

# The Witch

A new class for Basic era games



by Timothy S. Brannan

# The Witch

“By the pricking of my thumbs,  
Something wicked this way comes.”

Put a little more magic into your Basic Era games!

The Witch covers the Witch class and the traditions of Witchcraft.  
In these pages you will find new spells, powers, magic items and monsters.

Compatible with the original Basic Era rules or your favorite Retro-clone.

Plenty of information for Players and GMs alike.





# The Witch

## A New Class for Basic Era Games



by

Timothy S. Brannan

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## Forward

I have been writing about witches in fantasy role-playing games for almost as long as I have been playing them.

My first draft of a witch class I can find dates from around 1985. It is not really much more than a bunch of notes, some ideas on which Magic-user and Cleric spells to use and some powers. My drafts expanded over the years as did my witch characters that I would play-test under various versions of rules. I also bought any third party game supplements that had a witch character class in it just to try it out, but most left me wanting something more. Many years later, in 1999, I released the “*Complete Netbook of Witches and Warlocks*” for the 2<sup>nd</sup> Edition of the World’s Most Popular Fantasy RPG. It was met with some success and I still get some comments to this day. Later I went on to work with a group of people to produce “*Liber Mysterium: The Netbook of Witches*” for d20 under the Open Game License. It also was met with success even among the other d20 witch classes.

The game moved on to a 4<sup>th</sup> Edition and has its own witch-like classes, the *Warlock* and the *Witch*. They are not 100% of what I would want in a witch class, but there are some very neat ideas therein, and it is close enough that I can live with them. They are so close in fact that for the very first time in my game-playing life I have not had the desire to create a new witch class for the current version of the game.

With both the 3<sup>rd</sup> and 4<sup>th</sup> edition gamers satisfied with their witch classes, I have to wonder, where does this leave me? Then the OSR started to happen. In many ways, it takes me back to where it all started.

The Old School Renaissance, as it is known, is all about going back to earlier versions of this game. Some prefer the Original books, others, like me, still enjoy the old Basic Era of the books; the books that usually came in boxed sets and released between 1978 and 1983, the “Golden Age” of RPGs. This was when I first learned to play and when the witch was just an idea, a collection of notes and a few badly copied pictures from my local library’s small collection of occult books.

With this new Witch, I’m not looking so much at compatibility with what I’ve already done in the past, but I want something that feels like it came out of the late 70’s and early 80’s, something that looks like it was created by a kid in a small town in the mid-west who lived on a steady diet of British metal, Hammer horror films, Time-Life books on the supernatural and news stories on the “Satanic Panic.” I want a class that will be something that gamers will love to play and GMs will love to use as NPCs. But most of all, I wanted something that will be fun.

So this book is for that you in 1979 that held a wondrous new book in your hands that told you that you could be an elf or a wizard, fight dragons and vampires, and you knew it was going to be awesome.

Timothy S. Brannan  
February 2, 2011

This book is dedicated to memories of Tom Moldvay and John Eric Holmes.

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Their Basic books were the first for me.



## PART 1: INTRODUCTION

*By the pricking of my thumbs,  
Something wicked this way comes.*

Second Witch  
Macbeth, Act 4, Scene 1

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 spell-casters recorded in myth, story and legend.

### A Note About Gender

Historically, witches have always been viewed as female. To reflect this, 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.

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.

### 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 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 hopes to change that.

Anyone with even passing familiarity with faerie tales 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 as priestesses of the Goddesses (or Gods) of old religions and forgotten ways.

The word “witch” comes from the Old English *wicce*, pronounced “wiche” or “wikke” and “wicca,” which are in turn derived from the root *wikk*, which applies to magic and sorcery. Many witches say “witch” means “wise” or “wisdom,” so a witch is a wise person, and witchcraft is the “Craft of the Wise” or more simply, “The Craft.” *Wicce*, however, comes from the Germanic root “wic,” which means “to bend” or “to turn” which applies to witchcraft in the sense that witches bend or control forces to affect changes.

Most witches throughout history have been feared and abhorred because they were believed to be vindictive and cruel, 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 by a higher power, much as clerics are. It should also be noted that some witches do keep spell books and use scrolls and wizards join guilds or belong to 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 one may safely assume it refers to 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 historically share a very adversarial relationship; there is of course no reason they have to in your game. Part of the problem is that witches and clerics cover much of the same ground.

Witches are often referred to, both by themselves and others, as priestesses of their Patrons, much like a cleric. 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 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. They believe that 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, until 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. As such, I have included text and concepts that have been play-tested, in some cases, for almost 25 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 much of all those works were designed for the 3<sup>rd</sup> edition version of the game, this is the first time that they have been brought together for the Basic Era.

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, you would attempt to 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 attempt 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 game book 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 hunts.

### About this Book

This book is divided into seven parts and five appendices (four, plus the OGL).

**Part 1: Introduction** is what you are reading now.

**Part 2: The Witch Class** covers the basic features of the Witch class. This includes all the tables for experience and for what powers the Witch gains per level.

**Part 3: Traditions** details the five Traditions of Witchcraft we will cover and an extra one. Traditions are the means and environment the Witch learns her craft.

**Part 4: Spells and Spellcraft** lists all the spells a Witch may learn as well as the Witch Rituals she can learn and cast with other witches.

**Part 5: Covencraft** covers the use and creation of covens.

**Part 6: Monsters** details monsters that have been associated with the Witch in the past or have some sort of connection to the Witch. Many of these creatures are even witch-like in terms for the spells they use or powers they gain.

**Part 7: Treasure** covers mostly magical treasure created by or related to Witches.

**Appendix A: Advanced Options** contains rules and guidelines for players that wish to use the Advanced version of the World's Most Popular Fantasy RPG that was co existing with the Basic Era.

**Appendix B: Demi-human Classes** detail the demi-human (elf, dwarf, Halfling) character races and their own forms of Witchcraft.

**Appendix C: Wizards & Witches** gives advice on how to extend the Magic-User class to a Wizard Class to further differentiate from the Witch.

**Appendix D: Spell Lists** includes an alphabetical list of all spells with level and page numbers.

Finally the OGL page.



## PART 2: THE WITCH CLASS

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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 powerful 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 greater than 11 and an Intelligence score greater 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 allowed to use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

**SPECIAL ABILITIES:** The witch has a number of special abilities, collectively known as *Occult Powers*. These will vary from witch to witch, but there are some common varieties. These will be detailed under **PART 3: TRADITIONS**.

Witches also have the ability to 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 2<sup>nd</sup> level or greater 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 + half the witch's level. So a 2<sup>nd</sup> 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 in general tend not to be adventurers. Many have terrifying memories of what some people have done 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 greater magical or universal truths, or to recover a special 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. Some even seek things known only to themselves and their Patron.

**CHARACTERISTICS:** Witches cast arcane spells, as do magic-users and wizards, but they can also gain some ability to cast divine spells. Both types of spells are gained from the witch's service to their Patrons.

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": whatever you send out into the world will return upon you three times. As such, a witch is often reluctant to cast so-called "black" or evil magic. For this reason many witches are in fact Lawful. There are witches that are in league with foul things and these witches seek personal power above all else.

**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 on their own.

Non-witches often misunderstand the practice of witchcraft; this is one of many factors that have led 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 simply different aspects of the Goddess. The name of the Goddess may change between planes, but names are only reflections of the Goddess.

Examples of the witches' Goddesses include Astarte, Hecate, Diana, Isis, Innana, or even Tiamat, but can include any Goddess from the witch's home world.

Other witches believe that there are two deities, a male and a female, a God and a Goddess. The male is considered the Bringer of Summer, the Lord of Harvest and Protector of the Goddess. Real world examples include Apollo, Bacchus, Cernuous, Osiris, or Shiva. Both God and Goddess are considered equal in all respects.

Other witches gain their powers from other worldly 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: TRADITIONS** and **PART 4: COVENCRAFT**.

**MAGIC:** Witches learn their magic from their Patron. Who this Patron is can be decided by the player and GM. 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 spell book ("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 special spells known as Coven 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 spell

casters. 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 comparable to the spell casting of a wizard, interlaced with religious elements.

**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 youths.

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 Athamé, a blunt, ceremonial dagger. These may be adjusted according to the witch's tradition or coven.

### Special Restrictions (Optional)

Great powers come at a great price. Some of these special restrictions are due to the unique nature of the class. Others are a direct result of the witch's dealing with supernatural powers. The GM may opt to increase or decrease these restrictions, however, game balance needs to be preserved. Any lowering of the restrictions should accompany the lowering of special powers.

Along with the granted powers a witch receives, she's also subject to a number of special restrictions. Some of the most obvious are the limited number of weapons and armor the witch can use when compared to other characters classes. Also a witch must belong to a coven in order to gain or use Coven spells. Other restrictions can include:

Generally speaking, outsiders are terrified of witches. Unless an NPC is exceptionally open-minded or has extremely high Intelligence or Wisdom (13 or more in either ability), the witch receives a -3 reaction roll, if she is known to be a witch. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has a low Intelligence and Wisdom (under 9), the witch receives a -5 reaction roll. Additionally, if a witch lingers in a superstitious or unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her,

torturing her, or executing her. (The GM decides the size of the mob, their intentions, and the likelihood of accosting the witch. As a rule of thumb, assume a 20 percent chance of a 4d6 member mob forming in a hostile community if the witch stays for the day. This chance increases by 5 to 20 percent every additional day the witch remains; the size of the mob increases by 2d6 members.)

Periodically the witch must struggle with the supernatural and extra-planar forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the witch can do is attempt to endure them. When undergoing these internal struggles, the witch suffers penalties to her abilities and saving throws. The GM has three options for determining the frequency and intensity of these penalties, depending on the needs of the campaign and how much bookkeeping he is willing to undertake.

1. The witch suffers a -2 penalty on her attack rolls and saving throws on a night with a particular phase of the moon. This moon phase will depend largely on the witch's coven and deity. Typically it is either the full or new moon. The penalty is in affect three nights before and three nights after the moon phase. The penalty applies for the twelve-hour period between dusk (6 p.m.) and dawn (6 a.m.). This should happen once per month for at least seven days. On worlds with multiple moons the witch is only affected by one of the moons. Examples that are common are the full moon of an opposing god, or the new moon of an aligned god.

2. There is a 25 percent chance per day that the witch will be subjected to an internal struggle. The GM determines this at the beginning of the day; the witch is aware of the result. Throughout that night (12 hours; 6 p.m. to 6 a.m.), the witch suffers a -2 on her attack rolls and saving throws.

3. The witch struggles with the extra-planar forces every night. For a 12 hour period (from 6 p.m. to 6 a.m.) she suffers a -1 on her attack rolls only; saving throws are not affected.

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

Witches **up to 10<sup>th</sup> 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 solitaries.

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

Witches of **21<sup>st</sup> to 36<sup>th</sup> level** represent the worldly and other-worldly power of the witch. These witches, known as the Court of Witches, mind the affairs of all the witches in the world. They are led by the *Queen of Witches*, of which there is only one.

## Witch

**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 10<sup>th</sup> level. At 11<sup>th</sup> level, +1 hit point per level, Constitution adjustments no longer apply.

**Maximum Level:** 36/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	Title	XP	Hit Dice	Occult Powers	1	2	3	4	5	6	*7	**8
1	Initiate	0	1d4	Least	1	-	-	-	-	-	-	-
2	Neophyte	2,600	2d4	Herb Use	2!	-	-	-	-	-	-	-
3	Apprentice	5,200	3d4		2	1	-	-	-	-	-	-
4	Sybil	10,400	4d4		2	2!	-	-	-	-	-	-
5	Adept	20,800	5d4		2	2	1	-	-	-	-	-
6	Mystic	40,000	6d4		3	2	2!	-	-	-	-	-
7	Enchantress	80,000	7d4	Lesser	3	2	2	1	-	-	-	-
8	Sorceress	160,000	8d4		3	3	2	2!	-	-	-	-
9	Witch	320,000	9d4		3	3	2	2	1	-	-	-
10	Witch 10 <sup>th</sup> Level	440,000	10d4		4	3	3	2	2!	-	-	-
11	Witch 11 <sup>th</sup> Level	560,000	10d4+1		4	3	3	2	2	1	-	-
12	Witch 12 <sup>th</sup> Level	680,000	10d4+2		4	4	3	3	2	2!	-	-
13	Witch 13 <sup>th</sup> Level	800,000	10d4+3	Minor	4	4	3	3	2	2	1	-
14	Witch 14 <sup>th</sup> Level	920,000	10d4+4		5	4	4	3	3	2	2!	-
15	Witch 15 <sup>th</sup> Level	1,040,000	10d4+5		5	4	4	3	3	2	2	1
16	Witch 16 <sup>th</sup> Level	1,160,000	10d4+6		5	5	4	4	3	3	2	2!
17	Witch 17 <sup>th</sup> Level	1,280,000	10d4+7		5	5	4	4	3	3	2	2
18	Witch 18 <sup>th</sup> Level	1,400,000	10d4+8		6	5	5	4	3	3	3	2
19	Witch 19 <sup>th</sup> Level	1,520,000	10d4+9	Medial	6	5	5	4	4	3	3	2
20	Witch 20 <sup>th</sup> Level	1,640,000	10d4+10		6	6	5	5	4	4	3	3
21	Spring Court Witch	1,760,000	10d4+11		6	6	5	5	4	4	3	3
22	Witch Maiden	1,880,000	10d4+12		7	6	6	5	4	4	3	3
23	Witch Priestess	2,000,000	10d4+13		7	6	6	5	5	4	4	4
24	Summer Court Witch	2,120,000	10d4+14		7	7	6	6	5	5	4	4
25	Witch Mother	2,240,000	10d4+15	Major	7	7	6	6	5	5	4	4
26	High Witch Priestess	2,360,000	10d4+16		8	7	7	6	6	5	5	5
27	Autumn Court Witch	2,480,000	10d4+17		8	7	7	7	6	6	5	5
28	Witch Crone	2,600,000	10d4+18		8	8	7	7	6	6	5	5
29	Eldest Witch Priestess	2,720,000	10d4+19		8	8	7	7	7	6	6	6
30	Winter Court Witch	2,840,000	10d4+20		9	8	8	7	7	7	6	6
31	Baroness of Witches	2,960,000	10d4+21	Superior	9	8	8	8	7	7	6	6
32	Countess of Witches	3,080,000	10d4+22		9	9	8	8	8	7	7	7
33	Marquise of Witches	3,200,000	10d4+23		9	9	9	8	8	8	7	7
34	Duchess of Witches	3,320,000	10d4+24		9	9	9	9	8	8	8	8
35	Princess of Witches	3,440,000	10d4+25		9	9	9	9	9	9	8	8
36	Queen of Witches	3,560,000	10d4+26		9	9	9	9	9	9	9	9

\* 7<sup>th</sup> Level Spells usable only by Witches with CHA of 16 or greater

\*\* 8<sup>th</sup> Level Spells usable only by Witches with CHA of 17 or greater

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

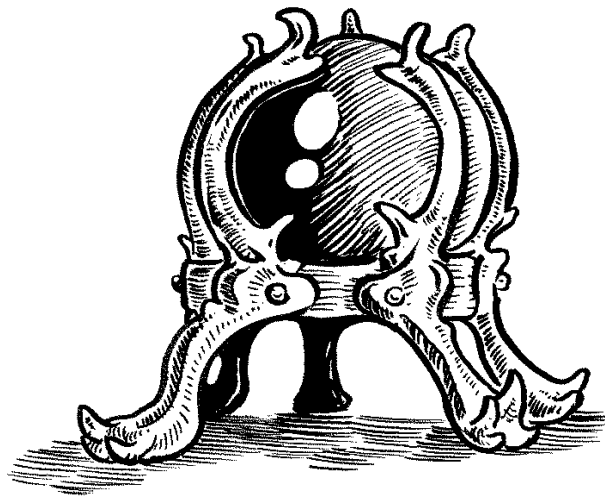
## WITCH SAVING THROWS

Level	1-5	6-10	11-15	16-20	21-25	26-30	31-35	36
Death Ray or Poison	13	11	9	7	5	3	2	2
Magic Wands or Devices	14	12	10	8	6	4	2	2
Paralysis, Polymorph or Turn to Stone	13	11	9	7	5	3	2	2
Dragon Breath or Breath Weapons	16	14	12	10	8	6	4	2
Rods, Staffs and Spells	15	13	11	9	7	5	3	2

## CHARACTER HIT ROLLS (on 1d20)

Level	Target's Armor Class																		
Witch	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
1-5	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20	20	20
6-10	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20	20
11-15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
16-20	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
21-25	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
26-30	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
31-35	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
36	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Tradition	Least (1 <sup>st</sup> level)	Lesser (7 <sup>th</sup> level)	Minor (13 <sup>th</sup> level)	Medial (19 <sup>th</sup> level)	Major (25 <sup>th</sup> level)	Superior (31 <sup>st</sup> level)
Aquarian	Familiar	Astromancy	Moon Blessing	Planetary Blessing	Zodiac Blessing	Astral Travel
Classical	Familiar	Temporary Magic	Permanent Magic	Witch's Blessing	Ability Bonus	Timeless Body
Eclectic	Familiar	Any	Any	Any	Any	Any
Faerie	Familiar	Speak to Plants/Animals	Fae Shape	Curse	Shape Change	Fae Apotheosis
Family	Familiar	Favored Enemy	Detection	Curse	Lore	Paragon
Maleficia	Familiar	Evil's Touch	Devil's Tongue	Curse	Polymorph Other	



## PART 3: TRADITIONS

A 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 extremely difficult 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 world 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 witch without the need to create an entire new Tradition.



There are five witch traditions and one extra "non-tradition" discussed in this book.

**Aquarians** look to the stars, planets, moon and the movements of heavenly bodies to power their magic. They believe a great new age is dawning on the world, one that will have profound effects for all that live on it and beyond it.

**Classical** witches are most often stereotyped as old village women who wear pointy hats and talk to their cats. There is some truth to these superstitions. The classical witches wield great power that they believe is part of the natural world.

**Family** witches have a long history of witchcraft. Handed down from mother to daughter over the years, these witches are quite powerful.

**Faerie** witches consort with all sorts of familiar spirits that live between the worlds of mortal-kind and the fey. Witches of this tradition often become very fey like.

**Maleficia** witches believe that power comes to you in many forms and they have allied themselves with creatures of the lower planes, often known as demons or devils.

**Eclectic** witches are not so much of a tradition but an amalgam of ideas, sometimes borrowed, sometimes made up. While they lack the deep sense of history of the other Traditions, they do not lack in power.

### Tradition Descriptions

Each 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 this tradition is known for.

**Joining this Tradition:** Requirements, duties, common 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 therein.

**Occult Powers:** Special powers the witch gains as she advances in level.

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

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

**Preferred/Barred Covens:** What covens a witch of this tradition may or may 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; they are detailed here. What really sets the witch apart from others 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 greatly 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.

## Aquarian

The Aquarian Witch looks to the stars, planets and beyond to divine the secrets of the universe. The meaning each witch divines can vary from witch to witch and they will often disagree on what the signs and portents mean, but they all share a common belief; that a new astrological age is coming and the change will be profound. Whether this change will be good or ill is at present unknown.

**Role:** The Aquarian Witch often serves as an astrologer, soothsayer and diviner of fortunes. They are learned in the ways of the motions of the stars, planets, sun and moon so there is a practical, even mundane, application of their skills.

**Joining this Tradition:** Neophyte Aquarian witches typically learn from older Aquarians, but may also learn from spirits or books of ancient Aquarian lore. Due to this, there is a large degree of variation between Aquarian witches. For example, both might agree that a certain heavenly body is a star and even agree on the name, but they might disagree on the influence said star has and what it portends, so, horoscopes drawn up by one may be unreadable by another.

Some Aquarians will see the stars as signposts or as signals of portents while others may see them as the cause of these portents. Still others might see the stars as either malefic or benevolent gods or beings controlling or influencing the strands of fate.

**Leaving this Tradition:** An Aquarian witch that leaves her tradition behind will find herself shunned from her community of fellow Aquarians. Rarely, if even ever, will she find herself in fear of her life. Aquarians are a highly cerebral lot and they pride themselves on matters of logic and science, but they are just as passionate about their beliefs as any other witch.

**Occult Powers:** The occult powers of the Aquarian are derived by the moon, sun, stars and planets. Some Aquarians claim the powers come from these sources and others claim they know how to read the signs to make these powers manifest. Unless otherwise noted, an Aquarian witch can only use each power once per day.

**Least, 1<sup>st</sup> Level: Familiar.** The Aquarian witch gains a familiar. This familiar is most often a spirit from another realm or plane. This spirit is a living creature, not a ghost or demon, but they often have no concept of life, death or even what separates one living creature from another. They may manifest themselves a number of ways. Most common are an invisible or nearly invisible spirit. Other times it might be a small mote of light that changes colors depending on mood. Many times only the witch

can see or hear the familiar, even if the witch must speak her queries out loud. This can lead to many awkward or even dangerous situations. Many Aquarians have been accused of being addled, or even speaking to spirits of the dead or demons.

**Lesser, 7<sup>th</sup> Level: Astromancy.** Once per day, the Aquarian Witch can adjust fate in her favor by checking with the stars and re-rolling any single roll she chooses. The witch will check with the stars and, in effect, change the course of fate. The re-roll must be done immediately and the new roll must be accepted.

