqueness of the witch. In the case of most traditions, sub-traditions or alterations will be noted.

The sample Traditions listed below are based on the history of our world; the Game Master's own universe might have a completely different view on witches, and the Craft and thus instead of using these may opt to create new Traditions.

Game Masters are cautioned to remember that Traditions are large organizations based primarily on geography, philosophy, and views of the Patron. Often a coven will serve the needs of a unique style of a witch without the need to create an entire new Tradition.

Tradition Description

The Tradition listed below contains suggestions for powers, covens, and role-playing. Remember these are only suggestions and may need to be modified by the Game Master for a particular campaign world.

Description: Background on the tradition and about the witch that belongs to it.

Role: What is this tradition known for.

Joining this Tradition: Requirements, duties, traditional ceremonies practiced by the Tradition and a bit about those most likely to be initiated into this Tradition.

Leaving this Tradition: Everything on how to leave the tradition and the consequences thereof.

Occult Powers: Special powers the witch gains.

Special Benefits and Restrictions: These include any benefits and alignment restrictions or other benefits or penalties to belonging to this tradition.

Equipment: This includes any special ritual tools or mundane tools of this tradition.

Preferred/Barred Covens: What covens might a witch of this tradition join or not join.

Relationship to the Patron: How the witch views her Patron and how the Patron views the witch.

Source/Views of Magic: Each tradition differs on the source and nature of magic. This is detailed here. What really sets the witch apart are her views on magic. While every witch knows the source of her magic is her patron, how that magic is learned and manipulated varies significantly from tradition to tradition. These disagreements are so fundamental to the witch that some traditionalists cannot be in the same coven as one another, despite alignment.

This also includes any views the witch might have on White magic vs. Black magic. This is not a dichotomy that witches typically see or recognize, but how others view her magic.

Archetypes: Brief descriptions of archetypical witches of this Tradition, including Lawful, Chaotic and Neutral witches.

The Mara Witch Tradition

The Mara is a witch tradition that is very, very old. They share more than just a little relationship with Night Hags, which some scholars believe may have been some of the first Mara Witches, demons and vampires.

The Mara understand, maybe more so than most, that life is a constant struggle not against death, but towards it. This struggle of competing forces is what the Mara seek out. Life and Death in a continuous struggle to the inevitable end.

For these reasons, the mara witch is fascinated with the trappings and aesthetic of the undead and demons. While not a demonic cult they do consider Lilith, the first witch, and mother of demons, to be their patroness.

Role: These witches most often serve gods or goddesses of Death, Transition, Change or even Destruction. There tend to be two basic archetypes of Mara detailed below, the chaotic Mara and the lawful Mara.

Joining this Tradition: To join this tradition the witch must realize that life is nothing but a transitory period between oblivions. Even if there is life after death in the form of reincarnation, the witch is not aware of it on this plane now. So the witch chooses not to be a part of this charade anymore and embrace the death in all of us.

Leaving this Tradition: Typically the witch has such conviction that the only way out is her death.

Occult Powers: The occult powers of the Mara are derived by the struggle of life and death. There is magic in both lives and in death. There is magic and power in the transition. While evil Mara are often accused (and rightly so) of killing newborn babies, good Mara also are there to wish children pleasant dreams and act as guardians. They can be found at the transition of life to death as well and at the moments most like death; deep sleep.

1st Level: Familiar. The Mara witch gains a familiar. The familiar is often a floating skull, a ghost or some other omen of death made real (a banshee, a barghest, a black dog, a raven). Others also have snakes or bats. The witch can communicate with this familiar regardless of the form it takes.



7th Level: Dream Invasion. Once per day, the Mara Witch can invade the dreams, the so-called deaths of every day, of others. She can use this invasion to

gather information, learn about various targets or even drain the victim's on life force for herself. She can drain a total of 1 point of Constitution per night for three nights (3 points total). This draining she can add to her own pool of hitpoints. Each point of Constitution grants her 3 hp over and above what she has typically. After the third day, she forfeits her ill-gained health, and her victim will recover at the rate of 1 con point per week. She can also gain insight into the people whose dreams she invades. This manifests as a +1 bonus to hit and +1 bonus in damage on any physical attack. The victim also saves at -1 against all magical attacks from the Mara witch.

13th Level: Nightmare Shape. Once per day, the Mara witch can polymorph herself into any type of undead creature and back. The creature in question must be of comparable size. The witch gains the powers of the creature and retains her ability to cast spells, but she also suffers from that creature's associated weaknesses. She retains her own hit points and level. If she is "turned" by a cleric, then she is forced back into her "human" form and cannot switch back till the next new moon.

Once the mara witch reaches this level, she gains the undead's intolerance of silver. Any silvered weapon will make an additional 1d6 points of damage to the witch if touched, similar in the way Holy Water damages undead. Unless a weapon is listed explicitly as being silvered iron, then assume it is not. The witch is vulnerable to silver in any form she takes.

19th Level: Witch's Curse. The witch can place a powerful Curse on one creature once per day. The curse can be of any sort, but will usually bestow a -4 to all to hit rolls and -2 to any saving throw rolls. Witch curses are quite powerful and require the use of two (2) remove curse spells to be entirely removed.

Sidebar: Occult Powers Past 20th Level

25th Level: Dead Zone Mind. The mara witch has become so accustomed to turning into a nearly undead creature and moving closer and closer to death herself that her mind is no longer that of a living breathing person. She becomes immune to charm and hold spells. Her mind can't be probed or read via telepathy, ESP or similar powers.

31st Level: Kiss of Death. The witch gains a Kiss of Death. When the witch wishes, she can give a target a Kiss of Death. If the person has 9 or fewer hit, die he dies, if he is over 9 hit die he must save vs. death or die. This may not be used in battle, only in non-combat situations.

Special Benefits and Restrictions: Mara witches can use spells usually reserved for necromancers. They are though barred from using any spell that could return a person back to life such as Raise Dead, Resurrection or Reincarnate.

Equipment: Mara witches tend to use the pentacle as their personal symbol as do many witches. They will also add a moon shaped symbol to reinforce their association with the night.

Preferred/Barred Covens: Typically evil covens. There are usually a Night Hag or two present in their covens as well. There is a coven known as The Mara coven which is made up of entirely of Mara traditionalists and a few demonic witches. Other covens will have a mixed group of witches. Names like "Temple of Night," "Daughters of Lilith," or the "Church of Demon Queen" are common.

Relationship to the Patron: For chaotic Mara, the Patron is usually Lilith. There are those that have a patroness in the Bringer of Death and War. This is usually a bloodthirsty goddess that revels in death and destruction. Lawful Mara have a Patron that is the Protector or Steward of the Dead.

Source/Views of Magic: Magic comes from the struggle of Life against Death. People live, and they die, and this creates powerful magic in the world. While the chaotic Mara might focus on just the death magic, the lawful Mara also know there is magic in life and in the celebration of life. Especially the celebration of life in the face of certain death.

Archetypes: There are two basic archetypes of Mara. The "evil" Chaotic Mara. These witches revel in death and destruction. The more death they are around, whether they cause it or not, grants them power. The Lawful Mara could be considered "good," but in truth, they also see the need for death. Everything must die to allow new things to live and grow which in turn must die. Neutral Mara, generally speaking, do not exist as there is no middle ground between life and death.

The Daughters of Darkness Coven

*Humanity has forsaken their Dark Mother.
We will remind them.*

Of all the known covens, few are as deadly as the Daughters of Darkness. The Daughters of Darkness are invaders of dreams, and some believe the cause of nightmares. While beautiful, they all have dark, wicked hearts. They claim to have existed since the dawn of

mankind. While there are many who doubt these claims, the Daughters of Darkness are a very old Coven.

Members: This coven always numbers 13, with the Grand Mara herself as the leader. The requirements for joining the coven are simple; one must be a beautiful but wholly evil witch. Preference is given to initiates who have dark colored hair.

Traditions Supported: The Daughters of Darkness Coven tend to have more Mara and Demonic Maleficia than any other type of witch. The rest are also welcome on a limited basis.

General Alignment: The Daughters of Darkness are mostly chaotic.

Patrons: The primary patron of the Daughters of Darkness is Lilith. She is called the Queen of Night by her witches. Some other covens honor Hecate instead or other dark patronesses of magic, undead or witches.

Sabbats and Rituals: Daughters of Darkness always gather during the new moon, which they call the "Darkening." Special times of celebration are solar eclipses which they claim shows their superiority over anyone if they can block out the sun.

Common Traits: Many of these witches adopt nocturnal lifestyles that they claim emulates their Goddess. Many witches of this coven also have an affinity for the undead and are not amiss consorting with vampires, who they call the "Children of Lilith." Black robes are common, but sabbats are usually performed while skyclad (while naked).

Daughters of Darkness are also fascinated with the imagery of snakes, and many will have snake or serpent tattoos.

Principles: "Lilith was first born. She was not cast out of Paradise but left on Her own will. We honor Her by emulating Her. We consort with demons, undead, and gods, but all fall before us as they did to Her."

Ardaynes: Daughters of Darkness attempt to cause chaos where they see fit. They must lure the pure and the pious down paths of self-destruction. To kill a Paladin strikes a minor blow to Good; to seduce and defile one is a more substantial victory for Evil. Use whatever means, tools and talents you have to obtain your goal.

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. Familiars do not die of old age like animals do, but they can be killed by violence.

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 every other level. So a witch with a CHA of 18 can have a max of 7 familiars at a time.

As the witch gains level the familiar also grows in power by acquiring 1 hit point per level the witch gains and their armor class improves by -1 per level (to a maximum of -5 AC).

A familiar uses the same saving throws as does her witch. Anytime a familiar is killed, or if the witch releases it, she must make a saving throw vs. death or lose hit points equal to that of the familiar.

Summoning A Familiar

At 1st level, the witch gains her first familiar automatically. Once every other level she can attempt to summon a new one; so at 1st, 3rd, 5th, and so on. 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 before 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 11th level. So even at 11th level, the witch has a 2% chance of there not being a familiar within the area.

If there is a familiar present then the witch rolls again to determine which familiar she gains, or the GM can choose for her. Keeping in mind what the witch's preferences are and who she prepared her ritual. GMs and Players should work out the details. Any roll of 100% (00) will result in a Special familiar.

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.

List of Normal Familiars

d20	Familiar	Additional Powers to the Witch
1	Bat	+2 to Dexterity checks
2-3	Cat	Night vision
4	Coyote	Surprised only on a roll of 1 on a d6
5	Crow	+2 bonus to Magic Wand saves
6	Ferret	+1 to Dexterity checks, -1 to AC
7	Fox	+1 to Intelligence and +1 to Wisdom checks
8	Frog	+2 to Constitution checks,
9	Hyena	+2 to Dexterity checks
10	Jackal	+1 to Intelligence and +1 to Constitution checks
11	Lizard	+1 to Intelligence and +1 to Dexterity checks
12-13	Owl	+2 to Wisdom checks
14	Rat	+2 bonus to Paralysis saves
15	Raven	+2 bonus to Death saves, can speak to others
16	Snake	+1 to Intelligence checks, +2 to Heal
17	Toad	Wide-angle vision surprised only on a 1 on a d6
18	Weasel	+2 bonus to Rods and Staff saves
19	Wolf	+2 bonus to Spell saves
20	Undead	Reroll on this table for an undead version of the familiar. Another 20 indicates a ghostly orb similar to a Will-o-Wisp.

Any familiar rolled may be replaced by the GM if the environmental conditions would not support that type of animal. Or the GM may opt to say no familiar was found.



PART 4: SPELLS & SPELLCRAFT

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. For many witches, magic is often the same word as life. In the witch's mind magic is not simply 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 confer 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 device such as a wand, athame or pentacle. Many witches believe that they can cast any type of magic regardless of alignment. Magic itself is neither good nor evil, any more than the wind and rain are good or evil. However, witches also believe in the "Rule of Three" that whatever they send out into the world will come back to them threefold.

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 discussing 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 signs.

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 can.

Spell Descriptions

LEVEL: This indicates the level the witch needs to be to cast this spell.

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, typically in Turns (10 minutes) or Rounds (10 seconds)

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. Many, if not most, witch spells require material spell components. These will be indicated in the spell description. Witches should be required to use the material components listed. Other classes, including warlocks, are not required to use them.

Spell Research

Witch characters can research and create new spells and magical items when they attain 10th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The Game Master will then decide if the spell can be created, and if so what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be. Otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000 gp per spell level.

Witches often choose to research new spells and rituals to gain a better understanding of magic and their world.

Witch Spells by Level

1st Level Witch Spells

Allure
Animate Vermin
Bane
Bewitch I
Black Fire
Blight Growth
Blindness/Deafness
Blood Augury
Cause Fear
Chill of Death
Chill Touch
Command Undead
Corpse Servant
Decay Flesh
Detect Spirits
Familiar Spirit
Feel My Pain
Ghostly Slashing
Heal Minor Ailment
Lay to Rest
Light
Minor Curse
Moonstone
Protection from Spirits
Quicken Healing
Sickly
Spirit Dart
Stay Death's Hand
Veritas (Truth Spell)
Vigor
Consecration Ritual (Ritual)
Open the Way (Ritual)

2nd Level Witch Spells

Agony
Arcane Disruption
Augury
Barrier (Reversible)
Beastform
Bewitch II
Cause Light Wounds
Choking Grip
Corpse Waking
Dark Whispers
Death Armor
Death Knell
Defoliate
Disfiguring Touch
Fang Call
Fireskull Familiar
Ghost Touch
Ghoulis Hands
Haunted
Hypnotize
Magic Circle Against Spirits
Mind Obscure
Phantasmal Spirit
Protective Penumbra
Raven Spy
Scare
Share My Pain
Sleep With One Eye Open
Summon Olitau

Toadform
Calling the Quarters (Ritual)
Summon Witches (Ritual)

3rd Level Witch Spells

Aura Sight
Bestow Curse
Bewitch III
Black Cloud
Blood Scent
Brave the Flames
Call the Void
Cause Disease
Cold Protection
Corpse Candle
Danse Macabre
Dispel Magic
Ectoplasm
Edge of Blackness
Fossilize
Ghost Walk
Ghost Ward
Immunity to Normal Weapons
Lover's Vengeance
Magic Circle Against Undead
Pierce Disguise
Rage
Spirit Wrack
Summon Spirit
Undetectable Lie
Curse of Lycanthropy (Ritual)
Summon and Bind Imp of the Perverse (Ritual)

4th Level Witch Spells

Animate
Bewitch IV
Cauldron of Rage
Corpse Feast
Divination
Drainblade
Dream Shield
Ethereal Projection
Famine
Grave Sanctuary
Intangible Cloak of Shadows
Magic Circle Against Evil, 10' Radius
Minor Spell Immunity
Phantom Lacerations
Remove Curse
Rot Flesh
Speak with Dead
Spiritual Dagger
Tears of the Banshee
Undead Compulsion
Witch's Cradle
Withering Touch
Ardour Flame (Ritual)
Drawing Down the Moon (Ritual)

5th Level Witch Spells

Bewitch V
Break Enchantment
Circle of Moonlight
Cry for the Nightbird
Death Candle

Death Curse
Dreadful Bloodletting
Dream
Gnawing Pain
Greater Ethereal Projection
Howling, The
Magic Jar
Nightmare
Shadow Evocation
Steal Youth
Summon Gloaming
Summon Shadow
Threefold Aspect
Wasting
Waves of Fatigue
Hallow (Ritual)
Soulbond (Ritual)

6th Level Witch Spells

Aspect of the Crone (Crone of Death)
Banishment
Banshee Blast
Bewitch VI
Bind Beyond Death
Break the Spirit
Cackle of the Crone
Call Succubus
Claws of Eldest Crone
Death Blade
Ethereal Banishment
Eye Bite
Major Spell Immunity
Repulsion
Summon Nightmare Steed
Five Generations Curse (Ritual)

7th Level Witch Spells

Astral Spell
Bewitch VII
Call Horseman
Call the Restless Soul
Death Aura
Dream Council
Etherealness
Enchant Item
Foresight
Gate
Irresistible Dance
Wychlamp Aura
Binding Ritual (Ritual)
Limited Wish (Ritual)

8th Level Witch Spells

Bewitch VIII
Destroy Life
Leaden
Permanency
Protection of the Goddess
Trap the Soul
Vanquish
Wail of the Banshee
Protection of the Goddess (Ritual)
Reunification of Life (Ritual)

1st Level Spells

Allure (Reversible)

Level: Witch 1

Range: Self

Duration: 6 Turns (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%x50%=) 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.

Animate Vermin

Level: Witch 1

Range: touch

Duration: 6 Turns + 1 turn per level

This spell allows the witch to bring to life the skeleton or recently deceased corpse of some single small creature such as a mouse, sparrow, bat, etc. The creature will not be able to attack or otherwise inflict damage, but it will obey the simplest of commands uttered by the caster and will remain animate for 10 minutes per level of the caster.

Material Components: A single dead insect.

Bane

Level: Witch 1

Range: 50 feet

Duration: 1 minute per level

This spell is the opposite of the Clerical bless spell. Bane fills the witch's enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects. Bane counters and dispels bless.

Material Components: The witch's pentacle, inverted.

Bewitch I

Level: Witch 1

Range: 25 ft + 5 ft/3 levels

Duration: 6 turns/level

This spell functions similarly to the spell charm person, except it has the additional benefit of romantically enamoring the target. The victim must be able to see the witch for the spell to take effect. They are allowed a saving throw, but they are penalized by the amount of the witch's Charisma modifier + Appearance modifier. So

a witch with an 18 Charisma would cause a victim to have a -3 on his saving throw roll. If failed the victim will drop everything they are carrying and go to the witch in hopes of seducing her. He will ignore all others and will attack anyone that tries to stop him.

After the first round, the victim is granted another, unmodified save. He may make a number of saves, once per round, equal to his Wisdom modifier (which includes his first attempt).

This spell has no effect on characters who normally could not feasibly become attracted to the witch, a heterosexual male could not become enamored to a male caster, nor could a homosexual female become enamored by a male caster, nor could it work on asexual beings like Oozes or Elementals. Undead and spirits are likewise not affected.

The witch may use this spell on any victim of 2 HD or lower.

Material Component: A bit of specially prepared perfume (25gp) sprayed into the air.

Black Fire

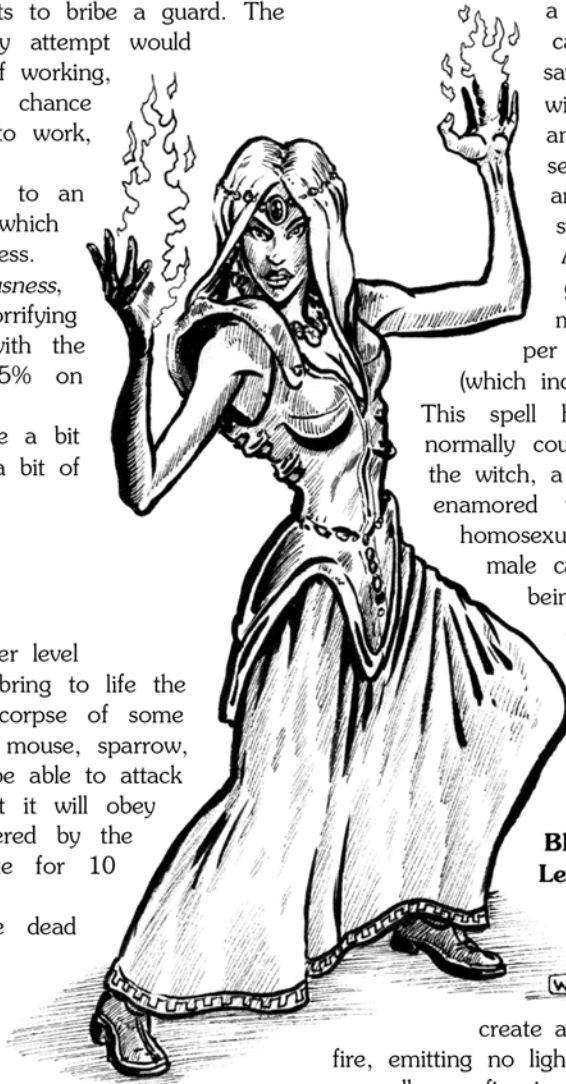
Level: Witch 1

Range: 15'

Duration: 6 turns + 1 turn per level

This spell allows the witch to create an immobile source of heat with black fire, emitting no light but providing warmth equivalent to a small campfire in a 10-ft radius. The fire is a diffuse source of heat that is not sufficiently focused to ignite combustible materials. It can be used to slowly cook meals or boil water, although doing so always requires double the amount of time required with a normal campfire. The flames are uncomfortable to the touch, but they will not cause any burn damage. They can be extinguished in the same manner as a normal fire.

Material Components: A piece of lampblack and a 1-lb. lump of coal.



Blight Growth**Level:** Witch 1**Range:** Touch**Duration:** 1 week

This spell can be used in three ways.

Blight Garden - Growth is decreased by 20% during the duration of the spell. When used on a natural garden, it will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level.

Blight Body - If cast on a living creature, they will recover one less hit point for each full night of rest.

Blight Mother - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the GM to decide exactly how it's affected.

Material Components: A drop of fetid water.

Blindness/Deafness**Level:** Witch 1**Range:** 50' + 10' per level**Duration:** Permanent until dispelled

A classic effect of witchcraft, the witch, can cause someone to become blind or deaf (as the witch chooses). Blinded creatures cannot attack and suffer a +4 penalty to their AC.

Deaf creatures take a +3 penalty to initiative and AC. Deaf characters also have a 20% chance of spell failure.

The victim can be cured via a *Remove Curse*, *Limited Wish* or *Wish*.

Material Components: The witch covers her own eyes with her hands.

Blood Augury**Level:** Witch 1**Range:** Caster**Duration:** One Question

This spell is a very limited augury where the caster can ask one question and watch how the blood reacts. If the witch uses her own blood, the question must be about herself or someone close to her, if it is the blood of another, then it can only be about that person.

The question must be very specific; "which door should I take?", "what is the safest way home?" Given the nature of the blood magic, the question is usually related to life, death or mortality. The answer is entirely up to the game master.

Note: If the witch uses the blood of a pregnant woman then the answers will always be vague since it involves two lives. The one exception is if the witch asks the gender of the unborn babe. This will always produce the correct answer.

Material Components: A pewter plate and a drop of blood.

Cause Fear**Level:** Witch 1**Range:** 25' + 5' per 3 levels**Duration:** 1d4 rounds or 1 round

The witch can cause a creature to become frightened. Frightened creatures cannot attack for 1d4 rounds. If the subject succeeds on a save vs. Spells, then they can't move for one round. Creatures with 6 or more Hit Dice are immune to this effect.

The material component for this spell is a normal bone from a humanoid skeleton (not an undead one).

Chill of Death**Level:** Witch 1**Range:** Touch**Duration:** 1 hour + 1 hour/level

This spell allows the caster to cause her body temperature (or that of some other creature he touches) to cool to that of the ambient temperature. The effect lasts for 1 hour plus 1 hour per level of the caster and has the practical effect of rendering the recipient invisible to infravision since the body no longer radiates any heat. The full cooling of the body takes 10 minutes to take effect. *Material Components:* The blood of a fresh corpse must be sprinkled on the person to be affected.

Chill Touch**Level:** Witch 1**Range:** Touch**Duration:** Instantaneous

The witch's hand glows with cold blue energy. A touch disrupts the life force of living creatures, sending chills throughout their body. Each touch deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Paralysis saving throw.

Material Components: A fingernail of a corpse.

Command Undead**Level:** Witch 1**Range:** 25 feet + 5 feet per 2 levels**Duration:** 1 Round, see below

The witch can give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. She may select from the following options.

Approach: On its turn, the subject moves toward the witch as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from the witch as quickly as possible for 1 round. It may do nothing but move during its turn.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.

If the subject can't carry out the command on its next turn, the spell automatically fails.

Material Components: Bone shards that the witch crushes and blows at the victim.

Corpse Servant

Level: Witch 1

Range: Touch

Duration: One hour/level

This spell allows the caster temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level.

These non-permanent undead creatures do not count towards the Animate Dead spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demihumans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Material Components: The corpse to be animated.

Decay Flesh

Level: Witch 1

Range: touch

Duration: Instantaneous (one round/level)

This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 hit points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh-eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Unlike the clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead

creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

Material Components: A bit of spoiled meat.

Detect Spirits

Level: Witch 1

Range: 60'

Duration: Concentration, up to 1 minute per level

The witch can detect the presence of active and latent spirits, wraiths, ghosts or ethereal creatures within range. The amount of information revealed depends on how long she can concentrate on a particular area:

1st round: Presence or absence of spirits.

2nd round: The number of different spirits and the hit dice of the strongest spirit.

3rd round: The strength and location of each spirit. This spell does not detect the presence of spirits that currently possess a creature inside the area.

Material Components: A bit of blue stained glass that the witch peers through.

Familiar Spirit

Level: Witch 1

Range: Touch

Duration: Until Sunset

Familiar spirit converts the witch's existing familiar to spirit (astral) form. The familiar will typically be safe in the astral—few creatures on the Prime Material will be able to perceive it, and it is too small and weak to attract attention from the plane's ferocious 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 mistress. 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: An open wooden box large enough for the familiar to sit in.

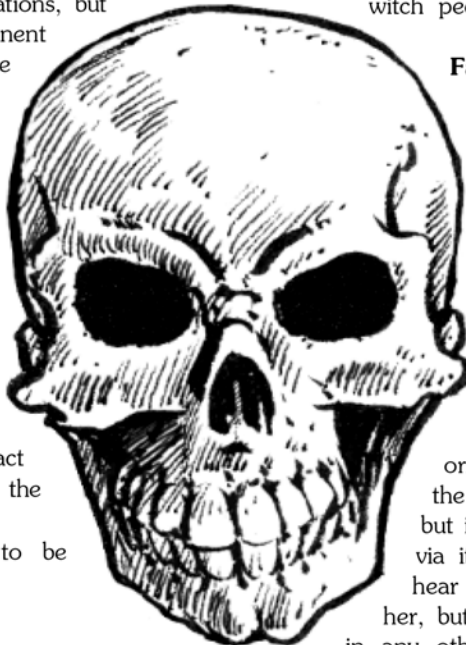
Feel My Pain

Level: Witch 1

Range: 50'

Duration: Instantaneous

The witch transfers pain and damage to another target in line of site. 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.

Ghostly Slashing

Level: Witch 1

Range: 25' + 5' per 2 levels

Duration: Instantaneous

This spell creates what seems like a ghostly attacker that attacks the target. In fact, the spell only causes an open wound on a person. This spell deals 1d4 slashing damage +1 per level (max +20). The placement of the wound is random. This spell has no effect on the Undead or constructed creatures like golems or druthers.

Material Components: A small flake of any kind of metal.

Heal Minor Ailment

Level: Witch 1

Range: One creature touched

Duration: Instant

Heal minor ailment removes a minor injury such as a broken bone, an effect causing temporary stat-loss such as troglodyte stench, or any other short-term negative effect such as ghoulish paralysis. It will not affect anything fatal or permanent. As a rule of thumb for the GM, any other effect caused by a creature with more than five hit dice is not curable with this spell—so it would cure a shadow's touch but not a mummy's rot.

Material Components: The witch must touch the creature to be healed.

Lay to Rest

Level: Witch 1

Range: Touch

Duration: Instantaneous

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 Components: A bit of salt that the witch sprinkles on the gravesite.

Light (Reversible)

Level: Witch 1

Range: 120'

Duration: 6 turns (1 hour) per level

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast

on a movable object. Light taken into an area of magical darkness does not function.

Reversed, *light* becomes *darkness*, creating an area of darkness just as described above. This darkness blocks out Darkvision and negates mundane light sources. A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by casting it on the target's eyes. The target is allowed a saving throw vs. Death Ray to avoid the effect, and if the save is made, the spell does not take effect at all. A light or darkness spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Material Components: This spell requires only a command word in the proper magical language.

Minor Curse

Level: Witch 1

Range: 100' + 10' per level

Duration: 10 minutes per level

This minor curse gives the target a -3 penalty on all skill and ability checks, attack rolls and saving throws. A minor curse can be dispelled or removed by any spell or effect that removes the effects of a bestow curse spell.

Material Components: A small bit of string that the witch must twist.

Moonstone

Level: Witch 1

Range: Touch

Duration: 6 turns (1 hour) per caster level up to 8.