**Minor, 13<sup>th</sup> Level: Moon Blessing.** The witch consults with the moon and she may add (or subtract as needed) a roll of 1d4 to any other roll she wishes to make. For example, she may choose to heal a fellow adventurer with a Cure Light Wounds spell, but invoke her daily Moon Blessing. She would then add an extra 1d4 to the result of the initial roll. These blessing can only be favorable to the witch or her companions, but how "favorable" is left open. The Moon Blessing may also grant an extra 1d4 on a roll to hit a creature or even add a 1d4 to the damage roll; but not to both. The Moon Blessing may only be performed once per day and must be chosen before the roll is made.

**Greater, 19<sup>th</sup> Level: Planetary Blessing.** Like the Moon Blessing, the Aquarian witch may also perform a Planetary Blessing. This blessing can add an extra 1d8 to any one roll the witch chooses. The Aquarian witch can use this ability once per day.

**Major, 25<sup>th</sup> Level: Zodiac Blessing.** One of the greatest twistings of Fate the Aquarian witch may perform is the Zodiac Blessing. By calling on the favor of the powers behind the Zodiac the witch may add a 1d12 to any one roll made, once per day.

*Note:* The Aquarian Witch may not call on any of the blessings more than once per roll. So a 20<sup>th</sup> level witch cannot use a Moon Blessing and a Planetary Blessing on the same roll. In combat situations, she would also not be able to use one blessing to attack and another for damage. Such twists of fate are so powerful that they would negate each other and even adversely affect the witch and those around her.

**Superior, 31<sup>th</sup> Level: Astral Travel.** Once per day, the witch may enter (and then leave if needed) the Astral plane. The witch enters the plane bodily, she does not leave behind her body and she not attached via a silver cord. In the Astral Plane, she may travel as fast as thought or enter any plane that is attached to it.

**Special Restrictions:** Aquarians tend to view themselves as superior to others since they feel they are the keepers of often misunderstood knowledge or the heralds of a new age.

**Equipment:** The Aquarian witch must spend 100 gp of her own money for a basic set of tools which include a small telescope (usually a gift from her mentor), astrological maps, pens and other materials to crafting horoscopes. She will need to maintain these items at a minimum of 10 gp per level.

**Preferred/Barred Covens:** This tradition is suited to all covens. Aquarians tend to be solitary witches, or belong to covens of no more than 3; typically a teacher and a couple of students.

**Relationship to the Goddess/Patron:** To the Aquarian, the divine is a nebulous concept. They see the divine in the workings of the planets and the stars. Some are beneficial and others are more malefic.

**Source/Views of Magic:** The Aquarian sees magic as the workings of the universe. They follow the philosophy of “As Above, So Below”; what is written in the stars will manifest in the world. There is choice, but everything is part of a grander scheme and magic is the energy that makes it all flow.

**Archetypes:** Aquarians tend to be lawful. This is not out of any sense of duty toward her fellow beings, but more as a reflection of the ordered logic of the stars. There are those chaotic Aquarians that feel the stars in fact hide terrible, awful things and they believe that this new astrological age is one of the extinction of all life in this realm.

## Classical

The Classical Witch consists mainly of believers in “The Old Ways” or of old, and possibly forgotten, Gods and practices.

These types of witches are known worldwide and may be one of the most common types of witch. This is because there is no single Classic Tradition, but many sub-traditions that have some similarities. The witches of the various sub-traditions of Classical Witchcraft are known by many names, and each has their own sets of beliefs.

**Role:** Classical witches come in many different types. The key element that separates one sub-tradition from another is geography. Generally you will not find two Classical sub-traditions within the same geographical area.

### Classic Witches from Our World

These witches form the Classical Traditions of our own world. You can use these as the basis for your own campaign world.

**Astaru:** The pagan beliefs of the Norse. Found in Norway, Sweden, Iceland and the northern tip of Denmark.

**Benandanti:** Mostly Lawful witches from the central and southern parts of Italy. Contrasted with the Stregheria below.

**Celtic:** Found in Ireland and Scotland. These witches most resemble druids.

**Greek:** The ancient Greeks had many religious practices that resembled Witchcraft. The Priestesses of Artemis or Hesta are two examples. The *Bacche*, followers of the God of Wine, Bacchus, are another. It is also believed the Cult of Diana grew from this Tradition.

**Pictish:** A Classic Tradition similar to the Scottish Celts. They are possibly an older form of the Scottish Celt Tradition.

**Saxon:** The Tradition of England after the Saxon invasions. This tradition blends many of the ideas of Celtic and Astaru Tradition.

**Sortilega:** Diviners originally from Greece who then moved into Italy.

**Stregheria:** Also known as Strix, or Strega, these witches are from northern Italy. They are sometimes identified with the vampire or Lamia.

**Teutonic:** Witches of ancient Germany. They are similar in practice to the Astaru Tradition.

There are other sub-traditions and the GM is encouraged to define their own for use in their own game world.

**Joining this Tradition:** Initiates typically join this tradition as children or young adults. Others may join the Tradition by leaving their old faith behind.

The Classical Traditions have the most in common with Family Tradition, but for the Classical Witch, witchcraft is seen as a way of life.

Classical Witches usually meet as a part of larger gatherings during specific solar events, such as the Equinoxes and Solstices, but also during the “cross-quarter” days. These celebrations are conceded to be highly religious holidays that anyone may attend.

**Leaving this Tradition:** The rare Classic witch that denounces her teachings will not find herself to be in grave peril nor shunned by her community. She will, however, have lost all her powers. Regaining them usually requires an act of atonement.

**Occult Powers:** The occult powers of the Classic Witch come from their connection to the natural ways of the world. Adherence to the Sabbats and High Days give the witch power.

**Least, 1<sup>st</sup> Level: Familiar.** The Classical Witch gains a familiar. This familiar will be in the guise of a normal animal indigenous to the area.



**Lesser, 7<sup>th</sup> Level: Temporary Magic.** The Classical Witch can brew or distil a potion as if she were an alchemist. In order to make a potion, the witch (or other spellcaster aiding her) must know the spell the potion mimics. In general, any spell that the witch may cast on herself can be made into a potion. Potions may be quaffed or thrown, whatever is appropriate to the spell's effect.

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

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

**Minor, 13<sup>th</sup> Level: Permanent Magic.** The Classical Witch can produce more permanent magic items, such as weapons, wands, or staves. She will need the aid of a weapon smith, bower or other trained craftsman to make the item, but these folk are usually in abundance in the areas the Classical Witch calls home. It will need to be of the finest quality, usually 5 to 10 times the listed price.

The witch has a base success of 45% + 5% per level – 5% per level of the spell being used. The item can be completed in a number of weeks equal to the level of the spell used or the bonus granted.

**Greater, 19<sup>th</sup> Level: Witch's Blessing.** The witch can place on one subject (or herself) the combined effects of *Aid* (2<sup>nd</sup> Level Cleric spell), *Remove Curse* (3<sup>rd</sup> Level Cleric spell) and *Healing Circle* (5<sup>th</sup> Level Cleric spell, target only). The total benefits are +4 to attack, +4 to saves involving fear, +6 to any ability, 19+1d6 additional temporary hit points and heals the character for all but 1d8 hit points. This lasts a number of hours equal to the witch's level. The Classical Witch can use this ability once per day.

**Major, 25<sup>th</sup> Level: Ability Bonus.** Once per day, the witch may grant herself or another a +1 bonus to any Intelligence, Wisdom or Charisma ability roll. The witch may not use this to increase the number of spells known or cast. The bonus lasts from either sunrise to sunset or sunset to sunrise.

**Superior, 31<sup>th</sup> Level: Timeless Body.** The witch appears to stop aging and her affective lifespan is doubled. She also can't be magically aged. Any penalties she may have already incurred remain in place. The witch still dies of old age when her time, doubled as it is, is up.

**Special Restrictions:** Because of her simple upbringing, the classical witch is often believed to be uncouth or even stupid. Any reaction rolls with another member of the same race suffer a -2 or -5% penalty.

**Equipment:** The cauldron is the ritual tool most associated with the Classical Witch.

The ritual tools of the Witches of the Classical Tradition are the cauldron (representing the Goddess) and staff (the masculine tool of the God). If adventuring, the witch may use a staff that doubles as a weapon. Both the staff and cauldron may also be used for mundane purposes.

**Preferred/Barred Covens:** This tradition is suited to all covens.

**Relationship to the Goddess/Patron:** These will vary by sub-tradition. Often the God and Goddess are referred to as the "Old Ones" or the "Elder Gods."

**Source/Views of Magic:** For the Classical Witch, magic is part of the natural world; it is part of the land. Only by living near the land can one hope to harness the power of magic. These witches also believe in "Ley Lines" or veins and arteries of raw magical essence flowing through the land, ocean and sky.

**Archetypes:** Classical Witches can run the gamut of alignments, attitudes and personalities. Many can justify being completely evil simply by saying it is the will of their Patron. Others use the same excuse to be good.

## Faerie

The witch living in the deep of the woods is a powerful archetype; her story has been retold countless times in myth and tale. This type of witch is often a Faerie Witch. Faerie Witches appear to be living in solitude, usually in a sylvan setting. In reality, they often live in large communities of fey, serving as an ambassador to travelers moving through the area.

The Faerie Witch can appear as a beautiful Sidhe princess, a matronly faerie godmother or even as a hideous hag.

The Faerie Witch's clothing varies from character to character. Some of them choose to dress down, while others dress with a flair for the bizarre. Their homes appear welcoming, but also very unnatural in a forest setting. The homes are typically well kept with splendid gardens outside.

NPC faerie witches are usually Even or Half-Elven, since elves are native to the same geographical locations as the Faerie tradition.

**Role:** Faerie witches spend much of their time conversing with the local fey. They take care of the plants and animals near their home, building large gardens of flowers and vines in the surrounding area. As witches, their chief concerns are brewing helpful potions, studying the ways of nature and using their divination magic to watch the forest area they protect.

Faerie Witches easily form alliances with rangers and druids living in the same area. They will often inform these allies of local happenings and sometimes offer their magical services to them.

**Joining this Tradition:** Faerie Witches can join this tradition in several different ways. A common way is when a small child becomes lost in the wilderness and an existing Faerie Witch finding the child. Another Faerie Witch may receive a vision from her patron to teach a Neophyte Faerie Witch the traditions. Other times, a person may become divinely inspired, and attempt to seek out an existing Faerie Witch to train under.

The Faerie Witch must learn Elf or Sylvan as one of their starting languages.

On the Vernal Equinox, Faerie Witch covens gather to celebrate the beginning of spring. These celebrations vary by coven, but are usually extremely joyous gatherings. On the Autumnal Equinox, Faerie witch covens become much more serious, gathering to prepare for the oncoming winter.

Like the Seelie and Unseelie Fae, Faerie Witches divide themselves into Summer and Winter courts. These alliances often have more meaning to them than alignment.

**Leaving this Tradition:** A Faerie Witch who ceases to revere and respect her homeland or betray the trust of the local fey will lose her powers, until she can atone. She loses any spells or occult powers she has learned.

**Occult Powers:** The Faerie witch lives in the world of magic, her connection to the "real world" can seem to be only tangential to her relationship to the worlds of deep faerie magic.

**Least, 1<sup>st</sup> Level: Familiar.** The faerie witch gains a familiar. This familiar will be of a creature that is common to the world of the fae. It can appear as a normal animal, but there could be something different or off about it. Examples of these familiars might be winged cats or talking dogs. The "specialness" of the

familiar in question will never be something great, but it will set them apart from others of their kind.

**Lesser, 7<sup>th</sup> Level: Speak to Plants and Animals.** Three times per day, the Faerie Witch may speak to plants or animals. The conversation is limited to the intelligence of the creatures involved, but the witch might still discover a great deal about the surrounding land.

**Minor, 13<sup>th</sup> Level: Fey Shape.** Once per day, the faerie witch can polymorph herself into any type of faerie creature and back. The creature in question must be of comparable size. So, a human faerie witch can change herself into a dryad, sylph or even a hag, but a pixie is not possible. 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.

Once the faerie witch reaches this level, she gains the fae's intolerance of cold iron. Any iron weapon (not forged steel like most weapons) will do an additional 1d6 points of damage to the witch if touched, similar in the way Holy Water damages undead or fire damages living creatures. Unless a weapon is specifically listed as being cold-forged iron, then assume it is not.

**Greater, 19<sup>th</sup> 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 fully removed.

**Major, 25<sup>th</sup> Level: Shape Change.** Once per day, the witch may change her shape to any type of natural animal indigenous to her area, as per the spell *Shape Change*. For 1 turn per level, the witch may move freely back and forth between her animal and human forms. Once the form is chosen though, that is the only form she can use for the day. So, a witch may choose to change between the forms of human and fox, but cannot go between fox, human and bird. Once the duration has expired, the witch reverts back to human form.

**Superior, 31<sup>th</sup> Level: Fae Apotheosis.** The faerie witch has spent so much time among the realms of the fae that she is considered to be a creature of faerie herself. The damage she receives from cold-forged iron increases to 1d8, but she gains immunity to disease, an increased life span similar to that of an elf and the ability to use items that are restricted to elves. She is treated as an elf for game purposes.

**Special Benefits:** Faerie witches often have many allies in Sylvan settings. Her ability to speak with the other fey races is often very helpful.

**Special Restrictions:** Faerie Witches tend to be more neutral, but no other alignment restrictions are clearly drawn.

**Equipment:** The tool of this tradition is the wand. The wand is often made from a branch of the oldest tree in the Faerie witch's forest.

**Preferred/Barred Covens:** Faerie witches tend to be a bit xenophobic, so most covens that a faerie witch will belong to are made up of other faerie witches.

**Relationship to the Goddess/Patron:** The Faerie witch views the Goddess as nature itself. As a Faerie witch takes care of the plants and animals around them out of respect to the Goddess.

**Source/Views of Magic:** Like most witches, the Faerie Witch views her magic as a manifestation of the Goddess. The source of her magic is the great forest. This obviously puts them on good terms with druids, who view their magic in a similar light.

**White/Black Magic:** As with most witches, Faerie witches do not make this distinction. In addition, they tend to ignore or dismiss those that do.

**Archetypes:** Most Faerie Witches see little use in the Law vs. Chaos axis. Nature is both and neither, so why should they choose? Most tend towards neutral if for no other reason than good or evil acts attract attention, something they dislike.

**Other:** Faerie Witches tend not to hoard much wealth, but their homes are well kept, and some are ornamented with works of art. The yards of the Faerie witches' homes are usually filled with lavish gardens, which may give the appearance of wealth, but more often than not Faerie Witches will have little to no money.

## Family Tradition

The witches of the Family Traditions are among the most diverse of the witch traditions, but united by a strong sense of tradition and family.

The members of Family Tradition all learn their witchcraft the same way, from an older family member, usually a parent or grandparent (who also learned it the same way). Old witch families can track their ancestors as having been witches for dozens or scores of generations. What each Family Tradition does with their witchcraft differs from family to family.

Not every family member has the potential to be a witch. Children are often observed for years for signs of magical potential. Often the Call is heard not only by the prospective witch, but by the teacher as well.

**Role:** Strange and mysterious families, especially those in power, often attract attention and rumor. Some of these families are mundane, and their peculiarities are those of any other, but some others have deeper secrets. Some of these families are involved in generations old practice of witchcraft. To the members of these families, there is no difference in being in the family or being a witch.

Family traditions exist because, at one time, it was either more advantageous to keep powerful witches within the bloodline or, it was wise to trust only your own family. Often the tradition is an oral one, or only very little of it written down, thus the rules, laws and even motives of the tradition can change with the passing of the generations.

Witches of the Family Tradition also believe that the strongest magical potential is handed down from one generation to the next along family lines. For them, blood is more important than the Call.

**Joining this Tradition:** Generally speaking, the only way to join the Family Tradition is to be born into a family of witches. If the family is very powerful, then the prospective new mates are usually screened years ahead of time and chosen because they have something to offer the family. Serious prejudice and scorn is often laid upon the family witch that chooses to marry outside of who her family dictates.

Weaker or less influential families usually do not share their secrets with anyone who is not of the blood. For the Family Traditionalist, the old saying “blood is thicker than water” is the law.

**Leaving this Tradition:** The only way into this tradition is to be born into it, and the only way out is death. Not that all families will kill those witches that leave (some do), but often it is the witch herself that will be drawn back into the family whether she wants to leave or not.

**Occult Powers:** The powers of the Family Witch often revolve around her association with her family.

**Least, 1<sup>st</sup> Level: Familiar.** The Family Witch gains a familiar. This familiar can be a spirit of some sort, perhaps the ghost of a long departed family member back to teach the newest generation. Or it may take the form of an animal, a reincarnated family member or a previous familiar from an ancestor. The spirit of the family member will appear as a ghost, but it cannot be turned by a cleric or attacked.

**Minor: 7<sup>th</sup> Level: Favored Enemy.** At 7th level, the Witch gains an enemy of the family and may attack them with a +1 bonus to her attack rolls, damage rolls, relevant skill checks, and saving throw. The enemy is usually another family, but it may be a race, monster or character class. This bonus increases to +2 at 13th level and +3 at 19th level.

The favored enemy must have something to do with the family and will be the same for all other witches of that family.

**Medial: 13<sup>th</sup> Level: Detect Bloodline.** At 13th level, the witch is granted the ability to detect bloodlines of all types, and able to track the target's history one generation per level. Essentially, this ability allows the witch to practically smell if someone is related or not, by supernaturally detecting tiny familial features within people. This can include royalty, inherited (but not contagious) lycanthropy and the creature's true race. This ability might also provide a bonus against those trying to disguise themselves (say, a half-elf posing as a human, or someone disguising themselves as royalty). The witch must be within 10 feet of a person to detect their bloodline. The Family Witch can also detect undead with this ability.

The Witch also gains an insight into the target's personality. For each round assessing the target's bloodline, the Family Witch can determine one of the following: One aspect of the character's alignment (chaotic, lawful, or neutral), hit dice, age or personality. For each round studying the character's personality, the Family witch gains a +1 bonus to *sense motive* checks against the target. The Family Witch cannot examine the target's personality whose level/hit dice are greater than her Family witch level.

**Greater: 19<sup>th</sup> Level: Family Curse.** The Family Witch can place a powerful Curse on not just a single creature, but an entire bloodline. She can only do this once per day (for a single creature) or once per month on an entire family. The curse can be of any sort, but usually the curse will bestow a -4 to all to-hit rolls and -2 to any saving throws. Other curses may be allowed, such as the *Bestow Curse* spell. Witch curses are quite powerful and require the use of two (2) *remove curse* spells to be fully removed.

A family witch of the same bloodline may release a person from a family curse placed by another family witch without the use of spells. The witch will know how to remove the curse intuitively.

**Major, 25<sup>th</sup> Level: Lore.** The witch is so well versed in the history and story of her own family that she gains knowledge about all the lands and places other members of her family have been. This occult power acts as a limited version of the *Legend Lore* ritual. For this use, the witch may only ask one question per day as if she were a “coven of three.” The limitations are the same as the *Legend Lore* ritual.

**Superior, 31<sup>st</sup> Level: Paragon.** A Family Witch of 25<sup>th</sup> level or greater gains a supernatural awareness of her bloodline. She can detect the general well-being of any family member she knows, no matter the distance between her and the family member. In addition, once per day, a Family Witch can attempt to *Gate* 1d3+1 Family witches of lesser level with a 35% chance of success. Roll 1d20 to determine the level of each witch gated. Gated witches stay for 10 minutes per caster level or until released, returning to where they were.

Another Family Witch could summon the PC Family Witch the same way once reaching 31<sup>st</sup> level. GM's must carefully judge this.

**Special Benefits:** Family witches have a built-in support system of contacts. Often these are other high level witches that are usually on good terms with the witch. They can aid in terms of research, providing minor magic items or even money. The GM must decide the level of aid the family is willing to give.

**Special Restrictions:** To maintain the above benefit, the witch must stay on good terms with her family. This comes as either donating magic items or money to the younger generations or even returning home periodically to teach what she knows. GMs should track how much is donated by the PC witch. Typically, she will receive the same amount in kind from other family members.

**Equipment:** None special, but often the witch will get a ritual tool as a gift that had belonged to a deceased family member.

**Preferred/Barred Covens:** This tradition is so closely tied to its family and coven that it is often difficult to separate the three from one another. The leaders of the coven are often the oldest and most powerful witches in the family. Generally, there is only one coven per family, though some large families have split into various factions.

**Relationship to the Goddess/Patron:** The Family witches pay homage to their Patron as the ultimate source of their powers, most often invoking the names of powerful ancestors in this respect. While all witches believe in reincarnation, family witches believe that some spirits elect to remain on this plane to aid and guide new generations instead of moving on to another life in the cycle.

**Source/Views of Magic:** Family witches believe that magic is in their blood, that magic is part of their body, mind and spirit. Magic is provided by the Patron and spiritual ancestors, but shaped by the blood, mind, and spirit of the witch.

**Archetypes:** Family witches may be of any alignment and have any number of motivations. To a Family witch, there is no universal good or evil only “what is good for the family and what isn't.” They are lawful to family groups, but can appear to be quite chaotic from the outside.

**Other:** They do not get along well with other covens, but generally have nothing against other Traditions. The Family witch



cannot put another organization (such as a church or guild) above the family.

Family witches often have some sort of identifying mark, like a birthmark or an odd shaped mole that all members can recognize. This is known as a "Witch's Mark" and is used as a test to determine if one is a potential witch. The downside to this, of course, is that many witch hunters have also identified this mark. In a family of witches, it would be hard to imagine someone standing out as special, but often someone extraordinary is born. In addition to the Witch's Mark, these witches have something else: strikingly different hair color (like a red head in a family full of brunettes), two differently colored eyes, or being the seventh son of a seventh son. These individuals are referred to as a *Taltos*, and they are almost always chosen to become a witch. In some cases, they are believed to be reincarnated family member who was also a very powerful witch. These special witches are said to have strange gifts and much is expected from them; GMs may wish to award a bonus spell or some other boon to these rare individuals.

## Maleficia

While some witches may be frightening in rumor, the idea that someone would willingly submit herself to the creatures of the Demonic Realms is a much more frightening prospect. Maleficia are just as such, evil witches in league with dark things from the Lower Realms or worse places. Power and riches are the lures for these witches. Their orgiastic sabbats are often used as examples by priests and witch-hunters for the need to destroy all witches.

Creatures such as Asmodeus, Beelzebub, Dis and Set offer the most allure for these witches, but some honor dark versions of the God and Goddess. The Dark Queen is the destructive and chaotic side of the Goddess. Death is part of the circle of life (often called the Goddess' "fourth" face), but Maleficia delight in death, destruction and chaos. Their Goddesses can be, but are not restricted to, Hecate, Kali, Lilith, Lovitar, etc., with the appropriate God or Consort. Sometimes, as in the case of Kali and her Consort Shiva, the consort God is good.

**Role:** Maleficia serve as the chaotic element in nature. They try to destabilize areas, nations, relationships, etc. They do this through the judicial use of the powers at their command. Maleficia are much more motivated by whim than the will of their patrons. While they do follow their patrons as all witches do, the Malefic witches are given free reign. Their purpose is to create as much chaos, disorder, ill-will and evil as they can.

This tradition is often seen as the dark side of the Craft of the Wise. While many Craft witches would argue that the Maleficia give all witches a bad name, most would agree that they serve to balance the universe. Many witches, even Craft witches, still do not get along with the Maleficia witches.

**Joining this Tradition:** Joining this tradition is quite easy; one joins by committing oneself to the service of a deity whose portfolio consists of death, destruction or something similar. Usually an adept Maleficia decides to take an apprentice and will seek out one who has heard the call from the Dark Goddess and teach them all they know.

The Maleficia witches, contrary to popular belief, do not attempt to convert others, either by force or magic, to their fold. Like nearly all witches, the Maleficia witch believes one must be worthy and hear the Call before becoming a witch.

**Leaving this Tradition:** Usually the only way to leave this tradition is by death. Nonetheless, if a Maleficia ever decides to recant from dealing destruction and chaos, she would also recant from her patron. Not only would she lose all powers she has gained while a Maleficia, she would also be hunted by followers of her deity.

**Occult Powers:** The powers of the Maleficia are the most feared. She can damage victims with a touch, lie exquisitely and consorts with devils and demons and worse things to learn her secret magics.

**Least, 1<sup>st</sup> Level: Familiar.** The Malefic witch gains a familiar. This familiar is a spirit from the lower planes or the depths of the nether world. This spirit, sometimes called an imp, takes the form of a mundane animal, though something about the animal is off or unnatural. It could have the body of a dog, but a vaguely human face, a rat with human hands or a cat so fat that its legs can't be seen and moves about like a snake. Maleficia familiars answer to their evil lord, the Patron of the Malefic witch. They will instruct the witch but are not any sort of pet, nor will they risk their own life (such as it is) for the witch.

**Minor: 7<sup>th</sup> Level: Evil's Touch.** The Malefic witch can touch a victim with her bare hand and deliver a painful jolt causing 1d6 points of damage. Once she reaches level 9, she may add an additional one third her level in damage. So a 9<sup>th</sup> level witch can touch a victim for 1d6+3 points of damage. This can be done once per day.

**Medial: 13<sup>th</sup> Level: Devil's Tongue.** Once per day, by uttering a few words in the language of her Patron, the Maleficia witch can make her speech convincing. For one hour, the Maleficia Witch can lie or tell anyone anything, and treated as if they had been *Charmed*. Victims may make a saving throw, but at a penalty equal to that of the witch's Charisma modifier.

**Greater: 19<sup>th</sup> Level: Curse.** The malefic witch can place a powerful Curse on a creature, or on a small group of people, as in a village. She can only do this once per day (for a single creature) or once per month on a group. 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. Other curses may be allowed as the *Bestow Curse* spell. Witch curses are quite powerful and require the use of two (2) *remove curse* spells to be fully removed.

**Major, 25<sup>th</sup> Level: Polymorph Other.** A devastating curse, the Malefic witch can permanently change a victim into something else with no saving throw. Usually an animal is chosen, but sometimes another race. The witch cannot change someone into someone else, save to return the person back to their original form. She may do this once per day. Only a *wish* can undo this curse. Alternatively, the witch can affect a number of people equal to her level, instead of just one target. This polymorph curse will only remain in place until the next time the sun rises.

**Superior, 31<sup>th</sup> Level: Evil Apotheosis.** The Malefic witch has spent so much time among the other realms that she is considered to be a creature from these other planes herself. She gains immunity to disease, fear and normal weapons. She can only be hit by silver weapons or magic and takes only half-damage from fire. She gains an increased life span similar to that of an elf. She takes damage from holy water as if she were undead (1d8 per vial).

**Special Benefits:** Maleficia witches may use poisons. In addition, these witches have no moral or ethical problems with summoning or controlling undead monsters.

**Special Restrictions:** Maleficia witches can only be of chaotic alignment.

**Equipment:** The Maleficia witch has no special equipment, but they do make regular use of cauldrons.

**Preferred/Barred Covens:** Most covens of other traditions will avoid admitting members of the Maleficia traditions. Also any Maleficia coven typically avoid other traditions.

**Relationship to the Goddess/Patron:** The Maleficia is on very good terms with her deity, as she knows it is only from her Patron that she gets her powers. If she can increase chaos in her vicinity, she will be granted even more power.

**Source/Views of Magic:** Magic is power and often the Dark Path is the quickest way to this power. The Maleficia witch delights in perpetuating the stereotype of witches and will often claim to be using "black" magic.

#### Seven Crimes of Maleficia

Inspiring impure love  
Inspiring hate  
Causing impotence  
Causing disease  
Taking a life  
Depriving of reason  
Injuring property or animals

- From the Journal of Matthew Hopkins, Witchfinder General

**Archetypes:** Maleficia witches are, as the name implies, very evil. Good and Neutral Malefics are very, very rare, but not unheard of. A Good Maleficia witch will use her knowledge and teachings to fight the demons and devils she would normally be expected to patronize.

## Eclectic Witch

Traditions define what a witch is, but what if the witch herself defines her own tradition? The Eclectic Witch defines herself, taking what she wants and discarding the rest. When the traditions fail to deliver what the witch wants or needs, she is then free to make her own path.

This witch takes elements from various Traditions, covens and even other religions to form her own path. The members of this Tradition are often looked down upon by other Traditions as being amateurs, pretenders or not even witches. They have even been accused of simply being children playing at witchcraft. The Eclectics react to these accusations with the same amount of indifference that often pushed them away from their area's mainstream religion and towards one another.

Eclectics tend to be Solitaries, but this is not always so. In fact, it is generally dangerous to assume *anything* about this Tradition. They can be like or unlike nearly every other type of witch, yet retain the one thing that makes them the most honest of any of the witch Traditions: they follow their own path to their Patrons. Eclectic covens tend to have a hodge-podge of ideas, myths and ceremonies; they tend to resemble a group of Solitaries that have agreed or compromised on some practices, though it is immediately obvious there is more to the coven than that. A full coven of Eclectics can be as few as three or four, or as many as twenty witches. Generally, there is no recognized leader and all have a say in duties.

Nearly all Eclectics (80-90%) are female, but why this is has not been explained, by the Eclectics or otherwise. In general, and usually on a one-to-one basis, the Eclectic witch gets along well enough with most other types of witches.

**Role:** Eclectics are unique in that they serve no singular role. Many members of the Craft of the Wise speculate that the Eclectics are here to serve those who feel outside of everything, even the comfort of a supportive coven.

Eclectics can be found in other Tradition based covens, but most tend to be Solitaries.

**Joining this Tradition:** To become an Eclectic witch, one merely needs to start practicing and make the claim to be an "Eclectic witch." There are no formal ceremonies, no initiations into family secrets. Usually a witch knows she is an Eclectic witch when she hears the Call. Often they may have been practicing as a witch before that.

The Eclectic witch will celebrate any of the other holidays and Sabbats the other traditions have. Only within individual covens or as Solitaries will an Eclectic witch determine if one holiday has more importance than another.

**Leaving this Tradition:** Out of all witch Traditions, leaving the Eclectic is the easiest. One simply has to stop considering herself an Eclectic witch. Oftentimes an Eclectic witch will be accepted in another coven with a more formal Tradition. The Eclectic can alter her own beliefs to fit this new coven as she wishes.

In other ways, this Tradition is also the hardest to leave. When one is known to be a former Eclectic witch and attempts to join a more mainstream Tradition (or even another religion), their former status may continue to haunt them. If this is the case, the former Eclectic will always be treated as having a penalty on CHA checks of -1 when dealing with her new Tradition, coven or religion. This penalty can persist for up to a year.

**Occult Powers:** The Eclectic witch is free to choose any Occult Power for the appropriate power level from another Tradition. The occult power needs be consistent with the witch's background. The player will need to explain to her GM why the Eclectic Witch has this power and how she learned it. GMs may wish to restrict some powers (such as Paragon for 25<sup>th</sup> level Family witches) since they do not fit well with the concept of an Eclectic Witch.

**Special Benefits:** None

**Restrictions:** None.

**Equipment:** Eclectics are fond of ritual tools and will normally have two or three different ones on them at a time. The preferred ritual tools are totally based on decisions of the player, though they are not limited to common ritual tools. Even so, the Athamé tends to be the most popular.

**Coven Domains:** Any.

**Preferred/Barred Covens:** None. Eclectics tend to be solitaires more so than other traditions.

**Relationship to the Goddess/Patron:** Eclectics believe they have the closest relationship possible with their patrons. Whether or not this is true is unknown, but it is rare that an Eclectic will go against her patron's wishes.

**Source/Views of Magic:** Eclectics view magic as a very personal thing. They can do magic because they will it and because of who they are.

**White/Black Magic:** As with most other witches, this distinction is rarely made. Eclectics are most likely to use this distinction because their normal surroundings include more mundane people and covens (non-witches) than witches.

**Archetypes:** As with other aspects of this Tradition, Eclectics are of any alignment and disposition.

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

A witch starts at 1<sup>st</sup> 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.



A familiar adds 1 spell level of a spell the witch can learn. So, a witch with a familiar can learn an extra 1st level spell, a witch with three familiars can learn any combination of three spell levels, so 1 3<sup>rd</sup> level spell, 1 2<sup>nd</sup> and 1 1<sup>st</sup> level spell, or 3 1<sup>st</sup> level spells. If the familiar is killed, then the witch loses those spells the familiar knows. If she has cast those spells already this day, then she loses an equal number of levels. Witches should keep separate spells lists just in case.

As the witch gains level, the familiar also grows in power. The familiar gains 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 a number of hit points equal to that of the familiar.

## Summoning a Familiar

At 1<sup>st</sup> level, the witch gains her first familiar automatically. Once ever other level she can attempt to summon a new one; so at 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, 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 cleared the horizon. She will spend the morning preparing the area for a familiar to come by laying out small treats for the type of animal she wishes; cheese for a rat, cream for cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smell, hearing and sight. She will also appeal to the four elements, plus the fifth element of magic, and for the mind, body and spirit. 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 11<sup>th</sup> level. So even at 11<sup>th</sup> 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. Keep in mind what the witch's preferences are and to whom 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 spent cannot be reused.

Special familiars are not in the shape of animals, but are often creatures of the Faerie or even the other planes. Special familiars can speak to anyone capable of understanding their language.

## List of Familiars

%Roll	Familiar*	Additional Powers to the Witch
1-3	Badger	+2 to Constitution checks
4-6	Bat	+2 to Dexterity checks
7-9	Beaver	Double normal speed when swimming
10-12	Cat	Night vision (treated like a light spell at night)
13-15	Coyote	Surprised only on a roll of 1 on a d6
16-18	Crow	+2 bonus to Magic Wand saves
19-21	Dog	Surprised only on a roll of 1 on a d6
22-24	Eagle	Improved vision
25-27	Ferret	+1 to Dexterity checks, -1 to AC
28-30	Fox	+1 to Intelligence and +1 to Wisdom checks
31-33	Frog	+2 to Constitution checks
34-36	Goat	+2 to Constitution checks
37-39	Hawk	Improved vision
40-42	Hyena	+2 to Dexterity checks
43-45	Jackal	+1 to Intelligence and +1 to Constitution checks
46-48	Lizard	+1 to Intelligence and +1 to Dexterity checks
49-51	Lynx	+2 to Dexterity checks
52-54	Mouse	+2 to Dexterity checks
55-57	Owl	+2 to Wisdom checks
58-60	Porcupine	Improved AC, -2 bonus
61-63	Rabbit	Surprised only on a roll of 1 on a d6
64-66	Raccoon	Surprised only on a roll of 1 on a d6
67-69	Rat	+2 bonus to Paralysis saves
70-72	Raven	+2 bonus to Death saves, can speak to others
73-75	Scorpion	+2 bonus to Poison saves
76-78	Snake	+1 to Intelligence checks, +2 to Heal
79-81	Spider	+2 bonus to Poison saves
82-84	Squirrel	+2 to Dexterity checks
85-87	Swan	+2 to Charisma checks
88-90	Toad	Wide-angle vision, surprised only on a 1 on a d6
91-93	Turtle	Improved AC +2 bonus
94-96	Weasel	+2 bonus to Rods and Staff saves
97-99	Wolf	+2 bonus to Spell saves
00	Special	Consult the table below

### Special Familiars

Familiar	Alignment	Additional Powers to the Witch
Batling	Lawful	Improved hearing and +2 polymorph save bonus
Bendith y mamau	Neutral	Improved hearing and a +2 wands save bonus
Blink dog	Lawful	Witch may dimension door once per day as the blink dog's power.
Brownie	Lawful	+3 bonus to all Dexterity based rolls and effects
Cait Sidhe	Neutral	+4 to Wands saves
Dire Animal	Neutral	Twice the bonus as a normal animal of its kind
Elemental, small	Neutral	Gain +5 to saves to the Elemental element
Imp	Chaos	Regenerate 1 hp per day
Skull, Floating	Chaos	+1 Bonus to Int-based checks, +1 bonus to Death Saves.
Sprite	Lawful	+2 bonus to all Dexterity based rolls (AC)

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

**Note:** For Wizards (Magic-users) and Familiars please see **Appendix C**.

## PART 4: SPELLS & SPELLCRAFT

*"Magic is the Highest, most Absolute, and most Divine Knowledge of Natural Philosophy, advanced in its works and wonderful operations by a right understanding of the inward and occult virtue of things; so that true Agents being applied to proper Patients, strange and admirable effects will thereby be produced. Whence magicians are profound and diligent searchers into Nature; they, because of their skill, know how to anticipate an effect, the which to the vulgar shall seem to be a miracle."*

*The Goetia of the Lemegeton  
of King Solomon  
(The Lesser Key of Solomon).*

**Magic** is the lifeblood of all witches. Manipulating the forces of arcane and divine magic is what sets the witch apart from other mortals, even other spellcasters. To a witch, magic is everywhere and in everything. To many witches, magic is often the same word as life. In the witch's mind, magic is not 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 impress reality on products of the imagination, particularly 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, Athamé or pentacle.



A distinction can also be drawn between white and black magic: White magic is employed for benign ends or for personal discovery, and black magic is used to harm others. The majority of the magic the witch employs then can best be described as gray.

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": whatever they send out into

the world will come back to them threefold. Therefore, good witches tend not to cast what is commonly called "Black magic." Evil witches are very likely to use "White" or "Gray" magic when it benefits them.

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

### Learning Spells

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

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

### Reversed Spells

For the witch to learn a reversed spell, she must prepare that version for the day. She can't cast a reversed version on the fly like a cleric.

### Cantrips

Cantrips, also known as Hexes and Charms, are minor magics that any arcane spell caster may learn how to use. They are generally used when teaching neophyte witches and apprentice wizards the basics of spell casting.

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

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



## Witch Spells by Level

### 0 Level Witch Cantrips

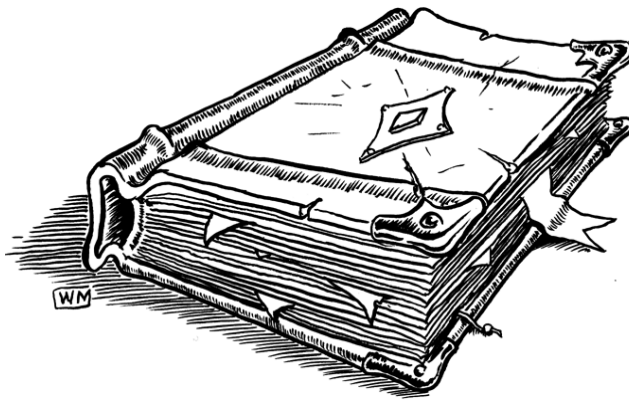
Alarm Ward  
Analyze Fertility  
Animate Tool  
Arcane Mark  
Black Flame  
Chill  
Clean  
Close  
Dancing Lights  
Daze  
Detect Curse  
Detect Poison  
Detect Pregnancy  
False Glamour  
Flare  
Flavor  
Freshen  
Ghost Sound  
Inflict Minor Wounds  
Irritate  
Knot  
Lift  
Mend  
Mend Minor Wounds  
Message  
Mote of Light  
Object Reading  
Open  
Palm  
Puff of Air  
Quick Sleeping  
Sobriety  
Sound  
Spark  
Summon Vermin  
Virtue  
Warm

### 1st Level Witch Spells

Analgesia  
Bad Luck  
Bewitch I  
Black Fire  
Bless Growth  
Blight Growth  
Blindness/Deafness  
Block the Seed  
Burning Hands  
Calling Candle  
Cat Fall  
Cause Fear  
Charm Animal  
Charm Person  
Chill Touch  
Command  
Comprehend Languages  
Detect Invisible  
Detect Spirits  
Dowse  
Drowsy  
Endure Elements  
Enhanced Taste  
Everlasting Candle  
Faerie Fire  
Far Sight  
Fey Sight  
Foolish  
Ghostly Slashing  
Glamour  
Harmony Candle  
Hecate's Spiritual Dog  
Hold Winds  
Increase Sex Appeal  
Lay to Rest  
Light/Darkness  
Love Identity Candle

Luck Stone  
Magic Circle Against Evil  
Mend Light Wounds  
Minor Curse  
Minor Fighting Prowess  
Money Stone  
Moon's Heart  
Moonstone  
Pop Corn  
Protect Familiar  
Protection from Spirits  
Quicken Healing  
Read Languages  
Shattering the Hourglass  
Sickly  
Silent Image  
Silver Tongue  
Sleep  
Sonic Blast  
Soothe  
Sour Stomach  
Speak with Animals  
Spirit Dart  
Synthesis  
Tattoo  
Twisting the Heartstrings I  
Vertigo

Consecration Ritual (Ritual)  
Handfasting (Ritual)



### 2nd Level Witch Spells

Agony  
Alter Self  
Augury  
Bewitch II  
Biting Blade  
Blast Shield  
Broca's Curse of Babel  
Burning Gaze  
Calm Emotions  
Candle of the Wise  
Cloud Runes  
Death Armor  
Defoliate  
Delay Poison  
Detect Thoughts  
Discord  
Ecstasy  
Enhance Familiar  
Enthrall  
Escape of the Snake  
ESP  
Evil Eye  
Fever  
Ghost Touch  
Guard Watch  
Head Strong

Hold Person  
Identify  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Circle Against Elementals  
Magic Circle Against Spirits  
Mind Obscure  
Minor Image  
Nausea  
Opinionated Outburst  
Phantasmal Spirit  
Produce Flame  
Prosperity Candle  
Rite of Remote Seeing  
Rose Garden  
Scare  
Spell Missile  
Suggestion  
Twisting the Heartstrings II  
Virgin Innocence  
Weaken Poison  
Whispering Wind  
Youthful

Calling the Quarters (Ritual)  
Rites of Passage (Ritual)

### 3rd Level Witch Spells

Aphasia  
Arctic Grasp  
Astral Sense  
Aura Manipulation  
Bestow Curse  
Bewitch III  
Body of Eyes  
Calm Air  
Circle of Respite  
Clairaudience/Clairvoyance  
Cleanse Air  
Conception  
Contagion  
Continual Fire  
Create Food and Water  
Danse Macabre  
Dispel Magic  
Enlarge Familiar  
Feral Spirit  
Fly  
Ghost Ward  
Hesitate  
House Spirit  
Improved Faerie Fire  
Lame  
Lesser Strengthening Rite  
Lethe's Curse  
Liar's Curse  
Lifeblood  
Locate Thief  
Love Attraction Candle  
Magic Circle Against Undead  
Memory Candle  
Mind Rash  
Mirror Image  
Remove Blindness/Deafness  
Scry  
Spirit of Avalon  
Stop Thief  
Toad Mind  
Tongues  
Twisting the Heartstrings III  
Warning  
Witch Walk  
Witch Writing

Curse of Lycanthropy (Ritual)  
Imbue Witch Ball (Ritual)