The witch can store moonlight in a small stone. The stones must be enchanted and then exposed to moonlight. Each stone will last 1 day per level of the caster unless discharged. Once invoked, the moonstone will shed soft light equal to torchlight that gives off no heat. The Moonstone does not affect low-light vision and does not cause damage to creatures that would normally be affected by light.

Material Component: A bit of moonstone to store the moonlight.

Protection from Spirits

Level: Witch 1

Range: Touch

Duration: 1 minute per level

This spell works like protection from evil, except it is only effective against creatures classified as spirits such as incorporeal undead, ethereal creatures that can affect the material plane and incorporeal outsiders. This spell affects them regardless of alignment. Instead of hedging out

summoned and conjured creatures, the spell only prevents bodily contact with spirits (even incorporeal ones).

Material Components: A bit of incense the witch burns.

Quicken Healing

Level: Witch 1

Range: Living creature touched

Duration: 1 day per level (up to 5)

By touching a living creature, the witch speeds the natural process of their healing. The subject regains twice the normal hit points from resting for a day (twice their character level). This continues for five days or a number equal to the witch's level, whichever is less. Quicken healing also automatically stabilizes a dying character, although it doesn't restore any hit points right away. This increased healing rate stacks with the benefits of long-term care from a healer, which allows the character to recover at triple (not quadruple) the normal rate. It does not combine with healing such as the healing granted by changing shape (using polymorph or wild shape).

The GM may choose to allow characters under this spell to recover hit points twice per day (their character level every 12 hours rather than every 24 hours) instead of doubling their recovery at the end of the day.

This spell has no effect, beneficial or baneful, on undead, constructs or other nonliving creatures.

Material Components: A bit of verberna that the witch uses on the target, either as a balm or in a tea.

Sickly

Level: Witch 1

Range: 25' + 5' per 2 levels

Duration: 1 minute per level

This spell causes the target creature to suffer from poor health. Witches must succeed at a ranged touch attack to strike the target. Subjects who fail their saving throw suffer a -1d6 penalty to Constitution, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Constitution score cannot be reduced below 1.

Material Components: A dried up dandelion.

Spirit Dart

Level: Witch 1

Range: 100' + 10' per level

Duration: 30 minutes or until discharged

The witch creates a dart of mystic energy in her hand that she can throw at any target within range. The dart strikes unerringly and does 1d6 + 1 damage (half on a successful Spell save) and an additional 1d6 damage if the target is non-corporeal. Since it is a magical effect, the dart can hit ethereal creatures like ghosts, but it has no effect on inanimate objects.

For every three class levels beyond 1st, the witch can throw an additional spirit dart, one per attack action, until her allotment of darts is exhausted.

Material Components: A live bumblebee.

Stay Death's Hand

Level: Witch 1

Range: 1 Target touched

Duration: 1 round/level

By casting this spell, the caster will cause one target touched to stop losing hit points if they have reached 0 or less. For the duration of this spell, the recipient will not die from their wounds. This spell does not prevent the target from taking additional damage, say from fire or additional attacks. Nor does this heal damage.

Material Components: A touch and a soothing word.

Veritas (Truth Spell)

Level: Witch 1

Range: Touch

Duration: 6 turns per level

Through this spell, anyone touched by the witch will be forced to speak nothing but the truth for the duration of the spell.

Material Components: The south facing bark of a willow tree, the pin feathers of a migratory bird, and the moss from the north side of a stone.

Vigor

Level: Witch 1

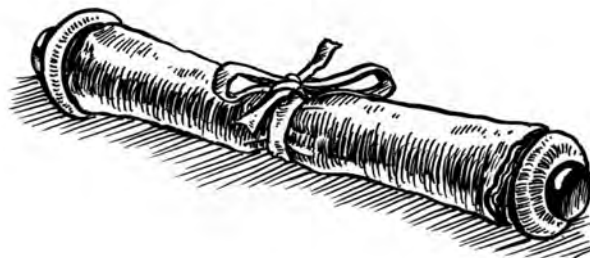
Range: 1 Target touched

Duration: 1 round/level

This spell allows the caster to temporary increase the Constitution score, with associated hit points, of a single touched creature. The witch herself will take a temporary loss of 1 point of Constitution and 1d4 hp.

The increase is 2d4 (2-8) and lasts a number of rounds equal to the witch's level. Hit points lost will be from these temporary hit points first. When the spell is complete, the witch's Constitution returns to its original value, but the hit points are lost till healed.

Material Components: The life essence given up by the witch.



2nd Level Spells

Agony

Level: Witch 2

Range: 25' + 5' per 2 levels

Duration: 1 round per level

The witch creates the illusion of blinding pain for one creature. The creature is stunned for the duration of the spell, unable to take action because of the pain. Target creature has a -2 penalty to its Dexterity and loses its Dexterity bonus to AC (if any). Flying and swimming creatures affected by agony must concentrate on remaining aloft or afloat.

Material Components: A needle or pin.

Arcane Disruption

Level: Witch 2

Range: 1 creature, 25 ft. + 5 ft./2 levels

Duration: 1 round/level

This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities granted by arcane spellcasting classes. The subject must succeed at a saving throw vs. Spells in order to cast an arcane spell, use any spell-like ability (even those that come from a divine source), use arcane spell completion or spell trigger magic items. This also uses any of the class features that come from an arcane spellcasting class such as communication with a familiar or a witch's occult powers. *Material Component:* A small copper wire that is cut when casting the spell.

Augury

Level: Witch 2

Range: Personal

Duration: Instant

This spell allows the witch to ask about one particular action and find out if the results will be positive or negative. The base chance for receiving a meaningful reply is 70% + 1% per caster level, up to a maximum of 90%. This roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the spell succeeds, the witch will get one of four results:

- Weal (if the action will probably bring good results)
- Woe (for bad results)
- Weal and woe (for both)
- Nothing (for actions that don't have especially good or bad results)

If the spell fails, she will get the "nothing" result. A witch who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated

action. All auguries cast by the same person about the same topic use the same dice result as the first casting. *Material Components:* The witch must use her preferred divination tool such as bones, blood or grave dirt.

Barrier (Reversible)

Level: Witch 2

Range: 60 ft

Duration: 6 rounds +1 round/level

Barrier protects designated creatures, 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: The witch holds up her hand fingers up for Barrier or down for Defencelessness.

Beastform

Level: Witch 2

Range: Touch

Duration: 2d6 turns

Beastform enables the witch or warlock to switch bodies with one animal of equal or fewer hit dice than the warlock has levels. While in the warlock's body, the animal becomes catatonic. The warlock 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 warlock will be able to fly and use a bat's sonar. If either beast or warlock is slain during the spell's duration, both die.

Material Components: A bit of fur.

Bewitch II

Level: Witch 2

This spell is the same as Bewitch I, save that any creature at 5 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Cause Light Wounds (Reversible)

Level: Witch 2

Range: Touch

Duration: Permanent

Cause light wounds (reverse of cure light wounds) causes 1d6+1 hit points of damage to a being if the warlock can touch the opponent.

Material Components: A thistle.

Choking Grip

Level: Witch 2

Range: 30 ft

Duration: Special

This spell creates an invisible grip around the throat of the target creature. Unless the target makes a successful saving throw versus Death, it begins choking. A choking creature suffers 1d6 points of damage per round, and cannot take any action (although it can still defend itself).

The target of the spell receives a new saving throw each round. The choking grip lasts so long as the caster concentrates upon it, or until the target makes a successful saving throw.

Material Components: The witch makes a choking motion with her hand.

Corpse Waking

Level: Witch 2

Range: 1 creature touched

Duration: 2d6 rounds

This spell enables the witch to raise one human or humanoid corpse as a temporary zombie that will obey the caster's verbal commands. The corpse may be no more than 7 ft tall, will only become a zombie (not a monster zombie) and at the spell's expiry will flop to the ground, a corpse once more.

Material Components: The corpse to be raised.



Dark Whispers

Level: Witch 2

Range: 400 ft. plus 40 ft./level, 1 creature per level

Duration: 10 minutes/level

The witch can communicate through the shadows of one or more targets within range. The shadows have no physical presence and don't move or animate. Instead, the words emerge from the shadow as a clear whisper, absent any accent or other identifying features. The targets can

make conversation with the shadow but must speak aloud to do so. The targets' voices emerge from the witch's own shadow only when they intend to speak to the shadow, but she hears no other sounds from the target's immediate area. Their responses also emerge as clear whispers, absent identifying features, but the witch can instinctively identify which target is speaking to her through the shadow.

Once the spell has been cast, the witch does not need to have a line of effect to the targets or their shadows to communicate back and forth.

Material Components: The witch's own shadow.

Death Armor

Level: Witch 2

Range: Self

Duration: 1 round per level

This spell causes the witch's skin to become highly acidic. Anyone touching the witch's skin, via an unarmed attack or otherwise, receives 2d6 points of Acid damage (Poison save for half). The witch can make a touch attack with this spell.

Material Components: 100 gp worth of special creams, which must be rubbed over the witch's arms.

Death Knell

Level: Witch 2

Range: Creature touch

Duration: Instantaneous/10 minutes per HD of the subject; see text

The witch can draw forth the ebbing life force of a creature and use it to fuel her own power. Upon casting this spell, she can touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and she gains 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, her effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant her access to more spells. These effects last for 10 minutes per HD of the subject creature.

Material Components: The witch rings a tone on a bell.

Defoliate

Level: Witch 2

Range: 25' + 5' per 2 levels

Duration: Instantaneous

With this spell, the witch instantly slays all minor vegetation (weeds, flowers, small bushes, etc.) in a 20-ft.-radius. If a creature with the plant type is targeted, it takes 1d8 points of damage per caster level (max. 5d8). Creatures that are not plants are unaffected by this spell.

Material components: The witch picks a flower and pulls off the petals while chanting the words to this spell.

Disfiguring Touch

Level: Witch 2

Range: one creature touched

Duration: 1 day per caster level

With a touch, the witch can cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured.

The physical appearance of the deformity is subject to the caster's whim. The target takes one of the following penalties.

- -2 decrease to an ability score (minimum 1).
- -2 penalty on attack rolls or saving throws.
- Land speed reduced by 15' (5').

The witch may also invent other effects, but they should be no more powerful than those described above.

Material components: The witch ties a strip of cloth collected from a beggar's blanket into a knot.

Fang Call

Level: Witch 2

Range: one tooth touched

Duration: 1 day per caster level

The caster can enchant the tooth of a creature so that, with the proper command word, it summons a creature of that type into being. The creature summoned can have no more than 2 HD per the caster's level. The creature appears with whatever equipment is standard for its race or class, and this equipment fades away if removed from the creature for more than one minute. The summoned creature serves the speaker of the command word to the best of its ability. The creature remains in existence for 1 day per caster level, at the end of which time it fades away into nothingness.

If slain, it is also dispelled. An enchanted tooth remains usable until it is destroyed, or its command word is spoken.

Material Components: An animal fang.

Fireskull Familiar

Level: Witch 2

Range: touch

Duration: one hour per level

This spell animates a single skull in to serve the witch. Wrapped in cold magical flames and gifted with a form of levitation based flight, the flaming skull can fetch small items, convey messages, or other similar tasks for the witch. When not tasked with a specific duty, the Fireskull Familiar generally hovers near his master providing light equal to torchlight. A witch may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The Fireskull Familiar is not designed for combat, having hit points equal to 25% of the witch's total hit points. It has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic

chance to hit as the witch. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a Fireskull Familiar is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathed to animate. Any particular skull that is destroyed through damage may never again be used.

Material Components: A skull of an animal.

Ghost Touch

Level: Witch 2

Range: Touch

Duration: 1 minute per level

Ghost touch gives the creature or item touched the ability to affect incorporeal creatures as if they were solid. So, a character affected by ghost touch can grapple or strike, a creature can use natural attacks, a weapon can strike, and armor can protect against incorporeal attacks. This spell affects a living being or one of its possessions, not both.

Material Components: A pair of specially prepared gloves.

Ghoulish Hands

Level: Witch 2

Range: Touch or self

Duration: one round/level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then they gain a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must Save vs. Paralysis or be paralyzed for 2d8 turns (elves immune), exactly like the attacks of a ghoul. Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like would only waste the spell, and they would not receive the effects. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with *Ghoul Fever* (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

Haunted

Level: Witch 2

Range: 1 target within 25ft. + 5ft. /level

Duration: 6 turns + 10 minutes /level

The unfortunate target of this spell is "haunted" by spectral visions out of the corner of his eye, such as quick

shadows, eerie sounds, odd smells, and creepy sensations that cannot be directly felt or seen. The victim will believe that he is going mad or the world around him is. These illusions set the victim on edge, keeping him distracted. The victim receives a -2 penalty to any dexterity based rolls and on Initiative rolls for the spell's duration. Thieves also suffer a -10% on any thief ability.

Material Components: A live spider.

Hypnotize

Level: Witch 2

Range: 30 feet

Duration: See Description

A single target within thirty feet of the caster must make a saving throw or be held in a half-aware stupor for as long as the cast speaks in a low, soothing tone. The caster can attempt to implant a simple suggestion in the target's mind with a 1-2 in a 1d6 chance of success. This suggestion cannot directly endanger the target. Because this spell requires quiet and concentration, it cannot be cast in combat.

Material Components: A silver coin suspended by a thread.

Magic Circle Against Spirits

Level: Witch 2

Area: 10' from touched creature

Duration: 10 minutes per level

As protection from spirits, except that it encompasses a larger area with a longer duration. It can also be used as a magical prison for a spirit like a *magic circle against evil*. This spell is not cumulative with protection from spirits or vice versa, or any of the other protection or magic circle spells.

Material Components: The witch must draw a circle with chalk.

Mind Obscure

Level: Witch 2

Range: 25' + 5' per 2 levels

Duration: 1 minute per level

With this spell, the witch removes herself from the target's mind. She is not invisible, she simply makes herself undetectable through any of her target's senses. Because of this, she can't be seen with a Detect Invisibility spell or through any means, though a True Seeing spell will negate the spell. A detect magic spell will reveal a faint magic aura in the area, but will not specify the source of the problem or the location of the witch. The target has no chance to see, hear or otherwise detect the witch, however, if the witch engages the target physically through melee or otherwise casts offensive spells against the target, the spell is immediately dispelled.

Material Components: A thin veil or smoky glass.

Phantasmal Spirit

Level: Witch 2

Range: 25' + 5' per 2 levels

Duration: Special

This spell creates a misty, insubstantial, spirit-like being to appear in the area of effect, 4" square + 1 foot per level. The being will float around where it was conjured for the duration for the spell. It makes no noise and gets no attacks.

Anyone spotting this phantasm will need to make an Intelligence check to determine if it is a ghost, wraith or similar creature. This may be modified per the GM's wish if the PC's are familiar with the spell, or the conditions warrant it.

The spell's duration is permanent until someone touches, not attacks, the phantasm. Afterward, it simply disappears.

Material Components: A bit of spider web.

Protective Penumbra

Level: Witch 2

Range: creature touched

Duration: 1 turn/level

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light as well.

Material Components: A bit of smoky glass.

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.



Scare

Level: Witch 2

Range: 100' + 5' per level

Duration: 1 round per level or 1 round (see Cause Fear)
This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become scared. A scared creature flees from the witch the best it can. If unable to flee, it may fight. A scared creature takes a -2 penalty on all attack rolls, saving throws and ability checks. A scared creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Material Components: A bit of bone from an undead skeleton, zombie, ghoul, ghast or mummy.

Share My Pain

Level: Witch 2

Range: 25'

Duration: Instantaneous

With this spell, the witch can turn damage caused to herself to another. The witch can cast this spell after an attack that causes her damage and returns the same damage to her attacker. Only the one that attacked and damaged the witch can be affected.

Material Components: The witch must have been damaged for at least 1 hp of damage

Sleep With One Eye Open

Level: Witch 2

Range: Caster

Duration: Night's rest (maximum of 8 hours)

The caster is just as aware of his surroundings while asleep as he would be when awake and alert, such as standing watch. The caster's rest is not spoiled by this heightened awareness, and if her sleep is undisturbed, she is fully rested as if she had slept normally.

The caster's "open eye" is not discernible to observers, even on close observation.

Material Components: The eye of a creature noted for good eyesight, such as a hawk or owl.

Summon Olitiau

Level: Witch 2

Duration: 24 hours

Range: 60 miles

With this spell, the caster can summon one Olitiau to serve it for 24 hours. The olitiau must be treated well and given its body weight in fresh meat to eat. The olitiau will operate as the steed for the caster and even attack whomever the caster directs it to attack. Most often the olitiau are summoned as steeds and can carry 300lbs of weight.

The olitiau can only be summoned at night or underground where it is dark.

At higher levels, the caster can summon more Olitiau.

At 7th level the caster may summon two, at 9th 3 may be summoned and so on for every other level to a maximum of 8 olitiau at level 19

Material Components: The witch must be able to whistle.

Toadform

Level: Witch 2

Range: 1 creature touched

Duration: 6 turns

The spell transforms a human, humanoid or demi-human into a toad for one hour. The target's equipment is transformed and will magically disappear, reappearing beside the former toad at the spell's expiration.

Although the toad form moves slowly (30 ft) and has no effective attack, it retains the armor class, hit points and saving throws it had in its natural form.

Material Components: 1 drop of water from a frog pond.

3rd Level Spells

Aura Sight

Level: 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.

Bestow Curse

Level: Witch 3

Range: Touch

Duration: Permanent

Witches are well known for their curses. This spell is one of their means of laying a variety of curses. The witch doesn't need to choose the curse they learn, it can be chosen at the time of casting to fit the needs of the situation.

The witch places a curse on the target. Choose one of the following three effects:

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, ability checks and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- The target becomes unlucky. Every non-combat role receives a -5 penalty.

- The target is cursed with embarrassing themselves in all social situations. The target makes inappropriate body noises, her devices fail to work, she spills drinks and food, etc.
- The target can't help but shout everything they are trying to say.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -25% enhancement penalty for all Hide and Move Silently checks.
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), a nose grows twice its original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin or just about any other unpleasant cosmetic features the witch desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interaction skill checks).
- The target is inflicted with a form of lycanthropy of the witch's choice. The witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus lawful witches cannot create wererats or werewolves, and chaotic witches cannot create werebears. This lesser form lycanthropy can be cured via a Remove Curse.
- One of the target's descendants suffers the effects of the curse. For example, a caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.
- Most food becomes difficult to digest and tastes horrible. Raw seafood is an exception, preferably regurgitated.
- Verbal articulation becomes very difficult, requiring another speaker of a shared language to make Intelligence checks each round to understand what is said.

- Hands become clubby with the four fingers to the side of the thumbs fusing together into two wide digits that grant an additional +2 circumstance bonus to swim checks but make manipulating most objects difficult (dexterity checks for picking up or grasping anything).
- Toes begin fusing together, and feet become more club-like, increasing in size and making it impossible to wear normal humanoid footwear.
- The curse affects the target's family line instead.
- The curse has a delayed onset or will only begin under certain circumstances.
- The curse can only be removed under special circumstances as dictated by the GM.

Witches are rather famous (or infamous) for their curses. Witches may also invent their own curses, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse or wish spell.

Material Components: The witch needs an item of the person she is attempting to curse.

Bewitch III

Level: Witch 3

This spell is the same as Bewitch I, save that any creature at 7 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Black Cloud

Level: Witch 3

Range: 240 feet

Duration: 1 turn

A small rain cloud appears 30–60 feet above the intended target area. It releases a torrent of rain that forms a cylinder, showering a 30-foot-diameter area. If this spell is cast in an area of subfreezing temperature, the precipitation instead will be heavy snow; or, if the temperature is just at the freezing point, sleet and freezing rain will result. All attack rolls made while under a black cloud are at -4 penalties. Normal fires will be extinguished; magical fires will be but temporarily snuffed, their dweomers rekindling 1 turn after the spell terminates (unless their durations elapse). Black cloud can also be used as a protective measure, for if a fireball, flaming sphere, or similar effect strikes the deluged area, the fire spell will be extinguished, and the rain vaporized to a cloud of steam.

Material Components: A drop of water.

Blood Scent

Level: Witch 3

Range: 100 ft. + 10 ft./level

Duration: 1 minute/level (or until dispelled)

The caster can greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures (below full hit points). Creatures below half their full hit points or suffering bleeding damage are considered strong scents for this ability.

Material Components: A drop of blood from any source.

Brave the Flames

Level: Witch 3

Range: Self

Duration: 2 rounds/level

Even ancient dragons have some small cause to fear a master of the magical arts. For a brief time, the caster of this spell gains the ability to walk through flames and reach into raging fires. For the duration of the spell, no fire of any kind may harm the caster, even magical fire or the breath of dragons.

This spell is used in the construction of fire-resistant magical charms and amulets.

Material Components: A bit of grease, fat or butter smeared between the forefinger and thumb.

Call the Void

Level: Witch 3

Range: 10' radius around the witch

Duration: 1 round/level

This spell surrounds the witch with an aura of nothingness that channels mysterious energies.

Creatures adjacent to the witch when this spell is cast take 2d6 points of damage. Also, creatures affected by the aura are fatigued*, cannot breathe, and cannot speak or cast spells with verbal components.

Creatures adjacent to the are allowed a Spell save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are within 10' of the witch.

*A fatigued character can neither run nor charge and takes a -2 penalty to Strength and Dexterity. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Cause Disease

Level: Witch 3

Range: 30 ft.

Duration: Permanent

Cause disease inflicts a terrible withering disease on a victim, which will cause death in 2d12 days. A saving throw is allowed. This disease can be cured with the casting of *cure disease*. The victim of this disease cannot

be cured of damage from other spells, and it takes twice the time for normal healing. This suffering further results in a penalty of -2 to hit rolls made by the victim.

Material Components: The witch must cough.

Cold Protection

Level: Witch 3

Range: touch

Duration: special

This spell shelters the caster or other recipients from any damage related to normal cold for one hour per caster level. Against magical cold (e.g., cone of cold, freezing sphere, a winter wolf's breath), the spellcaster gains immunity from a single attack before the spell is broken; a recipient of this spell other than the spellcaster simply gains a +4 saving throw bonus versus magical cold attacks.

Material Components: A bit of fur.

Corpse Candle

Level: Witch 3

Range: Touch

Duration: 6 turns

The caster creates a large candle from a humanoid femur filled with corpse tallow.

The candle is lit when it appears, and if extinguished, it vanishes, and the spell expires. Otherwise, it burns for 6 turns with an eldritch, bluish light that makes everything within 30 ft of it invisible and inaudible to undead creatures.

Specters, ghosts, vampires, liches, and other undead of similar power have a chance of resisting this effect. This chance is 3% per hit die.

Material Components: The created candle.

Danse Macabre

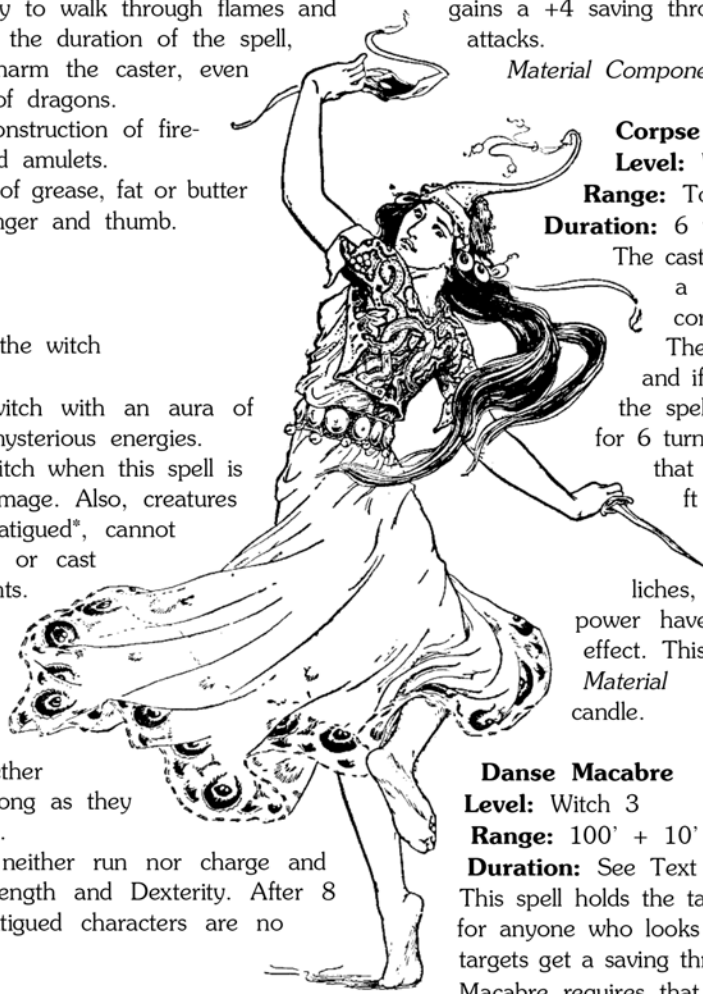
Level: Witch 3

Range: 100' + 10' per level

Duration: See Text

This spell holds the target as the spell Hold Person for anyone who looks at the witch, except that the targets get a saving throw every other round. Danse Macabre requires that the witch dance for as long as they wish their targets be held.

Material Components: A small flute.



Dispel Magic

Level: Witch 3

Range: 100' + 1' per level

Duration: Instantaneous

The witch can use dispel magic to end ongoing spells that have been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, to end ongoing spells (or at least their effects) within an area or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Dispel magic can dispel (but not counter) spell-like effects just as it does spells.

Note: The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before dispel magic can take effect.

The witch can use dispel magic in one of three ways: a targeted dispel, an area dispel or a counterspell.

Targeted Dispel: One object, creature or spell is the target of the dispel magic spell. There is a chance of failure of 5% for every level the original spellcaster is higher than the witch trying to dispel. For example, a 10th level witch trying to dispel a spell by a 15th level magic-user has a 25% chance of failure. If the witch is higher level, then she will succeed.

For monsters with spell-like powers, use the monsters' hit dice unless otherwise stated (such as a Hag's ability to cast spells as a witch).

Area Dispel: When dispel magic is used in this way, the spell affects everything within a 20-foot radius.

Counterspell: The witch can cast dispel on any spell that is in process or being cast. The same chance of failure as a Targeted Dispel applies.

The witch will automatically succeed on a dispel check against any spell that she cast herself.

Material Components: The witch's spell focus item, typically a pentacle.

Ectoplasm

Level: Witch 3

Range: touch

Duration: one turn/level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in the ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1 inch thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the GM). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess an understanding of changing their physical state, so the spell is wasted on them.

Material Components: A bit of cheese-cloth.

Edge of Blackness

Level: Witch 3

Range: Touch (one weapon)

Duration: 1 round/level

You trace the edge of the touched weapon with the hideous forces of the netherworld, increasing its potency. For the spell's duration, the chosen weapon gains the keen, unholy, and vicious weapon special abilities. Whenever a character wielding the target weapon kills a living creature, the character loses 1d8 hp.

Material Components: A bit of special oil traced on the weapon.

Fossilize

Level: Witch 3

Range: touch

Duration: permanent

This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only ¼ damage from edged weapons and ½ damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

While this spell is permanent, there are drawbacks. The spell itself requires 100gp worth of powdered amber which is consumed in the casting of the spell. In addition, the newly fossilized skeleton may not be repaired or otherwise 'healed,' as the organic materials that made up the bones have been completely replaced by minerals. Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them normally otherwise.

Material Components: A bit of fossilized bone or wood.

Ghost Walk

Level: Witch 3

Range: touch

Duration: 1 turn

This spell renders the creature touched both invisible and inaudible. The spell lasts for one turn or until the ghost

walking creature attacks or casts a spell, whichever comes first.

Material Components: A bit of rose quartz.

Ghost Ward

Level: Witch 3

Range: Touch

Duration: Until ward is physically broken

The ghost ward is a useful trick for witches plagued by incorporeal nemeses. The witch spends the casting time placing appropriate symbols on all entrances to the warded room. Once the spell is in place, the walls of the room are rendered completely impassable to gaseous, ethereal, astral or otherwise incorporeal creatures. The symbols provide absolutely no protection from physical entities, magical or otherwise. The spell ends the moment the barrier is physically broken, either by opening one of the entrances or if any section of the wall, ceiling, or floor is breached (hit points reduced to 0).

Material Components: The chalk or charcoal used to mark the room.

Immunity to Normal Weapons

Level: Witch 3

Range: Touch

Duration: 5 rounds + 1/level

This spell temporarily makes the target immune to nonmagical weapons. Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a Sword +1, +2 vs. Enchanted Creatures).

Material Components: A tiny silver sword.

Lover's Vengeance

Level: Witch 3

Range: Touch

Duration: 1 day per level until discharged

The witch can inspire herself or a lover to a vengeful rage against a chosen enemy, who must be a creature that has wronged her in some way.

If cast on the witch, the next time she is in combat with that enemy, she gains the benefits of a *rage* spell. If cast on a lover, he or she gains the benefits of a *rage* spell the next time the lover is in combat against that enemy. This variant of the spell must be cast within 1 hour of an intimate encounter with the target. The *rage* effect lasts 1 round per level. If the creature that triggers the *rage* effect is one of the witch's lovers or ex-lovers, the benefits granted by the *rage* spell double. This spell counts as a contingency spell on the target for the purpose of multiple contingent effects.

Material Components: A magical cord the witch ties.



Magic Circle Against Undead

Level: Witch 3

Range: Touch

Duration: 1 round per level

This spell is identical to the spell *Magic Circle Against Evil* except it affects only creatures that are undead in nature, such as skeletons, zombies, ghosts and so on.

This spell also prevents all *mkřie* and ranged attacks if they are "natural" to the creature.

Material Components: The witch must draw a circle with chalk.

Pierce Disguise

Level: Witch 3

Range: Self

Duration: 1 minute/level

The witch can see through magical disguises (whether illusions or polymorph effects) of the same spell level or lower. This allows her to see the true forms of creatures magically disguised by such methods. The true form appears as a ghostly overlay on the creature's disguised appearance.

Material Components: A bit of colored glass the witch looks through.

Rage

Level: Witch 3

Range: See below

Duration: 1 round/level

With this spell, the witch can induce a *rage* on those within her sight.

The witch can affect one willing living creature per three levels, no two of which may be more than 30 ft. apart. All must be within 100 ft. + 10 ft./level of the witch.

Each affected creature gains a +2 bonus to Strength and Constitution with associated to hit, damage and hit point bonuses, a +1 bonus on Death saves, and a +2 penalty to AC. The effect is otherwise identical with a berserker's *rage*.

Subjects can save vs. spells to ignore these effects or choose not to save.

Spirit Wrack

Level: Witch 3

Range: Special

Duration: Instantaneous

This spell deals 1d8 points of damage per caster level to anyone particular incorporeal undead being such as Wraiths, Specters, Ghosts, or similar entities within sight of the caster. Alternatively, the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20' of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage

of some time (typically days later) and may require certain rituals or other requirements to be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time. Even vampires that happen to be in gaseous form are immune to this spell's effect.

Material Components: A special sigil drawn on paper and then twisted.

Summon Spirit

Level: Witch 3

Range: 10' per level

Duration: 1 turn/level

Upon casting this spell, a malevolent spirit in the form of a Wraith is called to serve the caster for 1 turn per level. If the caster is 10th level, the caster may choose between 1d4 Wraiths or one Spectre. At 15th level, the caster may opt to summon 2d4 Wraiths, 1d3 Spectres, or one Ghost (see *Monster Supplement*). The summoned spirits will serve according to its ability, usually by combating the caster's foes, generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for specters, and 20% for a Ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against the rogue spirits.

Material Components: The witch needs a witch-board, a spirit board or other means of contacting the other side (crystal ball or other divinatory devices), a bell, incense, and a candle.

Third Eye

Level: Witch 3

Range: Caster

Duration: 10 minutes per level

When this spell is cast the caster chooses a location on her body for a third eye to appear. This eye is completely undetectable to anyone else and will not be noticed even upon close observation.

For example, the caster could place the eye on the back of her head, making it impossible for someone to sneak up behind her.

Or she could place the eye on her hand to peek around corners.

Material Components: The eye of a chameleon which is boiled in a cup of wine and then consumed by the witch.

Undetectable Lie (Reversible)

Level: Witch 3

Range: 30 feet

Duration: 1 round per level

The caster can use this spell on herself or another being and will be able to tell lies convincingly. It can also nullify the effect of *detect lie*.

Detect lie (reverse of Undetectable lie) allows the target to be able to know whether words heard are truth or lies.

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

4th Level Spells

Animate Dead

Level: Witch 4

Range: Touch

Duration: Special

Virtually identical to the witch or standard Magic-User version, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The witch may animate a number of hit dice of undead equal to three times his or her caster level, and no more (other casters can only animate twice their level in hit dice). Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased.

Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Normally, no character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast, but for the witch, the limit is 6 times his or her level.

Material Components: The corpse to be animated and rare incense powders of 150 gp or more.

Bewitch IV

Level: Witch 4

This spell is the same as Bewitch I, save that any creature at 9 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Cauldron of Rage

Level: Witch 4

Range: Touch

Duration: Until sunset

By mixing exotic ingredients in a cauldron, the witch creates a draught that instills berserk rage. Affected creatures attack at +1, gain a damage bonus of +3, and 5 temporary hit points. Temporary hit points are lost first if the creature incurs damage.

The affected creature will not willingly retreat from any combat or opponent and is immune to fear effects of any kind.

Material Components: A cauldron with a base liquid.

Corpse Feast

Level: Witch 4

Range: 5 feet/level

Duration: instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (i.e., not an animal, undead, construct, elemental, etc.). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 hp per corpse, up to their maximum hit points. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a wish.

Divination

Level: Witch 4

Range: Personal

Duration: Instantaneous

Similar to augury but more powerful, a divination spell can provide the witch with a useful piece of advice in reply to a question concerning a specific goal, event or activity that is to occur within one week. The advice can be as simple as a short phrase or take the form of a cryptic rhyme or omen. If the witch's party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 60% + 1% per witch level, to a maximum of 96%. If the dice roll fails, the witch knows the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Material Components: Burned incense and a cauldron of clear water to gaze in. Some covens may also require a sacrifice of something small; no more than 10gp.

Drainblade

Level: Witch 4

Range: Touch

Duration: 1 round / level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a

living creature. When a living creature is hit by a Drainblade weapon, the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to him as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, living statues, etc., this spell has no effect.

Material Components: The weapon to be enchanted and a drop of the witch's blood.

Dream Shield

Level: Witch 4

Range: Creature touched

Duration: 1 hour/level

The witch wards the target's mind against intrusion and influence while she is unconscious. While sleeping, the target is protected against divinations such as nondetection and gains +1 per the witch's level bonus to saves against mind-affecting effects. In addition, the subject immediately receives another saving throw against any spell or effect

that would possess or exercise direct mental control over her. If the target is awake, instead of the previous effects, the dream shield provides a +4 bonus on saving throws against sleep effects.

The spell's other effects are suppressed while the target is awake.

If the target falls asleep or is otherwise rendered unconscious, the other effects of the dream shield resume. Every 10 minutes spent awake consumes 1 hour of the dream

shield's duration.

Material Components: The witch hums a lullaby.

Ethereal Projection

Level: Witch 4

Range: Personal

Duration: 1 minute per level

With this spell, the witch sends only her spirit into the Ethereal Plane, leaving her body behind in a deep, deathlike trance. The witch's spirit has all of her normal abilities and ethereal duplicates of everything she wears and carries (except for living creatures, like a familiar). Her body suffers all of the damage her spirit receives and vice versa, making her vulnerable to harm from both the Ethereal and material planes. If either her body or spirit is killed, the witch will die.

Material Components: A piece of smoky quartz.



Famine

Level: Witch 4

Range: See text

Duration: Instantaneous

This spell causes all plants and crops to become rotted and inedible. This spell does not affect currently mature plants, only plants that have been planted and not yet sprouted. The spell can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The witch may also designate areas within the spell that are not affected.

Material Components: A maggot, a fly and fresh fruit or vegetable of some kind.

Grave Sanctuary

Level: Witch 4

Range: Touch

Duration: 1 turn/level

This spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead and other witches, but this does not grant any special access to the doorway. Once the spell is complete, the witch may enter the space, effectively disappearing from sight. Only one grave may be affected by Grave Sanctuary at a time.

The witch is completely aware of his surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the witch rests inside the grave counts as a full hour of sleep, so the witch may meditate to memorize spells while within the magical sanctuary. Also, if the grave site is on unhallowed ground or an area otherwise associated with hauntings and the like, then the witch heals 1d4 hp per turn spent inside the grave.

While inside the grave, the witch does lose any sense of taste, smell, or touch, and may not speak or otherwise cast spells while inside the grave's protection. If the grave itself is unearthed or broken into in some way, then the witch takes 2d10 damage and is cast out into the nearest available space. This kind of undertaking should be roughly equivalent to actually digging a grave up, and not simply an attack against the earth.

Material Components: The finger-bone of a skeleton fashioned into a key.

Intangible Cloak of Shadows

Level: Witch 4

Range: Personal

Duration: 1 day

The witch can merge with the border of the Shadow Realms, and thus become insubstantial, invisible and inaudible, yet her cast shadow remains and may easily betray her, and also sometimes scare the casual onlooker.

For the witch to be able to cast this spell, she must have a cast shadow. Therefore, she cannot cast it in total darkness, nor in a place where light comes from everywhere so, she can't project a shadow. Then, once cast, she becomes insubstantial, invisible and inaudible (plus without smell). However, her own shadow remains as if normal. This spell thus yields several effects:

Inaudible: The witch cannot be heard by any means, and she cannot communicate (at least through speech) nor cast spells with a verbal element.

Insubstantial: The witch cannot be touched or hit, and may pass through solid matter. However, her shadow is still substantial, even if only two-dimensional. As such, she may pass through a door only if her shadow may pass under it. If the door is totally sealed, she cannot pass through (under) it.

Invisible: The witch cannot be seen normally, but her shadow can be spotted on a roll of 1 on a 1d6 or a "See Invisible" spell.

Insubstantial, the witch cannot be touched nor attacked, even with magic. Any attack directed against the shadow (that is, against a point on the ground, wall, etc., where her shadow is) affects her normally and will end to the spell. Similarly, if the witch tries to attack someone with a melee weapon or spell, it puts an end to the spell. While she is in this shadow form, an attacker must use a magical weapon to be able to hit (normal AC), and similarly, the witch must have a magical weapon to be able to attack someone.

Material Components: A bit of black velvet of high quality (worth 1 sp).

Magic Circle Against Evil, 10' Radius (Reversible)

Level: Witch 4

Range: Touch

Duration: 1 round per level

This spell is identical to the spell Magic Circle Against Evil except a larger circle may be drawn, and others may be within the circle. Up to eight (8) companions may be thus protected.

Material Components: The witch must draw a circle with chalk.

Minor Spell Immunity

Level: Witch 4

Range: Self

Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low-level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st level spells and reduces by half (round in favor of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the

protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.
Material Components: The presents her pentacle.

Phantom Lacerations

Level: Witch 4

Range: 100' + 10' per level, 1 Creature or Object

Duration: Instantaneous

This spell causes open wounds to appear all over the targets body. The spell deals 5d4 damage +2 points of damage per caster level (max +20). Creatures that do not bleed are also immune to the effects of this spell. This includes constructs, elementals, and undead. The material component of this spell is a small metal blade of any size. During the casting of this spell, the witch must do 1 point of damage to themselves in bloodletting.

Material Components: The claws of an animal.

Remove Curse

Level: Witch 4

Range: Touch

Duration: Instantaneous

This spell can remove any curse cast by another witch or wizard. Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

Material Component: A knotted cord the witch must either untie or cut.

Rot Flesh

Level: Witch 4

Range: touch

Duration: instantaneous (one round/level)

This spell works exactly like decay flesh spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh-eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster's level have passed. Just like the lower level decay flesh spell, this spell may not be reversed, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead of being damaged.

Speak with Dead

Level: Witch 4

Range: 10'

Duration: 1 minute per level

The witch summons up the dead memory of a corpse, allowing it to answer several questions that are put to it. The witch may ask one question per two levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic or repetitive.

If the corpse has been subject to speak with dead within the past week, the new spell fails. This spell can be cast on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information. Indeed, it can't even remember being questioned.

This spell does not affect a corpse that has been turned into an undead creature.

Material Components: A bit of died parchment.

Spiritual Dagger

Level: Witch 4

Range: 20'

Duration: 1 round per Level

This spell is directed through the witch's Athamir and creates an invisible, spiritual dagger up to 10 feet away. The spiritual dagger acts like a normal dagger and is remotely controlled by the witch, so her own to hit and damage rolls apply. The spiritual dagger is treated as +1 dagger with respect to what creatures it can hit. The victim must be within line of sight of the witch and within ten feet. The dagger attacks on its own and does not require concentration on its movement. A spiritual dagger can move no more than 30 feet from the witch. Targets that can see invisibility can see the dagger normally.

The dagger may be attacked as a creature. Its AC is -2 (AC 2 for creatures that can see invisible) and has ¼ of the hitpoints of the witch controlling it. If it is reduced to 0 hp, the dagger is dispelled, and the witch takes half of the damage caused in the final attack. For example, if the dagger had 4 hp remaining and an attack did 6 hit points of damage, the dagger is dispelled, and the witch takes 3 hp of damage herself.

Attacking the dagger while it is invisible incurs the normal 50% miss chance.

Material Components: The witch's athamé, which is not consumed and may be used for other spells and uses.

Tears of the Banshee

Level: Witch 4

Range: 100' + 10' per level)

Duration: 1 minute + 1 minute per level

This spell calls a thick green mist to roll forth from the earth, completely obscuring darkvision and reducing regular vision up to 5 feet. All those within the mist are shielded and are at a -5 to hit. Furthermore, those within the area of effect must make a save vs. Spells or be scared by the eerie qualities of the fog, as strange sounds such as wailing, laughter, and screaming persist for the duration of the spell. Affected creatures suffer a -2 to all attacks and saves, but do not have to flee as if they were panicked.

Material Components: Water from a bog where a childless woman has killed herself.



Undead Compulsion

Level: Witch 4

Range: 30'

Duration: Instantaneous / 1 day per level

This spell allows the witch to attempt to compel (not rebuke, turn or destroy) 1 HD of undead per level in the same way a chaotic cleric would. The witch must make a single turning check and may destroy as a cleric of equal level would. She may never compel an undead

with an HD greater than her own level, though she can compel the standard number of hit dice spread out.

Material Components: The witch's ritual tool, Athamé or pentacle.

Witch's Cradle

Level: Witch 4

Range: One target in line of sight

Duration: 1 round/level

With this spell, the witch can cause one target in visual range to have all their senses completely blocked. They cannot hear, speak, feel, smell or see anything for the duration of the spell. If the witch ends the spell, becomes unconscious or is killed then the spell automatically ends. The spell is similar, but superior to, the Hold Person spell."

Material Components: A bit of string or cord the witch wraps around the fingers of her off-hand.

Withering Touch

Level: Witch 4

Range: Touch

Duration: 6 turns

Upon casting the spell, the target takes 2d8 points of temporary ability damage from Strength and Constitution. The witch may distribute the damage however she sees fit. So if the witch rolled the maximum sixteen, she could subtract 16 total Constitution points, 16 Strength or any combination that adds up to the number rolled. The affected creature takes the appropriate loss in hit points and causes less damage due to reduced strength. After the duration, the victim returns to normal.

Material Components: A bit of hair from a very old or ancient creature.

5th Level Spells

Bewitch V

Level: Witch 5

This spell is the same as Bewitch I, save that any creature at 11 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

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 athamā.

Circle of Moonlight

Level: Witch 5

Range: Touch

Duration: 10 minutes/level

The witch can create a spherical barrier marked by a visible circular halo of white light. This barrier prevents any lycanthrope or undead of 5 Hit Dice or less from entering the sphere or physically touching those inside it. Lycanthropes and undead of 6 Hit Dice or more must make a save vs. spells in order to pass through and take 3d6 hit points of damage upon doing so. The barrier also acts against flying or incorporeal undead who may try to bypass it by entering from above or below the visible halo. The damage is only inflicted once, though affected creatures must make a successful save vs. spells each round within the area of effect or flee as if panicked.

Material Components: A circlet of pure silver worth 150 gp. It is not consumed in the casting and may be reused.

Cry for the Nightbird

Level: Witch 5

Range: 100 ft

Duration: 3 rounds

The witch lets out a mournful keening wail that summons 5d8 nocturnal birds, regardless of the time of day, to swarm and attack. Each bird does 1d4 points of damage with beak and claw as they swarm and attack all within a 100 ft long cone, 5 ft at the base and 20 ft at the end, of the warlock.

These birds swarm till the spell ends or are killed.

Material Components: The witch's keening wail.

Death Candle

Level: Witch 5

Range: Special

Duration: Until candle is burned out

This dark spell is only used by black or evil witches. The witch links the life of the target to the candle, so as the candle diminishes, so will the target's vital force. When the candle is exhausted, the target dies. Once ensorcelled, the candle has to be given to the victim, for it is only effective if he burns it himself. For each hour the candle burns, the victim loses one point of Constitution until he reaches zero and dies (this is treated as temporary Constitution loss unless the victim reaches zero and dies). Every time the candle is relit, the Constitution drain starts all over again, and it never burns completely down until the victim's Constitution reaches zero. Extinguishing the candle halts the spell, unless it is relit, when the effect resumes. The candle must be given to the victim within one day of this spell being cast.

Material Components: A candle and a hair from the victim's head, which is incorporated into the candle.

Death Curse

Level: Witch 5

Range: 25' + 5' per 2 levels

Duration: See text

The witch can place a terrible curse on anyone living creature within range by simply pointing at them and pronouncing their impending doom. The spell only affects creatures able to hear and understand the pronouncement (e.g., intelligent and capable of understanding the language the witch is speaking). The subject is entitled to a Death saving throw to avoid dying. After a time specified—anywhere from one hour up to a number of hours equal to the witch's level—the subject suffers the effects of the spell. The time interval cannot be changed once the spell is cast. If the Death save is failed, the subject dies after the allotted time. Even if the save vs. Death succeeds, the subject suffers 3d6 + 1 per caster level points of damage, so it is possible the subject may still die even if the saving throw succeeds. It's recommended that the GM make the saving throw in secret, so the player of an affected character does not know whether or not the character will die.

A death curse cannot be dispelled, but there are several ways to escape before it runs its course. First, the witch can dismiss the curse at will before it takes effect (some casters use a death curse to blackmail others into doing their bidding). Second, a remove curse spell can end the death curse before it takes effect, provided the witch of the remove curse is at least two levels higher than the witch of the death curse. A limited wish, wish, or miracle can remove the effects of the death curse. Finally, the death of the witch before the death curse takes effect ends the spell. Many cultures consider slaying someone who has placed a death curse on them an act of self-defense.

Material Components: An effigy of the person to be cursed.

Dreadful Bloodletting

Level: Witch 5

Range: 100' + 10' per level

Duration: Instantaneous

Like Ghostly Slashing and Phantom Lacerations, this spell causes wounds to appear on the targets body. However, these wounds are much larger than the ones caused by Phantom Lacerations.

Initially, the target suffers 7d8 +2 (Max +20) damage per level and must succeed a save vs. Paralysis or be stunned (receiving no dexterity bonus to AC, can take no actions, plus attackers receive a +2 bonus to their hit against their target) for a number of rounds equal to her level. This spell deals no damage to undead or constructs.

Material Components: A slashing weapon of small or greater size.

Dream

Level: Witch 5

Range: unlimited

Duration: see text

The witch, or a messenger she touches, can send a message to others in the form of a dream. At the beginning of the spell, the witch must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient. Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in a trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in a trance. It is defenseless both physically and mentally (always failing any saving throw) while in a trance.

Material Components: A brew of herbal tea the witch or the sender drinks.

Gnawing Pain

Level: Witch 5

Range: 25' + 5' per levels

Duration: 3 rounds + 1 round per level

Upon casting this spell, any creatures within the spell area must make a saving throw or suffer a gnawing pain that slowly spreads throughout their body.

During the first round, the victims will feel a dull pain that causes a cold sweat. Casting any spells during this round requires a concentration skill roll. On the second round, this pain becomes a sharp agony, and the target is effectively shaken. By the third round, the searing pain has reached its maximum intensity, and the victim is nauseated. Each round thereafter the victims must make a saving throw or become wracked with convulsions. They are now completely incapacitated and helpless to defend themselves.

The effects of this spell linger in the mind of the victims even after the duration has expired. The targets will feel unnerved for 1d6+1 hours, resulting in a -1 penalty to any Wisdom-based rolls (including magic saves). They will suffer disturbing nightmares during the following 1d4 weeks, making sleeping difficult and reducing the rate of natural healing by one half.

Material Components: A branch of nettles with which the witch swats her bared arms or legs.

Greater Ethereal Projection

Level: Witch 5

Range: Personal

Duration: Permanent

Like ethereal projection, except the witch can wander the Ethereal Plane for as long as she likes. The witch's body remains in a state of suspended animation until she chooses to end the spell and return to it. She is still vulnerable to damage to body as well as spirit, and if either one is killed, she will die.

Material Components: A bit smokey glass the witch looks through.

The Howling

Level: Witch 5

Range: 25 ft + 5 ft/level

Duration: 1 round/level

The witch calls out painful words of magic, her voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell.

Even those in range who succeed at their saving throws suffer a -2 penalty to all actions. Creatures who cannot hear, or who are mindless, such as skeletons and zombies, are unaffected.

Material Components: The witch must be able to speak.

Magic Jar

Level: Witch 5

Range: 30'

Duration: Special

By casting *magic jar*, the witch places her soul in a gem or large crystal (known as the magic jar), leaving her body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the magic jar. The witch may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the witch sends her soul back to her own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range. While in the magic jar, the witch can sense and attack any life force. Attempting to possess a body is a full-round action. The witch possesses the body and forces

the creature's soul into the magic jar unless the subject succeeds a saving throw versus Spells. Failure to take over the host leaves the witch's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again. If the witch is successful, her life force occupies the host body, and the host's life force is imprisoned in the magic jar. The caster keeps her own Intelligence, Wisdom, Charisma, level, class, and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The witch can be forced out of a possessed body if a dispel evil spell is cast.

The spell ends when the witch shifts from the jar to her body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the witch and the host die. If the witch's life force is within the magic jar and her own body is slain, the witch is trapped in the magic jar until a creature comes within range and can be possessed. If the witch's life force is in possession of a host and the magic jar is destroyed, the witch's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside

Material Components: A glass jar of fine quality inscribed with mystical symbols, cost 500gp.

Nightmare

Level: Witch 5

Range: Unlimited

Duration: Instantaneous

The witch sends a hideous and unsettling phantasmal vision to a specific creature that she can name or otherwise specifically designate.

The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain arcane (magic-user, wizard or witch) spells for the next 24 hours. Elves, since they do not sleep, are immune.

The victim gets a chance to make a saving throw vs. Spells to ignore the effects of the spell. The following bonuses and penalties apply.

Knowledge	Save Modifier
None	+6 bonus
Secondhand, witch has heard of the subject	+2 bonus
Firsthand, the witch knows or has met the subject	+0 bonus
Familiar knows the subject well	-2 penalty
Connection / Sympathetic	Save Modifier
Likeness or image	-2 penalty
Possession or garment	-4 penalty
Body part, a lock of hair, nail, etc.	-6 penalty

The knowledge and connection effects are cumulative. So, if the witch only has Secondhand knowledge of a subject (+2 bonus to save) if she has a lock of hair (-4 penalty) the subject then is at a -2 on their rolls for saving throws vs. Spells.

The witch must have some sort of sympathetic connection to a subject she has no knowledge of.

The subject must be asleep for the spell to take effect. If the subject is not asleep the spell fails.

Material Components: As detailed above.

Shadow Evocation

Level: Witch 5

Duration: See below

Range: 50', +10' per level

The witch taps energy from the plane of shadow to cast a quasi-real, illusory version of a magic-user spell. The possible spells include *fireball*, *lightning bolt*, *cone of cold*, and *magic missile*. These spells have normal effects unless

an affected creature succeeds in an INT attribute check. Each disbelieving creature takes only one hp damage per caster level from the attack.

Material Components: A bit of parchment from a scroll or Magic-user's spell book.



Steal Youth

Level: Witch 5

Range: Touch

Duration: Instantaneous

The target ages 1d4 years while the witch's physical age is reduced by the same amount. The target of the spell must be a living creature of the same type as the witch (usually humanoid). Thus a human

caster cannot use this spell on animals, monstrous humanoids or dragons, but can cast it on other humanoids such as dwarves, elves, goblins and so forth. Subjects with a long lifespan (such as elves) are particularly useful for this spell.

Steal youth does not affect outsiders or creatures that cannot be magically aged. The spell takes some time to cast (10 minutes), and the subject must be relatively helpless. A successful Death saving throw by the subject means the spell has no effect.

This insidious spell is used only sparingly by the good-hearted, but the infernally inclined often use it to keep the cold touch of death at bay.

Material Components: A drop of the witch's own blood.

Summon Gloaming

Level: Witch 5

Range: 50'

Duration: Permanent/till dispelled

The followers of Lilith know that her power lies not in light or dark but in the shadows and near dark in between.

A gloaming is a shadow-like creature that often takes the shape of a large, but indistinct animal. The gloaming summoned will attack a group of creatures that the caster chooses. The gloaming will attack until the creatures or itself are dead.

The caster may summon 1 gloaming + 1 per every other level. A summoned gloaming does not have the fear causing effects of a naturally occurring one.

Material Components: The tooth of a wolf or similar large nocturnal carnivore.

Summon Shadow

Level: Witch 5

Duration: 1 round, +1 round per level

Range: 10'

Using this spell, the witch brings forth 1 shadow per 3 witch levels. These creatures serve the caster and will fight to the death if ordered. They remain until killed or the spell duration ends.

Material Components: A bit of grave dirt taken at dusk.

Threefold Aspect

Level: Witch 5

Range: personal

Duration: 24 hours

Threefold aspect allows the witch to shift her appearance between their natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, their appearance is their own at the appropriate age, rather than that of a new individual. She may change between these three aspects or their actual age as a standard action. As the young adult, gain a +2 enhancement bonus

to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, gain a +4 enhancement bonus to Wisdom and Intelligence but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties the witch may have from their actual age (which are untyped bonuses)-the bonuses granted by this spell represent their idealized form in this threefold aspect rather than simply duplicating their ability scores at any one particular age. True seeing reveals their natural appearance overlaid with that their aspect, recognizing both as part of their true self. Individuals who study the witch closely and have interacted with her at another apparent age recognize a resemblance (as though family). Threefold aspect does not alter their clothing or equipment and does not heal any deformity or injury unrelated to age.

Material Components: A cord tied into three interlocking loops.

Wasting

Level: Witch 5

Range: Touch

Duration: Instantaneous

With this spell, the next creature the witch touches suffers greatly as one of its limbs shrivels and becomes useless. The witch must make a successful touch attack to discharge the spell, and she can hold the spell for up to 5 rounds before it dissipates harmlessly.

The victim must make a save vs. Death or one of its limbs withers. Even if the save succeeds, the victim still will lose 2 points of Constitution permanently.

Material Components: The fat of a corpse rendered down to a cream that spread on the witch's hand.

Waves of Fatigue

Level: Witch 5

Range: 30'

Duration: Instantaneous

The witch sweeps her arms in a long arc, and a wave of negative energy renders all living creatures in the spell's area fatigued. Fatigued characters can't run, and they take a -2 penalty on any Strength and Dexterity rolls (including attacks and damage). Fatigued characters require 8 hours of rest.

This spell has no effect on a creature that is already fatigued.

Material Components: A bit of valerian root.

6th Level Spells

Aspect of the Crone (Crone of Death)

Level: Witch 6

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. The witch will age one year.

Banishment

Level: Witch 6

Range: Creatures within visual range

Duration: Instantaneous

A banishment spell is a more powerful version of the dismissal spell. It enables the witch to force extraplanar creatures out of their home plane. As many as 2 Hit Dice of creatures per caster level can be banished. The witch can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, the witch gains a +2 bonus vs. the creature's saving throws. Note: a holy symbol is always assumed and does not add to the saving throw adjustment. For example, if the creature's save is 13 and the witch presents the appropriate symbols, say such a bell or candle then the creature's save is now 15. Spell resistance (if applicable) is reduced by 5% per item.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses each providing a +10% bonus against Spell Resistance and increasing the save by 3 or 4 depending on the Game Master. Such rare items could be the relic of a Saint that opposed these creatures, an ancient weapon forged to destroy them or even a special time of day.

Any creature failing to save is sent back to the realms from which they came.

Material Components: At minimum a holy symbol and prayer book. Other items can be added.

Banshee Blast

Level: Witch 6

Range: cone area 300' long

Duration: Instantaneous and 1 round/level (see text)

With this spell the witch can create a cone of spectral energy resembling screaming elven ghosts that deals 1d4 points of damage per caster level (maximum 15d4); a successful Spell save halves this damage. Any creature that fails its Spell save must succeed at a Paralyzation save or become panicked for 1 round/level.