#### 4th Level Witch Spells

Abomination  
Air Walk  
Analyze Magic  
Animal Growth  
Arcane Eye  
Bewitch IV  
Charm Monster  
Cleanse  
Confusion  
Discern Lies  
Divination  
Divine Power  
Elemental Armor  
Emotion  
Ethereal Projection  
Famine  
Fluid Mastery  
Grandmother's Shawl  
Hallucinatory Terrain  
Instant Karma  
Intangible Cloak of Shadows  
Locate creature  
Magic Circle Against Evil, 10' Radius  
Martyr's Cry  
Masque  
Mirror Talk  
Moonlit Way  
Narcolepsy  
Neutralize Poison  
Phantom Lacerations  
Polymorph  
Remove Curse  
Slow  
Speak with Dead  
Spiritual Dagger  
Tears of the Banshee  
Undead Destruction  
Undead Enslavement  
Vomit  
Withering Touch

Bounty/ Strength to the Unborn (Ritual)  
Drawing Down the Moon (Ritual)  
Wheel of the Year (Ritual)

#### 5th Level Witch Spells

Animate Dead  
Anti-Magic Candle  
Baleful Polymorph  
Bewitch V  
Blade Dance  
Blade Resistance  
Bull of Heaven  
Calm Weather  
Death Candle  
Death Curse

Dreadful Bloodletting  
Dream  
Endless Sleep  
Eternal Charm Person  
False Vision  
Feeblemind  
Gnawing Pain  
Greater Command  
Greater Ethereal Projection  
Hold Monster  
Immunity  
Magic Jar  
Make Fertile  
Nightmare  
Overlook  
Primal Scream  
Seeming  
Sending  
Shriek  
Song of Discord  
Steal Youth  
Telekinesis  
Teleport  
Waves of Fatigue

Control Outcome of Birth (Ritual)  
Hallow (Ritual)

#### 6th Level Witch Spells

Anchoring Rite  
Animate Objects  
Anti-Magic Shell  
Bewitch VI  
Break the Spirit  
Control Weather  
Death Blade  
Ethereal Banishment  
Evaporate Fluids  
Eye Bite  
False Memory  
Find the Path  
Geas  
Greater Scry  
Heroes' Feast  
Holy / Unholy Steed  
Itch-weed  
Mass Agony  
Mass Ethereal Projection  
Mass Suggestions  
Mirror Walk  
Mislead  
Moonbow  
Projected Image  
Reincarnate  
Repulsion  
Restore Youth, Healing  
True Seeing

Wall of Roses

Crossbreed (Ritual)  
Legend Lore (Ritual)  
Refuge (Ritual)

#### 7th Level Witch Spells

Ball of Sunshine  
Bewitch VII  
Breath of the Goddess  
Call the Restless Soul  
Death Aura  
Draw Forth the Soul  
Eternal Charm Monster  
Etherealness  
Foresight  
Greater Arcane Eye  
Greater Blindness  
Greater Healing  
Insanity  
Magical Conception  
Mass Polymorph / Massmorph  
Maze  
Peace Aura  
Serpent Garden  
Veneration  
Wave of Mutilation  
Windershins Dance

Binding Ritual (Ritual)  
Gate (Ritual)  
Vision (Ritual)

#### 8th Level Witch Spells

Antipathy / Sympathy  
Astral Projection  
Bewitch VIII  
Creeping Doom  
Damming Stare  
Destroy Life  
Discern Location  
Greater Mislead  
Mind Blank  
Mystic Barrier  
Pit  
Polymorph Any Object  
Prophecy  
Seek  
Seer Stone  
Sleeping Village  
Trap the Soul  
Wail of the Banshee  
Were-Shape

Descent of the Goddess (Ritual)  
Imprisonment (Ritual)  
Protection of the Goddess (Ritual)

## Cantrips, 0 Level Spells

### Alarm Ward

**Level:** Witch 0

**Range:** 50' radius

**Duration:** 1 hour

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

### Analyze Fertility

**Level:** Witch 0

**Range:** Touch

**Duration:** Instantaneous

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

### Animate Tool

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** One Turn

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

### Arcane Mark

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** Permanent

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

### Black Flame

**Level:** Witch 0

**Range:** 1 normal fire

**Duration:** Instant

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

### Chill

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** 1 hour

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

### Clean

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** 1 hour

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

### Close

**Level:** Witch 0

**Range:** Within 10' of caster

**Duration:** Instant

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

### Dancing Lights

**Level:** Witch 0

**Range:** 100' of caster

**Duration:** 1 minute

Depending on the version selected, the witch can create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other, but otherwise move as the witch desires (no concentration required). The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

### Daze

**Level:** Witch 0

**Range:** 25' of caster

**Duration:** 1 round

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

*Material Components:* A pinch of wool or similar substance.

### Detect Curse

**Level:** Witch 0

**Range:** 60'

**Duration:** Concentration, up to 1 minute per level

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

1<sup>st</sup> Round: Presence or absence of a curse.

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

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

4<sup>th</sup> Round: The nature of the curse.

### Detect Poison

**Level:** Witch 0

**Range:** 25'

**Duration:** Instantaneous

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

### Detect Pregnancy

**Level:** Witch 0

**Range:** Touch

**Duration:** Instantaneous

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

### False Glamour

**Level:** Witch 0

**Range:** One item

**Duration:** Instant

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

### Flare

**Level:** Witch 0

**Range:** 10' radius

**Duration:** Instant

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

### Flavor

**Level:** Witch 0

**Range:** One item

**Duration:** Instant

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



### Freshen

**Level:** Witch 0

**Range:** One Item

**Duration:** Instant

This minor spell allows the magic-user to "freshen" one object up to 1 cubic foot. Typical uses are to remove the wrinkles in a garment, brighten the color or some non-living object, turn bland food more favorable or polishing metal or glass. All these affects are considered to be a minor illusion. This spell cannot make poisoned or spoiled food edible.

### Ghost Sound

**Level:** Witch 0

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round/level

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

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

is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

*Material Components:* A small bell.

### Inflict Minor Wounds

**Level:** Witch 0

**Duration:** Instant

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

### Irritate

**Level:** Witch 0

**Range:** One creature within line of sight

**Duration:** Instant

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

### Knot

**Level:** Witch 0

**Range:** One item

**Duration:** Instant

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

### Lift

**Level:** Witch 0

**Range:** One item, within sight

**Duration:** 1 hour

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

### Mend

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** Instant

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

### Mend Minor Wounds

**Level:** Witch 0

**Duration:** Instant

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

### Message

**Level:** Witch 0

**Range:** 1 known person

**Duration:** Instant

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



### **Mote of Light**

**Level:** Witch 0

**Range:** Within 10' of caster

**Duration:** 1 hour

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

### **Object Reading**

**Level:** Witch 0

**Range:** Touch

**Duration:** 1 round

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

### **Open**

**Level:** Witch 0

**Range:** Within 10' of caster

**Duration:** Instant

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

### **Palm**

**Level:** Witch 0

**Range:** 1 small object

**Duration:** Instant / 1 hour

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

### **Puff of Air**

**Level:** Witch 0

**Range:** Within 10' of caster

**Duration:** Instant

This spell creates a small puff of air, enough to blow away dust from objects or to put out a candle, but not enough to put out a torch or lantern. The puff can move very light items as would a puff of air blown from natural means. This spell can be used to blow dirt from an item or area 10' by 10'.

### **Quick Sleeping**

**Level:** Witch 0

**Range:** 1 willing subject

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

### **Sobriety**

**Level:** Witch 0

**Range:** Touch

**Duration:** Instantaneous

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

### **Sound**

**Level:** Witch 0

**Range:** Within 100' of caster

**Duration:** One Sound

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

### **Spark**

**Level:** Witch 0

**Range:** Within 100' of caster

**Duration:** Instant

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

### **Summon Vermin**

**Level:** Witch 0

**Range:** Within 100' of caster

**Duration:** Instant

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

### **Warm**

**Level:** Witch 0

**Range:** 1 object touched

**Duration:** 1 hour

This spell will warm 1 cubic feet of material a few degrees. Typical uses are to warm food or drinks or even to warm the air in a room that is too cool. The temperature cannot be raised to a degree where it would cause any damage.

### **Virtue**

**Level:** Witch 0

**Range:** 1 person touched

**Duration:** 1 hour

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

## **1<sup>st</sup> Level Spells**

### **Analgesia**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 minute per level

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

*Material Components:* A toadstool or piece of willow bark.

### **Bad Luck**

**Level:** Witch 1

**Range:** 100'

**Duration:** 1 day

This spell creates an aura of bad luck around one creature. The victim is allowed a normal saving throw against spells to avoid this bad luck. If it fails, then its action that requires a roll is an automatic failure. The witch may only hex someone like this once per day. If she has taken the spell twice, for example, she could cast it on two different people, but not the same person.

*Material Components:* A three-leaf clover or broken horse-shoe.



### **Bewitch I**

**Level:** Witch 1

**Range:** 25' + 5' per 3 levels

**Duration:** 1 hour per 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 vs. Magic but they are penalized by the amount of the witch's Charisma 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 Components:** A bit of specially prepared perfume (25gp) sprayed into the air.

### **Black Fire**

**Level:** Witch 1

**Range:** 15'

**Duration:** 1 hour + 10 minutes 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.

### **Bless Growth**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 week

This spell can be used in three ways.

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

*Bless Body* - If cast on a living creature, they will recover an additional hit point for each full night of rest.

*Bless Mother* - This spell can also be used to increase 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 pure, fresh water.

The reverse of this spell is *Blight Growth*.

*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*, *Heal*, *Limited Wish* or *Wish*.

### **Block the Seed**

**Level:** Witch 1

**Range:** Personal

**Duration:** 1 day per level

The witch is incapable of getting someone pregnant or becoming impregnated for the duration of this spell. The witch is still vulnerable to sexually transmitted diseases unless other protective measures are taken.

**Material Components:** A lemon rind.

### **Burning Hands**

**Level:** Witch 1

**Range:** 15'

**Duration:** Instantaneous

A cone of searing flame shoots from the witch's fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per level of the witch (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items in one round.

### **Calling Candle (Candle of Return)**

**Level:** Witch 1

**Range:** Special

**Duration:** Instantaneous

By lighting a candle and concentrating on the person to be contacted, the witch creates an impression in the target's mind that they are being thought about and (optionally) that they should return home or at least get in touch with the witch, though no actual communication may be made. It is said that this spell is most effective if it is cast while the target is asleep, as they often then dream about the witch or her home.

This spell also enables the individual to find his way to the witch's current location. The candle will vary in brightness as the wielder gets closer to the witch.

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

**Material Components:** A blue candle.

### **Cat Fall**

**Level:** Witch 1

**Range:** Personal

**Duration:** Till ground is touched

By means of this spell, the witch can safely fall and land on her feet with no damage. Similar to the wizard's *Feather Fall* spell, this spell does not slow the witch's descent, it simply makes the fall non-damaging. Any items the witch carries are also protected. The witch can fall a maximum of 10 feet plus one foot per level. If the witch falls greater than this maximum distance, damage will be for that remaining distance. The spell lasts until this maximum is reached or until the witch (or spell recipient) touches ground.

**Material Components:** a small bit of cat fur.

### **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).

### **Charm Animal**

**Level:** Witch 1

**Range:** 25' + 5' per level

**Duration:** 1 hour per level

This spell functions like charm person, except that it affects a creature that can be considered normal, non-magical animals. The animal charmed will still need to be able to understand the witch for her to compel it.

*Material Components:* A bit of sweetened water.

### **Charm Person**

**Level:** Witch 1

**Range:** 25' + 5' per level

**Duration:** 1 hour per level

This charm makes a humanoid creature regard the witch as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by the witch or her allies, however, it receives a +2 bonus on its saving throw. The spell does not enable the witch to control the charmed person as if it was an automaton, but it perceives her words and actions in the most favorable way. She can try to give the subject orders, but she must win an opposed Charisma ability check to convince it to do anything it wouldn't ordinarily do (retries are not allowed). An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by the witch or her apparent allies that threatens the charmed person breaks the spell. She must speak the person's language to communicate her commands, or else be good at pantomiming.

*Material Components:* A bit of perfume sprayed into the air.

### **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**

**Level:** Witch 1

**Range:** 25' + 5' per 2 levels

**Duration:** 1 Round

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:* Flower petals that the witch crushes and blows at the victim.

### **Comprehend Languages**

**Level:** Witch 1

**Range:** Personal

**Duration:** 10 minute per level

The witch can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, she must touch the creature or the writing. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables the witch to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the *secret page* and *illusory script* spells) or *Witch Writing*. It does not decipher codes or reveal messages concealed in otherwise normal text.

*Material Components:* A few grains of salt.

### **Detect Invisible**

**Level:** Witch 1

**Range:** 60'

**Duration:** Concentration, up to 1 minute per level

The witch can detect the presence of invisible persons or objects. She can see the person or object as they would normally appear with a hazy outline about them.

The creature being observed may not know the witch can see them, unless she indicates as such, but they are granted a Wisdom check to see if the witch's behavior changes enough to allow them to tell they have been observed.

*Material Components:* A bit of red stained glass that witch peers through.

### **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:

1<sup>st</sup> round: Presence or absence of spirits.

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

3<sup>rd</sup> 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.

### **Dowse**

**Level:** Witch 1

**Range:** 50' per level (max 500')

**Duration:** 30 Minutes + 10 Minutes per level

By means of this spell, the witch can locate certain items. Typically what is looked for is water, known as Water Dowsing.

The water must be in the spell's range. The witch will know how much water there is and how deep in the ground. The witch will not know if the water is fit for dinking until she gets to it.

Almost any other type of item may be found in this manner such as edible plants, burnable wood, small gems, etc. However, it can't be used to find people, monsters or specific items. The nature of the item to be found must be stated on the spell's onset and can't be changed. For example, if the witch wants to find water and edible berries, she must cast Dowse twice.

This spell can also be made available to other clerics, in particular druids.

**Material Components:** A stick shaped like a Y. The witch holds the stick with both fists, with fingers up and the single end pointing forward. While the stick does not vanish when the spell is complete, it is unusable for other dowsing attempts.

### **Drowsy**

**Level:** Witch 1

**Range:** 25' + 5' per 2 levels

**Duration:** 1 minute per level

*Drowsy* causes the subject to become extremely tired but does not cause them to sleep, although they may choose to do so on their own. The lethargy induced by this spell causes a -1 circumstance penalty to the subject's attack rolls and a -2 circumstance penalty to their Dexterity ability score, with all the relevant adjustments to Armor Class, skills, and so on applied.

**Material Components:** A drop of alcohol.

### **Endure Elements**

**Level:** Witch 1

**Range:** Touch

**Duration:** 24 hours

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Material Components:** A bit of fur.

### **Enhanced Taste**

**Level:** Witch 1

**Range:** Self

**Duration:** 1 minute per level

Enhanced taste greatly enhances the tasting capability of the recipient. By tasting a kind of food, the recipient of this spell will be able to deduce its constitution. It is possible to tell the quality of wine, drinking water and other liquids. The spell also allows the recipient to detect poisons very efficiently. With only a single drop of the target liquid, the recipient of the spell will be able to tell if it is poison. Unless specified otherwise, the quantity of poison necessary to be detected is not enough to cause damage to the imbiber.

**Material Components:** The witch's symbol or ritual tool.

### **Everlasting Candle**

**Level:** Witch 1

**Range:** Touch

**Duration:** permanent

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

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

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

### **Faerie Fire**

**Level:** Witch 1

**Range:** 200' + 20' per level

**Duration:** 1 min per level

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to the witch's choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

**Material Components:** A mushroom.

### **Far Sight**

**Level:** Witch 1

**Range:** Personal

**Duration:** 1 round per level

This spell bends and warps the light entering the eyes of the witch so that she can see great distances with considerable clarity. Her sight is magnified by a factor of 1 + caster level. Thus, at the highest magnification allowed at 2nd level everything will appear to be at one-third its actual distance.

The witch can vary the magnification at will, ranging from 2x to the maximum allowed. Due to the distortion of her sight however, she is affectively dazzled while the spell is active, regardless of the magnification. The spell does not enhance the accuracy of ranged attacks, although it will allow the witch to see a distant target with greater clarity and to place a spell more effectively.

**Material Components:** The witch curls her fingers into an "O" shape which she can look through.

### **Fey Sight**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 hour per level

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

**Material Components:** A living firefly.

### **Foolish**

**Level:** Witch 1

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level

To use this spell, the witch must be able to see her target. Targets are allowed a saving throw versus Spells. Subjects who fail their saving throw suffer a -1d6 penalty to Wisdom with an additional penalty of -1 per two levels of the witch (maximum additional penalty of -5). The target's Wisdom score cannot drop below 1.

### **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 construct creatures like golems or druthers.

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

### **Glamour**

**Level:** Witch 1

**Range:** Self

**Duration:** 2 minutes per level

This spell can be used in two ways.

***Touch of Beauty:*** The witch can make herself appear to be, simply put, more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. The witch gains a +2 bonus to bluff and diplomacy checks using this spell in this way.

***Touch of Hideousness:*** The witch can make herself appear hideous. Her skin becomes wrinkled, warty and otherwise transformed. Using the spell this way grants the witch a +4 bonus to her intimidate check.

*Material Components:* A male bird's feather to use the Touch of Beauty function or a bit of Goblin Droppings for the Touch of Hideousness.

### **Harmony Candle**

**Level:** Witch 1

**Range:** Special

**Duration:** Special

This spell is used by a witch who is already in a relationship, to ensure its happy continuation or, if there is strife at home, to help remedy the situation. It may also be cast on behalf of another couple. As the enchanted candle is burned, the witch chants, "the spell is cast, our (their) love will last." The witch then visualizes romantic moments between the two individuals for which the spell is cast, and then ends the spell with the words, "For the good of all, so shall it be." The candle is then allowed to burn out, and the remains wrapped in a white cloth and stored in the room where the couple sleeps.

If successfully cast, both partners are considered to be charmed (as the spell) by each another. If either partner is unwilling for the relationship to continue, he or she is permitted a saving throw, which if successful negates the spell.

*Material Components:* A pink candle, into which symbols representing the partners are carved (or their initials).

### **Hecate's Spiritual Dog**

**Level:** Witch 1

**Range:** 10' per level

**Duration:** Special

This spell summons the spirit of a dead dog to act as the witch wishes for the duration of the spell. The dog has one Hit Die for every odd level the caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.) to a maximum of 5 HD.

A non-combatative dog is useful mostly for warning and will vanish after one warning or 1d4 hours + 10 minutes per level, whichever comes first. A combatative dog fights as a dog with Hit Dice as generated by the summoning and lasts until killed or 1d4 rounds + 1 round per level. Both have an Armor Class in inverse proportion to caster level up to level 10 (level 1, AC 9, level 2, AC 9, ... level 10, AC 0). Past level 10, the dogs have AC 0.

*Material Components:* The witch's Athamé, dog fur (for a non-combatative dog) or a dog tooth (for a combatative dog).

### **Hold Winds**

**Level:** Witch 1

**Range:** 100 yard radius around the witch

**Duration:** 1 turn per level

This spell will stop the effects of any mundane (non-magical) wind in the area of effect around the witch. The wind continues to blow around the bubble surrounding the witch, but not into. This will also stop any debris or particles from being blown at the witch.

*Material Components:* A small piece of paper folded into a fan.

### **Increase Sex Appeal**

**Level:** Witch 1

**Range:** 25' + 5' per 2 levels

**Duration:** One minute per level

This spell makes someone more appealing to people attracted to the witch's gender. In social situations, the being under the effect of this spell gains a +2 bonus to Charisma reaction checks. There is no save against the effect, though spells that see through illusions will see through this spell also.

*Material Components:* A specially prepared cream that the witch will rub on her skin.

### **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/Darkness**

**Level:** Witch 1

**Range:** 120'

**Duration:** 6 + turns 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 means of casting it on the target's ocular organs. 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.

### **Love Identity Candle**

**Level:** Witch 1

**Range:** Special

**Duration:** Special

This spell is used to enable the witch to visualize her, or another's, future partner. Once charged, a pink candle is lit and

the witch gazes into the flame. She sees either the person she is fated to marry, or something about him/her, in the flame. The witch then makes a percentile roll, and depending on the result, she gains a certain amount of information concerning the person. She can add 2% per her level to her roll.

15% or less	Vague image, general impression of the individual's profession.
16% to 50%	Clear image, but with no indication of location; more detail concerning what he does.
51% to 85%	Complete and identifiable picture, hint to his name or location.
85% to 99%	Name or location revealed.
100%	Name and location, plus any other details.

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

### Luck Stone

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 day per caster level or until discharged

The witch can transmute as many as three pebbles into luck charms that may be used at any time. Each stone adds +1 to any roll (attacks, saves, spells or skill checks). The player must state their intent to use the Moon Stone before the action is taken (before rolls).

*Material Components:* A smooth river stone.

### Magic Circle Against Evil

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 round per level

This spell will protect the witch, and usually her familiar, from a variety of creatures that she might deem "evil." It creates a magical barrier that projects 1' out from her body (as defined by her drawn circle). The witch automatically gains a bonus of -2 to her AC and a +2 bonus to her saves.

In addition, this circle protects the witch from summoned creatures even touching her, e.g. with melee weapons or touch based spells. Missile weapons and ranged magical attacks are allowed.