Material Components: The witch screams.



Bewitch VI

Level: Witch 6

This spell is the same as Bewitch I, save that any creature at 13 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bind Beyond Death

Level: Witch 6

Range: 30 feet

Duration: Permanent

When this spell is cast, all creatures within 30 of the caster must make a saving throw. Those who fail this saving throw will rise as undead creatures in the service of the caster when they die. Most will rise as skeletons, zombies, or in rare cases wights. The spell itself does no damage.

Material Components: A string the witch twists while casting the spell.

Break the Spirit

Level: Witch 6

Range: Touch, one humanoid creature

Duration: Instantaneous, 1 hour per level (charm effect only)

The witch may touch a target living humanoid creature and surround it with a shroud of dancing black energy that suppresses the life of the creature affected. The witch must make a successful touch attack to hit the target. If the touch attack succeeds, the victim immediately loses one level (as per a Wight) and must make a save against the spell or become charmed as per the charm person spell.

After 1 day, the victim may make a save against Death. Failure indicates the loss remains for the day. If the victim survives and is charmed, he will view the witch in as friendly light as possible. In all other aspects, this spell functions as charm person. Undead are unaffected by this spell.

Material Components: A high-quality whip (300 gp), consumed after casting.

Cackle of the Crone

Level: Witch 6

Range: 150 ft

Duration: One round; see below

This spell allows the witch to let forth a hideous cackling laugh that strikes terror into most creatures. The exact effect and range depends on the experience level or hit dice of those around the caster.

Level/HD Range	Effect
5 or less than 150'	Flee in panic for 2d6 rounds (50% chance of dropping whatever is in hand)
6-8 or 100'	Save or flee in panic for 1d6 rounds (20% chance of dropping whatever is in hand)
9-11 or 30'	Save or -3 "to hit" and +3 to initiative penalties for 1d6 rounds
12+ or 10'	Save [Spells] or -1 "to hit" and +1 to initiative penalties for 1d6 rounds

Creatures unable to hear are unaffected by the spell.

Material Components: The witch cackles.

Call Succubus

Level: Witch 6

Range: 10 ft

Duration: 9 turns

The succubus takes 1d3 turns to arrive, leaves after an hour and a half, and is a free-willed creature that the witch will need to persuade to serve or bend to his or her will.

Material Components: Burned incense and perfumes.

Claws of Eldest Crone

Level: Witch 6

Range: 150 ft

Duration: 1 round

For one round, the area of effect is filled with talons that catch and rend. All creatures within the area suffer 1d20 claw attacks.

Each claw uses the witch's chance to hit and inflicts 1d4 hp of damage if a successful hit occurs.

Material Components: The witch makes a claw with her hand.

Death Blade

Level: Witch 6

Range: Touch

Duration: 1 hour per level before use, then 1 round per level once used in an attack

Utilizing this spell, the witch enchants a special dagger. When a creature is struck by this dagger, the blade strikes as normal but then breaks off from the hilt and stays within the victim. Opponents with immune to normal weapons or who are incorporeal will not be injured by the blade's initial stroke. However, once the blade breaks loose, it transmutes into a magical force and houses itself in the victim. The blade will continue to damage virtually any foe and cannot be removed by physical means. Victims with spell resistance have one chance to resist the blade entering their body, and if the spell resistance fails, they will take damage as described below. Each round the blade is within the victim, he is allowed a save vs. Death to expel the blade and thereby end the spell. If the save fails, the blade delivers 1d6 damage that round. On the first round of magical damage (the round after the dagger first hit), the victim's save is penalized by -1 per level. On each successive round, the penalty is increased by 1. The spell ends when the blade is expelled when the duration (1 round/level) expires or when the victim dies.

Once created, the dagger can be wielded by anyone.

Material Components: A dagger, bolin or Athamr of fine workmanship.

Ethereal Banishment

Level: Witch 6

Range: Touch

Duration: Permanent

By touching the target creature and uttering a curse, the witch forces the creature onto the Ethereal Plane and prevents it from returning to the material world. The subject of the spell becomes invisible, inaudible and intangible to those in the material world, able to see and hear all that goes on, but unable to touch or communicate with material beings without magical aid. Only a remove curse, limited wish, wish, or miracle will end the effects of the spell and return the subject to the material world.

Material Components: A piece of rose quartz.

Eye Bite

Level: Witch 6

Range: 25' + 5' per 2 levels

Duration: 1 round per 3 levels

Each round, the witch may target a single living creature, striking it with waves of arcane power. Depending on the target's HD, this attack has as many as three effects.

HD Effect

10 or more Sickened

5-9 Panicked, sickened

4 or less Comatose, panicked, sickened

Sickened: Sudden pain and fever sweeps over the target's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *heal* spell, but a remove curse is effective.

Panicked: The target becomes panicked for 1d4 rounds as if under the influence of a fear spell. After the initial effect is over, the target can become panicked again if he sees the witch and fails a saving throw versus paralysis.

Comatose: The target falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. The witch must spend a move action each round after the first to target a foe.

Material Components: The witch needs to be able to see the victim. She needs to touch her eye and point to the victim.

Major Spell Immunity

Level: Witch 6

Range: Self

Duration: 1 round/level

This spell creates a 1-inch thick green translucent shell around the caster that protects him from the effects of low-level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st-2nd level spells and reduces by half (round in favor of the protected creature) the effects of 3rd and 4th level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Material Components: The presents her pentacle.

Repulsion

Level: Witch 6

Range: 10' per level

Duration: 1 round per level

An invisible, mobile field surrounds the witch and prevents creatures from approaching her. The witch decides how big the field is at the time of casting (to the limit her level allows). Any creature within or entering the field must attempt a save. If it fails, it becomes unable to move toward the witch for the duration of the spell. Repelled creatures' actions are not otherwise restricted. They can fight other creatures and can cast spells and attack the witch with ranged weapons. If the witch moves closer to an affected creature, nothing happens (the creature is not forced back). The creature is free to make melee attacks against her if the witch comes within reach. If a repelled creature moves away from her and then tries to turn back toward the witch, it cannot move any closer if it is still within the spell's area.

Material Components: A pair of small iron bars attached to two small canine statuettes, one black and one white, the whole array worth 50 gp.

Summon Nightmare Steed

Level: Witch 6

Range: the witch

Duration: 1 hour per level (sunset to sunrise)

The witch can summon a nightmare (qv.) to serve as her mount and steed for a number of hours equal to her level. Typically the nightmare will serve from sundown to sunrise since exposure to sunlight will send it back to its plane of existence. If the nightmare is underground or somewhere where the light of the sun cannot touch it, then it can remain till the end of the spell. The witch can also send it back before the spell's completion.

The nightmare will serve faithfully, but it doesn't like to be summoned. The nightmare will obey the witch's commands to the letter, but not always the intent.

The nightmare will fight to protect itself and the witch, but no others. It will also not perform suicidal tasks.

Material Components: A horseshoe prepared by the witch.

7th Level Spells

Astral Spell

Level: Witch 7

Range: Touch

Duration: See below

Casting an astral spell allows the witch and up to five companions to leave their material bodies and travel through the astral plane to other planes of existence. As the spell is cast, the character's material body enters a trance-like state of suspended animation while his or her consciousness enters the astral plane. The astral plane is a nexus with other planes of existence beyond, and the witch may choose to enter these other planes of existence. If a character does transcend from the astral into another plane, he or she becomes a physical manifestation in that existence, forming a duplicate body identical to the one left in stasis back in the material plane. It is possible to travel astrally to other locations in the material plane, but a new body cannot be formed in a plane where the character already has a physical manifestation. While traveling in the astral plane, and after a new physical manifestation has formed on a plane beyond the astral, the character remains connected to his or her original body by a "silver cord," an invisible, mystical link. If the silver cord is broken or severed (some threats in the astral plane can cause this to happen), the character dies, both on the material plane and in astral form.

Most magic items lose some or all of their power on the astral plane. Unless an item's magical qualities are imbued so deeply as to exist in many planes, an astral traveler's physical manifestation on another plane will be equipped with only the unenchanted substance of otherwise magic items and weapons.

Material Components: A silver thread the witch ties into a knot.

Bewitch VII

Level: Witch 7

This spell is the same as Bewitch I, save that any creature at 15 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Call Horseman

Level: Witch 7

Range: 20'

Duration: special

This spell calls forth a *Headless Horseman* which is subsequently given a task to accomplish such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned Headless Horseman is equal to the caster's level or the actual level of the horseman at the time of his death (whichever is lowest). Thus the aspiring summoner usually

works to get the most powerful warrior available, often by arranging the death of the warrior.

Each Horseman is an individual and usually appears in knightly garb similar to that they wore in life only darker and grimmer (albeit all non-magical). Of course, as their name indicates, they are headless but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets, and hoods, or other variations on this theme. The mount of the horseman is always summoned alongside its master. See the Headless Horseman monster entry for additional details and statistics. The summoner must have possession of the actual skull of the Horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the Horseman may become free-willed or simply vanish (GM's discretion).

The spell can only be cast during the night (even if summoned underground), and the Horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the Horseman is slain while on task.

Call the Restless Soul

Level: Witch 7

Range: 25' + 5' per 2 levels

Duration: Instantaneous

The casting of this spell tears the fabric of reality, allowing restless spirits to come through into the world. Undead called in this way will not harm the witch, but any other living being they sense is subject to their attacks. These undead will not respond to any instructions, rather they will blindly attack all living creatures within the area, other than the witch. When the spell is cast, roll 1d6 consulting the table below and refer to the rulebook monster stats for individual monster entries.

Die Result	Called Creature	Quantity
1-2	Shadow	1d8
3-4	Wraith	1d6
5	Spectre	1d4
6	Ghost	1d2

Material Components: A bit of grave dirt.



Death Aura

Level: Witch 7

Range: 15' of the witch

Duration: 1 round per level

Death aura drains the life from any and all living creatures within range. Living creatures within 15 feet of the witch suffer 2d6 points of damage per round from negative energy as their life is drained away.

Material Components: A thin black veil the witch drapes over her face. The witch can still see normally through the veil.

Draw Forth the Soul

Level: Witch 7

Range: 25' + 5' per 2 levels

Duration: 1 round per level

A thin beam of grey energy leaps from the witch's extended finger. The target must save vs. spells. The target suffers a -1d6 enhancement penalty to Intelligence, Wisdom, and Charisma, with an additional -1 per two caster levels (maximum of -10). The target's affected attributes cannot drop below 1.

Material Components: The witch's pentacle.

Dream Council

Level: Witch 7

Range: Unlimited

Duration: See text

This spell functions as *dream*, but the witch and the target of her dream can converse in a limited fashion as long as the recipient is also asleep. The witch can send or receive dream messages equal to her witch level. Each message can be up to 25 words long or a single vague image that can't convey fine details such as words. She can send and receive these dream messages with a single target or multiple targets, but each message she sends or receives counts against the total number of messages allowed. Sending a message takes 1 round. The spell ends, and the witch will wake up when she runs out of messages.

Material Components: A special herbal tea consumed by the witch.

Etherealness

Level: Witch 7

Range: Touch; see text

Duration: 1 minute per level

This spell functions like *ethereal projection*, except that the witch and other willing creatures joined by linked hands (along with their equipment) become ethereal in body. The witch can bring one creature per three levels to the Ethereal Plane. Once ethereal, the subjects need not stay together.

When the spell expires, all affected creatures on the Ethereal Plane return to material existence into the nearest open space relative to their position on the Ethereal Plane.
Material Components: A piece of clear quartz.

Enchant Item

Level: Witch 7

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.

For this spell, 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.

Material Components: The witch will need the item to be enchanted, any materials for the other spells used and a consecrated pentacle.

Foresight

Level: Witch 7

Range: Touch or Personal

Duration: 10 min per level

This spell grants the witch a powerful sixth sense in relation to herself or another. Once foresight is cast, she can receive instantaneous warnings of impending danger or harm to the subject of the spell. The witch is never surprised. Also, the spell gives her a general idea of what action she might take to best protect herself and grants a +2 bonus to AC and saving throws.

When another creature is the subject of the spell, the witch can receive warnings about that creature. She must communicate what she learns to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided she acts on the warning without delay. The target, however, does not gain the bonus to AC and saves.

Material Components: The feather of a raven.

Irresistible Dance

Level: Witch 7

Duration: 1d4+1 rounds

Range: Touch

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and

negates the ability of the creature to attempt saving throws. It also negates any AC bonus granted by a shield the target holds.
Material Components: The witch begins to clap her hands.

Wychlamp Aura

Level: Witch 7

Range: Self

Duration: 1 round/level

The caster of this spell receives the effect of an *Anti-Magic Shell* (as the spell). Additionally, 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.

Area effect magic is altered as follows (roll 1d10):

1-2 Area of effect is doubled, and the damage is halved (if applicable).

3-4 Target point of the spell may be predetermined by the protected witch.

5 Complete nullification of the incoming spell.

6 The incoming spell is unaffected.

7-8 Spell is randomly targeted as a grenade-like missile using the target point as the center.

9-10 Area of effect is halved, and the damage is doubled (if applicable). Magical attacks delivered by touch are always reflected back on the attacker.

Material Components: The witch lights a special blue lamp that she has prepared for this spell.

8th Level Spells

Bewitch VIII

Level: Witch 8

This spell is the same as *Bewitch I*, save that any creature at 17 HD or lower may be affected. The victim also adds an additional -3 to the save penalty.

Destroy Life

Level: Witch 8

Range: Close (25' + 5' per 2 levels)

Duration: Instantaneous

Use of this spell slays a target living creature (excluding undead, constructs, and creatures from other planes). When cast, the witch must determine whether she will target one individual or a group. If it is against a single opponent, and that individual has 80 hit points or less, it dies unless it makes a successful saving throw against Death. On a successful roll, the victim loses all but 1d4 hit points.

If the witch targets a group, the total number of would-be-affected creatures may not exceed 100 hit points, starting at the weakest creature and moving upwards until all 100 hit points or a fraction thereof have been used. No creature so affected can have more than 20 hit points. Each creature so affected makes a saving throw vs. Death. If successful, they lose all but 1d4 hit points. Lastly, all non-sentient plant life is wiped out in the area of the spell, leaving fine ash in its wake.

Material Components: The spell component for this spell is a dead locust.



Lead

Level: Witch 8

Range: One target within 100 ft. + 10 ft. /level

Duration: Instantaneous (see below)

A ray of dark grey energy leaps from the witch's fingertips. The victim must succeed a saving throw vs. spells. If they fail the target gradually slows each round as their weight is increased dramatically. On the first round the target is affected as if slowed (may only take partial actions, and suffers a -2 penalty to armor class, melee attack rolls, melee damage rolls, and Paralysis saves and may jump only half as far as normal). On the second round the target of the spell stops moving altogether, utterly helpless. The victim is aware of his surroundings, but can take no actions, nor even speak. Finally, on the third round, because of the increased weight conferred by the spell, the target begins to suffocate. A victim of this spell may hold his breath for as many rounds equal to his constitution score.

After this time, the character must make a Paralyzation save every round to continue holding his breath. Each round, the save penalty increases by 2 (again, a change due to the increased rate). Upon failing the save, the victim begins to suffocate, falling unconscious (0 hp), dropping 1 hit point into the negatives on the second round, and dying on the third round. The suffocation effect of the spell lasts for 1 round per level of the witch.

Material Components: A bit of lead.

Permanency

Level: Witch 8

Range: One object

Duration: Permanent

When this spell is cast, one spell or spell effect can be made permanent. This spell also fixes the enchantment of a magical item to it.

The Witch will lose 1 point of Constitution each time she casts a *Permanency* spell.

By their nature, Witch Rituals cannot be made permanent.

Material Components: A ritual altar where the object is affixed with the spell, complete with all the focusing items a witch uses (pentacle, cup, wand, and Athamé).

Trap the Soul

Level: Witch 8

Range: 25' + 1' per level

Duration: Permanent

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

The creature is allowed a saving throw vs. Spells to avoid being trapped.

Material Components: A fine gem of no less than 1,000gp value. The witch must also discover the True Name, or at least a portion of it, to trap the creature.

Vanquish

Level: Witch 8

Range: One Creature within visual range

Duration: Instantaneous

This spell doesn't just banish an extra-planar creature, it destroys it. However, to use this spell requires three or more witches to cast and even more witches to power. Three or more witches will cast the spell focusing all their attention on the creature to be vanquished. The gathered witches now must call upon their ancestors, past witches of their coven or the names of powerful patrons to lend support to vanquishing of this creature.

Each witch beyond three adds a +2 bonus to the spell vs. a Saving throw (and +5% against any roll to overcome magic resistance, if used).

Certain rare items might work twice as well as a normal item for the purpose of the bonuses each providing a +10% bonus against Spell Resistance and increasing the save by 3 or 4 depending on the Game Master. Such rare items could be the relic of a witch that opposed these creatures, an ancient weapon forged to destroy them or even a special time of day or place.

If the creature fails the save they are dead, and no resurrection can bring them back.

Any creature failing to save is sent back to the realms from which they came.

Material Components: At the minimum the witch's ritual tool and the names of the witches they are calling upon for power. Other items can be added.

Wail of the Banshee

Level: Witch 8

Range: 25' + 5' per 2 levels

Duration: Instantaneous

With this spell, the witch can emit a terrible scream that kills one creature that hears it (save herself). The closest creature is affected. Creatures are granted a saving throw versus Death to negate the spell. If the creature saves then the next closest must save until a creature is slain or the range runs out.

Material Components: The witch needs a piece of burial linen of a woman that was killed by violence or had killed her own children.

Ritual Spells

The witch may also cast Ritual Spells. These spells are harder to cast than other spells of the same spell level (and thus require a slightly higher level) and require more than one witch to cast.

The number of witches required and any other special requirements needed for the spell.

Some spells listed above also have a *Ritual Benefit* and can be cast as if they were a ritual spell. Normal spells can be cast with one witch, but to gain the ritual benefit it will require that the witch be of the appropriate level and have the number of witches listed in the description. Unlike the normal spells, a Ritual Spell can only be cast by multiple witches. For the determination of effects or ability to cast the highest level witch is used as the main caster.

Researching and Creating New Ritual Spells

Any witch can attempt to create a new, original ritual spell. But creating a ritual spell is much more demanding than creating a normal spell. Like research of regular spells, the creation of witch rituals requires meditation, prayer, and sacrifices in a blessed natural location. The research must be conducted by at least three witches from the same coven or of the same tradition. Exceptions can be made for other casters.

During the research, each of the witches must pay 1,000 gp per week with a minimum of one week per effective level of the ritual. This money goes into the same fees, experimentation, and components that regular spell research consumes. At the end of the research period, each of the researchers makes an Intelligence or Wisdom ability check. Each rolls a d20 and must get higher than a 20 on the roll. This is modified by adding the witch's level plus her Intelligence or Wisdom modifier to the roll. This further modified by the level of the new ritual. Each witch in the research adds +1 to all the witches rolls.

For example, three witches of the Mara coven wish to create a new 3rd level ritual. They spend three weeks (the level of the ritual) and 3,000 gp each in materials. The witches are all 8th level and have ability scores that grant them +2, +2 and +3 respectively. At the end of the three week research period, each witch rolls a d20 and adds 8 plus 2 or 3 to their rolls (depending on which ability they use), and +3. Their rolls are further modified by -3 for the level of the spell.

So the modifiers are a total of +8 (level), +2 or +3 (depending on the witch), +3 (for three witches) for a total of +13 or +14, this is then modified down by -3 since it is a third level ritual, so +10 or +11. They roll and add. If the result is 20 or more for all witches, then the research is a success and coven has a new ritual. If lower than 20 for anyone witch the ritual fails and they must start over.

A natural 20 always is a success, and a natural 1 is always a failure regardless of modifiers.

First Level Witch Rituals

Consecration Ritual

Level: Witch Ritual 1

Witches Required: 3 for a single tool, entire coven for altar items

Target: One ritual tool or altar item

Duration: Permanent

This ritual is used to prepare and consecrate ritual tools, altars, and magical items, both for the coven and personal use. (See *Part 5: Covencraft, Ritual Tools*). At least three witches working in concert are needed to create personal items. Typically this includes the witch and two other members of her coven. For coven items, such as the altar and altar tools, the entire coven must be at hand.

As with many witch rituals, this may only be cast during particular times of the year. Typically these are holy or high days or during a certain phase of the moon. These will vary from coven to coven. If the witch loses her tool, she must recover it or wait till the next occurrence of the special date to consecrate another one.

Material Components: The item being consecrated. The item is also coated in incense, oils and/or ritual sands. A specialized marking tool is used to inscribe the witch's personal symbol of power and other runes into the item. These items are used up in the process of the ritual.

The item consecrated is usually of high quality, but preference is given to items that were crafted by the witch herself regardless of her skill. The item needs to be at least of normal quality.

The price of the materials used in the rituals will not typically exceed 100 gp but can be higher if the witches wish. Coven items will have ritual items (incense, oils, etc.) costing much higher, 1,000 gp or more.

Open the Way

Level: Witch Ritual 1

Ritual Requirements: At least 1 witch and 1 druid

Duration: 1 hour

Range: Special

This is a different sort of ritual for a witch in that it can not be learned via the witch's familiar or other witches. The spell must be learned by a witch after seeking out a druid. The druid must show the witch how to cast a *Pass without Trace* spell when the witch casts the same spell it is altered in several significant ways.

It still allows the witch to pass undetected in any open, natural terrain, but it does so by the plants, animals, underbrush moving out of the witch's path. Trees, rocks, plants and even small streams will bend and move out of the witch's way and then snap back when she has passed. The spell will last 1 hour. The witch can walk as far as she can in one hour and her steps will be obscured.

Material Components: To honor the druids that first taught this spell to witches a bit of mistletoe is entwined with a three-leaf (common) clover.

Second Level Witch Rituals

Calling the Quarters

Level: Witch Ritual 2

Witches Required: at least 3, or entire coven.

Target: One area

Duration: Permanent

The covenstead is a sacred place. It is here that energies are harnessed, the Patrons called and rituals enacted. It is here that a witch is her strongest. Through this ritual, the coven enchants the covenstead and prepares it for magical use. The ritual is then “renewed” at every meeting of the coven.

Material Components: The materials required to be inlaid into the covenstead’s circle. Often these are precious metals or powdered gems, but they could also be special pigments and inks if the coven decides to ‘paint’ the circle. Many of the items required will already be part of the coven, but materials totaling 1,000 gold pieces are not uncommon. The cost will not likely run more than 5,000 gp even for the most ornate of circles.

First Witch

*When shall we three meet again?
In thunder, lightning, or in rain?*

Second Witch

*When the hurly-burly’s done,
When the battle’s lost and won.*

Third Witch

That will be ere the set of sun.

Summon Witches

Level: Witch Ritual 2

Ritual Requirements: At least 3 witches

Duration: Sunset to sunrise

Range: Special

With this ritual, three witches light a great bonfire, usually on top of a mountain, hill or other raised land, and summon more witches. The casting begins at the setting of the sun and culminates at midnight. Most of the witches will be summoned to the spot of the bonfire. The summoning ends when the sun rises and is visible by summoning witches.

The number summon varies, but it usually 2d6 plus the initial number of witches.

The range depends on the witches.

The Witch is...	Range
Same Coven	over 100 miles
Same Tradition	up to 100 miles
Related Tradition	up to 50 miles
Same alignment	up to 25 miles
Any witch	10 miles or less

Once a witch hears the call joins the casting the ranges all increase by 10%. So when ten witches have joined, for a total of 13 witches, the effective range is doubled. Witches are not required to head the summons, but most will.

Note: If the summon is begun by a Grand Coven or by witches of different covens and traditions then the effective ranges are doubled at the start. If all three are each a member of a separate coven and tradition, then the ranges tripled at the start.

Material Components: The three starting witches must gather with strong intent and desire to summon all the witches in an area. The bonfire is set, and the chanting and dancing begin.

Third Level Witch Rituals

Curse of Lycanthropy

Level: Witch Ritual 3

Witches Required: 3 during a particular moon phase

Range: Touch

Duration: Permanent

Employing this spell, you may place a devastating curse on one other humanoid creature. The *Curse of Lycanthropy* changes the creature to a type of lycanthrope (were-creatures) determined by the material component held. The GM changes the humanoid creature to the appropriate Lycanthrope monster; non-humanoids and current lycanthropes are immune to the spells effects. The effected lycanthrope is a cursed or afflicted creature and may only be returned to normal by means described in the specific monster entry.

The type of lycanthrope that the target creature becomes is determined by the material component used. In the case of a werewolf, a bit of hair from a werewolf or a dire wolf is required. For a werebear, a bit of werebear or dire bear fur is needed, and so on. In every case, the preferred component is that from a were-creature. GM’s may wish to give a +1 to +2 save bonus to the creature if a dire creature’s fur is used instead.

The arcane focus of this spell is a disk in the shape of the moon. Which phase of the moon depends on the creature changed. After that point, the affected creature will not change till the next moon phase depicted.

Lycanthrope	Fur needed	Moon phase
Werebear	Dire bear/werebear	Waxing Crescent
Wereboar	Dire or Giant boar/wereboar	Half
Wererat	Dire rat/wererat	New
Weretiger	Dire tiger/weretiger	Waning Crescent
Werewolf	Dire wolf/ worg/werewolf	Full

Other animals may be used. GM's will need to work out the details. The spell is ineffectual against current lycanthropes, undead, any type of outsider, other shapeshifters, or animals.

It is believed that all lycanthropes because of this spell. It is believed that the spell was then used to create a class of warrior witches that had the skill of the wolf to protect their lands. However, something went wrong either with the spell or those affected by it. Now the spell can only curse those into assuming wolf shape, never gaining the ability of the wolf to protect, only to kill.

This spell creates a "true" lycanthrope, not the same kind created by the normal 3rd level *Bestow Curse* spell or the 8th level *Were Shape* spell.

Summon and Bind Imp of the Perverse

Level: Witch Ritual 3

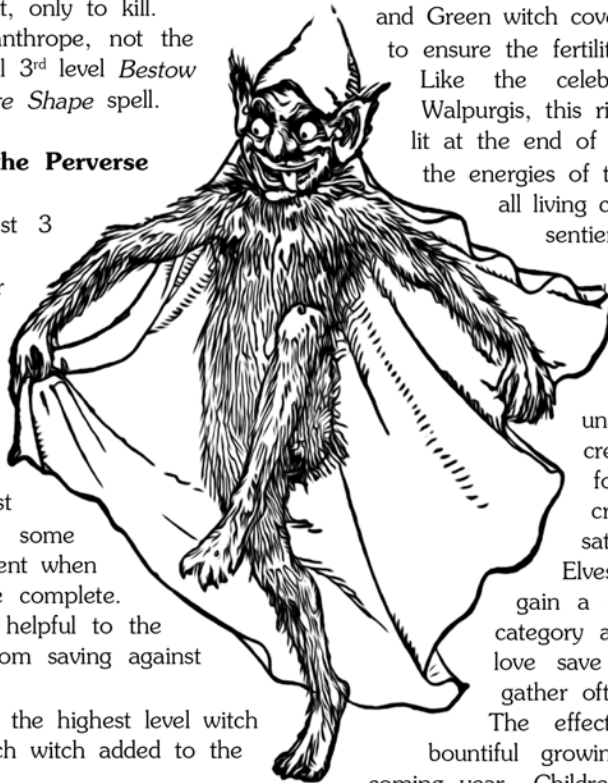
Ritual Requirements: At least 3 witches

Duration: 24 hours + 1 hour per witch added past three

Range: Special

Utilizing this ritual spell, the casters can summon and bind an Imp of the Perverse from the Demon Realms to latch onto a victim. The victim must be known to the casters, and some item of the victim must be present when the summoning and binding are complete. The familiarity of the victim is helpful to the casters to prevent the victim from saving against the attack.

When determining familiarity use the highest level witch and then -1 to the save for each witch added to the ritual casting.



Familiarity	Save Bonus/Penalty
Unknown	+3 bonus to saves
Know by Name	+2 bonus
Know each other (can identify each other)	+1 bonus
Know well	-1 bonus
Know intimately	-2 penalty
Same blood or kin	-3 penalty

Material Components: The casters need a personal item from the victim: clothes, a bit of hair, fingernail, drop of blood, and the like. A bit of copper wire and loadstone. The items are tied to the loadstone with the copper wire.

Fourth Level Witch Rituals

Ardour Flame

Level: Witch Ritual 4

Ritual Requirements: At least 2 witches

Duration: Sunset to sunrise

Range: 50 miles + 1 mile per witch in the casting

Walpurgis Night, the ritual gathering of witches of the Mara and other chaotic traditions and coven coincides with Beltane, the celebrations of spring of Classical, Pagan, and Green witch covens. All find a need for this spell to ensure the fertility of the land and people.

Like the celebrations of both Beltane and Walpurgis, this ritual starts with a roaring bonfire, lit at the end of sundown. Once the bonfire is lit the energies of the ritual will spread out to affect all living creatures of young adult age. All sentient creatures may make a saving throw to avoid the effects of the Adour Flame, which is also known as "Spring Fever" or "Witchfire." A successful

save means the creature is unaffected. A failed save causes the creatures to seek others so affected for intimate congress. Animals and creatures of the Faerie (nymphs, satyrs dryads) always fail their save. Elves are at a -2, and all humanoids gain a +1 bonus to save for each age category above "Young Adult." Couples in love save at a -3 penalty. Witches who gather often choose not to save.

The effects of such a spell include a bountiful growing season and harvest for the coming year. Children born from their conception of this night have the effects of a *Bless* spell cast on them for the next year. Witches of Lawful or Good covens use this spell only sparingly. The spell was designed to improve the harvests and ensure healthy births, the side effect was something unexpected.

Witches of Chaotic or Evil covens will use it for the amorous effects it has on all, caring little for the outcomes of the harvest. This ritual is sometimes combined with the second-level ritual *Summon Witches*. It is believed that witches summoned will gain benefits throughout the next six months.

Material Components: The bonfire lit on the night of Walpurgis on Beltane's eve.

Drawing Down the Moon

Level: Witch Ritual 4

Witches Required: 2

Target: One witch, usually the high priestess

Duration: 1 round per effective level

When at least three witches come together (usually a high priestess and a priest or her attendants) they call down the power of the Goddess to learn what She knows. This communion is shared via the high priestess, whose body becomes the host of the essence of the Goddess. If no 'high priestess' is present then the Goddess works through the highest-level witch present.

While this ritual is similar to the *Commune* spell save that the information given is usually more detailed in nature, it is restricted to situations at hand. For example, a proper use would be to find out the identity of the man plotting to kill the King the witches are protecting, but instead of giving the witches the identity of the actual assassin, it would reveal the rival that paid for the assassin. This spell can never be used for "personal" information, such as knowing which direction in a dungeon corridor to take, or if there is a monster waiting behind the door. Properly worded questions will give detailed responses. The Goddess also strives to educate her charges and push the witches into discovering more on their own. So, sometimes the information may be cryptic, but it is useful in all cases.

This ritual may be one of the oldest rituals known.

Material Components: The items required are the witch's ritual tools. Also required are incense, oils and other expendable altar items of 50 to 100 gps in value. The focus for this ritual is the witch herself. She allows herself to become a conduit to the power and essence of the Goddess. Other items may be used such as incense and a cup or chalice, which is the symbol of the Goddess. Many witches also claim this may only be cast under the full moon while skyclad.

Fifth Level Witch Rituals

Hallow

Level: Witch Ritual 5

Witches Required: 2 or more (preferably the entire coven)

Range: 40-ft. radius emanating from the touched point (add 1ft for each witch beyond 2)

Duration: One year and one day

Hallow makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, all attacks against elementals, creatures from the outer planes and undead gain a +4 bonus.

Third, any dead body interred in a *hallowed* site cannot be turned into an undead creature.

Finally, the witch may choose to fix a single spell effect to the *hallowed* site. The spell effect lasts for a year and a day and functions throughout the entire site, regardless of the normal duration and area or effect. The witch may designate whether the effect applies to all creatures, creatures who share her faith or alignment, or creatures who adhere to another faith or alignment. At the end of the duration, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that affect an area may be tied to a *hallowed* site during the casting of this ritual. The spell effect durations become the same as for the *hallow* ritual. These spells can be cast by anyone that shares the beliefs of the witch, such as other witches, clerics or magic-users (wizards). Saving throws might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time.

Material Component: Herbs, oils, and incense worth at least 1,000 gp, plus 1,000 gp per level of the spell to be included in the *hallowed* area.

Soulbond

Level: Witch Ritual 5

Ritual Requirements: At least 3 witches or 1 witch and three others to aid in chanting.

Range: One creature touched

Duration: 1 day; see below

This is the witch's answer to *Raise Dead*, a spell normally forbidden to witches.

When cast on a fresh corpse, the round after it is slain, this spell prevents the slain creature's soul from departing for 1 day. If the creature is healed up to positive hit points during this time, it will be able to move (slowly) to a place of rest. There it must rest for one week, after which it will roll a Transformation Shock check. If this is passed, it recovers fully though it will lose one point of constitution permanently in the process (no saving throw). The negative hit points, the amount to bring the creature to 1 hp) comes from the casters. If it is a lot, then the witch will require more ritual participants to contribute the hit points.

Soulbond only works on creatures with souls.

Those with spirits, such as elves and other faerie creatures, are unaffected (see the 5th level divine spell *Raise dead*). Soulbond can also be used to keep life in a creature that has not been healed up to positive hit points. In this case, the target creature's soul remains locked in a corpse. If the corpse is reasonably whole, it will rise as a ghoul (caster levels up to 10), ghastr (caster levels 11-13) or wight (caster levels 14+). If it is only partially complete, such as a limbless torso, then the creature will become conscious (knowing its situation and living in intense agony), but unable to fight. This last application will cause alignment drift towards evil.

Material Components: The nearly dead corpse and life force from the casters.

Sixth Level Witch Rituals

Five Generations Curse

Level: Witch Ritual 6

Ritual Requirements: At least 3 witches.

Range: One family

Duration: Permanent; see below

This ritual inflicts a terrible curse upon an entire family line. The casters use a sample of the victim's hair or blood to infuse a ruby with dark magic and a shred of their target's soul. If successful, the ritual functions as *bestow curse*, affecting the primary target, as well as the primary target's siblings, children, grandchildren, parents, and grandparents, no matter their location. Each target can resist the curse with a successful Death saving throw; success means the negative effects of the curse do not affect that individual, though they may still pass the curse on to their descendants. Children born into the curse manifest its effects and attempt their saving throws upon reaching maturity.

When cast, the ritual must specify a single condition any member of the family can fulfill to destroy the curse—this condition must be possible, however unlikely, though victims of the curse do not automatically know what condition or actions might destroy the magic. The curse remains empowered by the gem originally used as the ritual focus. Should the focusing gem be destroyed, the curse ends immediately. As such, most covens take great care in hiding and defending the focusing gems of their victims. An individual can be freed from the five-generations curse with a *break enchantment* or *remove curse* spell cast by a spellcaster whose caster level is higher than the primary ritual caster's Hit Dice, and the curse can be removed from an entire line with a *wish* spell.

Material Components: A sample of the victim's hair or blood, the witches' spell focus items, and a ruby worth at least 5,000 gp. At least three witches are required.

Seventh Level Witch Rituals

Binding Ritual

Level: Witch Ritual 7

Witches Required: 3 or more

Target: One other witch

Duration: See below

Magic is a gift from the Goddess and God to a witch. In return for this gift, the Goddess expects the witch to act as her hands in this realm. The witch is free to act as she interprets the Goddess' will and as long as there is understanding then the sacred trust is not broken. But some witches, either by choice or misguided judgment, break this pact, and the Goddess then must act through

her other witches. When this pact is broken other witches must step in to stop their offending sister.

Three or more witches cast the Binding Ritual against another witch. All witches are typically from the same coven. It is a way to stop the witch without actually harming her and preventing her from harming others.

Individual GMs must decide if this ritual is effective on other magic using classes.

The effects and duration of the ritual is dependent on the number of witches casting. In any case, the duration is based on the effective casting level as detailed in the ritual magic section or as per the Combined Casting feat. The type of magic bound prevents the witch from using that type of magic during the time period indicated. All magic below that type is also bound.

# of Witches	Magic Bound	Time Period
3	Use of Scrolls	Witch Level in Days
5	Magic Items	Witch Level in Weeks
7	Occult Powers	Witch Level in Months
12+	All Spells	Witch Level in Years

The affected witch is allowed a save versus the effects of the magic. If the witch belongs to a different coven than those casting she gains a benefit of +1 to her Spells saving throw. If she is also in violation of her alignment (was lawful now chaotic) or her pact with the Patron, then she is also penalized -1 to her save.

Witches never take a binding lightly. Magic is a gift, many times a life saving one. To rob a witch of her magic will also most likely leave her vulnerable to other attacks. Many of which could be fatal. A binding is always done as a last resort.

Material Components: A personal item belonging to the witch to wrap around the focus, such as a bit of her hair or a scrap of clothing, say from her ritual robe. Herbs such as Knotweed are also used. Everything is bound up in a ritual cord made just for this instance. Everything is placed in a brazier and burned to ashes at the end of the spell.

The price of the materials used in the rituals is 200 gp.

Limited Wish

Level: Witch Ritual 7

Ritual Requirements: At least 3 witches

Range: Unlimited

Duration: See below

A limited wish allows the ritual participants to create nearly any type of effect. For example, a limited wish can duplicate any spell of 7th level or lower, undo the harmful effects of many spells, such as geas or quest, and produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting

on its next attack or taking a penalty on its next saving throw or attack roll. This spell may also grant special knowledge to the caster, or the answer to a riddle or question. Note that the desired effects do not have to exactly match any existing spell, but can be unique effects allowed at the Game Master's discretion.

All the ritual participants must agree on what the nature of the Limited Wish needs to be.

Material Components: A four-leaf clover and a copper piece.

Eighth Level Witch Rituals

Protection of the Goddess

Level: Witch Ritual 8

Casters Required: 3

Range: One covenstead or dwelling

Duration: special

A defensive ritual with an offensive bite, this magic shows that the Goddess protects what is Hers. This ritual once cast and activated will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on their attacker, spells backfire or affect the witch instead. Beneficial spells and magic will continue to work and others, ones not protected nor involved in the casting of the ritual, can affect each other as they please.

Witches and any they choose to protect also may not attack others, but they can force out attackers. Anytime during the duration of the ritual, the lead witch can say a command word or phrase, and all those of hostile intent are removed from the area of effect.

The effects will remain dormant until the first act of violence is committed or until one of the witches present at the original ritual activates it. Often the coven chooses to activate it once the ritual is cast. After that time the effects persist a number of days equal to the level of the highest level witch and half the levels of all the other witches.

Material Components: Specially blessed sea salt is sprinkled around the area. Then another pass is made with blessed water (can be holy water if the witch so chooses), once more with perfumed oils sprayed into the air and finally another with lighted incense. These material components do not account for more than 100 gold pieces of value in total.

Reunification of Life

Level: Witch Ritual 8 (Magic-User 9, Cleric 7)

Ritual Requirements: At least 3 spellcasters; A witch, wizard, and cleric.

Range: One Vampire

Duration: Permanent

Also known as "*The Glorious Ritual of Reunification of Life, Soul, and Body by means Divine, Arcane, and*

Occult," but more commonly known as "Reunification of Life."

This ritual is a very rare one, not just in terms of its availability, but also in its nature. The ritual is known to be part of the *Mortuus Libro Malejicis* (aka "The Book of Dead Witches"). Included in the ritual are the invocations needed to be made a witch, the evocations needed by a wizard and the prayers required of the cleric. The ritual only details the means to restore a willing vampire to life, not an unwilling one.

As part of the ritual, the vampire must not partake in blood for three days before the ritual. This begins during the last nights of the new moon. In many cases, this will make the vampire difficult to control. On the first night of the waxing crescent, the vampire must take a ritual bath in purified (but not sanctified) water. Preferably this is from a natural spring. If the water is warmed from the earth, this is better.

On that night at Midnight, the ritual begins.

The vampire, wearing only a simple white linen robe lays on a simple wooden altar within a Thaumaturgic Triangle. The points of the triangle face east, south and west in a deosil or sunwise orientation. The cleric must stand at the East and begin their prayer. The wizard must stand at the south and begin their casting. The witch stands at the west and begins her spell.

During the night (6 hours of constant casting) the casters will respectively summon up Air to represent the Soul, Fire to represent the Life, and Earth to represent the renewal of Body.

During the night agents of evil will attempt to stop the ritual as the loss of a vampire is a great blow to the forces of the night. For this reason, the ritual also suggests an outer circle of non-casters (referred to as "Cowans") to keep the evil at bay so the casting can continue uninterrupted.

If all goes well the spell end right before dawn as the light of a new day shines on the former vampire for the first time.

Many witches have noted that the optimal time for this spell is during the Summer solstice.

Alterations to ritual have been recorded.

At least one attempt was made on a mummy, but the spell failed. It was speculated that this was due to lack of internal organs, or due to the different relationship, the mummy has with the negative material plane or even the age of the mummy.

A specter was successfully returned to life, but only after a Remove Curse had been cast on it.

The spell has not been tried on a lich since no lich has volunteered to be returned to life of their own free will. In other cases, a druid was used instead of a cleric and a necromancer instead of a wizard. Both times met with success, though some sages doubt these are accurate claims.

PART 5: MONSTERS

Witches have graced the pages and stories of fantasy and myth for ages. Along with the witches have come 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. Some of these monsters are from the literature of the Faerie Tradition. GM's should add them to the same areas that Faerie Witches are found. Others, such as the Earth Troll, 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.

Reading Monster Entries

The monsters presented here use a simplified stat block that adheres to the spirit of the Basic Era games. Some liberties have been taken to adapt between various expressions of the Basic rules, such as Descending vs. Ascending Armor Classes and various treasures that can be found.

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 and lower numbers indicate better armor. For compatibility sake with later editions Ascending Armor Class is present in brackets; []. This is based on a 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 die the creature has. This roughly equivalent to the level of the creature and how much a challenge it represents. Hit die 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 4.5, the average on a d8.

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 3d8 +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 hitpoints. 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 magical 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 an/or special defenses the creature might have will be listed here. Damage and potential saves will also be listed.

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

No. Appearing: This is the amount of the creature that will be typically encountered. Numbers will also be given for encounters in the creature's own lair.

Save As: Typically Monsters save as Fighters of equal HD/level. Some though will save as other classes or as Normal Humans.

Morale: On a score of 1-12 how the monster will typically react. A morale of 12 indicates a fanatic, near-suicidal sort and 1 or 2 indicates a creature that will never attack unless it has overwhelming odds in its favor. Checks are rolled by the GM on a 2d6.

Horde Class: This is the type of treasure typically encountered with the creature. Note creatures with magic items and are capable of using them, will be using them. The amount if encountered in the creature's lair is also given. Coins are listed. Gems are listed with a percentage and amount. Magic Items are listed with a percentage and amount.

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

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, 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.

Allip

Armor Class: 5 [14]

Hit Dice (HD): 4d8** (18 hp)

No. of Attacks: 1

Damage: NA

Special Attacks & Defenses: 1 strike (no damage, 1d4 points of wisdom lost)

Movement: 60' (20')

No. Appearing: 1d4

Save As: Fighter 4

Morale: 10

Horde Class: IV

Alignment: Chaotic

XP: 190

Allips are shadowy, incorporeal undead that mutter and speak with the voice of madness from beyond the grave. The voice acts as a Suggestion spell upon anyone hearing the quiet mutterings: the suggestions of an allip are usually senseless but sinister. The allip's touch does not deal damage but causes the victim to lose 1d4 points of wisdom. If a victim's wisdom falls to 0, it dies and will become an allip within 2d6 days. Allips can only be hit with magical or silver weapons.

Banshee (Groaning Spirit)

Armor Class: 0 [19]

Hit Dice: 7d8** (31 hp)

No. of Attacks: 1 touch

Damage: Special

Special Attacks & Defenses: keening, undead, magic weapons needed to hit

Movement: 60' (20')

No. Appearing: 1

Save As: Fighter 7

Morale: 8

Horde Class: None

XP: 1,140

The Banshee, or bean sh in Irish, is a type of ghost. They are to the fey what ghosts, wraiths, and specters are to humans. It usually resembles a colorless, ash-white elf in ragged clothing and chains. It understands whatever languages it spoke in life, but rarely speaks, instead sobbing uncontrollably.

What is known that a banshee is usually associated with one site or family and the sight of one usually means that death is in store for the family.

The banshee has only one physical attack, a chilling touch that causes 1d8 points of damage. Though the mere sight of one can cause *fear* as per the spell.

Once per night, the banshee can emit a mournful wail that can kill anyone that fails their saving throw versus Death.

The Banshee is undead and can be turned as a Spectre. Like all undead, she is immune to sleep, charm and hold spells. Normally she can only be hit by +1 or better

weapons, but given her connection to the faerie realms as well as that of death, she can be hit by cold forged iron weapons.



Barghest

Armor Class: 3 [16]

Hit Dice: 6d8+3* (30 hp)

No. of Attacks: 2 claws (humanoid) or 1 bite (dog)

Damage: 1d6 claw (humanoid) or 2d4 bite (dog)

Special Attacks & Defenses: stare, hit by silver or magical weapons

Movement: 120' (40') (humanoid) or 180' (60') (hound)

No. Appearing: 1d6, Wild 1d8

Save As: Fighter 6

Morale: 10

Horde Class: IV

Alignment: Chaotic

XP: 1,000

A Barghest is an evil shape-changing fiend that hungers for the souls of mortals. A barghest may appear as a huge demonic black dog, or in a humanoid form nearly seven feet tall, resembling a wingless gargoyle.

A barghest never uses weapons, even in its humanoid form, preferring to feel the blood of its enemies run down its claws. It is tenacious; if a barghest fails its morale check and flees, it will return in 1d6 turns to attack again. Anyone who meets the gaze of a barghest will feel the heat of the monster's stare; such characters must save vs. Paralysis or be paralyzed in terror for 1d6+1 turns (or until the barghest is slain). A character is deemed to have met the gaze of the barghest if he or she faces it in combat, or if the character is surprised by the monster. Fighting a barghest with gaze averted results in a penalty of -4 on all attack rolls. Those who succeed at the saving

throw are immune to the monster's gaze for the remainder of the combat (at least one full turn at the minimum). Although it is not undead, a barghest is inherently unholy and can be Turned by Clerics (as a wight). They can only be harmed by silver or magical weapons.

A barghest generally speaks Common as well as the languages of infernals, goblins, hobgoblins, and bugbears, and can communicate with wolves. One can sometimes be found ruling over goblins or hobgoblins, but most commonly a barghest haunts a lonely stretch of road, preying on travelers.

Black Cat

Armor Class: 5 [14]

Hit Dice: 1d8+1 (5 hp)

No. of Attacks: 1 claw & 1 bite

Damage: 1d4 claw, 1d4 bite

Special Attacks &

Defenses: Charisma drain

Movement: 90' (30')

Climb: 60' (20')

No. Appearing: 1d3

Save As: Fighter 1

Morale: 8

Horde Class: None

Alignment: Chaotic

XP: 18

A black cat looks like a normal cat with black fur, but it has a fiendish mind and the ability, once per day, to breath forth ethereal winds that rip at people's souls, negating the abilities of clerics, druids, and paladins for one hour and dealing 1d6 points of Charisma damage.

Bog Crone

Armor Class: 4 [15]

Hit Dice: 5d8+3** (25 hp)

No. of Attacks: 2 claws

Damage: 1d4+2 claw

Special Attacks & Defenses: aura of evil

Movement: 90' (30')

Swim: 120 (40')

No. Appearing: 1

Save As: Fighter 5

Morale: 10

Horde Class: IV; X in lair

XP: 680

Bog Crones are loathsome and repugnant fey who dwell in marshlands, swamps, and other watery environs. It stands near 7 feet tall hunched over. It has sickly blue-white skin, long wet black hair, and jaundiced eyes. As a race they are cunning and cruel, preferring trickery over direct combat. A bog crone is a master potion maker, and its huts and caves are usually festooned with potions of all varieties. As its name suggests, a bog crone prefers to live in swampy, overgrown environs. It is also aquatic and can breathe underwater. It speaks Common and Elvish.

A bog crone uses the terrain of its marshy homes to its advantage. It is capable of moving in near-complete silence while in swampy terrain, surprising opponents on 1-4 on 1d6. A favored tactic of a bog crone is to surprise a single opponent and drag them away into a deep pool of water, where it then drowns the individual. A bog crone exudes an aura of unwholesomeness. Near its lair animals grow sick and die, plants wither, and water turns foul. This aura of evil even affects magic; any healing spell cast upon a target that is standing within 30 feet of the crone only heals half the normal amount.



Demon, Imp of the Perverse

Armor Class: 9 [10]

Hit Dice: 1d8+1* (5 hp)

No. of Attacks: 1 bite

Damage: 1d4

Special Attacks &

Defenses: Invisible,

Suggestion of Harm, only hit my magic weapons

Movement: 120' (40')

Fly: 120' (40')

No. Appearing: 1

Save As: Fighter 8

Morale: 10

Horde Class: none

Alignment: Chaotic

XP: 21

The Imp of the Perverse is a small demonic creature that can be summoned and attached to another victim. Once

done so the Imp will sit on the victim's shoulder while holding onto their ear. The imp will then whisper in the victim's ear convincing it to harm themselves.

The victim must first make a saving throw (vs. Spells, see below). If this save is made the imp does not latch on and is free to roam about to find another victim (those victims will then need to save) until it tries and fails three (3) victims or the magic-user that summoned it returns it. If the victim fails to save the imp is latched on and becomes completely invisible. No amount of detection on the part of the victim will reveal it attached. Others might. The imp can only be removed with a *Remove Curse*, *Exorcism* or a properly worded *Holy Word* or *Banishment* spell.

Until then the victim makes a saving throw every day to see if they do something to harm themselves. A failed save means that something occurs that seems natural that will cause them harm.

On the first failed save they will take 1d6 total damage. On each failed save after that they will take an additional 1d6 hp of damage; so 2d6, 3d6 and so on until the victim is dead or the imp removed.

Once an imp has been removed, or its victim is dead will it become visible once again and can be attacked.

Feathertop

Armor Class: 5 [14]

Hit Dice: 2d8+1* (10 hp)

No. of Attacks: 1 slam

Damage: 1d6

Special Attacks & Defenses: Mirrors, see below

Movement: 90' (30')

No. Appearing: 1

Save As: Fighter 2

Morale: 10

Horde Class: None

Alignment: Neutral

XP: 44

Feathertops are scarecrows enchanted by witches and the better sort of wizards to guard their homes, work in their gardens, run errands and sometimes make mischief. They are tragic figures, for they do not know their true natures, believing themselves to be human.

Feathertops are prepared as are normal scarecrows, and each is given a pipe to smoke. Animating them requires the following spells: *Animate object*, *phantasmal force*, and *permanency*. As long as the feathertop smokes his pipe, the illusion that he is a real human being (albeit a gangly one) is maintained.

The problem for feathertops is mirrors. If a feathertop gazes into a mirror, his true nature is revealed to him. When this happens, the feathertop must pass a saving throw or smash itself to bits rather than face not being a real human being.

Feathertops are not overly intelligent creatures, but they are loyal and earthy and have engaging personalities. Since

most are farmers, they carry weapons like clubs, sickles, and pitchforks.

Flying Head

Armor Class: 8 [11]

Hit Dice: 1d4 (2 hp)

No. of Attacks: 1 bite

Damage: 1d2

Special Attacks & Defenses: none

Movement: 0'(0'),

Flying: 180'(60')

No. Appearing: 4-16

Save As: Normal man

Morale: 4

Horde Class: None

Alignment: Neutral

XP: 10

Flying heads appear as a human skull with bat wings, and are created by magical means. They are rather benign and act mainly as alarm systems for their creators as they cackle incessantly when disturbed from their dormant state.

Fyre Fae

Armor Class: 1 [19]

Hit Dice (HD): 1d8 (2 hp)

No. of Attacks: 1

Damage: 1-2

Special Attacks & Defenses: Dancing Lights 1 per day

Movement: 30' (10')

Flying: 180' (60')

No. Appearing: Gang (2-4) or tribe (20-80)

Save As: Normal man

Morale: 9

Horde Class: None

Alignment: Neutral

XP: 16

Fyre Fae are often confused with Willow-o-the-wisps or even fireflies. They are tiny fae resembling smaller pixies. In the hours of dusk the Fyre fae come out to play where they will flash a multitude of different colors from their wings.

They are harmless and prefer to flee if attacked. Though if needed they will cast a *dancing lights* spell to confuse attackers of their whereabouts.

1 Fire Fae out of 100 also has the abilities of a first level witch and can cast Light into the eyes of attackers.



Ghoul, Demonic (Ghūl)

Armor Class: 4 [15]

Hit Dice: 5d8+7 (29hp)

No. of Attacks: 2 claw, 1 bite, + Paralysis and Ghoul Fever

Damage: 1d4, 1d4, 1d6

Special Attacks & Defenses: Ghoul fever, paralysis (2d6 turns), shapeshift, undead

Movement: 90' (30')

No. Appearing: 1d2 (1d3)

Save As: Fighter 5

Morale: 10

Horde Class: II, III

Alignment: Chaotic

XP: 1,220

The demonic ghoul, also called a *ghūl* or *ghūla*, is a much more dangerous version of the ghoul and ghost. This creature appears to be more monstrous than the common ghoul, though there still plenty of similarities to attest to their relationship. Demonic ghouls are believed to be corpses with a demonic spirit inhabiting their body. Similar in a way to vampires.

The demonic ghoul has the hindquarters of a donkey, sans tail, and sometimes the horns of a goat. They have the same ability to paralyze others, including elves, and are given away by their stench.

Where ghouls and ghosts feed on corpses, the demonic ghoul is not above providing their own corpses by hunting and killing humanoids. They are also known to eat living children.

The demonic ghoul can also shapeshift into hyenas and can assume the form of the last person they devoured.

The female demonic ghoul, the *ghūla*, can also pass as a living human woman. It will lure prey back to her lair to seduce and then feed on them. Children born to these women are still-born but will grow up to become ghouls on their own.

Demonic Ghouls are undead and turn as Mummies.

Ghoul Fever is a disease caused by the bite of demonic ghouls. The victim must make a save vs. Poison or become infected. One full day after this failed save the victim loosed 1d3 Constitution and 1d3 Dexterity points. At this point, they must make two consecutive saves vs. Death to survive. A fail on one adds one more day to the disease and another loss of points. Two fails results in death.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghost.

Ghoul fever is also present in 10% of all ghouls and 25% of all ghosts.

Gloaming

Armor Class: 5 [14]

Hit Dice: 5d8+5* (27hp)

No. of Attacks: 2 claw, 1 bite + Fear

Damage: 1d4, 1d4, 1d6 + 1 point Strength loss + Fear

Special Attacks & Defenses: Strength loss + Fear

Movement: 120' (40')

No. Appearing: 1d6 (1d10 wild)

Save As: Fighter 6

Morale: 12

Horde Class: None

Alignment: Chaotic

XP: 800

A gloaming is a shadow creature that is typically found in wild, untamed places. Mostly discovered in the time between sunset and the full dark of night these creatures appear to be large, but indistinct shadow creatures. They are on four legs and stand about 3' to 4' high with a massive head. The only distinct features are their eyes which glow amber, red or green. Sometimes confused with hell hounds, a gloaming is an undead creature. It is the undead creature of a large predatory animal, but it does not attack on sight. Typically a gloaming will radiate an aura of fear (as per the spell, cast by a 5th level caster) to scare off interlopers. Failing that they will

attack with a claw/claw/bite routine. Only on a successful bite attack will a gloaming drain 1 point of strength. A gloaming is an undead creature and can be turned as a 5 HD creature (or as a Wraith, depending on your system of choice).

Hag, Boo

Armor Class: 4 [15]

Hit Dice: 6d8+6* (33 hp)

No. of Attacks: 2 claw, 1 bite

Damage: 1d4, 1d4, 1d6

Special Attacks & Defenses: gaseous form, sleep, Constitution drain

Movement: 90' (30')

Swim: 150' (50')

No. Appearing: 1d3

Save As: Fighter 6

Morale: 10

Horde Class: VII

Alignment: Chaotic

XP: 1,430

Boo hags are amphibious hags without skin of their own. In their natural form they appear as hunched humanoids with exposed musculature, stringy white hair, yellow bulging eyes and grimacing mouths of jagged teeth.

The sight of a boo hag without its skin forces a creature to pass a save or become frightened.