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

### Mend Light Wounds

**Level:** Witch 1

**Range:** Touch

**Duration:** 10 minutes per level

This spell is similar to the Cleric's *Cure Light Wounds* spell, save that the witch does not rely wholly on divine forces to cure wounds. She does so with her knowledge of curative herbs, salves and poultices. The spell will mend the wounds of another or the witch herself for 1d6+1 hit points of damage. This spell is ineffective against magical disease and curses that might cause damage. This spell also cannot grant more hit points than the recipient's maximum hit points.

*Material Components:* The witch needs her pouch of herbs or access to healing herbs that occur naturally. Common choices are willow bark, garlic, ginger, witch hazel and vervain.



### 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.

### Minor Fighting Prowess

**Level:** Witch 1

**Range:** 10 yards

**Duration:** 1 round per level

By means of this spell, the witch increases the target's natural fighting instinct. The target gains a +1 bonus per 2 caster levels (max +5) to their attack rolls. The witch needs to point a finger at the creature to be affected or she may cast it on herself.

*Material Components:* A miniature metal sword (not consumed by spell).

### Money Stone

**Level:** Witch 1

**Range:** Touch, 1 stone

**Duration:** 1 hour per caster level, maximum 12

The witch can enchant a normal stone to find money. Typically, such stones are only helpful in finding small amounts of coin, a copper here or there. She casts the spell and the stone will glow brighter (with the luminosity of candle light) until it finds money. At that point, the stone will no longer glow. The money stone only finds the closest source of coin, not the greatest. Gems, jewels and other goods are ignored. The amount of money found is up to the GM.

*Material Components:* A dark colored stone.

### Moon's Heart

**Level:** Witch 1

**Range:** Personal

**Duration:** 1 hour per level

This spell has several benefits for the witch. First, it allows the witch to know the direction and current phase of the moon. With this information, the witch can orient herself and determine the approximate date and time. In addition, the witch can see in any level of moonlight as if she had low-light vision.

This spell can only be used on the astral or prime material plane on a world with a moon. It will fail to function during the three days of the new moon.

Note: If the witch has a stored Moonstone, then she may cast this spell any time during the month.

#### **Moonstone**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 hour per witch level

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 caster level unless discharged. Once invoked, the moonstone will shed soft light, equal to torchlight, and give 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 Components:* A bit of moonstone.

#### **Pop Corn**

**Level:** Witch 1

**Range:** See Text

**Duration:** 5 rounds

With this spell, a normal ear of corn will begin to burst with popped corn, shooting all over. Those caught within the radius of the spell receive a -4 initiative penalty, their movement rate is reduced to 1/4 and all attack rolls are made at -2. Casters with somatic components to their spells suffer a 20% spell failure penalty.

*Material Components:* a dried ear of corn.

#### **Protect Familiar**

**Level:** Witch 1

**Range:** Witch's familiar

**Duration:** 10 minutes per level

The witch's familiar gains a +1 armor bonus per caster level (up to a maximum of +5). The armor is invisible and made of magical force and is only useful against incorporeal attacks. The witch cannot share this effect, nor can it be cast it on any other creature.

#### **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).

#### **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 verbena that the witch uses on the target, either as a balm or in a tea.

#### **Read Languages**

**Level:** Witch 1

**Range:** 0

**Duration:** 2 turns

For the duration of this spell, the caster may read any language, coded message, map or other set of written instructions. This spell does not grant any ability to speak unknown languages or understand when languages are spoken.

*Material Components:* A small lens the witch peers through to see the written words.

#### **Shattering the Hourglass**

**Level:** Witch 1

**Range:** Personal

**Duration:** 10 Minutes per Level

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

*Material Components:* A small mirror

#### **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.

#### **Silent Image**

**Level:** Witch 1

**Range:** 100' + 50' per level

**Duration:** Concentration

This spell creates the visual illusion of an object, creature or force, as visualized by the witch. The illusion does not create sound, smell, texture, or temperature. The witch can move the image within the limits of the size of the effect.

*Material Components:* The witch shapes her hand into a rough, outline of the image.

#### **Silver Tongue**

**Level:** Witch 1

**Range:** 50'

**Duration:** 1 spoken sentence per 3 levels

This spell enables the witch to lie so convincingly that anyone within range will believe anything she says, unless their senses tell them otherwise.

This spell will even negate the effects of a *liar's curse*.

*Material Components:* A holly berry, which juices must cover the surface of the tongue.

### **Sleep**

**Level:** Witch 1

**Range:** within 100' + 10' per level

**Duration:** 1 min per level

A sleep spell causes a magical slumber to come upon 4 Hit Dice worth of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. Hit Dice that are not sufficient to affect a creature are wasted.

Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not target unconscious creatures, constructs, or undead creatures.

*Material Components:* A pinch of fine sand.

### **Sonic Blast**

**Level:** Witch 1

**Range:** within 10 ft. +1 ft. per level of the Witch

**Duration:** Instant

The witch releases a scream that causes 2d4 points of damage to anyone within range, deafening the targets for 1d6 rounds. A successful saving throw is allowed to avoid the secondary effects of deafness. Those who do save still take damage.

*Material Components:* The witch must be able to scream.

### **Soothe**

**Level:** Witch 1

**Range:** Creature touched

**Duration:** 1 hour/level

The creature touched feels neither pain nor discomfort for the duration of the spell. This eliminates any penalties the creature suffers due to pain, including the effects of an *agony* spell. The soothing effect is an illusion, however; the creature's physical condition is not improved in any way, just the ability to cope with and ignore pain. Thus penalties due to actual physical damage are unaffected (a creature cannot walk with a broken leg, even if it can't feel it).

In fact, in some cases, *soothe* can be dangerous, since it may allow the target to forge ahead in spite of very serious injury or fatigue, which may only worsen the situation. The GM must decide the long-term effects of an injured creature ignoring the effects of its injuries; an amount of additional damage is generally appropriate, such as 1 hit point per hour, or even per round or per minute, depending on the severity of the injury.

*Material Components:* A leaf of chamomile, lavender or valerian.

### **Sour Stomach**

**Level:** Witch 1

**Range:** One Target (within 25' + 5' per 2 levels)

**Duration:** 2 hours per level

This spell causes the target to have a nervous stomach, thus experiencing severe digestion, discomfort and cramping upon the engagement of any event that's moderately stressful or exciting. So terrible is this form of indigestion that the target must succeed a Poison saving throw, find a means to relieve their situation within 4 to 7 rounds (1d4+3) or have an "accident" that results in potential embarrassment and potential discomfort. The triggering event of such inconvenience could be most anything, from running into an encounter to finding treasure of mysterious properties to even meeting some stranger along the road. Each worthy event during the full duration of the compulsive enchantment can cause another potential outbreak of discomfort, thus requiring another save.

### **Speak with Animals**

**Level:** Witch 1

**Range:** Personal

**Duration:** 1 min per level

The witch can comprehend and communicate with animals. She is able to ask questions of and receive answers from animals, but the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more unintelligent ones make inane comments. If an animal is friendly toward the witch, it may do some favor or service for her.

*Material Components:* A bit of honey placed on the tongue.

### **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 1<sup>st</sup>, the witch can throw an additional *spirit dart*, one per attack action, until her allotment of darts is exhausted.

*Material Components:* A live bumblebee.

### **Synthesis**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 round per caster level (max 5)

When in direct sunlight, the target will heal 1d4 points of damage each round, as long as they remain in sunlight. Unlike most cure spells, this spell will have no effect on undead creatures, though if cast on plants, the effects are doubled.

*Material Components:* A leaf from a green plant.

### **Tattoo**

**Level:** Witch 1

**Range:** Touch

**Duration:** Permanent

By use of this spell, the witch can create a tattoo on any part of her own or another person's body. The recipient must be willing or unconscious. The witch must draw the lines of the tattoo on the desired body part (which, depending on the intricacy of the tattoo, could take anywhere from one to several minutes per square inch - when in doubt, ask the GM). She then speaks a word, the colors fill in and the tattoo becomes permanent. The tattoo can only be removed with a *Remove Curse* spell. The tattoo itself is not magical.

*Material Components:* A special quill and ink.

### **Twisting the Heartstrings I**

**Level:** Witch 1

**Range:** 25' + 5' per 2 levels)

**Target:** One humanoid of medium size or smaller

**Duration:** 10 minutes

This compulsion forces a humanoid of medium size or smaller to focus his entire attention on wooing the witch. The newly romantic victim venerates the casting witch above all others and will defend her against harm. If the victim was engaged in combat when the spell is cast, the victim receives a +2 bonus to saves against the spell. Failure indicates that the victim drops whatever is held and approaches the witch with love on his mind. If the witch is attacked, the victim of the spell will move to intercept the blows.

Unlike other compulsions, the control that the witch exerts over the victim is limited to ensuring her own protection. The victim will be receptive to suggestions, requests or anything else that he perceives will elevate his chances to get in his paramour's good graces. He will not attack his own allies; instead he will try to

get them to lay down their arms in the name of peace. If at any time the witch acts in a fashion that could diminish his glory (such as an inappropriate command or aggressive action towards the target) the victim is immediately freed of the spell.

*Material Components:* The witch needs a strand of red string that she twists around her finger.

### Vertigo

**Level:** Witch 1

**Range:** 1 subject

**Duration:** 1 round per level

This minor hex causes the effected person to have a feeling of vertigo. The effected subject will feel that they are falling and their footing is unsure. Dizzied creatures suffer a -4 to their dexterity score and any to hit rolls.

*Material Components:* The witch makes a spinning motion with her finger.

## 2<sup>nd</sup> 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 to remain aloft or afloat.

*Material Components:* A needle or pin.

### Alter Self

**Level:** Witch 2

**Range:** Personal

**Duration:** 10 minutes per level

The witch can assume the form of a creature roughly the same size and mass as her normal form. While the witch can alter her form to nearly anything, including a member of her own species, she can't become someone specific. So, instead of an altering form to look like a specific troll for example, she can look like any average troll. Details like general shape, skin, eye and hair color can be altered freely. Clothing and equipment are either retained by the new form or melded into the new form as the witch desires.

The witch gains any physical attacks the new form has, up to 5 HD in power, but no extraordinary ones. So, in the same example, the witch can use the claw attacks of a troll, but not their regenerating powers. The witch can still cast spells and use occult powers.

*Material Components:* The witch places a veil across her face while casting the spell. The veil can be seen by a *detect magic* or similar spell. If the veil is removed, either by choice or force, the witch reverts back to her normal form.

### 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 dice, coins or tarot cards.

*Ritual Benefits:* The witch can choose to cast this spell during the witching hour after midnight. Doing so will add an extra 5% chance of a meaningful reply.

### 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.

### Biting Blade

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 minute per level

With this spell, the witch may enchant one blade to cause extra slashing or piercing (based on weapon type) damage on a successful hit. On a successful hit, the weapon deals an additional 1d8 points of damage +1 per witch level (max +10). After a single successful hit, the spell ends. This spell has no effect on undead or constructs.

*Material Components:* The blade itself.

### Blast Shield

**Level:** Witch 2

**Range:** Personal

**Duration:** 1 hour per level

The witch is surrounded by an invisible field of force. The *blast shield* absorbs the first ten points of damage she takes each round from force effects or spells (*magic missiles*, etc.) regardless of whether the force is natural or magical. The spell protects all equipment worn or carried as well. When casting this spell, the witch appears to be slowly surrounded by a flurry of whirling hexes about the size of her palm, and razor thin. At the completion of the casting, the hexes interlock around the witch and fade from sight.

While under the effects of this spell, the witch's off-hand has a tattoo of a small shield surrounded by fire on its back.

*Material Components:* A small metal shield on a chain.

### Broca's Curse of Babel

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 round per level

By means of this minor curse, the witch will cause the subject to be able to only speak in nonsense. The subject will believe that they are speaking normally and will not initially understand why no one understands them. The affected subject will not be able to communicate either by speech or writing, nor will they be able to cast spells. Any spell with a verbal component is stopped or otherwise disrupted. People affected will also believe that their own speech is normal, but all other affected people's speech is babbled.



This spell can be countered with a proper *Remove Curse*, *Dispel Magic* or *Tongues* spell. This spell cannot affect undead or any other creature immune to mind-affecting spells.

**Material Components:** A snake's tongue that has been tied in a knot.

### **Burning Gaze**

**Level:** Witch 2

**Range:** Personal

**Duration:** 1 round per level

The witch's eyes burn like hot coals, allowing her to set objects or foes alight with a glance.

As a regular attack action, the witch may direct her burning gaze against a single creature or object within 30' of her location. Targeted creatures must succeed at a Spells saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Petrification save or catch fire.

Each round, burning creatures may attempt another Petrification save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from *burning gaze*.

Note that this spell does not grant an actual gaze attack—foes and allies are not in danger of catching on fire simply by meeting the witch's gaze.

**Material Components:** Eye of a mundane salamander.

### **Calm Emotions**

**Level:** Witch 2

**Range:** 100' + 10' per level

**Duration:** 1 round per level

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

**Material Components:** A common cricket.

### **Candle of the Wise**

**Level:** Witch 2

**Range:** Special

**Duration:** 1 hour per level

This spell grants an increase in Wisdom to the recipient of the candle on which it is cast. When the candle is lit, the recipient's Wisdom is increased by 1d4+1, along with the normal benefits to ability checks and to magic-based saves.

**Material Components:** A purple candle.

### **Cloud Runes**

**Level:** Witch 2

**Range:** Anywhere directly visible to caster

**Duration:** 1 round per level

The witch of this spell can shape existing water vapors inside the affected area into simple forms. These clouds will remain in place until dispersed by winds or changes in atmospheric temperature and humidity. If cast in a location where clouds do not appear, the misty forms will dissolve when the spell expires. In dry, desert conditions no clouds whatsoever can be gathered to form into the desired shape.

When cast in an area where vaporous creatures manifest themselves, this spell can provide the witch some degree of control over such beings. If any such affected target fails a saving throw, it is held as if by a *hold monster* spell.

This spell has no effect on magic that creates or manipulates water vapors.

**Material Components:** Sheep's wool.

### **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.

### **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.

### **Delay Poison**

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 hour per level

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed to during the spell's duration does not affect the subject until the spell's duration has expired. *Delay poison* does not cure any damage that poison may have already done.

**Material Components:** The witch applies a specially made balm, created while learning this spell.



### **Detect Thoughts**

**Level:** Witch 2

**Range:** 60'

**Duration:** 1 min per level

The witch can detect surface thoughts. The amount of information revealed depends on how long she studies a particular area or subject.

*1<sup>st</sup> Round:* The witch can detect the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

*2<sup>nd</sup> Round:* The witch can detect the number of thinking minds and the Intelligence score of each. If the highest Intelligence is 20 or higher (and at least 10 points higher than the witch's own Intelligence score), then the witch is stunned for 1 round and the spell ends. This spell does not determine the location of the thinking minds, if the witch can't see the creatures whose thoughts she is detecting.

*3<sup>rd</sup> Round:* The witch can detect the surface thoughts of any mind in the area. A target's Spells saving throw prevents the witch from reading its thoughts and she must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (Intelligence 1 or 2) have simple, instinctual thoughts that she can pick up.

Each round, the witch can turn to *detect thoughts* in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, 3 feet of wood or dirt blocks it.

*Material Components:* A copper piece.

### **Discord**

**Level:** Witch 2

**Range:** 100' + 10' per level

**Duration:** 1 hour + special

This spell causes hidden tensions and hostilities to be forced into the open. Often used to cause discord in groups, this spell is most effective when disparate groups come together to work things out.

Common hidden hostilities can include racial, moral or ethical hostilities along alignment lines, national or even between different character classes. An example would be a party in which (if all fail the save) everyone begins to distrust the thief or the elf, or the dwarf and the elf decide now is a good time to bring up the thousands of years of racial tension between their groups, or the barbarian begins to eye the wizard with more than a little distrust and suspicion.

This spell lasts as long as one hour. After that, each effected person must make an additional save against Spells each hour after that. After the first hour, they gain a cumulative +2 to the saving throw. The spell lasts as long as at least one person is still affected.

While the arguments will get heated, they will rarely ever come to blows. The effected members will of course not be able to do anything else, including being quiet, during the duration of the spell.

*Material Components:* A pinch of ragweed, cayenne pepper or some other irritant that can be ground into a powder.

### **Ecstasy**

**Level:** Witch 2

**Range:** 10' per level

**Duration:** One round per level

This spell will place the target in a state of pleasure so utterly intense that they are incapable of sensible action or thought. The target will collapse to the ground completely enraptured and effectively helpless. This state will continue for one round per level of the witch. While enraptured, the target is completely immune to any pain. Once the sensation of ecstasy has ended,

the target will be dazed for the next 1d4+1 rounds and can perform no action besides fending off attacks.

Creatures who fail their saving throw against this spell will have a lower resistance to ecstasy in the future. They suffer a -1 penalty to their saving throw whenever they attempt to resist this spell. The ecstasy spell has no effect on plants, undead or any creatures incapable of feeling pleasure.

*Material Components:* A drop of wine.

### **Enhance Familiar**

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 hour per level

By touching her familiar, the witch can grant it a +1 enhancement bonus to attack and damage rolls with its natural attacks per every three caster levels, to a maximum bonus of +5. Among other things, this allows the familiar's natural attacks to attack creatures that can only be hit by magical weapons.

*Material Components:* The witch's familiar, which is of course not destroyed in the casting.

### **Enthrall**

**Level:** Witch 2

**Range:** 50'

**Duration:** 1 hour per level

This spell is cast when the witch has the attention of a group of creatures. She must speak or sing without interruption for 1 full round. Thereafter, those affected give her their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as the witch continues to speak or sing, to a maximum of 1 hour. Those enthralled by her words take no action while she speaks or sings and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the witch loses concentration or does anything other than speak or sing.

*Material Components:* The witch must talk or sing.

### **Escape of the Snake**

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 round per level

By means of this spell, the target can escape any bonds that have them personally restrained. When the witch casts the spell, she becomes as flexible as a snake and she can escape any personal bonds, such as rope, a pillory or a noose. The witch gains a +1 Dexterity per every two levels.

*Material Components:* The shed skin of a snake.

### **ESP**

**Level:** Witch 2

**Range:** 60'

**Duration:** 1 turn per 2 levels

ESP or Extra Sensory Perception is the ability to read thoughts in others.

The witch can choose a direction and focus her concentration for 1 turn. After this turn, she can perceive the thoughts of all creatures within 60'. The witch understands the meaning of all thoughts, even if she does not share the creature's language.

However, if multiple creatures are within the range of the spell, the witch must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble.

The ability to hear thoughts is obstructed by lead or rock of a thickness of 2' or greater. All undead creatures are immune to this effect, as are mindless creatures such as golems.

**Material Components:** The witch must paint a "third eye" on her forehead.

### Evil Eye

**Level:** Witch 2

**Range:** Sight

**Duration:** 12 hours + 1 hour

The *Evil Eye* causes every action to become difficult. The recipient of the *Evil Eye* needs to make a save vs. Spells. A failed save means that every action is taken at -1; both on attacks and future saves. Thief abilities and other percent rolls are at -5%. Even mundane actions require an ability roll. Walking, riding or putting on armor will all require a Dexterity check. Other actions will require Strength or Intelligence checks as the GM requires.

Success means the *Evil Eye's* effects are not applied. The effects are known to the victim but they are not affected.

The *Evil Eye* lasts for the duration or until a *Remove Curse* is cast by a witch of higher level than the witch who cast the *Evil Eye*.

A *scry*, *detect magic* or *analyze magic* will detect the presence of an *Evil Eye* and the level of the witch that cast it.

Talismans can protect against the *Evil Eye* and so can other protection spells.

**Material Components:** The witch needs to be able to see her target.

### Fever

**Level:** Witch 2

**Range:** Medium (100 ft+ 10 ft per level)

**Duration:** 1 round per level

*Fever* causes subjects to become more sensitive to heat based attacks. Creatures under this spell suffer an additional 2 points of damage per die from heat based attacks such as *fireball*.

**Material Components:** A bit of poison ivy crushed into a pulp.

### 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.

### Guard Watch

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 night

When a witch casts this spell on another creature (or herself), it removes the need for sleep for 1 full night. The creature affected will then be able to stay awake all through the night, with no chance of falling asleep. This spell is very useful for an adventuring party; someone being able to watch over for a whole night while everyone else sleeps is handy. However, when the spell is cast upon spellcasters, it prevents them from learning spells on the second day; they still need to sleep to recover spells. *Guard Watch* can't be cast more than five nights in a row on a creature. After five days of being awake, a creature needs rest. If the spell is cast anyway, it will simply not work.

**Material Components:** A bit of specially prepared Lotus root that the witch makes into a paste and then rubs on the eyelids of the spell recipient.

### Head Strong

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 hour per level

This spell imbues the subject's mind with supernatural resilience. Anyone under the effects of *head strong* receives a +4 bonus to saving throws that are mind effecting (same as having a very high Wisdom).

**Material Components:** An owl feather.

### Hold Person

**Level:** Witch 2

**Range:** 100' + 5' per level

**Duration:** 1 round per level

This spell will render any living (not undead) human, demi-human or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware and breathe normally, but cannot take any actions, including speaking. A successful save vs. Spells will negate the effect. If cast on a single target, it makes its save at -2. If cast on a group, they make their saves normally, but only 1d4 of the creatures in the group are affected.