A boo hag lives within a swamp but makes sure there are human or demi-human settlements nearby. At night, they venture from their swamp, find a lonely cabin or farmstead, and take gaseous form to enter the house. They then pick a strong, male victim and sit on his chest, stealing away their breath and life energy. A hag squatting on a person inflicts one level of Constitution damage per 10 minutes. Each turn, the victim may attempt a new saving throw to awaken.

Victims killed by a boo hag are skinned. The skin is used as a disguise. While it is inside a person's skin, the boo hag is affected as per the change self spell. Boo hags can be distracted for 1d10 minutes by brooms, the straws of which they are compelled to stop and count. If attacked while counting straws, the hags flee with their brooms, that they may count the straws at their leisure in a safe place.

Headless Horseman

Armor Class: According to armor worn

Hit Dice: 7d8+7* (39 hp) or higher

No. of Attacks: 1 weapon

Damage: 1d8 or by weapon type

Special Attacks & Defenses: undead

Movement: 90' (30') (also see Mount)

No. Appearing: 1 (plus Mount)

Save As: Fighter 7

Morale: 10

Horde Class: None, 90% of magic weapon or armor

Alignment: Chaotic

XP: 1,910 + (plus XP of Mount)

A Headless Horseman is a powerful undead warrior. It appears in knightly garb, similar to what it wore in life. Of course, as its name indicates it is headless, but in place of its head it may wear a jack-o-lantern, helmet, or other decoration. Upon sighting a headless horseman, characters of less than 5th level must save vs. Spells or be stricken with fear, running away until out of sight.

Each headless horseman is a Fighter with a level equivalent to its HD, and it attacks appropriately. It can be Turned by Clerics (as a vampire). As with all undead, it is immune to sleep, charm, and hold spells, as well as cold, acid, poison, and electricity.

A headless horseman is always accompanied by its mount, usually an undead (skeleton or zombie) warhorse or similar creature. Occasionally, a more powerful mount, such as a Nightmare, might accompany a higher-level headless horseman, perhaps even an undead dragon. This undead mount is fearless and can only be Turned if the headless horseman itself is successfully Turned first.

Hellhound

Armor Class: 3 [16]

Hit Dice: 4d8+4* (22 hp)

No. of Attacks: 2 claws / 1 bite / breath weapon

Damage: 1d4 / 1d4 / 1d6+3 / 1d8 (fire)

Special Attacks & Defenses: fear, low-light vision (120'), scent

Movement: 90' (30')

No. Appearing: 1 (1-3 in lair)

Save As: Fighter 5

Morale: 7

Horde Class: None

Alignment: Chaotic

XP: 430

Hellhounds appear as giant mastiffs of blood red or black coloration. Their eyes glow with the flame of hellfire and smoke rises from where they step. Their unnatural barking is a sign of their otherworldly origins.

Hellhounds cause fear as per the spell (Save vs. Paralysis to negate). They also breathe out a lick of flame while attacking, save vs. Breath Weapon for half-damage.

Hellhounds are often sent by devils and other infernal lords to punish and kill those who have broken minor transactions with them or who have offended them in some way.

Hsigo

Armor Class: 7 [12]

Hit Dice: 1d8+1* (5 hp)

No. of Attacks: claw or weapon

Damage: 1d2 or by weapon

Special Attacks & Defenses: fly

Movement: 120' (40')

Flying: 240' (80')

No. Appearing: 10-100

Save As: Fighter 1

Morale: 10

Horde Class: None

Alignment: Neutral

XP: 21

Hsigos are winged monkeys with human faces and dog-like tails. While sometimes found in the wild in forested areas, they are usually bred to act as servants for those that own them (most often high-level magic-users and witches).

The weapons normally carried by hsigos are:

small sword	40%
club	30%
morning star	20%
spear	10%

For every 10 hsigos appearing as part of their owner's army, there will be an additional leader with 2 hit dice (attacks and saves as 2 HD monster), carrying a +1 sword. For every hsigo army numbering 50 or greater, there will be a hsigo general with 3 hit dice (attacks and saves as a 3 HD monster), carrying a +1 sword and wearing a magic helmet (-1 bonus to AC).



Impundulu

Armor Class: 5 [14]

Hit Dice: 6d8+3** (30 hp)

No. of Attacks: 2 claws, 1 bite

Damage: 1d6+2 / 1d6+2 / 1d8+1

Special Attacks & Defenses: Blood drain 1-3 points of Constitution per bite, Charm, Demonic abilities

Movement: 90' (30')

Flying: 180' (60')

No. Appearing: 1

Save As: Fighter 6

Morale: 12

Horde Class: None

Alignment: Chaotic

XP: 1,250

The Impundulu, or Lightning Bird, is a type of vampiric servant used by evil witches. The bird is born when lightning strikes the ground. To all others, it appears as a lightning strike, but to the witch, it has chosen it appears as a bird. Once so chosen the bird will manifest to all as an Impundulu.

The bird can also assume the form of an attractive man to lie with the witch each night.

The Impundulu may also attempt to seduce other women, and feeds on them as a vampire, but it is not an undead creature, but rather one of the Calabim, or Demons of destruction.

The Impundulu must charm his victim to gain access to her home and bed, once there he will drain 1-3 (1d6/2) points of Constitution in blood each night. After three nights he will cease his attacks. The victim could well be close to dead at this point. Any victim lowered to 0 Con dies. Victims killed by the Impundulu will come back as weak ghost (1 hit die).

The Impundulu is immortal and is often passed down from mother to daughter. The Impundulu is incapable of fathering children.

The feathers of the Impundulu are considered to be a great source of magic for a gris-gris or other talismans. Impundulu have all the same immunities as do other Demons; Half damage to Cold, Fire, Gas, and Lightning. They take full damage from magic and silvered weapon. They are fully immune to the effects of sleep spells and toxins.

The bird can be turned by a lawful (good) cleric as if it were a vampire. To destroy it a hunter must find the feather binding it to this world and burn it. Usually, this is with the witch that controls it.

Jenglots

Armor Class: 5 [14]

Hit Dice: 4d8+4** (22 hp)

No. of Attacks: 1 bite

Damage: 1d6 + special

Special Attacks & Defenses: Blood drain, only hit with magic or silver weapons

Movement: 120' (40')

No. Appearing: 1

Save As: Fighter 4

Morale: 11

Horde Class: IV

Alignment: Chaotic

XP: 430

Jenglots are a type of feral undead, found in a variety of locales, from underground environments to the trunks of trees, to the attics of abandoned residences. It is believed that jenglots become undead through a process similar to that of lichs, enacted by the grant of an evil deity to whom the jenglots (in his previous demihuman form) petitioned for immortality.

As undead, jenglots are immune to the effects of sleep, charm, hold, poison and paralysis, and can only be hit with magic or silver weapons. Jenglots are not affected by garlic or sunlight, but are susceptible to the effects of holy water and may be turned by clerics.

Jenglots exist in two states: 1) an "animated" state (in which they appear alive and move as normal), and 2) a "suspended" state (in which they appear simply as the long-haired corpses of deceased demi-humans). They will often remain in this suspended state, laying in wait until suitable prey comes along, at which point they "spring" into their animated state, surprising on a 1-3 (on a 1d6) and attacking the nearest target.

Jenglots survive by feeding on the blood of the living. While they prefer human blood, they will feed on animal blood (preferably that of goats or pigs). On a natural "to hit" roll of 19 or 20, a jenglots has succeeded in locking its clamping bite on a victim and will drain blood (1-4 hit points) from its victim during each successive melee round until the victim is dead or the jenglots has been killed.

Lich, Nephil

Armor Class: -2 [21]

Hit Dice: 12d8+24** (78 hp)

No. of Attacks: 1 touch

Damage: 2d6

Special Attacks & Defenses: Paralysis, Spell-like abilities

Movement: 90' (30')

Flying: 120' (40')

No. Appearing: 1

Save As: Fighter 12 (or by class and level)

Morale: 10

Horde Class: XX

Alignment: Chaotic

XP: 3,600

Instead of beginning life as normal humans, nephil lichs began life as Nephilim (the giant offspring of fallen angels

and humans), then became lichs through the same combination of desire and arcane magic by which normal humans are transformed.

However, because nephil lichs began life as "more than human," as undead, they are also "more than lichs," with many advantages over the normal variety.

The magical properties that protect a nephil lich provide it with an armor class equal to +2 plate armor and a +2 shield. Additionally, it possesses a slightly higher magic immunity, being immune to all spells of less than 6th level, and unable to be harmed by any creature with magical properties of 6 HD or less. Furthermore, nephil lichs are immune to the effects of sleep, charm, cold, hold, feeblemind, polymorph, lightning, and

death spells.

The touch of a nephil lich does 2-12 hit points of damage and (on a failed saving throw) will cause paralysis for 5-100 days (curable by magical means). The sight of a nephil lich will cause any creature with 5 or fewer hit dice to run in fear (no saving throw), but (unlike the normal variety) is also enough to frighten even stronger creatures. When gazing upon a nephil lich for the first time, any creature with 6-8 hit dice that fails a saving throw vs. spells will flee in fear, and any creature with 9 hit dice or greater that fails a saving throw vs. spells will



strike at -1 “to hit” for the remainder of the encounter with the nephil lich. Additionally, nephil liches use magic at the same level equal to their abilities as a magic-user and a cleric before they were transformed (not less than 20th level, often 25-35).

In addition to the normal treasure type in its lair (as noted above), a nephil lich will have 4-24 more temporary magic items, 2-5 of which will be carried by the nephil lich when outside of its lair.

Lilim

These are the daughters of Lilith, the “Queen of Demons.” A title she abhors. In addition to the common abilities and immunities of all demons, lilim are also fully immune to poison and poses Nightvision instead of Darkvision.

All Lilim have a draining attack, as detailed below.

Most Lilim can switch between a “human” and a “demonic” form. The human form allows them to infiltrate society and collect the souls they require. Any time the Lilim is under stress or in combat, she will revert to her demonic form. Both types of forms are detailed in the monster descriptions below.

Lilith and Witches

There is one other group of powerful females that can claim Lilith as their mother; Witches.

Witches have many legends about their origins but two are repeated again and again.

First, that Witches are somehow different than other humans, as different as humans are from elves. The other part of this tale is that Witches are a separate race descended from Lilith, whom they refer to as the First Witch.

Some Witches consider themselves to be partial demons because of this. This has no effect on how the Witch needs to be played, but GMs can impose the same penalty on Witches as they do with demons. Weapons that harm demons have a similar, though a lesser effect on Witches. If this is used then allow a détente to exist between Witches and the Lilim, Neither group will willingly attack the other physically or magically. In these situations, Lilim will refer to Witches as “sister.”

The most feared attack of the Lilim is their vampiric energy drain. This attack affects one (or more) of a person ability scores. When a score reaches 0 that person is dead and their soul belongs to the Lilim. The abilities drained are listed below,

Lilim	Ability	Amount
Batibat	Constitution	1 point
Empusa	Intelligence	1 point
Lamashtu	Constitution	2 points
Lamia	Wisdom	2 points
Lilitu	Strength & Constitution	2 points each

Mormo	Strength	1 point
Night Hag	Constitution	1 point
Succubus	Constitution	1 point per kiss

The Lilim typically target only the strongest victims; i.e., characters with the highest ability scores. While they could gather the most souls by attacking the weakest, it is theorized that the Lilim get some sort of nourishment from the more powerful victims. They also favor attacking the good and the lawful.

Lilim are also affected by the following attack forms.

Attack	Damage
Acid	Full
Cold	Half
Electricity (lightning)	None
Fire (magical)	Half
Fire (non-magical)	None
Gas (poisonous, etc-)	None
Iron weapon	Full
Magic missile	Full
Poison	None
Silver weapon	Half

Lilim, Batibat

Armor Class: 4 [15]

Hit Dice: 5d8+5** (27 hp)

No. of Attacks: 1 claw

Damage: 1d3

Special Attacks & Defenses: Constitution drain, Lilim abilities

Movement: 90' (30')

No. Appearing: 1d4

Save As: Witch 5

Morale: 8

Horde Class: None

Alignment: Chaotic

XP: 800

These are among the weakest of the Lilim. They prey on people in their dreams. They house themselves in a tree near where their victim is sleeping and invade their dreams. They have only a weak physical attack (1-3 hp) but their dream attack requires a Paralyzation saving throw each night or the victim will lose 1 point of Constitution. When their victim dies (reaches 0 Constitution), they can summon a Nightmare and return to their master with the soul. During the day they sleep in their tree and are helpless. These demons appear to be small, elfin-like women and are sometimes mistaken for a dryad. Their hair though is dark black, and their eyes grow red.

Lilim, Empusa

Armor Class: 3 [16]

Hit Dice: 8d8+4** (40 hp)

No. of Attacks: 2 claws and 1 bite or 1 weapon

Damage: 1d6 / 1d6 / 1d6 or 1d10

Special Attacks & Defenses: Magic resistance (25%), Lilim abilities, magical abilities, +1 magic weapons to hit, Intelligence drain

Movement: 120' (40')

Flying: 240' (80')

No. Appearing: 1d4

Save As: Witch 9

Morale: 8

Horde Class: X, XI

Alignment: Chaotic

XP: 2,380

These are the daughters of Lilith and the various proto-demons. They are the most "demonic" of all of the Lilim. The Empusae (or "forcers-in"), like all Lilim, can appear as a stunningly beautiful woman or as a demon. The demonic form of the Empusa is one of the most hideous of all of the Lilim. The body remains mostly humanoid and female but covered in fine scales. Its legs become like those of a horse or ass and end in hooves that are made of brass or bronze. Its back supports a set of large leathery bat-like wings, similar to that of a succubus. It is its head that features its most horrible transformation. The creature's long flowing tresses are replaced with a mass of snakes similar to that of a medusa. Its facial features are blocked by an area of complete darkness, only its glowing eyes are visible. It is said among sages that face of the Empusa is not shrouded in darkness, but it is so horrible that our minds block the vision from us. It is also said that other demons can actually see the Empusa's face and run in fear from it. Its former delicate hands now end in razor-tipped claws. A long reptilian tail completes the picture.

An Empusa can appear as human, or it can also shapeshift into a large dire wolf (statistics as per Dire Wolf).

Unlike the combat avoidant Succubus, Empusae live for battle. They can either use their natural claw/claw/bite routine or use a flaming sword that strikes for 2d6 points of damage plus 1d6 of flame damage. Empusa gain to hit and damage bonuses due to their high strength as well. The touch of an Empusa drains the Intelligence of the victim at 1 point per barehanded, not weaponed, attack.



Lilim, Lamashtu

Armor Class: 3 [16]

Hit Dice: 10d8+5** (50 hp)

No. of Attacks: 2 claws and 1 bite or 1 weapon

Damage: 1d6 / 1d6 / 1d6 or 1d10

Special Attacks & Defenses: Magic resistance (25%), Lilim abilities, magical abilities, +1 magic weapons to hit, Constitution drain

Movement: 120' (40')

No. Appearing: 1d4

Save As: Witch 12

Morale: 9

Horde Class: XVIII, XIX

Alignment: Chaotic

XP: 4,500

Lamashtu are powerful demons, close only to the Lilitu themselves. Believed to be the offspring of Lilith and the Eodemons. These demons are old even by demonic terms. Their natural form is a horrid hybrid of a

lioness' head, donkey ears, and teeth, a

hairy human female body, with the hindquarters of a pig. They are commonly holding a large snake. In their "human" form they prefer to disguise themselves as old women or nursemaids. This gives them access to their preferred prey, newborn babies. Once she has gained access to a new-born babe, she will carry it off till she can find a safe place to eat it. Lamashtu are not tempters, they hunger, and only flesh will satisfy them. They can be held at bay if a witch prepares a special talisman.

Her song drains Constitution to all who hear it, 2 points per night. Anyone so drained must make a save or fall asleep while she feeds. Lamashtu may cast spells as a 7th level witch.

Lilim, Lamiae

Armor Class: 5 [14]

Hit Dice: 9d8+5** (45 hp)

No. of Attacks: 2 claws or 1 weapon

Damage: 1d4 / 1d4 or 1d8

Special Attacks & Defenses: Magic resistance (15%), Lilim Abilities, dual forms, Wisdom drain, blood drain, magical abilities, +2 magic weapons to hit, sleep song

Movement: 120' (40')

Flying: 180' (60')

No. Appearing: 1d4

Save As: Witch 11

Morale: 8

Horde Class: XIX, XX

Alignment: Chaotic

XP: 3,800

Lamiae can appear as any female type humanoid they choose. They typically choose to emulate humans and elves of high charisma.

Their demonic form is less innocent. The Lamiae has the same upper body of a beautiful woman, but her features have become twisted to show only evil. The lower half of the creature becomes serpentine. This gives them a look similar to the Marilith, much to both races displeasure and distaste.

Other Lamiae can appear to be women with the lower body of a lion. It is believed they are the offspring of Lilith and various Animal Lords.

Lamiae will most often attack her prey when they are sleeping. They have a song that acts a sleep spell cast as a Witch of 12th level. They may use this song once per day. Lamiae then embraces their victim to drain their wisdom or blood (1d6 hit points). Typically a lamiae will spend many nights corrupting a single man by draining his Wisdom, all the while laying with other men to drain them of their blood.

A Lamiae will not let the corpses stack up to betray her nature.

If forced into combat, a Lamiae can use a weapon or change to her normal form and use a claw/claw/bite routine. A Lamiae will avoid open combat at all costs, except to save her own life.

She would rather poison a rival, or better yet, get someone else to do the killing for her.

While a Lamiae can gate in 1-4 Empusa to aid her, she rarely does.

Yet, if her life is threatened, she can and has a 1-4 chance on a 1d6.

Lamiae drain Wisdom, up to 2 points per touch. The touch must be with their bare hand and not a damage causing hit.

Lilim, Lilitu

Armor Class: -4 [23]

Hit Dice: 12d8+12** (66 hp)

No. of Attacks: 2 claws or 1 weapon

Damage: 1d6+3 / 1d6+3 or 1d10+3

Special Attacks & Defenses: Magic resistance (55%), immune to fire, Lilim Abilities, dual forms, Strength and Constitution drain, blood drain, magical abilities, +2 magic weapons to hit, sleep song

Movement: 120' (40')

Flying: 180' (60')

No. Appearing: 1d4

Save As: Witch 11

Morale: 10

Horde Class: XX, XXI

Alignment: Chaotic

XP: 6,000

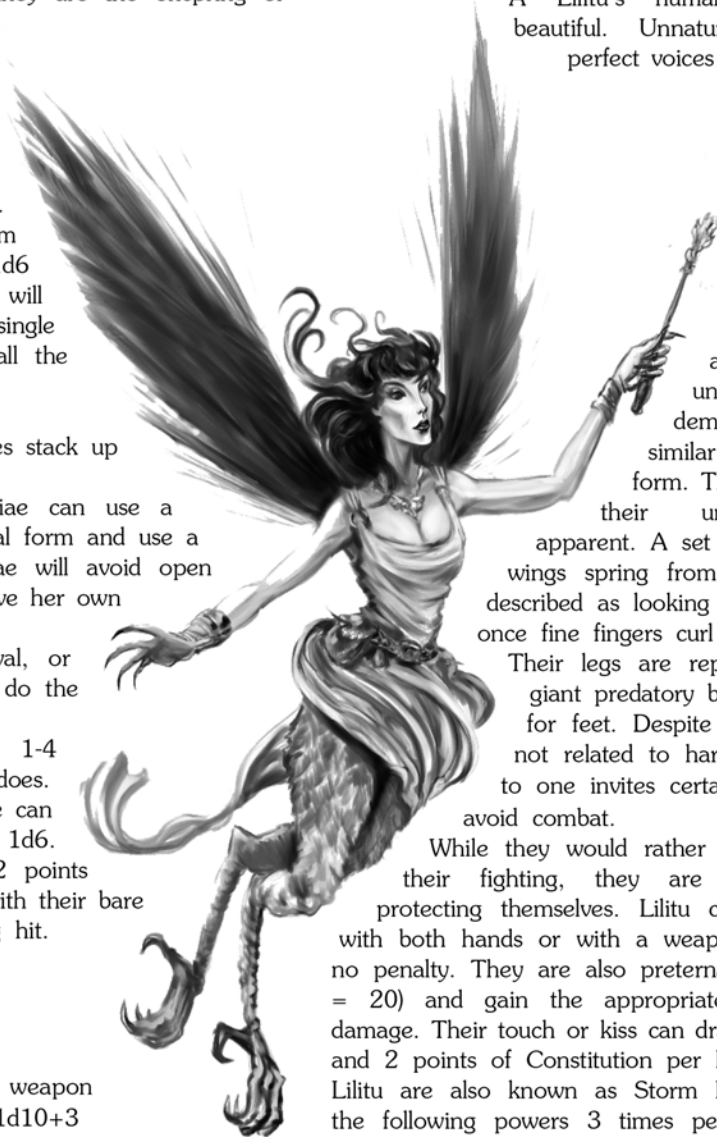
The Lilitu are not only the most powerful of the Lilim but they may be among the most powerful demons, outside of the Baalor and Arch Fiends. The Lilitu are the daughters of the Goddess Lilith and powerful spirits. Every Lilitu are millennia old, and thankfully there are not many of them known to exist.

A Lilitu's human form is unearthly beautiful. Unnaturally tall, they have perfect voices and skins. Their beauty is only matched by their minds; intelligent, witty and full of grace. Their personalities are in a word, formidable. Of course, this is all a facade, as the Lilitu are demonic and should not be underestimated. Their demonic form is very similar to that of their human form. Their beauty remains, but their unearthliness becomes apparent. A set of large dark feathered wings spring from their back, alternately described as looking owl or crow-like. Their once fine fingers curl into razor-sharp talons. Their legs are replaced with those of a giant predatory bird complete with claws for feet. Despite appearances, Lilitu are not related to harpies and to suggest so to one invites certain death. Lilitu do not avoid combat.

While they would rather have someone else do their fighting, they are perfectly capable of protecting themselves. Lilitu can attack open-handed with both hands or with a weapon in both hands with no penalty. They are also preternaturally strong (Strength = 20) and gain the appropriate bonuses to hit and damage. Their touch or kiss can drain 2 points of Strength and 2 points of Constitution per hit.

Lilitu are also known as Storm Demons. They may use the following powers 3 times per day as a 10th level caster: Calm Air, Cloud Runes, Control Weather, Control Winds and Lightning Bolt.

Lilitu may cast spells as if she were a 14th level Witch.



Lilim, Mormo

Armor Class: 0 [19]

Hit Dice: 7d8+7** (38 hp)

No. of Attacks: 2 claws (1d6) /1 bite (2d6) or by weapon type

Damage: 1d6 / 1d6 / 1d8 or 1d8

Special Attacks & Defenses: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, Strength drain, summon other demons, spells, change shape.

Movement: 180' (60')

Flying 240' (80')

No. Appearing: 1d4

Save As: Witch 9

Morale: 9

Horde Class: VII, VIII

Alignment: Chaotic

XP: 2,610

The Mormo, or Momolyceia ("frightening wolves"), may be the most frightening of the Lilim. The mormo can appear fair and beautiful, but such forms are only an illusion, their demonic form is horrible to behold.

They are tall, 7-8 feet tall and appear much like a type of hag. Their lower half is that of a wolf, and they have a set of large bat-like wings on their backs. The Mormo is covered with a fine coat of gray or black hair. Their hands end in long talon-like nails, and their mouths are filled with large, sharp canine fangs.

The Mormo have no fear of combat, in fact, they relish in it. They can fight in their demonic form with a claw, claw, bite routine. She may also choose a weapon but rarely do. They can drain Strength points. Typically they withhold this power to use among her victims; draining a point here and a point there to keep them weak in body so that she can work on their wills.

Like the Empusa, the Mormo feeds on human blood and human children.

Great hatred exists between these demons and the Marilith. They will often attack each other on sight.

Lilim, Night Hags

Armor Class: 9 [10]

Hit Dice: 8d8** (36 hp)

No. of Attacks: 1 spell attack

Damage: 2d6

Special Attacks & Defenses: Magic resistance (65%), +2 or better magic weapon to hit, magical abilities.

Movement: 90' (30')

No. Appearing: 1d4

Save As: Witch 9

Morale: 10

Horde Class: None, 30% 3 Magic

Alignment: Chaotic

XP: 3,700

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 100ft. 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.

Lilim, Succubus

Armor Class: 0 [19]

Hit Dice: 6d8+6** (33 hp)

No. of Attacks: 2 (claws)

Damage: 1d3/1d3

Special Attacks & Defenses: Magic resistance (70%), immune to non-magic weapons, cause darkness in a 10-foot diameter, Constitution drain with a kiss, summon other demons, spells, change shape.

Movement: 120' (40')

Flying 180' (60')

No. Appearing: 1 (1)

Save As: Fighter 6

Morale: 7

Hoard Class: XI, XIV

Alignment: Chaotic

XP: 2,180

A succubus is a creature of demonic lust, a drinker of souls who offers fatal temptation to mortals that fall into



the trap of her deadly embraces: each kiss drains one level of experience. (The male form of this demon is called an incubus. A succubus is always female, just as an incubus is always male.) The demon's form is that of a supernaturally beautiful woman, curvaceous and alluring, but whose furled bat wings and delicate horns betray her true nature. Small white fangs gleam from behind the demoness's full lips, and when she is enraged the pupils of her eyes will contract and shift into those of a vicious serpent.

A succubus can "cast" Charm Person whenever desired, as well as ESP, Clairaudience, and Suggestion. They can change shape at will, but only into human or human-like forms. Succubi also can call forth (by *Gate*) other demons. A succubus can summon a demon prince (40% chance to succeed), but will seldom do so, for the price to be paid afterward is generally significant and unpleasant.

However, a succubus can summon a Baalor/Baalroch demon or an Empussa or Nalfeshnee (fourth-category demon), again, with a 40% chance of success regardless of the type of demon being summoned. If a succubus does not specify the sort of demon she is summoning, there is a 5% chance that the respondent will be a demon prince, and if not, there is a 75% chance that the demon will be of the fourth category, a Nalfeshnee.

Succubi seldom rely upon physical attacks; they use their charm and suggestion abilities to allow them to bestow their deadly kisses upon opponents.

Olitiau (Monstrous Riding Bat)

Armor Class: 5 [14]

Hit Dice: 5d8+5* (27 hp)

No. of Attacks: 1 bite or Sonic shriek

Damage: 1d8 or see below

Special Attacks & Defenses: Immune to Blindness, Sonic Shriek, Sunlight Vulnerability

Movement: 180' (60')

Flying: 360' (120')

No. Appearing: 1

Save As: Fighter 4

Morale: 9

Horde Class: None

Alignment: Neutral

XP: 650

Olitiau are giant bats. Found in deep, dark caves these creatures can be used as steeds for those that know the secrets of summoning them or for subterranean races that speak their language.

Like Giant Bats, these creatures can also be vampiric, though the percentage is much higher, 45%. The bite of an Olitiau will not cause a living creature to rise as a vampire though.

The Olitiau have a bite attack and sonic shriek. They can use one or the other once per round. The sonic shriek is a cone 5' at its base (mouth) and extends 120' long

and 40' wide. Creatures caught in this area take 1d6 points of damage and must save vs. Paralyzation or be stunned (unable to attack) for 1 round. The Olitiau can extend this range to 360' long and 120' wide, but only creatures of less than 1 HD are affected then.

Olitiau do not fare well in sunlight and are at a -2 on all attacks. They are unaffected by darkness of any sort including magical darkness.



Poludnitsa

Armor Class: 5 [14]

Hit Dice: 5d8* (22 hp)

No. of Attacks: 1 weapon + Heat Madness

Damage: 1d8* (beheading on a natural 20) + Special

Special Attacks & Defenses: Heat sickness, vorpal scythe

Movement: 90' (30')

No. Appearing: 1

Save As: Fighter 4

Morale: 9

Horde Class: None

Alignment: Neutral

XP: 500

Poludnitsa can only appear during the hour before and the hour after midday. During the Summer Solstice though she can appear during all hours of daylight.

She may only attack those that refuse her questions or answer them incorrectly. Once that has happened she will attack with her shears or scythe. They are treated as "vorpal" weapons in her hands (treated as normal weapons in anyone else's).

Once per day, usually at the height of noon or moment of greatest temperature, she can curse one humanoid creature with heat madness. They must make a saving throw vs. Death or be stricken. A successful save means the creature is dazed and cannot attack for two rounds. If the save is failed, then the victim suffers the full effect of the heat madness. They are treated as if they had a combination of Slow and Feeblemind spells cast on them. Failing the first save means they will need to make another Death save in one full day or die. Failing the first save and making the second means the victim is bedridden for four (4) days, minus their Con adjustment. A Bless, Heal or Remove Curse spell will remove the heat madness.

Poludnitsa is immune to all heat and fire based attacks. She takes double damage from any cold-based attack.

A witch or cleric can "turn" (but not destroy) Poludnitsa as a Vampire if they present a Moonstone.

Sprite, Dohma

Armor Class: 6 [13]

Hit Dice: 1d4* (2 hp)

No. of Attacks: see below

Damage: 1d3 or none

Special Attacks & Defenses: Invisibility

Movement: 120' (40')

Flying: 180' (60')

No. Appearing: 1d4+1 (2-5)

Save As: Elf 1

Morale: 3 or see below

Horde Class: II

Alignment: Lawful

XP: 13

Dohma sprites are a homelier cousin to standard sprites and are most often found in domestic employ, particularly for wizards. They find pleasure in keeping house and performing domestic duties but prefer to do so out of sight of anyone other than other dohma sprites. Additionally, they most often make their nests in warm attics or on sunny rooftops.

Dohma sprites are capable of both flight and invisibility, and if discovered or intruded upon while performing their

duties, they will usually turn invisible and fly to a safe perch and wait for the intruders/visitors to leave before returning to work. If this type of intrusion becomes a common occurrence, it is not unusual for a dohma sprite to pack up his belongings and his family and immediately seek a new employer.

If any dohma sprite is discovered by other dohma sprites to be held against his will, the other dohma sprites will seek to wreak havoc and mischief upon the captors, until the detained dohma sprite is set free. They will, however, try to avoid direct conflict or combat by any means.

Umbral

Armor Class: 3 [16]

Hit Dice: 4d8+4* (22 hp)

No. of Attacks: 1 Wail of Lament

Damage: See below

Special Attacks & Defenses: See below, +1 or better weapons to hit

Movement: 90' (30')

Flying: 180' (60')

No. Appearing: 1

Save As: Witch 5

Morale: 10

Horde Class: None

Alignment: Chaotic

XP: 430

An Umbral is a witch that has died and come back to unlife. Typically this is due to some great sadness or sorrow that prevents her from moving on. The umbral is incorporeal and can only be hit by +1 or better weapons. A weapon of cold iron blessed by a cleric can also be used.

The umbral is locked to the area of their death or some other significant area. Sages once tell of an Umbral that haunted

the grounds her coven stood even though she had been killed many miles away.

The only attack of the umbral is a wail of lament. All within 120' (240') that hear it must make a save or lose 1 point of Charisma. The trauma of such an attack leaves a noticeable mark on the physical and emotional well being of the victim. The Charisma damage can be restored by any magic that restores lost levels. The umbral can only wail once per night.

An umbral that is "killed" returns on the next new moon. To fully destroy an umbral her mortal remains



must be burned. This is why, sages say, so many witches are burned. To prevent their umbrals from haunting them. The umbral is turned as a Spectre. A turned umbral returns in three days. Destroying an umbral, even by dispelling/disruption still requires the burning of its mortal remains.

Urhag

	Degenerate	Noble
Armor Class:	3 [16]	4 [15]
Hit Dice:	5d8+2* (25 hp)	8d8+13* (50 hp)
No. of Attacks:	2 claw, 1 bite; stench	2 claw or weapon, spell
Damage:	1d4/1d4/1d6	1d4/1d4 or by weapon type
Special Attacks & Defenses:	Stench, Magic, see below	Magic, Harmed by iron, (see below)
Movement:	90' (30')	90' (30')
Flying:	240' (80')	240' (80')
No. Appearing:	1d6	1
Save As:	Witch 5	Witch 8
Morale:	7	9
Horde Class:	Special	Special
Alignment:	Chaotic	Chaotic
XP:	1,040	3,600

Scholars debate the relationship between the races of hags. While many look to the vile and evil Night Hags as their progenitor, scholars who have pierced the veil between Reality and Dream claim that such a progenitor race is known as the urhags.

The Urhags are found in two basic varieties, the *Degenerate* and the far less common *Noble*.

The *Degenerate Urhag* appears to be a hideously ugly humanoid woman. She appears naked, but covered in filth, with long clawed fingers, wild hair and inhumanly long feet and toes. What is the most curious feature of the urhag are her large bat-like wings. One is immediately reminded of a harpy; which scholars also claim are an offspring of this creature. The urhag does not speak, but only screams and shrieks. The urhag can attack with a claw/claw/bite routine which is their most typical attack. They are also surrounded by a horrible stench. Characters within 10' of the Urhag must save vs. Poison (Constitution, Fortitude) or suffer a -2 on all attacks against the creature. The urhag may also cast spells as a 3rd level witch. Spells that attack and do damage are preferred over all others.

Urhags are immune to all cold-based effects and are immune to cold and cold based spells. Dengerate urhags are carnivorous, and their preferred source of meat is humanoid flesh. They can enter the dreams of people sleeping in their territories; usually within 300 yards.

Through this special attack, the urhag will Charm a sleeping male into breeding with them. Once complete the urhag will then wake the male to kill and eat him. They prefer to wake their victims because they enjoy hearing the sounds of their screams. Within 3 months the urhag will lay a leathery egg in which a juvenile urhag will emerge. The new urhag will not expect any care or succor from her mother; in fact, the mother is just as likely to eat her offspring as she did her offspring's father.



The *Noble urhag* is a different creature, though no less evil. Like the degenerate urhag, the noble appears to be a winged woman with long taloned hands and feet. Noble urhags also have horns growing from their heads that often causes them to be mistaken for some sort succubus or other demonic creature. While not demonic, the noble urhag is still quite evil. While the degenerate urhag is hideous and covered in filth, the noble urhag is regal, attractive and clothed in only the finest wares. Her features are sharp and possibly indicate a relationship to the fae that other, more common hags, share. The noble urhag can be harmed by iron in the same fashion that fae are; iron weapons cause +2 damage and +1 to hit.

The noble urhags can cast spells as a 7th level witch. She may also take the occult powers of a Malefic or Faerie tradition witch.

While the degenerate urhag is indiscriminate about her choice of mating partners, the noble urhag prefers only the finest quality human males. They do not care for elves since elves do not dream in the same manner as do men. Also, noble urhags do not always eat the men they lay with. Some preferring to return to the same male time and time again as instinct drives them to reproduce.

Unlike common hags, urhags of either sort are not tied to a particular locale or environment. Degenerate urhags do prefer colder wastes and demon-haunted lands and the noble urhag prefers temperate forests there are no restrictions on either.

Unlike night hags, urhags are not interested in the transport of souls or the outer planes.

Urhags can, in theory, form coveys as other hags do and maybe even with other hags, but none have been observed doing so.

Vampires

Vampires and witches share a common lineage in both myth and folklore.

Often the lands that give us stories of vampires give us stories of wicked witches. In some cases the easiest way to become a vampire in death is to have been a witch in life. Some creatures blur the line between an undead vampire and living witch.

Powers and Weaknesses Common to Vampires

The following details the common powers and weaknesses of vampires found in this volume, but Game Masters are encouraged to alter these as needed. In particular, feel free to change the methods of incapacitating or killing a vampire.

Powers

Undead: Vampires are undead, albeit ones that can pass for human, they are immune to charm, hold, and sleep spells. Electricity and cold does only half damage, they are unaffected by normal weapons, and they regenerate 3 hit points per round. Vampires must take refuge in a coffin or other hide-away during the daylight hours and must slumber on soil from their own grave once in a while to maintain their powers' vitality.

Draining Touch: Vampires are immensely strong (Strength of 20 or greater) and deal great blows that inflict 1d10 hit points of damage. These blows (or any other touch) further reduce the victim's life energy, as measured in Constitution, by two points.

Shape Change: Vampires have the innate ability to take gaseous form at will, but will be forced into this form if their hit points reach zero. They then attempt to reach their coffin to reform their bodies. If they do not reach the coffin within 2 turns and rest for 8 hours, they are unable to reform.

Further, most vampires have the innate ability to shape change into a large bat (or other creatures) at will, which grants them flying movement. Stronger vampires also can shape change into a large wolf or another carnivore.

Animal Summoning: They can summon 1d10x10 bats or rats when underground. They can summon 3d6 wolves or 2d4 dire wolves when above. These creatures will arrive in 2d6 rounds.

Charming Gaze: A vampire has a charming gaze (as the *charm person* spell) that takes effect if a victim peers into a vampire's eyes. The victim may attempt a saving throw versus spells with a penalty of -2.

Vampire Spawn: Vampires create others of their kind by draining humans or other humanoids of all life energy (they reach 0 level or 0 Constitution). The victim must be buried, and after 1 day he will arise as a vampire. The victim will retain abilities, including class abilities, which they had in life but will become a chaotic undead being. They will be a slave to the vampire that created them but becomes free willed if the master is killed.

The spawn of a vampire is a chaotic, undead creature regardless of what they were in life.

Weaknesses

Hindrances: A vampire can not enter the personal dwelling of a person without permission first. Once that permission is given the vampire may enter or leave at will. This does not apply to public places like inns that have an open invitation. If the living occupants are killed the vampire may also enter.

A vampire cannot enter consecrated holy ground such as a place of worship, a temple or a druid's or witch's circle. Graveyards, even if consecrated, can be entered since they are understood to be welcome to the dead.

Additionally, a vampire cannot cross running water of their own accord. They can be carried across either by a living creature or if riding a horse or in a coach.

Rebuking a Vampire: Although these items do not actually cause harm or completely repel these creatures, vampires will draw back from a lawful holy symbol, a mirror, or garlic if they are presented with confidence. Garlic causes a vampire to cringe for 1d4 rounds, and a holy symbol or mirror will cause a vampire to take a position in which the item does not impede his or her progress or attack. A lawful holy symbol will affect a vampire no matter what its ethos was in life.

A vampire is a chaotic undead creature, and holy water will inflict 1d6+1 hit points of damage.

Vampires will avoid mirrors and will try to circumvent them as they do a holy symbol.

Destroying a Vampire: There are a few means by which a vampire may be destroyed. They take great damage from immersion in running water and will be killed in 1 turn. Also, if caught in sunlight a vampire must succeed in a saving throw versus death for each round exposed, or it will be completely turned to dust. Finally, a stake through the heart, coupled with

decapitation, will destroy a vampire. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Vampire, Aswang

Armor Class: 2 [17]

Hit Dice: 6d8+6** (33 hp)

No. of Attacks: 2 claws, 1 bite (monster form) OR 1 (human form)

Damage: 1d6+2 / 1d8+1 OR by weapon type.

Special Attacks & Defenses: Blood drain, cause fear (as per spell)

Movement: 30' 90' fly

No. Appearing: 1 (3-9 in nest)

Saves As: Fighter 6

Morale: 8

Horde Class: None

Alignment: Chaotic

XP: 1,930

This vampire appears as a hideous decayed corpse with rows of sharp teeth or as a normal human.

The Aswang can cause fear as per the wizard spell up to 3 times per day. It can also shapeshift into dogs, cats or pigs like any other vampire can turn into wolves or bats. An aswang cannot become mist but can grow large bat-like wings and fly away.

The bite of an aswang drains blood. A successful combat roll of 19 or 20 while biting means the aswang has locked onto the victim. The aswang will then drain 1 point of Constitutions worth of blood each round. The aswang will typically feed for 1d4 rounds and then try to flee. Anyone brought to 0 points of Constitution will die and rise an aswang on the next full moon.

A holy symbol will keep an aswang away like a normal vampire. As will garlic and a line of salt.

It is rumored that the only way to capture an aswang is to use a whip made from a stingray's tail. Once captured the aswang cannot use their magical abilities. The only way to defeat the creature is to cut off its head.

The creature can only be hit by magical weapons, but a weapon coated with oils prepared by a village priest (known as an *albularyos*) will also be effective.

Vampire, Eretica

Armor Class: 3 [16]

Hit Dice: 7d8+7** (39 hp)

No. of Attacks: 2 claws + Special

Damage: 1d4, 1d4 + Special

Special Attacks & Defenses: horrific appearance, mind probe, Constitution drain

Movement: 180' (60'), 60' (20') flying

No. Appearing: 1d3

Save As: Fighter 8

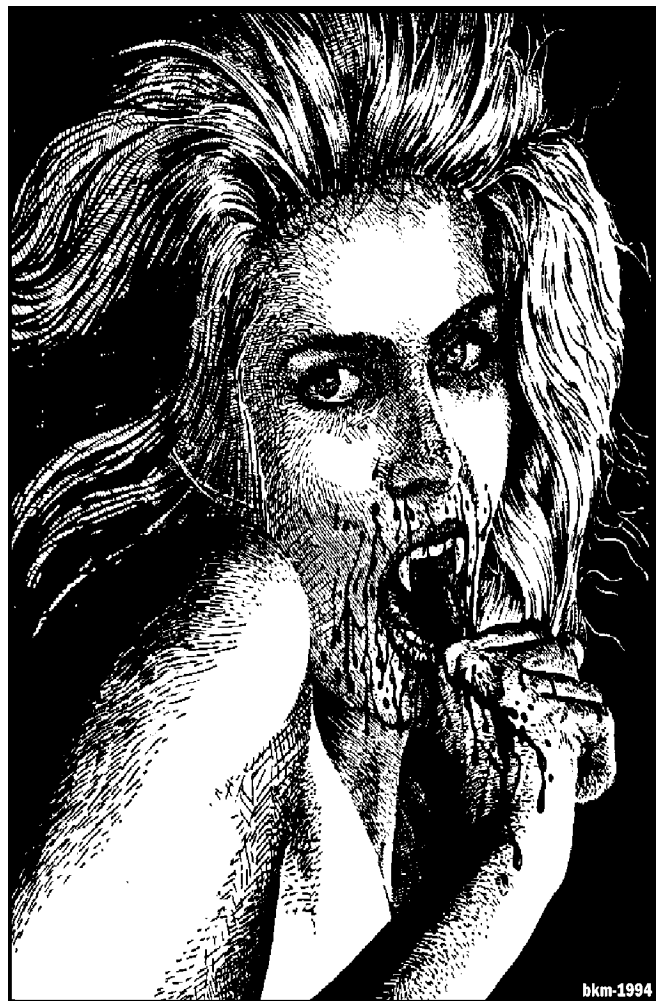
Morale: 9

Horde Class: XVI

Alignment: Chaotic

XP: 2,610

Eretica are witches that have returned from the dead as a horrible vampire. Believed to be the followers of Hecate the eretica are also created when witches denounce the predominant religion of the area and are cursed by a local cleric. The eretica can appear as attractive young women, but their true form is that of an ancient hag in rags.



Abilities: All eretica are unaffected by sleep, charm, and hold spells, and can only be hit with magical weapons. An eretica may take the form of a human or as dust on moonlight at will. The change takes 1 round.

Whatever its form, an eretica regenerates 3 hit points per round, starting as soon as it is damaged. Like the vampire, if the eretica is reduced to 0 hit points, it does not regenerate, but becomes moonlight and flees to its coffin. In human form, an eretica can attack by gaze or touch or can summon other creatures. The touch of an eretica

inflicts a double energy drain (removing 2 points of Constitution) in addition to damage. The creature's gaze can charm. Any victim who meets the gaze may make a saving throw vs. spells to avoid the charm, but with a -2 penalty to the roll. To the charmed victim the eretica appears to be a beautiful young woman. To others, she is still a monstrous hag.

The eretica may summon any one of the following creatures, which will come to its aid if they are within 300 feet (300 yards outdoors):

Rats 6-60	Giant rats 4-
16	
Bats 8-80	Giant
bats 3-18	
Wolves 3-18	Dire
wolves 2-8	

Any character slain by an eretica will return from death in three days, as a wraith under the control of the eretica who slayed them. Only witches killed by an eretica can become eretica in death this way. Since eretica were witches in life, they still can cast witch spells. They are treated as 7th level witches, but they do not have any Occult Powers.

Weaknesses of the eretica: The eretica shares the same weaknesses and vulnerabilities of the vampire. An eretica cannot come within 10 feet of a strongly presented holy symbol, although it can move to attack from another direction. The odor of olives repels an eretica; the creature must make a successful saving throw vs. poison or stay at least 10 feet away from the olive during that round. A splash of Olive Oil will cause the creature 1d4 points of damage.

The eretica cannot cross running water, either on foot or flying, except at bridges or while in their coffins. During the day, an eretica usually rests in its coffin; failure to do so results in the loss of 2d6 hit points per day. These hit points are not regenerated until the eretica has rested in its coffin for a full day. An eretica casts no reflection and avoids mirrors.

The only way to truly destroy an eretica is to burn the body at the stake or to stake her in the heart with a stake of aspen.

Vampire, Nosferatu

Armor Class: 2 [17]

Hit Dice: 9d8+9** (50 hp)

No. of Attacks: 2 claws and 1 bite

Damage: 1d6+3 / 1d6+3 / 1d4+1 and Constitution drain

Special Attacks & Defenses: Constitution Drain, Cause Fear, Summon Plague, Summon Rats, Vampire abilities

Movement: 90' (30')

Flying: 180' (60')

No. Appearing: 1

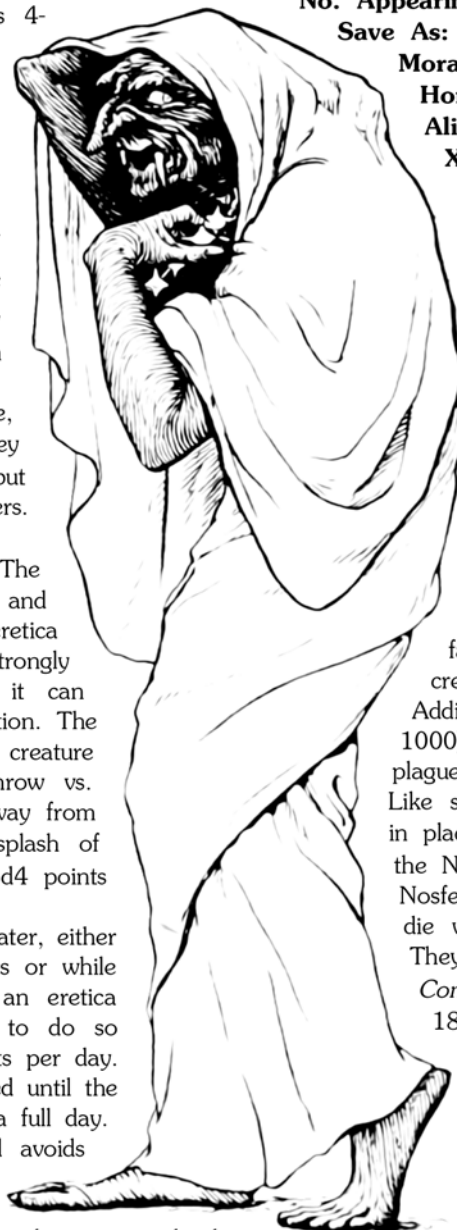
Save As: Fighter 10

Morale: 11

Horde Class: XVI

Alignment: Chaotic

XP: 4,500



The Nosferatu is a subtype of the vampire. It is turned like a vampire and has all the same strengths and weaknesses, with a few additional abilities.

The Nosferatu looks pale and withered. He also has almost rat or bat-like look to him. His fingers and ears are elongated. A Nosferatu can never pass as anything other than the walking corpse he is.

Nosferatu cannot turn into wolves or bats like other vampires but instead can become a swarm of rats. Each rat of the swarm is part of a collective mind, so killing one will not destroy the creature. In fact, even if all are destroyed save one the creature will reform.

Additionally Nosferatu can summon 10d100 (10-1000) normal rats to his aid or 2d20 (2-40) plague stricken rats (save vs. disease).

Like some vampires, the Nosferatu can be held in place by a line of salt. A ring of salt around the Nosferatu will trap it.

Nosferatus are more sensitive to sunlight and will die with even the briefest exposure (1 round). They are affected by a *Light* spell as if it were *Continual Light*. Their vision in darkness is 180' and they see as well in complete darkness as humans can in twilight.

Nosferatu gorge themselves preferring not to waste time with luring prey. Once they attach themselves to a victim, they will drain them on blood (Constitution points) till they are dead. A Nosferatu concentrating on feed (i.e. not in combat) can drain 3 points of Con per turn. In combat situations, they can only drain 1d4+1 HP of blood per round, but they do not find this satisfying.

Nosferatus are all very strong (Strength = 18) despite their thin, corpse-like visages.

Vampire, Pěňanggalan

Armor Class: 2 [17]

Hit Dice: 8d8+8** (45 hp) see below

No. of Attacks: 1 bite and blood (Constitution) drain

Damage: 1d6 and Constitution drain

Special Attacks & Defenses: Immune to non-magic weapons, regenerate (3/round), charm gaze, drain 1d4 Constitution points per bite. Vampire abilities

Movement: 120' (40')

Flying: 120' (40')

No. Appearing: 1

Save As: Fighter 9

Morale: 11

Horde Class: None

Alignment: Chaotic

XP: 3,700 (Leyak: 4,200)

The pěňanggalan will look like a normal woman during the daylight hours. Any attempts at divination (*ESP*, *Know Alignment*) will reveal she is a normal woman. Once the sun sets, she will retire to a secret place where her head will rise out of her body and fly out in search of blood. Her lair will be protected from the sun and will also contain jugs of vinegar. The pěňanggalan must soak her organs in vinegar before she can return to her own body after a night's feeding.

The pěňanggalan head will take 4 HD worth of damage (half what the full creature has) before it flies back to its body in retreat.

To drain Constitution the pěňanggalan must attack a victim she has charmed or is sleeping, she cannot drain constitution in a combat situation. Male drained to 0 Con become Ghouls under her control. Females drained to 0 Con become pěňanggalan, but free of being controlled. For this reason pěňanggalan attack males most times.

The pěňanggalan can use her charm ability during the day to charm men. If they fail their save she will return to them at night and drain their blood. The men will believe they had an amorous encounter with the woman. Typically the pěňanggalan will have charmed several men and spread out her feedings so not to spread suspicion when they start to die.

The pěňanggalan must return to vinegar jugs before dawn. If sunlight strikes her organs, she will be paralyzed. If she remains in the sunlight for 10 rounds she will be destroyed.

Likewise running water will destroy her and a line of salt will keep her at bay.

To destroy a pěňanggalan, one must discover her lair and destroy her vinegar jugs and burn her headless body. The most common remedy prescribed to protect against a pěňanggalan attack is to scatter the thorny leaves of any of the subspecies of a local plant known as Mengkuang, which has sharp thorny leaves and would either trap or injure the exposed lungs, stomach and intestines of the pěňanggalan as it flies in search of its prey.

Leyak: A type of pěňanggalan known as a leyak ("LEE-ack") is also believed to be a witch and can cast spells as a 6th level witch.

Vampire, Wurdalak

Armor Class: -2 [21]

Hit Dice: 9d8+18** (58 hp)

No. of Attacks: 3 (claw/claw/bite) + Blood Drain

Damage: 1d6+5/1d6+5/1d4+Blood Drain

Special Attacks & Defenses: Constitution drain, Magic Resistance 25%, Sunlight Vulnerability, Vampire abilities.

Movement: 120' (40')

No. Appearing: 1 (1-2)

Save As: Fighter 11-14

Morale: 12

Horde Class: XVII

Alignment: Chaotic

XP: 4,500

A wurdalak is created by a family curse. Typically one laid down by a powerful witch on an entire line. When a member dies, they will return as a wurdalak to feed on members of their own family. Sometimes a wurdalak will also spontaneously arise when a member of the family disgraces their family name or when a member (typically a daughter) goes against the wishes of a recently deceased member (such as her father or uncle). Once risen the wurdalak will return to their home to prey on the family members. It needs blood like most other vampires and drains it at the rate of 3 Constitution points per attack. A wurdalak can make up to three attacks this way per night. Family members drained by a wurdalak become wurdalak themselves. Non-family members drained by a wurdalak become ghouls. It is wrong to assume that because a person is not part of the wurdalak's family that they are safe. The wurdalak will kill anyone in their way or whom they perceive as a threat.

The wurdalak has the following spell-like powers; charm person (3/day), cause fear (3/day), knock, spider climb (at will), and gaseous form (at will). Once per it's "life" it can cast bestow curse as if they were a 9th level witch. Typically this curse is bestowed near their death.

In combat, the wurdalak will attack with claws and a bite. If it bites a victim in combat it can drain 1 point of



Con. The other drain attack is for sleeping victims. The wurdalak is very strong with a Strength of 22. The wurdalak can cast shadows and has a reflection in mirrors. They are not active at sundown like other types of vampires but wait till 10:00 pm exactly. To kill the wurdalak one must use a dagger that has been in the monster's family for at least three generations. Sunlight reduces it to 0 hp, it will become gaseous and return to their coffins. A sleeping wurdalak has an AC of 10. Wurdalaks do not shape-shift into animals.



Vampire Lord

Armor Class: 2 to -1 [17 to 20]

Hit Dice: 11d8+11** (60 hp) to 14d8+14** (77 hp)

No. of Attacks: 1 + special

Damage: 1d10+4 + Constitution drain

Special Attacks & Defenses: Constitution drain, Magic Resistance 35%, Sunlight Vulnerability, Vampire abilities.

Movement: 120' (40')

Flying: 180' (60')

No. Appearing: 1 (1)

Save As: Fighter 11-14

Morale: 12

Horde Class: XVII

Alignment: Chaotic

XP: 6,000 to 7,050

The dreaded vampire lord is a more powerful version of the standard vampire. These lords, and ladies, are ancient undead with centuries of experience behind them. These vampires are much more difficult to kill and are much stronger as well.

The touch of these creatures drain three (3) points of Constitution (or Energy Levels as the GM desires) in addition to normal damage.

Additionally, while these creatures are still harmed by sunlight, they have built up more of a resistance to it. A vampire lord can survive 6 turns (1 hour) in direct sunlight, after this they begin to take damage quickly, 2d8 hp of damage per turn. While in daylight the vampire lord cannot shapeshift into animals or summon animals. They can change into mists at 0 hp per normal.

A vampire lord can shapeshift into a large bat, a large wolf, and even into a swarm of rats.

Like a standard vampire a stake through the heart, coupled with decapitation, will destroy a vampire lord. Holy sacraments (such as wafers) must be placed in the mouth. Note that if a vampire is staked he or she will appear to die, but unless also decapitated the vampire will revive when the stake is removed.

Like a normal vampire, a vampire lord also cannot cross running water, enter a home without an invitation, or enter holy ground. Additionally, a vampire lord cannot cross a barrier made up of rice or other grain. They must stop and count each grain before moving forward.

PART 6: UNIQUE WITCHES

The following personages can be used as NPCs, as plot points or as the focus of a campaign. While some creatures are evil but misunderstood not so this group! Each witch here is evil and revels in it. While their motivations might be complex, their ultimate goals are always self-serving.

“Bloody” Mary Worth

Female Spectre Witch Mara Tradition

Armor Class: 9

Hit Dice/Level: 4 (25 hp)

Attacks: 1 (touch, see below) or spell

Damage: 1d6, drain 1 point of Constitution, witch Spells

Movement: 90' (30')

Fly: 120' (40')

Special Attacks & Defenses: Spectre powers, witch powers

No. Appearing: 1 (Unique)

Save As: Witch 4

Morale: 12

Hoard Class: XXII

Alignment: Chaotic (evil)

XP: 666

Str: 10 Int: 16 Wis: 12 Dex: 10 Con: (12) Cha: 16

In addition to the powers of a specter, Mary has the following witch spells and Occult Powers. She casts as a 4th level witch.

Spells by Level

1st (2): Cause Fear, Ghostly Slashing

2nd (2): Ghost Touch, Scare

Occult Powers

Familiar (Ghost in a mirror)

Mary Worth was a young woman who dreamed of her future life as a wife and mother. One Walpurgis Night Mary waited till midnight to look into her looking glass. She had heard the stories that you would see the face of your future husband in the glass. But what Mary saw filled her with dread and horror. The face she saw was that of a man, covered in blood with a countenance of pure evil and murderous intent.

A year later Mary was arranged to be married to an acquaintance of her father, it turned out to be the same man. Though this man seemed fair enough and treated her well. Years went by, and she gave him two children.

To protect herself and her children, Mary turned to witchcraft so she could learn more of her fate and possibly

change it. She suspected her husband was unfaithful that one night she went to brew a potion to ensure faithfulness. When she returned home, she discovered her husband in the arms of another woman while her children slept. They argued, and she struck him with the poker from the fireplace. As blood raced from his brow, she saw the vision she saw so many years ago. She screamed and pushed her husband back into the fireplace. Quickly the fire spread throughout the house. Mary ran screaming, but her husband, his mistress and the children all died in the flame.