A winged creature that is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

**Material Components:** A natural lodestone.

### Identify

**Level:** Witch 2

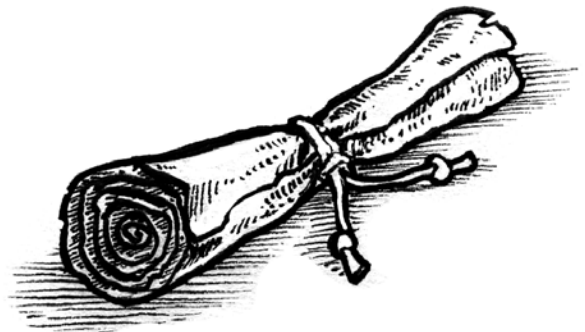
**Range:** Touch

**Duration:** Instantaneous

This spell determines all magic properties of a single magic item, including how to activate those functions (if appropriate) and how many charges are left (if any).

*Identify* does not function when used on an artifact. It will only let the witch know if the item is magical.

**Material Components:** A bit of rose colored glass that the witch looks through. This glass can be reused.



### Invisibility

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 minute per level

The creature or object touched becomes invisible, vanishing from sight, even from infravision. If the recipient is a creature carrying gear, that vanishes too. If the witch casts the spell on someone else, neither she nor her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible, items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries, but extends more than 10 feet from the target becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable (such as stepping in a puddle). The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes the casting of any spell targeting a foe or whose area or effect includes a foe (Exactly who is a foe depends on the invisible character's perceptions). Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs and so forth. Spells such as *bleed*, that specifically affect allies, but not foes, are not attacks for this purpose, even when they include foes in their area. Invisibility can be made permanent (on objects only) with a *permanency* spell.

**Material Components:** A lens that has been covered in pitch that the witch tries to see through.

### Knock

**Level:** Witch 2

**Range:** 10'

**Duration:** Instantaneous

The *knock* spell opens stuck, barred, locked, held or wizard locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles or chains (provided they serve to hold shut something which can be opened). If used to open a wizard locked door, the spell does not remove the wizard lock but simply suspends its functioning for one turn. In all other cases, the door does not relock itself or become stuck again on its own. *Knock* will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines or the like. Each spell can undo a single means of preventing access.

**Material Components:** A small chime the witch rings. The chime is silent, the noise "unlocking" the door.

### Levitate

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 turn per level

Levitate allows the witch to move herself, another creature or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The witch can mentally direct the recipient to move up or down as much as 20 feet each round, by concentration. The caster cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (at half its normal land speed).

A levitating creature that attacks with a weapon finds itself increasingly unstable; the first attack has a -1 attack penalty, the second -2 and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

**Material Components:** A natural lodestone.

### Locate Object

**Level:** Witch 2

**Range:** 500' + 25' per level radius

**Duration:** 1 minute per level

This spell allows the witch to sense the direction of a well-known or clearly visualized object. She can search for general items, in which case she locate the nearest one of its kind, if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. She cannot specify a unique item unless she has observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. A *polymorph* spell on any object will fool it.

**Material Components:** A crystal suspended by a silver chain that moves in the direction of the object.

### Magic Circle Against Elementals

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 round per level

This spell is identical to the spell *Magic Circle Against Evil* except it effects only creatures that are elemental in nature, such as elementals, djinn, effreti and so on, whether they were summoned or native to the plane. Only one type of elemental creature (fire, air, earth or water) chosen at the time of casting is effected.

This spell also prevents ranged attacks if they are elemental based.

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

### 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 *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.

### Minor Image

**Level:** Witch 2

**Range:** 100' + 50' per level

**Duration:** Concentration

This spell is the same as *silent image*, except that minor image includes some minor sounds but not understandable speech.

**Material Components:** The witch shapes her hand into the rough, and obviously not perfect, outline of the image while pursing her lips as if to whistle.

### Nausea

**Level:** Witch 2

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

Subjects of this spell become sick and queasy, feeling as though they are about to vomit. This condition renders subjects unable to attack, cast spells, concentrate on spells or do anything else requiring attention. They may only make a single move or move equivalent action each round.

*Material Components:* A drop of animal fat that has gone rancid.

### **Opinionated Outburst**

**Level:** Witch 2

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level

The target is nearly unable to hide their true feelings about anything, and will blurt out such statements whether asked how they feel or not. Stopping such outbursts requires the character to succeed further saves vs. Spells at -2 each time something catches their eye. If the target succeeds, they are able to suppress the compulsion though they might look particularly uncomfortable the whole time. If they fail, the target immediately expresses their feelings about something, in a very loud, verbal manner. For example, if someone walks by with an attractive woman, a male target must succeed a save or be forced to yell out something in the degree of "Dear Sir, I lust for your wife like I have lusted for no woman who has ever stood before me!" If a woman of great wealth and nobility happens to be wearing an excessively decorated dress, a female target may have to try to resist shouting "My pathetic royal cow, what a lovely dead peacock of a gown you are flaunting!"

*Material Components:* The witch puts a finger to her lips.

### **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 in order 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 spells duration is permanent until someone touches, not attacks, the phantasm. Afterwards, it simply disappears.

*Material Components:* A bit of spider web.

### **Produce Flame**

**Level:** Witch 2

**Range:** 0' (witch's hand)

**Duration:** 1 min per level

Flames as bright as a torch appear in the witch's open hand. The flames harm neither the witch nor her equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. The witch can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 +1 point per level (maximum +5). Alternatively, the witch can hurl the flames up to 120 feet as a thrown weapon. When doing so, she attacks with a ranged touch attack (with no range penalty) and deals the same damage as with the melee attack. No sooner does she hurl the flames than a new set appears in her hand. Each attack made reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

*Material Components:* A pinch of sulfur.

### **Prosperity Candle**

**Level:** Witch 2

**Range:** Special

**Duration:** Special

This spell is often used by a witch who finds herself in need of money, or who finds it difficult to hang onto the cash she has. The candle (see the material component) is charged and placed on an altar beside a piece of lodestone and completely burned. The coin and lodestone are then buried under the witch's hearth. After completing the spell, the witch receives a +2 circumstance bonus to any Intelligence checks she is required to make concerning any financial dealings she undertakes for the next day.

*Material Components:* A green candle, a silver coin embedded in its base and a piece of lodestone.

### **Rite of Remote Seeing**

**Level:** Witch 2

**Range:** Familiar

**Duration:** 1 minute per level

This spell may only be used on the witch's own familiar. The witch and her familiar sit inside a magic circle while the spell is cast. After this, the witch can see through her familiar's eyes. The scene is exactly how the familiar will see it. The witch cannot hear what the familiar hears; only sight is possible. The connection is limited to the maximum distance that the familiar can travel. The witch does not control the familiar, but only suggest where it goes. The familiar will never enter an area it considers too dangerous. If the familiar dies during the spell, the witch will be unable to secure another one for a number of months equal to her own level in addition to the normal time to recover her familiar.

*Material Components:* A piece of rose colored glass.

### **Rose Garden**

**Level:** Witch 2

**Range:** 30' radius

**Duration:** 1 minute per level

This spell overwhelms the sense of smell of all those creatures in its effect with a pervading odor of roses. The smell is so intense that it completely counters the effects of the spell *stinking cloud*, the *scent* special ability that some creatures possess, all stench or nausea effects and any other olfactory-based effect that would normally require a saving throw. All creatures are immune to these effects while within the spell's area of effect, and no smell whatsoever issues from, enters into or passes through the area. Any ongoing scent-induced effects, such as nausea, are suppressed while within the area of effect of this spell.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, the effect then radiating from the creature and moving as it moves. An unwilling creature can attempt a save vs. Spells to negate the spell.

*Material Components:* A handful of rose petals.

### **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, ghost or mummy.

### Spell Missile

**Level:** Witch 2

**Range:** Missile touched

**Duration:** 1 round per level or until fired (see below)

With a touch, the witch can imbue a spell that she is capable of casting into a missile weapon such as an arrow, crossbow bolt or sling bullet. The witch will lose the prepared spell as if it were cast. When the missile hits its target, it dissipates harmlessly (doing no damage) and the target is struck by the imbued spell instead. Treat the missile as the spell's caster, meaning that the witch can imbue missiles with touch spells and have them affect the target as such. The witch can only imbue a missile with one spell at a time. Attempts to imbue additional spells cause the missile to harmlessly disintegrate.

**Material Components:** The missile the spell is placed in (consumed after it strikes its target).

### Suggestion

**Level:** Witch 2

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level or until completed (see below)

The witch can influence the actions of one living creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. The witch can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

The spell only affects one living creature. Undead, constructs and creatures incapable of understanding language are immune. The witch must be able to speak in a language the target can understand.

**Material Components:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

### Twisting the Heartstrings II

**Level:** Witch 2

**Range:** One humanoid of Large size or smaller

As *twisting the heartstrings I*, but this spell may also affect Large creatures.

**Material Components:** The witch needs a strand of red string that she twists around her finger.

### Virgin Innocence

**Level:** Witch 2

**Range:** 1 Person

**Duration:** 1 round per level

This charm causes the target to believe that the witch is completely innocent of a certain event or statement. The target is completely convinced of the witch's innocence, and no amount of evidence will change that for the duration of the spell.

**Material Components:** This spell requires a lock of hair from a young maiden. If the witch is a young maiden herself, her own hair will suffice.

### Weaken Poison

**Level:** Witch 2

**Range:** Touch

**Duration:** Instantaneous

By means of this spell, the witch attempts to weaken the effects of any active toxins in the body of the targets. Once cast, the

witch causes the target to make a saving throw at +4 to their roll to remove the effects of the poison.

This spell will also function against alcohol and other chemicals that negatively affect the health of the body or abilities of the mind. However, it has no effect on magical potions. This spell has no effect on damage done or on characters that have failed their save and have died.

**Material Components:** A mixture of snake poison and grain alcohol that the witch drinks and then spits onto the victim's wound (for contact poisons) or into their mouth (for ingested poisons).

### Whispering Wind

**Level:** Witch 2

**Range:** One target up to 1 mile per level away

**Duration:** 1 hour per level or until discharged

The witch gathers eldritch winds about her and whispers to them in the language taught to witches by the ancient Sky Kings of Mangonia. The winds deliver the message, up to the range, to a person or spot designated by the witch. The whispering wind travels to a specific location within range that is familiar to the witch, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr, until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present or conscious to hear it. The wind then dissipates. The witch must speak the message in a language the recipient can understand.

The spell can bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The witch can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, whispering wind cannot speak verbal components, use command words, or activate magical effects.

**Material Components:** The witch must speak to the winds in the Mangonian language; a now dead language that she learns when she learns this spell.

### Youthful

**Level:** Witch 2

**Range:** One target

**Duration:** 1 hour per 2 levels

Often used during the celebrations at Beltane, this grants the recipient the vigor of someone of their race at the prime of their life. It grants a +2 enhancement bonus to each Strength and Constitution and regenerates 1 hit point per hour. During the duration of the spell, the target does not need to sleep and feels well rested.

The target needs to rest one extra hour for every hour spent under the effects of this spell, whether activity is used or not. Rest must begin within 24 hours of the spellcasting. If not, the spell recipient is at -2 to both Strength and Constitution.

**Material Components:** Special herbs or items known for their potency, such as powdered rhinoceros horn, marigold seeds gathered at midsummer's eve or mandrake root taken only during the dark of the moon. The material components need to be ingested by the target.

### 3<sup>rd</sup> Level Spells

#### Aphasia

**Level:** Witch 3

**Range:** 100' + 10' per 2 levels

**Duration:** 1 hour per level

*Aphasia* is a disruption of the speech centers of the brain. Subjects of this spell must make a saving throw vs. Spells or suffer from an inability to use or understand language, whether written or spoken. Subjects can still speak words and hear the words of others, they simply cannot form sentences or understand the sentences of others. Aside from the obvious effects of *aphasia* on communication, this spell also disrupts any spells with verbal components for spell casters, although command words still have a 50% chance of working due to their brevity.

**Material Components:** A page from a book ripped out and crumpled up.

#### Arctic Grasp

**Level:** Witch 3

**Range:** Touch

**Duration:** Until Discharged

The spell causes the witch's hand to glow a bright light blue until the spell is dispelled into another individual. When dispelled, the spell deals 1d6 points of frost damage per level (max 10d6). If the target fails their saving throw, they are considered slowed and can only take partial actions for 1 round per 2 caster levels.

**Material Components:** A piece of solid crystal.

#### Astral Sense

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 round per level

By means of this spell, the witch can see astral, ethereal or invisible creatures. She is limited only by her own sight. Even though the witch can see the creatures or items in the astral or ethereal plane, she may not be able to affect them. Plus, the creatures may not be able to see the witch. Any gaze attacks that can extend into the astral or ether will also affect the witch.

**Material Components:** Blue woad dye that the witch uses to draw an eye on her forehead.

#### Aura Manipulation

**Level:** Witch 3

**Range:** Touch

**Duration:** See Below

The witch can alter the aura of herself or another. The witch can disguise a person's alignment, level or whether or not the person is telling the truth or a lie. This spell will fool any magical detection, such as the witch's own *Aura Reading*. This spell will also fool any other types of magical or psychic means of discovery such as *Analyze Magic*.

**Material Components:** A piece of ruby quartz crystal.

#### 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 sea food 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 9 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

### Body of Eyes

**Level:** Witch 3

**Range:** Personal

**Duration:** 1 minute per level

*Body of eyes* covers the witch's skin and clothing with eye-shaped spots that allow vision in a 360° radius around the witch. The witch gains a +4 circumstance bonus to Search and Spot checks. She retains her dexterity bonus to AC even while flat-footed and cannot be flanked. However, the witch cannot avert or close her eyes to avoid gaze attacks.

**Material Components:** The preserved head or eye of a chameleon, spider or insect.

### Calm Air

**Level:** Witch 3

**Range:** Personal

**Duration:** 1 round per level

This spell allows the witch to create a pocket of calm air that is all but free from disturbance by winds. Even the most extreme natural winds will become a mild breeze within the spell area. The spell will nullify the whispering wind, gust of wind and wind wall spells within the spell area. It will also reduce any winds created by the *control winds* spell by one step per four levels. Finally it will halve the rate of advance of clouds or mists, such as from a *Cloudkill* spell. However, contact with a creature from the elemental plane of air will instantly negate the calm air spell.

**Material Components:** A piece of down from an eagle's nest.



### Circle of Respite

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** 8 hours

This spell creates a ward for the witch's allies when they rest in dangerous lands. The casting of this spell creates a vaporous barrier of mist at the edges of the spell's area. Animals and beasts will not approach this barrier, and all others with 3 hit dice or less must pass a save against Spells to penetrate the mists. Creatures with more than 3 hit dice are unaffected by the spell. Those sleeping within the area of the spell are refreshed as if they had spent a full day of resting. This additional effect only functions if the sleep or meditation is uninterrupted.

**Material Components:** A thyrus.

### Clairaudience/Clairvoyance

**Level:** Witch 3

**Range:** 100' + 40' per level

**Duration:** 1 minute per level

*Clairaudience/clairvoyance* creates an invisible magical sensor at a specific location that enables the witch to hear or see (choose at casting) almost as if she were there. The witch doesn't need line of sight or line of effect, but the locale must be known—a place familiar to her or an obvious one. Once she has selected the locale, the sensor doesn't move, but she can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, she will see nothing. If it is naturally pitch black, she can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence the witch is currently occupying.

**Material Components:** A small horn (for hearing) or a glass eye (for seeing).

### Cleanse Air

**Level:** Witch 3

**Range:** 0' **Duration:** Instantaneous

This spell cleanses the air of all odors, poisons, spores or other airborne things that contaminate the area of the spell. Creatures from the Elemental Plane of Air such as air elementals and so forth receive saves vs. Spells. On a failed roll, those affected are forcefully ejected out of the area and suffer 1d6 damage +1 per level (maximum +20). A successful save indicates half damage and imposes a -1 circumstance penalty to all attacks, saves and skill checks so long as the creature remains in the area.

**Material Components:** One stick of incense, lit prior to casting.

### Conception

**Level:** Witch 3

**Range:** Touch; one female

**Duration:** Until activated, up to 1 month

With the casting of this spell, the witch can guarantee that on the next attempt of conception, the target and her partner will conceive a child. *Conception* overcomes sterility or infertility in either target or her partner, whether natural or due to an injury, illness or curse, as well as herbal remedies that normally block conception. Alchemical or magical means of blocking conception, such as *block the seed*, counter conception and make the spell ineffective. If an attempt to conceive a child is not made within one month of casting, the spell's effects are lost.

Witches will also use this spell in potions for others to use.

**Material Components:** The witch must burn sandalwood and basil in a cup or censer.



### Contagion

**Level:** Witch 3

**Range:** Touch

**Duration:** Instantaneous

The subject contracts a disease selected from the table below, which strikes immediately (no incubation period). The subject can save vs. Spells normally, but after that only a *remove disease* or *remove curse* (or greater magics) can cure them.

Each disease affects a different ability. Infected creatures cannot attack and move at ¼ their normal movement rate.

Roll d8	Disease	Damage
1	Blinding Sickness	1d4 STR
2	Cackle Fever	1d6 WIS
3	Filth fever	1d3 DEX and CON
4	Mindfire	1d4 INT
5	Red Ache	1d6 STR
6	Shakes	1d8 DEX
7	Slimy Doom	1d4 CON
8	Hags curse	1d3 WIS and CON

**Blinding Sickness:** For every 2 points of STR lost, a new save vs. Paralysis must be made or the target will go permanently blind. Not contagious.

**Cackle Fever:** Symptoms include high fever, disorientation and frequent bouts of hideous laughter. It's commonly also known as "the shrieks." Not contagious.

**Filth Fever:** An infection commonly gained while around dire rats, were-rats and otyughs. Not contagious.

**Mindfire:** Victims feel like their mind is on fire. It is as common as a curse in spell books. Not contagious.

**Red Ache:** Skin turns red, bloated, and warm to the touch. Not contagious.

**Shakes:** Causes involuntary twitches, tremors and fits. It is contagious to others by touch. Save vs. Paralysis prevents spread.

**Slimy Doom:** Victim turns into infectious goo from the inside out. It must be cured in a number of days equal to new CON score or victim will permanently lose CON points. It's highly contagious by touch. Save vs. Paralysis at -2 prevents spread.

**Hags Curse:** Takes ability damage as listed and victim becomes infertile or impotent (female or male respectively). Must be cured in a number of days equal to new CON score or become permanent.

**Material Components:** The witch needs crushed verbena in the blood of a viper and vinegar.

### Continual Fire

**Level:** Witch 3

**Range:** 5'

**Duration:** Permanent

By means of this spell, the witch alters the nature of a flame to burn forever. It never grows or consumes its fuel, but it can't be put out save by magical means or depriving it of air. Unlike continual flame, this fire does produce real heat, and other objects can be caught on fire with this spell.

A weapon with *Continual Fire* cast on it deals no extra damage, but it can be used to set things ablaze and functions as a torch. The material component is a small piece of petrified wood.

### Create Food and Water

**Level:** Witch 3

**Range:** 10' + 1' per level

**Duration:** 24 hours or until consumed

The witch can create simple foodstuff to feed three humanoid creatures or one horse for 24 hours. The food is simple, if bland fare. Food so created decays and becomes inedible within 24 hours. Water created remains for 24 hours and then disappears.

**Material Components:** A seed of feed grain.

### Dance 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. Dance 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 10<sup>th</sup> level witch trying to dispel a spell by a 15<sup>th</sup> 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 dispel check against any spell that she cast herself.

### Enlarge Familiar

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 minute per level

With a touch, the witch can cause her familiar to double in size, becoming a fierce guardian creature. This increase in size doubles the familiar's hit dice, increasing its attack bonus and saving throws accordingly. The familiar's size increases by one category. This reduces its AC (according to its new size), reduces its attack bonus and affects its ability to grapple, but grants it an enlargement bonus to Strength and Constitution and an increase in the damage of its natural attacks. The familiar retains all its special abilities.

When the spell ends, the familiar returns to its normal size and all damage it took while empowered is reduced by half.

**Material Components:** The witch's familiar, which of course is not consumed in the casting.

### Feral Spirit

**Level:** Witch 3

**Range:** Self

**Duration:** 1 hour per level

The witch's body changes to grant her a powerful unarmed attack. The type of damage (piercing, slashing or bludgeoning) granted is different for each caster. Usually, the spell will mimic the attacks that a familiar might have. For instance, a caster with a ram familiar may grow horns. One with a cat familiar will have small, retractable claws. A bird familiar may cause the witch to grow a beak to peck with, or a toad familiar may grant a slapping tongue. If the witch does not have a familiar, she will grow long animal-like claws. Regardless of which attack is granted, the witch deals 1d6 points of damage per attack action.

### Fly

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 minute per level

The target can fly at a speed of twice their normal ground speed. It can ascend at half that speed (normal ground speed) and descend at double speed, and its maneuverability is good. A fly spell only requires as much concentration as walking, so the target can attack or cast spells normally. The target of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the fly spell is dispelled.

**Material Components:** A wing feather from any bird.



### 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.

### Hesitate

**Level:** Witch 3

**Range:** 100' + 10' per level

**Duration:** 1 minute per level

This spell causes the target creature to briefly pause before every action it takes. *Hesitate* negates any Dexterity bonus to the target's Armor Class. Furthermore, this spell also imposes an additional -2 circumstance penalty to the subject's initiative rolls. It also imposes a -2 penalty on ranged attack rolls.