From that day forward any time Mary looked into a mirror she saw the faces of her dead husband and children. Mad with grief she clawed her own eyes out and dashed her head into the mirror. The glass severed her neck and she died in the mirror.

She now haunts all mirrors, scarring girls away who wish to learn their fates too soon. She also captures younger children to replace the ones she lost, but these children cannot survive in her land of the dead.

Mary attacks anyone that is foolish enough to use a mirror for magic and there is always a 1% chance than any “Mirror” spell cast by a witch will also summon her. This increases to 2% if the witch is unmarried; she saves her most violent attacks on women that remind her of herself when she was young and foolish.

Re



Darlessa, The Queen of Vampires

Female Vampire Witch, Mara Tradition

Armor Class: -5 (bracers of defense, amulet of protection, ring of protection)

Hit Dice/Level: 13 (85 hp)

Attacks: 1 (touch, see below) or spell

Damage: 1d10, drain 2 points of Constitution, witch Spells

Movement: 120' (40')

Fly: 180' (60')

Special Attacks & Defenses: Vampire powers, witch powers

No. Appearing: 1 (Unique)

Save As: Witch 13

Morale: 12

Hoard Class: XXII

Alignment: Chaotic (evil)

XP: 11,400

Str: 18 Int: 15 Wis: 14 Dex: 18 Con: (18) Cha: 22

In addition to the powers of a vampire, Darlessa has the following witch spells and Occult Powers. She casts as a 13th level witch.

Spells by Level

1st (4+3): Allure, Cause Fear, Command Undead, Corpse Servant, Ghostly Slashing, Spirit Dart, Veritas (Truth Spell)

2nd (4+3): Agony, Arcane Disruption, Bewitch II, Choking Grip, Ghost Touch, Raven Spy, Share My Pain

3rd (3+2): Aura Sight, Call the Void, Danse Macabre, Edge of Blackness, Rage

4th (3+2): Bewitch IV, Grave Sanctuary, Intangible Cloak of Shadows, Tears of the Banshee, Witch's Cradle

5th (2): Death Curse, Nightmare

6th (2): Banshee Blast, Death Blade

7th (1): Death Aura

Occult Powers

Familiar (Undead Raven)

Dream Invasion

Nightmare Shape

Magic Items

Intangible Cloak of Shadows, Amulet of Protection* (also prevents cleric turning), bracers of defense, ring of protection, ring spell storing.

Darlessa, the Vampire Queen, is one of the self-styled "Queen of Vampires." She began her career in evil as a Mara Witch, with the intention from the start to become a powerful Vampire Lord. She succeeded in convincing an ancient and powerful vampire to turn her, allowing him to believe she would be his prize. Darlessa was much smarter than that, and she was able to throw the vampire's compulsions. In an act of blasphemy even to vampires,

she drained him dry, then staked and burned his decaying body. She took his undead hordes and castle and set about ruling her new kingdom with an iron fist.



She was defeated, for a time, by no less than a personage than St. Johan Werper himself, the Patron Saint of Those Who Hunt Night.

Johan died in a tragic tale that is recounted in *the Hunt for the Dark Mistress*, where he tracked down and slew Darlessa the Vampire Queen. She had abducted his granddaughter and used her to bait the greatest foe of the undead.

Unfortunately, Johan was himself cursed by the taint of the vampire's blood. Rather than remain an undead abomination, he bid goodbye to his granddaughter and used the last of his strength to douse his body with oil and set himself alight.

It is now understood that Johan failed to discover Darlessa's second coffin. Here she slept for 100 years till fully healed. Now she begins her reign of terror anew. Darlessa appears as a stunning human woman of 25-30 years old. She has very pale skin, long blonde hair, and eyes that appear to be black. Her voice is melodious and surprisingly deep and husky for a woman. Her height is only 5'4" and she weighs 125 lbs. She does not appear to be dangerous, but her strength is as great as the mightiest warrior, and she moves with great speed.

Lilith, Queen and Mother of all Lilim

Armor Class: -3 [22]

Hit Dice: 17d8+38** (114 hp)

No. of Attacks: 2 claws or 1 weapon

Damage: 1d6 / 1d6 or 1d8+2

Special Attacks & Defenses: Magic resistance (65%), immune to fire, Lilim Abilities, dual forms, Strength and Constitution drain, blood drain, magical abilities, +2 magic weapons to hit, summon minions

Movement: 120' (40')

Flying: 180' (60')

No. Appearing: 1 (Unique)

Save As: Witch 18

Morale: 10

Horde Class: XVI, XVII, XXII

Alignment: Chaotic

XP: 14,000

It is said that Lilith is many things. The first woman to walk the world. The mother of all demons. The first witch. The progenitor of all vampires. She is either a demon lord, a god or something entirely different. She rebelled against the gods that created her and now controls armies of demons and lilim. The gods won't work against her or strike her down because she knows all their True Names.



Lilith is an extremely comely female standing 5'7" tall and weighing roughly 130 pounds. Her skin is cinnamon colored, and her hair is waist length and blood red. Her eyes are emerald green and sparkle under the night skies. Her hands end in claws. She has a small pair of leathery black bat-like wings that she can fold against her back and hide under her robes at a moment's notice should the need for such deception arise. She can also alter form by illusion, magic or other means.

Lilith can use ESP and cast fireball, hold person, charm person or charm monster, suggestion and teleport at will. Three times a day she can cast lightning bolt and wall of fire. One a week she can grant a wish. She can see perfectly in darkness of any kind. Lilith can summon 1d4+4 lilitu with a 100% chance. She carries a +2 longsword that can fire a finger of death spell 3 times each day.

With a kiss, Lilith can choose to drain 2 points each of Strength and Constitution. Any creature that dies from Lilith's kiss will raise as a wraith in her service for all of eternity. The victim cannot be raised, resurrected or reincarnated. Creatures greater than 12 HD are allowed a saving throw vs. death.

Undead cannot harm Lilith in any way. Protections against demons, fiends and even lilim are ineffectual to stop Lilith. Only protection charms and circles designed against her specifically will work, and these must contain the names of the angels sent to ward against her; Senoi, Sansenoi, and Sammangelof.

Unlike fiends, Lilith can walk the Material Plane and come and go as she pleases.

She may cast spells as a 20th level witch of the Mara Tradition. As the first witch she can cast any witch spell.

Holy Texts

As witches the worshippers of Lilith hold their own Books of Shadows as their holy texts, but a few are considered to be helpful to understanding Lilith.

The Splendor - The foundation text on which many of the Gods of Light have based their own holy texts. The Splendor mentions Lilith as one of the first demon of darkness. For this reason many religions will see Lilith as threat to their religion.

The Enochian Tablets - More details on the life and rebirth of Lilith. Written in an ancient angelic script that is difficult for many sages to translate. Also discusses her relationship to the divine and the demonic. It also details the origins of Those Who Hunt the Night.

APPENDIX A: SPELL LISTS

Witch Spells by Level

1st Level Witch Spells

Allure
Animate Vermin
Bane
Bewitch I
Black Fire
Blight Growth
Blindness/Deafness
Blood Augury
Cause Fear
Chill of Death
Chill Touch
Command Undead
Corpse Servant
Decay Flesh
Detect Spirits
Familiar Spirit
Feel My Pain
Ghostly Slashing
Heal Minor Ailment
Lay to Rest
Light
Minor Curse
Moonstone
Protection from Spirits
Quicken Healing
Sickly
Spirit Dart
Stay Death's Hand
Veritas (Truth Spell)
Vigor

Consecration Ritual (Ritual)
Open the Way (Ritual)

2nd Level Witch Spells

Agony
Arcane Disruption
Augury
Barrier (Reversible)
Beastform
Bewitch II
Cause Light Wounds
Choking Grip
Corpse Waking
Dark Whispers
Death Armor
Death Knell
Defoliate
Disfiguring Touch
Fang Call
Fireskull Familiar
Ghost Touch
Ghoulish Hands
Haunted
Hypnotize
Magic Circle Against Spirits
Mind Obscure
Phantasmal Spirit
Protective Penumbra
Raven Spy
Scare
Share My Pain
Sleep With One Eye Open
Summon Olitau
Toadform

Calling the Quarters (Ritual)

Summon Witches (Ritual)

3rd Level Witch Spells

Aura Sight
Bestow Curse
Bewitch III
Black Cloud
Blood Scent
Brave the Flames
Call the Void
Cause Disease
Cold Protection
Corpse Candle
Danse Macabre
Dispel Magic
Ectoplasm
Edge of Blackness
Fossilize
Ghost Walk
Ghost Ward
Immunity to Normal Weapons
Lover's Vengeance
Magic Circle Against Undead
Pierce Disguise
Rage
Spirit Wrack
Summon Spirit
Undetectable Lie

Curse of Lycanthropy (Ritual)
Summon and Bind Imp of the Perverse (Ritual)

4th Level Witch Spells

Animate
Bewitch IV
Cauldron of Rage
Corpse Feast
Divination
Drainblade
Dream Shield
Ethereal Projection
Famine
Grave Sanctuary
Intangible Cloak of Shadows
Magic Circle Against Evil, 10' Radius
Minor Spell Immunity
Phantom Lacerations
Remove Curse
Rot Flesh
Speak with Dead
Spiritual Dagger
Tears of the Banshee
Undead Compulsion
Witch's Cradle
Withering Touch

Arour Flame (Ritual)
Drawing Down the Moon (Ritual)

5th Level Witch Spells

Bewitch V
Break Enchantment
Circle of Moonlight
Cry for the Nightbird
Death Candle
Death Curse
Dreadful Bloodletting
Dream
Gnawing Pain

Greater Ethereal Projection
Howling, The
Magic Jar
Nightmare
Shadow Evocation
Steal Youth
Summon Gloaming
Summon Shadow
Threefold Aspect
Wasting
Waves of Fatigue

Hallow (Ritual)
Soulbond (Ritual)

6th Level Witch Spells

Aspect of the Crone (Crone of Death)
Banishment
Banshee Blast
Bewitch VI
Bind Beyond Death
Break the Spirit
Cackle of the Crone
Call Succubus
Claws of Eldest Crone
Death Blade
Ethereal Banishment
Eye Bite
Major Spell Immunity
Repulsion
Summon Nightmare Steed

Five Generations Curse (Ritual)
Refuge (Ritual)

7th Level Witch Spells

Astral Spell
Bewitch VII
Call Horseman
Call the Restless Soul
Death Aura
Dream Council
Etherealness
Enchant Item
Foresight
Gate
Irresistible Dance
Wychlamp Aura

Binding Ritual (Ritual)
Gate (Ritual)
Limited Wish (Ritual)

8th Level Witch Spells

Bewitch VIII
Destroy Life
Leadon
Permanency
Protection of the Goddess
Trap the Soul
Vanquish
Wail of the Banshee

Protection of the Goddess (Ritual)
Reunification of Life (Ritual)

Alphabetical Spell List

Name	Level	Page
Agony	2	20
Allure	1	15
Animate	4	29
Animate Vermin	1	15
Arcane Disruption	2	20
Ardour Flame (Ritual)	4	47
Aspect of the Crone (Crone of Death)	6	38
Astral Spell	7	41
Augury	2	20
Aura Sight	3	24
Bane	1	15
Banishment	6	38
Banshee Blast	6	38
Barrier (Reversible)	2	20
Beastform	2	20
Bestow Curse	3	24
Bewitch I	1	15
Bewitch II	2	20
Bewitch III	3	25
Bewitch IV	4	29
Bewitch V	5	33
Bewitch VI	6	38
Bewitch VII	7	41
Bewitch VIII	8	43
Bind Beyond Death	6	39
Binding Ritual (Ritual)	7	49
Black Cloud	3	25
Black Fire	1	15
Blight Growth	1	16
Blindness/Deafness	1	16
Blood Augury	1	16
Blood Scent	3	25
Brave the Flames	3	26
Break Enchantment	5	33
Break the Spirit	6	39
Cackle of the Crone	6	39
Call Horseman	7	41
Call Succubus	6	39
Call the Restless Soul	7	41
Call the Void	3	26
Calling the Quarters (Ritual)	2	46
Cauldron of Rage	4	29
Cause Disease	3	26
Cause Fear	1	16
Cause Light Wounds	2	20
Chill of Death	1	16
Chill Touch	1	16
Choking Grip	2	20
Circle of Moonlight	5	34
Claws of Eldest Crone	6	39
Cold Protection	3	26
Command Undead	1	16
Consecration Ritual (Ritual)	1	45
Corpse Candle	3	26
Corpse Feast	4	30
Corpse Servant	1	17
Corpse Waking	2	21
Cry for the Nightbird	5	34
Curse of Lycanthropy (Ritual)	3	46
Danse Macabre	3	26
Dark Whispers	2	21
Death Armor	2	21
Death Aura	7	42
Death Blade	6	39
Death Candle	5	34
Death Curse	5	34
Death Knell	2	21
Decay Flesh	1	17
Defoliate	2	21
Destroy Life	8	43

Name	Level	Page
Detect Spirits	1	17
Disfiguring Touch	2	21
Dispel Magic	3	27
Divination	4	30
Drainblade	4	30
Drawing Down the Moon (Ritual)	4	48
Dreadful Bloodletting	5	34
Dream	5	35
Dream Council	7	42
Dream Shield	4	30
Ectoplasm	3	27
Edge of Blackness	3	27
Etherealness	7	42
Enchant Item	7	42
Ethereal Banishment	6	40
Ethereal Projection	4	30
Eye Bite	6	40
Familiar Spirit	1	17
Famine	4	31
Fang Call	2	22
Feel My Pain	1	17
Fireskull Familiar	2	22
Five Generations Curse (Ritual)	6	49
Foresight	7	42
Fossilize	3	27
Ghost Touch	2	22
Ghost Walk	3	27
Ghost Ward	3	28
Ghostly Slashing	1	18
Ghoulish Hands	2	22
Gnawing Pain	5	35
Grave Sanctuary	4	31
Greater Ethereal Projection	5	35
Hallow (Ritual)	5	48
Haunted	2	22
Heal Minor Ailment	1	18
Howling, The	5	35
Hypnotize	2	23
Immunity to Normal Weapons	3	28
Intangible Cloak of Shadows	4	31
Irresistible Dance	7	42
Lay to Rest	1	18
Leaden	8	44
Light	1	18
Limited Wish (Ritual)	7	49
Lover's Vengeance	3	28
Magic Circle Against Evil, 10' Radius	4	31
Magic Circle Against Spirits	2	23
Magic Circle Against Undead	3	28
Magic Jar	5	35
Major Spell Immunity	6	40
Mind Obscure	2	23
Minor Curse	1	18
Minor Spell Immunity	4	31
Moonstone	1	18
Nightmare	5	36
Open the Way (Ritual)	1	45
Permanency	8	44
Phantasmal Spirit	2	23
Phantom Lacerations	4	32
Pierce Disguise	3	28
Protection of the Goddess (Ritual)	8	50
Protection from Spirits	1	18
Protective Penumra	2	23
Quicken Healing	1	19
Rage	3	28
Raven Spy	2	23
Remove Curse	4	32
Repulsion	6	40
Reunification of Life (Ritual)	8	50
Rot Flesh	4	32
Scare	2	24

Name	Level	Page
Shadow Evocation	5	36
Share My Pain	2	24
Sickly	1	19
Sleep With One Eye Open	2	24
Soulbond (Ritual)	5	48
Speak with Dead	4	32
Spirit Dart	1	19
Spirit Wrack	3	28
Spiritual Dagger	4	32
Stay Death's Hand	1	19
Steal Youth	5	36
Summon and Bind Imp of the Perverse (Ritual)	3	47
Summon Gloaming	5	37
Summon Nightmare Steed	6	40
Summon Olitiau	2	24
Summon Shadow	5	37
Summon Spirit	3	29
Summon Witches (Ritual)	2	46

Name	Level	Page
Tears of the Banshee	4	33
Threefold Aspect	5	37
Toadform	2	24
Trap the Soul	8	44
Undead Compulsion	4	33
Undetectable Lie	3	29
Vanquish	8	44
Veritas (Truth Spell)	1	19
Vigor	1	19
Wail of the Banshee	8	44
Wasting	5	37
Waves of Fatigue	5	37
Witch's Cradle	4	33
Withering Touch	4	33
Wychlamp Aura	7	43

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte

Cook, Skip Williams, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

"Spells of the Gadrwyn Waeth" Copyright © 2000 Robert J. Hall.

The Primal Codex Copyright 2001, Netherland Games, Inc.

Relics & Rituals, Copyright 2001, Clark Peterson

Intangible Cloak of Shadows: Copyright © 2001: Dominique Crouzet

Way of the Witch, Copyright 2002, Citizen Games; Authors Janet Pack, Jean Rabe, Megan Robertson, and Christina Stiles.

Norse Gods Copyright 2002, Bastion Press, Inc.

The Lore of the Gods: The Olympians Copyright 2002, Bastion Press, Inc.

Egyptian Gods Copyright 2002, Bastion Press, Inc.

The Quintessential Witch copyright 2002, Mongoose Publishing.

The Book of Curses, Copyright © 2002 Rogan R. Hamby

Master Class The Shaman's Handbook, Copyright © 2002, Green Ronin Publishing, Author Steve Kenson

Master Class The Witch's Handbook, Copyright © 2002, Green Ronin Publishing, Author Steve Kenson

Magic, Copyright © 2002, Alderac Entertainment Group, Inc.

Librum Equitis 2, Copyright 2002, Ambient, Inc.

Dweomercraft: Enchanters, Copyright © 2002 Dark Quest, LLC.

Book of Eldritch Might III: The Nexus Copyright © 2002 Monte J. Cook.

Liber Mysterium: The Netbook of Witches and Warlocks is Copyright© 2003, Timothy S. Brannan and the Netbook of Witches Team.

Monster Geographica: Underground, Copyright 2004, Expedition Retreat Press

The Book of Erotic Fantasy, Authors Gwendolyn F.M. Kestrel and Duncan Scott. Copyright 2003 Valar Project, Inc. Copyright 2006 Arthaus.

OSRIC copyright 2006-08 by Stuart Marshall, adapting material prepared by Matthew J. Finch, based on the System Reference Document, inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Basic Fantasy Role-Playing Game Copyright © 2006-2016 Chris Gonneman.

Book of Beasts, 6th Edition, Copyright© 2007 Robert J. Hall. (Brownie, Green Jack) Labyrinth Lord™. Copyright © 2007, Daniel Proctor. Author Daniel Proctor.

New Spells: A Basic Fantasy Supplement Copyright © 2007 Chris Gonneman, Ola Berg, Angelo Bertoli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham

New Monsters: A Basic Fantasy Supplement Copyright © 2008 Ray "maddog" Allen, Chris Gonneman, Ola Berg, and James D. Jarvis.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch Monster Compendium: 0e, Copyright 2008, Matthew J. Finch

Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch.

Necromancers: A Basic Fantasy Supplement Copyright © 2008-2010, 2018 R. Kevin Smoot.

Paths of Power. Copyright 2009, 4 Winds Fantasy Gaming; Authors Sean O'Connor and Patricia Willenborg, with Connie J. Thomson and Robert W. Thomson.

Supplement #1: The Alchemist, copyright 2009 by Vigilance Press, written by Charles Rice

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Old School Magic, copyright 2010 by Vigilance Press, written by Charles Rice

Companion Expansion, Copyright 2009, Barrataria Games. Author: Barrataria.

Anubian, Bisren, Boglin, Canein, Chelonian, Cu-Sidhe, Faun (lbex), Flederkatze, Flying Fox (giant bat), Gerbalaine, Headless Horseman, Jack O'Lantern, Nazgorian, Digester,

Nazgorian, Grey Render, Phaerim, Plague Hound, Ram, wild, Ram, War, Rat Dog, Red Cap, Skeleton (Pitch), and Tapper Copyright © 2009 R. Kevin Smoot

Aboleth, Cheetah, Cockroach (giant), Cockroach (balroach), Dinosaur (Deinonychus, Velociraptor), Haunted Bones, Hippopotamus, Lerini, Lycanthrope (WereCockroach), Orc (Snow), Poludnitsa, Skum Copyright © 2009 Omer Golan-Joel

Advanced Edition Companion, Copyright 2009-2010, Daniel Proctor. Author Daniel Proctor.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Basic Fantasy Field Guide Copyright © 2010-2017 Chris Gonneman, R. Kevin Smoot, James Lemon, and Contributors.

Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean,

Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Demon, Maphistal The Tome of Horrors Complete. Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Demon Lord, Orcus The Tome of Horrors Complete. Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Wight, Barrow The Tome of Horrors Complete. Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson.

Pathfinder Roleplaying Game: Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: The Inner Sea World Guide. © 2011, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortes, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine Schneider, David Schwartz, Amber E. Scott, Stan!, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Pathfinder Player Companion: Dragon Empires Primer © 2011, Paizo Publishing, LLC; Authors: Tim Hitchcock and Colin McComb.

Adventurer Conqueror King System Copyright ©2011, Autarch LLC; Authors Alexander Macris, Tavis Allison, Greg Tito, and Ryan Browning.

ACKS Player's Companion Copyright ©2012, Autarch; Author Alexander Macris.

Rappan Athuk—A Dungeon of Graves Bestiary. Copyright 2012 Bill Webb, Frog God Games

The Witch by Stuart Marshall in Footprints 20 published by Dragonsfoot. 2013© Dragonsfoot.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Player Companion: Advanced Class Origins © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Tom Phillips, Stephen Radney-MacFarland, and Owen K.C. Stephens.

Bog Crone Copyright © 2014 Ross Williams

Banshee, Barghest, Boggart, Celestial, Solar, Death Dragon, Dinosaur, Compsognathus, Dolphin, Dragon, Brown, Elemental, Cold, Elemental, Lightning, Elemental, Metal, Elemental, Wood, Flying Man-of-War, Hippocampus/Kelpie, Inferal, Lemure, Infernal, Vega, Infernal, Vrock, Iron Snapper, Linnorm, Seahorse, Giant, Thulid, Great Brain, Vermin Queen Copyright © 2014 Rachel Ghoul

Armorollo, Chasenet, Derej Pit creatures, Drat Copyright © 2014 Jared Taikith

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Player Companion: Occult Origins © 2015, Paizo Inc.; Authors: Robert Brookes, Ben McFarland, Jason Nelson, and Mark Seifter.

Old-School Adventures™ Accessory CC1: Creature Compendium, Copyright © 2015, Richard J. LeBlanc, Jr.

White Box Gothic: Adventures in Shadow & Horror by James Spahn, copyright 2016.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Pathfinder Player Companion: Blood of the Coven © 2017, Paizo Inc.; Authors: John Compton, Eleanor Ferron, Crystal Frasier, Lissa Guillet, Elisa Mader, Adrian Ng, Mark Seifter, and Linda Zayas-Palmer.

Blood & Treasure – Monsters II. Copyright 2018, John M. Stater. Author: John M. Stater.

Advanced Labyrinth Lord, Copyright 2018, Daniel Proctor. Author Daniel Proctor.

The Witch, Copyright ©2012, Timothy S. Brannan, ©2012 Elf Lair Games.

Eldritch Witchery by Timothy S. Brannan, Copyright ©2013 Elf Lair Games.

The Witch for Swords & Wizardry Light Copyright 2016, Timothy S. Brannan and The Other Side Publishing

The Witch for Swords & Wizardry Continual Light Copyright 2016, Timothy S. Brannan and The Other Side Publishing

The Hedge Witch for The Hero's Journey. Copyright © 2017, Timothy S. Brannan, Other Side Publishing

The Witch: Aislinigh Tradition © 2017, Timothy S. Brannan, Other Side Publishing.

The Warlock for Swords & Wizardry © 2017, Timothy S. Brannan, Other Side Publishing

The Green Witch for Swords & Wizardry © 2017, Timothy S. Brannan, Other Side Publishing

The White Witch for Swords & Wizardry White Box. Copyright © 2018, Timothy S. Brannan, Other Side Publishing

The Wither Witch Tradition for Swords & Wizardry Copyright © 2018, Timothy S. Brannan, Other Side Publishing

Daughters of Darkness: The Mara Witch Tradition Copyright © 2018, Timothy S. Brannan, Other Side Publishing

Character Clip Art & Color Customizing Studio. Copyright 2002, Elmore Productions, Inc.; Authors Larry Elmore and Ken Whitman, art and illustrations by Larry Elmore.

Some artwork from Character Clip Art & Color Customizing Studio Copyright 2002, Elmore Productions, Inc.; Authors Larry Elmore and Ken Whitman, Art and illustrations by Larry Elmore.

Some artwork copyright William McAusland, used with permission.
Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games.
Some art © 2019 by Josh Soper

Artwork is copyrighted by the specific artists and is noted. The artwork in this book is not considered to be open content. Copyrights are retained by the individual artists and used here by permission unless otherwise noted.

Art and Illustrations by Luigi Castellani, Larry Elmore, Rick Hershey, Mark Hyzer, William McAusland, Bradley K McDevitt, Patrick E. Pullen, and Josh Soper.
Other art in the Public Domain.

Cover art "Lady Lilith" by Dante Gabriel Rossetti, 1868
Cover template Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games.

Labyrinth Lord Trademark License 1.2, March 2011

The Labyrinth Lord™ Trademark License is a royalty-free non-exclusive agreement between Goblinoid Games and third-party publishers. This agreement is non-sublicensable. This license grants publishers the limited use of the Labyrinth Lord™ trademark. Goblinoid Games reserves the right to revise or retract the Labyrinth Lord™ Trademark License. However, any products published under a version of the license prior to the release of a new version of the license or the retraction of the current license are grandfathered in to the extent that these products may remain in print and/or distributed electronically. Products produced under a previous version of the license may not be published in any revised form unless the revised product adheres to the terms of the current Labyrinth Lord™ license. If the Labyrinth Lord™ Trademark License has been retracted, products may not be revised for release under any previously existing Labyrinth Lord™ Trademark License, without express permission from Goblinoid Games.

Goblinoid Games further retains the right to retract permission to use this license from specific publishers and individuals. Permission may be retracted for a specific product or for all products from a publisher. In such a case, Goblinoid Games may require the publisher to cease the sale of any product produced under any version of this license, and may require the destruction of existing and unsold product.

Third-party publishers do not need further written permission than what is provided here, unless otherwise noted, to begin producing material if the Terms of this agreement are met.

Publishers in compliance with the Terms of this license may do the following:

Products may indicate compatibility and for use with Labyrinth Lord™ and/or Advanced Labyrinth Lord™.

- Products may indicate compatibility and for use with Realms of Crawling Chaos™.
- Products may indicate compatibility and for use with the Advanced Edition Companion.
- Eligible products are not limited to role playing game material.
- Publishers may electronically distribute the Labyrinth Lord™ core game book (electronic no-art version only) released by Goblinoid Games if it is unaltered, distributed free of charge, and if a web link is provided at the download site to www.goblinoidgames.com.

Terms

Publishers must adhere to the following terms to gain the above rights:

- No work may include in the title "Labyrinth Lord™", "Advanced Labyrinth Lord™", "Realms of Crawling Chaos™" and/or "Advanced Edition Companion".
- No work may constitute a complete game. For the purposes of this license, a "complete game" is defined as any work that a player of a PC and/or the player in the role of the Labyrinth Lord can use for character generation and/or reference in game play exclusive of the Labyrinth Lord core rules book. As a general guideline, if the work is so complete as to make the Labyrinth Lord core book obsolete to one or both of these kinds of players, it fits the definition of a complete game for the purposes of this license.

- The copyright page or similar notification of each work must contain the following text: "Labyrinth Lord™ is copyright 2007-2011, Daniel Proctor. Labyrinth Lord™ and Advanced Labyrinth Lord™ are trademarks of Daniel Proctor. These trademarks are used under the Labyrinth Lord™ Trademark License 1.2, available at www.goblinoidgames.com."

- In addition, if the product will refer to Realms of Crawling Chaos, the following text must be added to the text above: "Realms of Crawling Chaos™ is a trademark of Daniel Proctor."

- All products must be in compliance with the Terms of the Labyrinth Lord™ Trademark License version current to the date of any product's original publication or the date of a revised publication.

- Providing complimentary copies of works produced under this license to Goblinoid Games (usually electronic copies) would be appreciated, but is not required.

END OF LABYRINTH LORD™ TRADEMARK LICENSE

Copyright 2007-2011, Daniel Proctor

Labyrinth Lord™, Advanced Labyrinth Lord™, Realms of Crawling Chaos™, and Goblinoid Games™ are trademarks of Daniel Proctor