**Material Components:** The witch raises her index finger.

### House Spirit

**Level:** Witch 3

**Range:** Touch (One permanent dwelling)

**Duration:** 1 hour per level

With this spell the witch calls upon the spirit of a dwelling to actively protect the structure from intruders. This spell can only be cast upon a home that has been inhabited by the same family for the past year and a day. This spirit will not attack the residents of the house, or the witch and her friends. The spirit is unable to move or attack beyond the confines of the residence. The house spirit is considered a brownie.

Once a house spirit has been destroyed a new one will not appear until a family has occupied the house continuously for another year and a day.

### Improved Faerie Fire

**Level:** Witch 3

**Range:** 400' + 40' per level

**Duration:** 1 round per level

A living aura of fire surrounds and outlines the target. Targets so affected give off light in a thirty-foot radius, and do not gain bonuses from concealment as in the case of *faerie fire*. Unlike the lower level version, *improved faerie fire* causes damage to living creatures and extra damage to undead. On a failed saving throw, a living target is caught aflame; suffering 1d6 damage each round until extinguished. If extinguished, the target must continue to make saving throws vs. Spells until the duration runs its course. Undead affected by this spell suffer 3d6 damage, they also save at a -2 penalty.

**Material Components:** A live firefly.

### Lame

**Level:** Witch 3

**Range:** 100' + 10' per level

**Duration:** Instantaneous

Upon completion of this spell, the witch renders one or more limbs of the target creature useless. *Lame* affects 1 limb per 5 levels of the witch. Only living creatures with discernible limbs can be affected by this spell. A disabled limb is typically useless for 24 hours or until 1d2 points of magical healing is received. Victims with a lame arm cannot attack with that arm. Victims with a lame leg cannot run and their movement rate is half. Two lame legs and the victim cannot stand upright.

**Material Components:** A stick-figure where the witch breaks the limb to be disabled.

### Lesser Strengthening Rite

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 hour per level

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

Hit points gained by a temporary increase in Constitution score are not temporary hit points, any loss of hp remains with the

target, if this puts them below 0 when the spell ends then they are treated as having less than 0 hp.

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

### **Lethe's Curse**

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

Lethe, named after the river in the underworld, is a magical river that robs people of their memories. This spell effects any the witch chooses within a 20 foot radius of the witch. The maximum number of hours of memory removed is equal to a number hours equal to the witch's level times 3. The victims will only remember having a feeling of "lost-time" and not recall any thing in the time period in question.

The memories can be returned if a *Heal* or *Remove Curse* spell is cast on the victim. The flood of lost memories will cause the victim to make a save vs. Spells to avoid going unconscious for a number of turns equal to the hours lost.

**Spell Components:** A vial of water taken from an old stagnant river.

### **Liar's Curse**

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

The witch can place a curse on the subject, choosing to focus on a body part of the target, typically a nose. Each time the target lies, the chosen body part becomes larger.

The liar's curse cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, *remove curse*, or *wish* spell.

### **Lifebond**

**Level:** Witch 3

**Range:** Touch

**Duration:** Permanent

This spell allows the affected creature to permanently know the relative position and condition of anyone that has been claimed as their true love. The spell only works if the character and the other being are in love with each other. If the love is not true, then the spell fails. The creature can monitor her true love as if by the *status* spell. In most cases, both lovers receive this spell, to allow them to know the condition of the other. Depending upon their philosophy, a creature may have more than one true love.

**Material Components:** A ring a braided gold worth 100 gp.

### **Locate Thief**

**Level:** Witch 3

**Range:** 50' + 10' per level

**Duration:** 1 hour or until thief is found

This spell will locate a thief that has stolen a specific item. The witch, or the person the witch is casting the spell for, must visualize the stolen item. The witch then will use two coins that will grow warmer or cooler as she nears the thief. If the item is lost and not stolen, the spell will not function, but there is no way for the witch to know this.

**Material Components:** One copper and one silver coin that the witch imbues with power. The silver coin is held in the right hand and the copper in the left. As the witch approaches the thief the coins will get warmer.

### **Love Attraction Candle**

**Level:** Witch 3

**Range:** Special

**Duration:** Special

Should someone wish to attract love, witches will sometimes turn to this spell. Be warned though, this could cause unwelcome

advances from somebody they are not interested in. During the preparation for the spell, three hearts are carved into a red candle with a white-handled knife. Rose petals are sprinkled around the ritual space, preferably ones that have been given to the witch as a love-gift, and then three candles are charged and lit. The witch then concentrates on the person in whom she is interested as the gold candle is lit (see the material components). Once all three candles are lit, the witch must make percentile roll, add 2% per each level and compare the result to the chart below:

15% or less	The first member of the appropriate sexual orientation met after this ritual will be attracted to the witch.
16% to 75%	The intended person will look favorably on the witch.
76% or above	The intended person will pay court to the witch for at least 1d6 days. If he isn't interested after this time, his love will fade.

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

If the targeted individual is not already romantically inclined towards the witch, he is allowed a saving throw vs. Spells against this spell. If this save succeeds, then the spell only has a brief duration of a few moments, after which the targeted individual wonders just why he behaved like that.

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

### **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 effects only creatures that are undead in nature, such as skeletons, zombies, ghosts and so on.

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

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

### **Memory Candle**

**Level:** Witch 3

**Range:** Candle light

**Duration:** 5 minutes

This spell enables the recipient of the candle on which it is cast to recall something that she has heard or seen in precise detail. She may absorb up to five minutes of Information (e.g., a conversation), and thereafter retains the memory indefinitely. Recording is a deliberate act, and is begun by lighting the ensorcelled candle, which must be kept alight for the full period over which recording takes place. The candle should be extinguished as soon as recording finishes, and has to be re-lit to enable the information to be recalled.

**Material Components:** A yellow candle.

### **Mind Rash**

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

This spell causes the target to experience horrible itching sensations all over their body. Though not actually inflicted with any real physical ailment, the delusion of itching is so great that the target is unable to perform any action not related to

attempting to relieve the persistent suffering. Likewise, the irritation actually causes the target to wound their bodies in the process of trying to relieve the itch. Any sort of thing to scratch and scrape away at the sensations, including stones, weapons, and bits of metal are used. Each round during the duration of the *mind rash* the target wounds their body for 1 point of damage.  
**Material Components:** A bit of dried poison oak.

### Mirror Image

**Level:** Witch 3

**Range:** Personal

**Duration:** 1 minute per level

This spell causes four illusory duplicates to appear around the witch. These images duplicate her appearance and actions exactly, down to your sounds, odors, and thermal appearance. As with the mirror image spell, these images shift position at the end of each round making it difficult for a foe to know which to attack. If an image is struck it immediately vanishes. However, these vanished images regenerate at the rate of one new image per round for the duration of the spell. At the end of the spell duration, all surviving images wink out.

**Material Components:** A small glass cube with half silvered faces. The cube is suspended from a corner by a fine chain.

### Remove Blindness/Deafness

**Level:** Witch 3

**Range:** Touch

**Duration:** Instantaneous

This spell can remove blindness or deafness (witch's choice) from a victim whether the effect is normal or magical in nature. It can restore the sight or hearing lost by a disease or curse.

**Material Components:** A bit of oil rubbed on the eyelids or ears (as necessary).

### Scry

**Level:** Witch 3

**Range:** See text

**Duration:** 1 hour per level

The witch can see and hear a single creature, which may be at any distance. If the subject saves vs. Spells then the scrying attempt simply fails.

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

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

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

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

If the save fails, the witch can see and/or hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet per turn.

If additional information on general feelings is discovered, the witch can't read the mind of the subject, but can get a general idea what the subject is feeling; anger, happiness, sadness or even hunger or cold.

In addition, the following spells have a 5% chance per caster level of operating through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic* and *message*.

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

**Material Components:** The witch needs a scrying object such as a bowl of water, mirror or crystal ball.

### Spirit of Avalon

**Level:** Witch 3

**Range:** Touch

**Duration:** 10 turns per level

The witch may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit will function much the same as an Unseen Servant, carrying things, opening doors and the like, but also has one additional benefit. Though the spirit of Avalon will not normally enter combat, should its master be knocked to the ground, rendered unconscious or be otherwise incapacitated, the spirit will partially materialize and defend its master. The spirit has an armor class of 17 and 6d8 (32 Hit Points) hit dice, +4 to hit, and deals 1-12 damage (x2 crit) with a random weapon (damage and crit range are always the same, no matter what type of weapon is used). The spirit will not enter the battle at large, only when defending its master, and will dissipate should its master be slain.

**Material Components:** A small piece of a standing stone.

### Stop Thief

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** 1 day per level

This spell protects the area against break-in and thievery. This can be a house, campsite or inn room up to 10 square feet per level. Any creatures actively attempting to break into the house or room, or sneak into a campsite, with the intent of theft or harm will suffer -20% penalties to all thief abilities. *Stop thief* does not affect the witch personally or her allies.

**Material Components:** A bell tied to a string.

### Toad Mind

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** 2 rounds per level

This spell causes 1d4 humanoid targets (each with a maximum of 3 hit dice/levels) to think that they are normal toads. Their perception is knocked out of kilter and the affected targets hop around on all fours and attempt to catch flies with their tongues in the same manner that many normal toads and frogs do. As the Intelligence of the target is reduced to 1 point, the creatures affected by the spell cannot be reasoned with by any degree of intellectual and social means. Likewise, targets of *toad mind* are considered to be more or less helpless though a few may reply to attacks against their body with an array of bites.

**Material Components:** A normal toad.

### Tongues

**Level:** Witch 3

**Range:** Touch

**Duration:** 10 minutes per level

The witch may cast this spell on herself or another, granting them the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

*Tongues* can be used to cure *Broca's Curse of Babel*.

**Material Components:** The tooth of a serpent or an adder's tongue.

### Twisting the Heartstrings III

**Level:** Witch 3

**Range:** One humanoid of Giant size or smaller

As *twisting the heartstrings I*, but this spell may also affect Giant-sized creatures.

**Material Components:** A strand of red string that the witch twists around her finger.

### Warning

**Level:** Witch 3

**Range:** 0

**Area:** Personal

**Duration:** 1 minute per level

*Warning* detects dangers in the witch's immediate area and reduces the chance of surprise. Any time the subject of a *warning* spell is about to be endangered they receive a mental alert. They are not made aware of the specific nature of the danger, only a generalization. This early alert reduces any chance of being caught flat-footed by adding a +6 insight bonus to both Spot and Listen checks. The *warning* cannot be evaded by *invisibility* or hiding. This spell warns of traps as well as ambushes and sneak attacks.

**Material Components:** A small silver bell on a string that witch ties to a tree or similar out cropping.

### Witch Wail

**Level:** Witch 3

**Range:** 50' cone originating from the caster

**Area:** 1 or more creatures within the spell's radius

**Duration:** 1 minute

The witch casting this spell lets loose a mournful wail. Creatures with less than 5 hit dice must make a save vs. Spells or receive 4d6 damage, and then must make another saving throw vs. Paralysis or come under the effects of a *Scare* spell. Creatures with 5 or more hit dice must make a save vs. Spells or take 2d6 points of damage.

**Material Components:** The witch must be able to wail.

### Witch Writing

**Level:** Witch 3

**Range:** Touch

**Target:** One page of text (100 words)

**Duration:** 1 day per level

*Witch Writing* creates a disguised piece of writing whose true message can only be read under certain circumstances. The witch can decide on what circumstances will reveal the true writing, and can also decide what the false writing is. Common choices for circumstances are as such: Script can only be read in normal moon light, can only be read on a full moon, the blood of a virgin or an innocent man must be dripped on the writing, a

particular command word must be spoken, etc. The witch can affect a number of pages equal to her level.

At the end of the duration, both the true writing and the false writings become illegible. The witch can recast the spell at a later date to revive both sets of writings

**Material Components:** A special dual tipped writing pen (or quill), which is not consumed and a special ink of lemon juice and silver dust, at a cost of about 30gp per page.



## 4<sup>th</sup> Level Spells

### Abomination

**Level:** Witch 4

**Range:** Touch

**Duration:** Instantaneous

The spell for which some witches are infamous, abomination will allow the witch to experiment upon the form of a child within a womb. Much like the *polymorph other* spell, the witch can make any permanent alteration to the form of the fetus. However, she can't change its overall dimensions or its fundamental composition. A successful saving throw vs. spells by the mother will resist these alterations. Note the save is optional.

These alterations are usually simple changes, such as an extra arm, stubby legs, asymmetrical face, removal of an extra digit, straightening a misshapen bone and so forth. Should the fetus survive in its altered form, it will retain these features after birth. Note that while this spell can be used to cause birth defects, it can also be used to repair the same - a fact that is rarely brought up by lay persons. Both actions are caused by transmuting specific features of the child into the desired form, and the total mass of the child can't be altered. Note that the being will retain its altered features even after it has died.

**Material Components:** A live animal egg.

### Air Walk

**Level:** Witch 4

**Range:** Touch

**Duration:** 10 minutes per level

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to one-half the air walker's normal speed.

A strong wind (21+ mph) can push the subject along or hold it back. At the end of its turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled.

The witch may cast this spell on a specially trained mount and can be ridden through the air. To do so requires a week of training and a Wisdom ability check at the end of the week. A failed check means the animal is not trained and will need another week.

**Material Components:** The feather of a hawk, eagle or other bird of prey.

### Analyze Magic

**Level:** Witch 4

**Range:** Touch

**Duration:** Instant

The witch can learn certain things about the creator of a spell or magic item. The witch must make an Intelligence ability check. At the GM's discretion, other modifiers may apply.

Condition	Mod
Class of the Spellcaster (Witch, Cleric, Wizard, etc.)	0
As above, plus Coven, Religion or school of specialty (if applicable) of caster	-2
As above, plus Alignment of caster	-5
As above, plus name of caster	-7
As above, plus time created/cast and visuals of the witch creating the item or casting the spell	
As above, plus reason created/cast	-8
As above, plus can analyze anyone else who has used the same item (begin rerolling at a -5 penalty)	-10

This spell can be used to analyze spells with a long duration, magical items, magical constructs, undead or aberrations created by witchcraft or wizardry.

**Material Components:** An eye must be drawn on the witch's forehead, between her eyes with blue ink. The eye disappears when the spell is complete.

### Animal Growth

**Level:** Witch 4

**Range:** animals within the witch's sight

**Duration:** 1 minute per level

An animal the witch can see will grow larger, typically twice its size and eight times its weight.

Animals so affected gain 2 extra HD and 10 extra hp. Their AC improves by -2 and they can cause an additional 2 hp points of damage per physical attack. The enlarged animal gains +2 to all saves as well. The animal's speed does not change.

The witch can affect a number of HD of animals that is equal to her level. She can only affect natural animals, not magical animals, undead or humanoids.

### Arcane Eye

**Level:** Witch 4

**Range:** Unlimited

**Duration:** 1 minute per level

The witch calls into existence a floating eye that she can see from as if it were one of her own eyes. The *arcane eye* can be called up anywhere the witch can see (including via a crystal ball or scrying) and then move at a rate of 30' per round in any direction even outside of her sight.

The eye cannot pass physical barriers, such as a closed door, but it can squeeze through any opening that is 1" in diameter or larger (it is about the size of an eye). The eye must remain on the same plane as does the witch, so it can't be astrally projected or cross over a Gate.

The witch must maintain concentration to use the eye. If she breaks her concentration, the eye becomes inert until she can concentrate again.

**Material Components:** A small glass eye or marble that is not consumed.

### Bewitch IV

**Level:** Witch 4

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.

### Charm Monster

**Level:** Witch 4

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level

This spell is exactly like *Charm Person*, save that the target is not restricted to creature type or size.

### Cleanse

**Level:** Witch 4

**Range:** Touch

**Duration:** Instantaneous

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

**Material Components:** The witch's Athamé and fine incense.

### Confusion

**Level:** Witch 4

**Range:** 50' + 10' per level

**Duration:** 1 round per level

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01-10	Attacks caster with melee or ranged weapons (or close with caster if attack is not possible).
11-20	Acts normally.
21-50	Does nothing but babble incoherently.
51-70	Flees away from caster at top possible speed.
71-100	Attacks nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

**Material Components:** A set of three nut shells.

### Discern Lies

**Level:** Witch 4

**Range:** 25' + 5' per 2 levels

**Duration:** Concentration to 1 round per level

Each round, the witch can concentrate on one subject, who must be within range. She can tell if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions.

Each round, she may concentrate on a different subject. She may target 1 creature per her level, but no two can be more than 30' apart.

*Material Components:* The witch must be able to see and concentrate on the target and be able to say "Liar, liar."

### **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.

### **Divine Power**

**Level:** Witch 4

**Range:** Personal

**Duration:** 1 round per level

Calling upon the divine power of their patron, the witch can imbue herself with strength and skill in combat. The witch gains a +1 to hit and damage equal to her level and she will also gain 1 temporary hit point per level.

*Material Components:* A small sword made of silver (25 gp value).

### **Elemental Armor**

**Level:** Witch 4

**Range:** Touch

**Duration:** 1 minute per level

This spell creates a suit of magical body armor that surrounds the target. The armor is made out of elemental matter chosen at the time of casting by the witch. The armor encircles the target and provides an AC bonus of -4, plus provides damage protection against the same elemental type. The armor is flexible to the target and they can act as if they are not wearing armor at all, therefore causing no spell failure. This spell does not help with normal armor.

Even though the armor is made of elemental matter, it will not confer extra damage to the target or others because of its make-up. So, Fire Elemental Armor, while it looks like it's on fire, will not cause any fire damage, but will protect the witch from other fire based attacks.

*Material Components:* A consecrated pentacle and a bit of the element needed.

### **Emotion**

**Level:** Witch 4

**Range:** 100' + 10' per level

**Targets:** All living creatures within a 15' radius

**Duration:** Concentration

This spell arouses a single emotion of the witch's choice in the targets. The witch can choose any one of the following effects:

*Despair:* The enchanted creatures suffer a -2 penalty to saving throws, attack rolls, ability checks, morale and weapon damage rolls. *Emotion* (despair) dispels *emotion* (hope).

*Fear:* The enchanted creatures flee from the character whenever they are in sight of the character. *Emotion* (fear) dispels *emotion* (rage).

*Friendship:* The enchanted creatures react more positively toward others. Their attitude shifts to the next more favorable reaction (hostile to unfriendly, unfriendly to indifferent, indifferent to friendly, or friendly to helpful). Creatures involved in combat, however, continue to fight back normally. *Emotion* (friendship) dispels *emotion* (hate).

*Hate:* The enchanted creatures react more negatively toward others. Their attitude shifts to the next less favorable reaction (helpful to friendly, friendly to indifferent, indifferent to unfriendly, or unfriendly to hostile). *Emotion* (hate) dispels *emotion* (friendship).

*Hope:* The enchanted creatures gain a +2 bonus to saving throws, attack rolls, ability checks, morale and weapon damage rolls. *Emotion* (hope) dispels *emotion* (despair).

*Rage:* The enchanted creatures gain a +2 bonus to Strength and Constitution scores, a +1 bonus on mind affecting saves, and a +1 penalty to AC. They are compelled to fight heedless of danger. *Emotion* (rage) does not stack with barbarian rage or with itself. *Emotion* (rage) dispels *emotion* (fear).

*Material Components:* The witch must be able to speak.

### **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:** Close (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 a fresh fruit or vegetable of some kind.

### **Fluid Mastery**

**Level:** Witch 4

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

**Duration:** Concentration

The witch gains control over all liquids within the area of the spell, such as motion and shape. Liquids so affected are those not in a living organism, nor can a living organism constructed out of fluids (such as a water elemental) be affected. Acid, potions, oil or any other fluids may be moved about at a speed of 10 feet per round. The fluid may be directed to drown a helpless target.

*Material Components:* Athamé and pentacle, where the witch draws on the surface of the pentacle the motions of the fluids to be directed.

### Grandmother's Shawl

**Level:** Witch 4

**Range:** Personal

**Duration:** 1 round per level

A favored spell among crones, this spell will enchant a normal shawl to provide a disguise for the witch. While wearing the shawl the witch will not appear to be a witch, but a nondescript grandmother. The witch's features do not change, but how people treat her does. A witch so disguised has an extra 50% chance to avoid being detected, or caught up by an angry mob.

**Material Components:** One normal shawl, not consumed.

### Hallucinatory Terrain

**Level:** Witch 4

**Range:** 400' + 40' per level

**Duration:** 4 hours + 1 hour per level

This spell will make natural terrain look, sound and smell like some other sort of natural terrain. Structures, equipment and creatures within the area are not hidden or changed in appearance. Characters that can detect or see illusions will see through this spell.

**Material Components:** A stone, a twig and a bit of green plant.

### Instant Karma

**Level:** Witch 4

**Range:** 100' + 10' per level

**Duration:** 1 round per level

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

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

**Material Components:** A small polished mirror.

### 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 an 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).



### Locate Creature

**Level:** Witch 4

**Range:** 500' + 25' per level radius

**Duration:** 1 minute per level

This spell allows the witch locate a specific creature that is known or familiar to her. It functions as the spell *Locate Object*.

The spell can locate a creature of a specific kind or a specific creature known to the witch. It cannot find a creature of a certain type. To find a kind of creature, the witch must have seen such a creature up close (within 30 feet) at least once. For example, the spell will locate a specific vampire, the nearest vampire (not the nearest undead), and only if the witch has familiarity with the vampire in question or vampires in general (respectively).

Running water blocks the spell. It cannot detect objects. It can be fooled by *mislead*, *nondetection*, and *polymorph* spells.

**Material Components:** A bit of fur from a hunting hound suspended on a black thread.

### Magic Circle Against Evil, 10' Radius

**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.

#### **Martyr's Cry**

**Level:** Witch 4

**Range:** Self

**Duration:** Permanent

This dangerous and ancient spell is one of the most underused spells in witchcraft, but is probably one of the most memorable. The spell requires that the witch die within the 2 hours following the spell. Casting the spell requires the witch to wail. Beginning the next morning, all those who heard this scream are affected by the spell *Bestow Curse*. All targets have similar curses. Should the witch somehow be brought back to life, the curses remain in effect. If the witch does not die within two hours of casting the spell, the spell has no effect.

*Material Components:* The death of the witch.

#### **Masque**

**Level:** Witch 4

**Range:** 1 Target

**Duration:** 1 minute per level

By use of this spell the witch can disguise her looks to appear as anyone the target knows. The witch can target a number of victims equal to twice her level at one time. If their saving throws are failed, then each will see the witch as someone they love and trust. The witch need not act like, sound like or even know the person she is imitating, those details are filled in by the target's mind. A caster can cast other spells including *Charm Person*, *Beguile*, *Silver Tongue*, and anything else in conjunction with this spell to decrease the saving throw of the target by -2. This spell can be negated by a *True Seeing* spell but only by the target of the spell. This spell cannot effect the undead.

*Material Components:* A dab of perfume and thin gossamer veil.

#### **Mirror Talk**

**Level:** Witch 4

**Range:** See text

**Duration:** 1 minute per level

This spell enables the witch to create a link from her focus mirror to a second focus mirror elsewhere on the same plane/world. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect. For example, the witch can't cast spells through it.

*Material Components:* A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

#### **Moonlit Way**

**Level:** Witch 4

**Range:** 100' + 10' per level

**Duration:** 1 minute per level

With this spell, the witch can create a ribbon of moonlight between one visible point and another visible point. Both endpoints must touch a solid surface, but there is no need for other points of contact in between. The *moonlit way* is a solid path that can support 500 lb per caster level at any given time. Creatures or objects that exceed the weight limit cannot touch the path and will fall through if they attempt to move onto it. Creatures on the *moonlit way* can't be forced off the path by strength alone. The *moonlit way* sheds light out to 30 feet from its edges.

*Material Components:* Powdered moonstone (50 gp).

#### **Narcolepsy**

**Level:** Witch 4

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level

This spell causes subjects to suffer from repeated bouts of sudden, deep sleep. Those affected by this spell must make a save vs. Spells every round at a cumulative penalty of -1 until they fall asleep. Once asleep they will remain so for 10 minutes per level of the witch. Sleeping subjects can only be awakened through several rounds of extreme prodding and noise. Pain will also rouse a sleeping narcoleptic. Upon waking the subject will function normally for 5 minutes, after which time he must begin making saves at a cumulative penalty of -1 each round until he falls asleep again. This cycle will continue throughout the spell's duration.

*Material Components:* A bit of specially blessed sand that is blown at the target.

#### **Neutralize Poison**

**Level:** Witch 4

**Range:** Touch

**Duration:** 10 minutes per level

The witch can detoxify any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage or effects that don't go away on their own.

The creature is immune to any poison it is exposed to during the duration of the spell. Unlike with *delay poison*, such effects aren't postponed until after the duration—the creature need not make any saves against poison effects applied to it during the length of the spell.

This spell can instead neutralize the poison in a poisonous creature or object for the duration of the spell, at the witch's option.

*Material Components:* A viper's tooth dissolved in a base liquid.

#### **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.

#### **Polymorph**

**Level:** Witch 4

**Range:** Touch

**Duration:** 1 minute per level

This spell functions like *alter self*, except that the witch can change the willing subject into another form of living creature. The new form may be of the same type as the subject. The assumed form can't have more Hit Dice than the witch's level (or the subject's HD, whichever is lower), to a maximum of 20 HD at 20th level. The witch can't cause a subject to assume a form smaller than a normal insect, nor can she cause a subject to assume an incorporeal or gaseous form. The witch cannot affect undead, gaseous or incorporeal creatures.

Upon changing, the subject regains lost hit points as if it had rested for a night (though this healing does not restore temporary

ability damage and provide other benefits of resting and changing back does not heal the subject further). If slain, the subject reverts to its original form, though it remains dead.

The subject gains the Strength, Dexterity and Constitution scores of the new form but retains its own Intelligence, Wisdom and Charisma scores. It also gains all extraordinary special attacks possessed by the form, but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities. For example, a witch can polymorph into a dragon and still cast her own spells (because dragons can talk) and attack with claws, but she can't use a breath weapon.

Incorporeal or gaseous creatures are immune to being polymorphed, and a creature that is naturally a shapechanger can revert to its natural form in one round.

This spell may be used on the witch herself or a willing recipient. An unwilling victim gets a saving throw vs. Spells.

*Material Components:* An empty cocoon.

### 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 Components:* A knotted cord the witch must either untie or cut.

### Slow

**Level:** Witch 4

**Range:** 10' + 2' per level

**Duration:** 1 minute per level

An affected creature moves and attacks at a drastically slowed rate. A slowed creature can take only a single action each turn. Additionally, it takes a -1 penalty on attack rolls, AC and Dexterity based rolls. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple slow effects don't add up. *Slow* dispels *haste*.

*Material Components:* A dollop of molasses.

### Speak with Dead

**Level:** Witch 4

**Range:** 10'

**Duration:** 1 minutes 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'

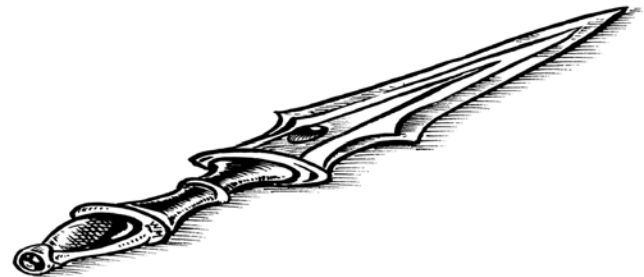
**Duration:** 1 round per Level

This spell is directed through the witch's Athamé 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 maybe attacked as a creature. Its AC is -2 (AC 2 for creatures that can see invisible) and has  $\square$  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 hitpoints 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.



### 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 Destruction

**Level:** Witch 4

**Range:** 30'

**Duration:** Instantaneous / 1 day per level

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

than her own level, though she can destroy the standard number of hit dice spread out.

The reverse of the spell *Undead Enslavement* allows the witch to control undead as a chaotic cleric of the same level. The witch can control the undead thus enslaved for 1 day per her level.

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

#### **Vomit**

**Level:** Witch 4

**Range:** 25' + 5' per 2 levels

**Target:** 1 Creature

**Duration:** See below

This spell seizes subjects with sudden spasms of violent regurgitation. Those who fail their saving throw regurgitate helplessly for 1d4 rounds. While vomiting, subjects cannot move more than 5 feet per round and cannot fight or cast spells. For all purposes they are considered *staggered*. When the spasms end, subjects are overcome with a magical weakness which reduces their Strength by 1d4+1 points. This weakness persists for 1 round per level of the witch.

**Material Components:** The witch sticks a finger down her own throat.

#### **Withering Touch**

**Level:** Witch 4

**Range:** Touch

**Duration:** 1 hour

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.

### **5<sup>th</sup> Level Spells**

#### **Animate Dead**

**Level:** Witch 5

**Range:** Touch

**Duration:** Special

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the witch's spoken commands. They remain animated until they are destroyed. The caster may animate a number of hit dice of undead equal to twice his or her caster level. 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 only be created from a mostly intact corpse. The caster must touch the remains to be animated. No witch may normally control more hit dice of undead than 4 times her level, regardless of how many times this spell is cast.

**Material Components:** The witch needs the bodies of the undead she wishes to animate.

#### **Anti-magic Candle**

**Level:** Witch 5

**Range:** 10' centered on candle

**Duration:** 1 hour per level or until flame is out

When an *anti-magic candle* is burned, it has the effect of ending all spells or spell like effects currently in operation within a 10 foot radius, or of preventing the casting of spells or operation of

magical devices within that area for a period of 1 hour per level or until the candle is blown out. It cannot repair the damage done by a spell with an instantaneous duration, like *lightning bolt* or a *fireball*, though it may prevent such a spell from being cast in the first place. In order to use a spell or invoke any kind of magic while in the *anti-magic candle's* effect, the witch/user must make a successful save vs. Spells. If this save succeeds, the spell or magic is invoked as normal; if it fails, the spell fails and is lost or the magic effect fails to function while in the candle's effect. Note that magic items make their saving throws based upon the level of their creator, not their wielder.

**Material Components:** A turquoise candle.

#### **Baleful Polymorph**

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

The spell functions as *Polymorph*, except that the witch can change the subject into a smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Petrify save in addition to the Spell save. If this second save fails, the creature loses its extraordinary, supernatural and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities and Intelligence, Wisdom and Charisma scores of its new form. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as to hit, saves, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any *polymorph* effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature that is normally a shapechanger (such as a Lycanthrope) can revert to its natural form in one round.

#### **Bewitch V**

**Level:** Witch 5

This spell is the same as Bewitch I, save that any creature at 18 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

#### **Blade Dance**

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

To begin this spell, the witch starts a dance with a specially enchanted boline (knife) and her Athamé. The witch dances while muttering the spell words, at the last word she throws the boline at the target. The boline spins around the area the witch chooses and multiplies in a manner similar to the spell *Blade Barrier*. The spinning barrier can vary from 5 to 30 feet in diameter around a point chosen by the witch. The barrier lasts the listed duration, until someone casts *Dispel Magic*.

Anyone trying to cross the barrier of flying, spinning knives takes 1d6 points of damage per level of the witch.

**Material Components:** A specially prepared boline.

#### **Blade Resistance**

**Level:** Witch 5

**Range:** Touch

**Duration:** 1 round per level

By casting this spell, the witch renders her target immune to metal blades. Once this spell has prevented 10 points of damage per level (maximum 150 hp), it is discharged.

Slashing or piercing weapons not made of metal (for instance, a druids wooden scimitar which has "Ironwood" cast on it), or natural piercing or slashing attacks are not affected by this spell (presuming the attacker is not made of metal; despite the name, Metallic Dragons do not count as metal). This spell also provides resistance against the spells *Biting Blade*, *Ghostly Slashing*, *Phantom Lacerations*, *Dreadful Bloodletting*, and *Wave of Mutilation*.

**Material Components:** The witch's Athamé.

### **Break Enchantment**

**Level:** Witch 5

**Range:** One creature

**Duration:** Instant

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.

### **Bull of Heaven**

**Level:** Witch 5

**Range:** Touch

**Duration:** 10 Minutes + 1 Minute per level

In Sumerian myths, Inanna sent a frightful bull to destroy Gilgamesh. With the use of this spell a caster can gain some of that power. By casting this spell on any normal, non-magical animal, the witch turns it into a powerful force of nature. The witch speaks the spell and rubs the animal with special scented oil. Any normal animal will gain an additional +6 to each of its ability scores for the spell's duration. Also, the spell acts as if the *celestial* or *fiendish* template (as dictated by the witch's alignment, neutral casters may choose which to apply) were applied to the creature. The animal can follow simple commands, but can't learn to speak no matter what its current Intelligence score is (unless it is a creature which could possibly learn to speak already, such as a parrot or a dolphin). The animal is also considered to be hasted as per the *haste* spell.

The animal will perform the action until completion, the spell ends, or either the target animal or the witch dies. If the animal completes the action or if the spell duration ends then the animal will return to the state in which the witch encountered it, hit points returned to normal.

**Material Components:** Scented oil, which is rubbed over the affected animal as the spell is prepared.

### **Calm Weather**

**Level:** Witch 5

**Range:** 2 miles

**Duration:** Instantaneous (see text)

*Calm weather* removes any transmutations that affect weather such as *control weather* and *control winds*.

If the effect comes from a permanent magic item, calm weather suppresses the ability for 1 hour per level.

**Material Components:** The witch moves her hand parallel to the ground in a back and forth motion.

### **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 any one 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

This spell sends a phantasmal 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 the 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 that don't sleep (such as elves, but not half-elves) 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 the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Creatures under the influence by *Sleep* or *Endless Sleep* spells can be affected.

**Material Components:** The witch must consume a glass of warm milk seasoned with nutmeg.

### Endless Sleep

**Level:** Witch 5

**Range:** Touch

**Duration:** Semi-Permanent (see text)

This spell causes the target to fall asleep indefinitely. The target will not starve or die of thirst, but until the criteria set by the witch are met, the target will remain asleep and age normally. The specific criteria must be semi-common. For instance, the witch may desire to have the target only awakened when kissed by a person of royal blood. Other options may require the target to have a particular type of leaf pressed upon the sleeping target's forehead.

The material components for this spell are the same as the criteria required for the target to be awakened. For instance, if the witch wished the target to only be awoken if they had the feathers of an owlbear pressed against their forehead, they would require the feathers of an owlbear. If they wished to have the target only be awoken by a particular type of person (race, bloodline or otherwise), they would need a sample of that type of person's blood. GM's always have final say on what criteria are acceptable or not.

**Material Components:** A special potion that the witch brews for 1 month. The potion must then be ingested or injected into the victim.

### Eternal Charm Person

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

As *charm person*, except that its effects are permanent unless removed by *dispel magic* or *break enchantment*. The targeted person still gets a saving throw as normal.

### False Vision

**Level:** Witch 5

**Range:** Touch

**Duration:** 1 hour per level

Any divination (scrying) spell used to view anything within the area of this spell instead receives a *false image*, as defined by the witch at the time of casting. As long as the duration lasts, the

witch can concentrate to change the image as desired. While she isn't concentrating, the image remains static.

**Material Components:** The ground dust of a piece of jade worth at least 250 gp which is sprinkled into the air when the spell is cast.



### Feeblemind

**Level:** Witch 5

**Range:** 100' + 5' per level

**Duration:** Instantaneous

If the target creature fails a saving throw vs. Spells, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a *heal* spell is used to cancel the effect. A target creature that can cast spells suffers a penalty of -4 on its saving throw against this spell.

**Material Components:** A crushed pearl.

### 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 Command

**Level:** Witch 5

**Range:** 1 creature per level, no two of which can be more than 30' apart

**Duration:** 1 round per level

This spell functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another Spell save to attempt to break free from the spell. Each creature must receive the same command.

**Material Components:** The witch must be able to speak and beckon the target creatures to her.

### 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.

### Hold Monster

**Level:** Witch 5

**Range:** 100' + 5' per level

**Duration:** 1 round per level

This spell functions like *hold person*, except that it affects any living creature that fails its save vs. Spells.

### Immunity

**Level:** Witch 5

**Range:** Touch

**Duration:** 1 turn per level

The effect of this spell grants temporary immunity from all poisons and diseases for the duration of the spell.

**Material Components:** A mandrake root or the eye of an alchemist.

### 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.

### Make Fertile

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

This spell allows fallow ground to be able to produce plant life or allows a barren or infertile woman (or man) the ability to have children. It heals what damage it can and magically augments what it can't.

This spell does not increase the chances of implanting life, but it will remove the hindrances. Upon a successful check, the ground or the people have the same base chance of conception as everyone else (a base chance of 50% in most cases, sometimes lower).

**Material Components:** To make the ground fertile for planting, the witch needs blessed water. It is not necessary for it to be holy water, but that will work, and ritual dung or earth to be cast out onto the land. To make people fertile, the witch needs walnuts, blessed water (as above) and milk from a lactating ewe. Preferably the milk is collected during the spring or Imbolc. All components are placed in a chalice, bowl, censer, cup or jug sacred to the witch's god. A plea to the Goddess or God must be made to transfer the life energy of the witch to the prospective mother.

### 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, 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, 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.

### Overlook

**Level:** Witch 5

**Range:** Touch

**Target:** One creature

**Duration:** 1 hour per level

This spell will cause the target to become seemingly innocuous and readily ignored. She will become effectively invisible to all that look her way. Even those who accidentally bump into the target will merely mumble and move on.

Those who are specifically looking for the target must make a Spells saving throw in order to spot the object of their interest. Vigilant guards can also make a saving throw to attempt to spot the target.

The *overlook* spell is negated versus anybody that observes the target attack a creature, including the subject of the attack. The spell is immediately negated if the target fails a pick pocket attempt. Note that this spell can't be dispelled with a *dispel invisibility* spell, since it is not actually an invisibility spell.

*Material Components:* A handful of dirt.

### Primal Scream

**Level:** Witch 5

**Range:** 15' radius + 5' per level

**Duration:** 1 minute

This spell is related to *Shriek* and *Witch Wail*. With this spell, the witch lets loose a scream of profound terror and sadness. Anyone within the area of effect must make a save vs. death to avoid the full effects.

Creatures 5 hit dice per level or less must succeed a Death save or take 6d6 points of damage, save for half. Creatures greater than 5 hit dice per level take 4d6 points of damage or save for half. Anyone who fails their save is treated as if they were subject to a *Shriek* or *Fear* spell, suffering the -2 to attack rolls, armor class, and skill checks.

In addition, this spell will shatter any glass or crystal object. Magical glass or glass-like creatures are granted a Fort save to prevent taking 1d6 points of damage per caster level (save for half) regardless of their hit dice.

This spell can effect undead and any creatures that are unaffected by mind effecting spells. However they remain unaffected by the spell's fear effects.

*Material Components:* The witch must be able to scream.

### Seeming

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** 12 hours

This spell functions like *disguise self*, except that witch can change the appearance of other people as well. Affected creatures resume their normal appearances if slain.

Unwilling targets can negate the spell's effect on them by making a saving throw vs. Spells

*Material Components:* A bit a smoky glass.

### Sending

**Level:** Witch 5

**Range:** See text

**Duration:** 1 round; see text

The witch can contact a particular creature with which she is familiar and send a short message of twenty-five words or less to

the subject. The subject recognizes her if it knows the witch and can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

If the creature in question is not on the same plane of existence as the witch, there is a 5% chance that the sending does not arrive (local conditions on other planes may worsen this chance considerably).

*Material Components:* A short piece of fine copper wire.

### Shriek

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** Instantaneous

*Shriek* automatically (no save) causes fear (as per *Fear* Spell) in any creature 5th level hit dice or less. Targets greater than 5th level hit die can save versus spell for no effect. Targets greater than 10th level hit die are completely unaffected. This spell can't affect constructs, undead, elementals or outsiders.

*Material Components:* The witch must be able to hold a long scream.

### Song of Discord

**Level:** Witch 5

**Range:** 100' + 10' per level

**Area:** Creatures within a 20' radius spread

**Duration:** 1 round per level

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round (roll to determine each creature's behavior every round at the beginning of its turn). A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

*Material Components:* The witch sings or plays a discordant note.

### 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.

### Telekinesis

**Level:** Witch 5

**Range:** Sight

**Duration:** 1 round per level

This spell permits the witch to move objects or creatures by concentration alone. An object weighing no more than 50 pounds per caster level can be moved up to 20 feet per round.

A creature can negate the effect on itself or an object it holds or has on its body with a successful save vs. Death Ray. In order to use this power, the caster must maintain concentration, moving no more than normal movement (no running), making no attacks and casting no spells. If concentration is lost (whether intentional or not), the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

The witch may also use the spell as a combat maneuver as a powerful strike. The witch can hit a single creature doing 1d6 + 1 per 3 levels hit-points of damage. So an 18<sup>th</sup> level witch can slam a creature for 1d6+6 hit points of damage. The range is as far as the witch can see and she can keep doing this till duration is over or she is attacked, which ever happens first.

**Material Components:** The witch uses a focus object such as a wand, Athamé or a bit of crystal.

### Teleport

**Level:** Witch 5

**Range:** Touch

**Duration:** Instantaneous

This spell instantly transports the caster to a designated destination, which may be as far as 100 miles per caster level. Interplanar travel is not possible. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster). Unwilling creatures are allowed a saving throw vs. Spells to resist the spell, and the caster may need to make an attack roll to make contact with such a creature. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.

The caster must have some clear idea of the location and layout of the destination. The clearer the mental image, the more likely it is that the teleportation will work. Areas of strong magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table below. Refer to the following information for definitions of the terms on the table.

	On	Off	Similar	
Familiarity	Target	Target	Area	Mishap
Very familiar	01-97	98-99	100	-
Studied carefully	01-94	95-97	98-99	100
Seen casually	01-88	89-94	95-98	99-100
Viewed once	01-76	77-88	89-96	97-100
False destination	-	-	81-92	93-100

**Familiarity:** "Very familiar" is a place where the caster has been very often and feels at home. "Studied carefully" is a place the caster knows well, either because it can currently be seen, the caster has been there often or other means (such as scrying) have been used to study the place for at least one hour. "Seen casually" is a place that the caster has seen more than once but with which he or she is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "False destination" is a place that does not truly exist or if the caster is teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar. When rolling on this row, use 1d20+80.

**On Target:** The caster appears exactly where desired.

**Off Target:** The caster appears safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly.

**Similar Area:** The caster winds up in an area that's visually or thematically similar to the target area. This means that the caster

appears in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

**Mishap:** The caster and anyone else teleporting with the caster have gotten "scrambled." Each takes 1d10 points of damage; then reroll on the chart to see where they wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

### 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.

## 6<sup>th</sup> Level Spells

### Anchoring Rite

**Level:** Witch 6

**Range:** 1 person touched

**Duration:** 1 round per level

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

The witch may use the spell on herself.

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

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

### Animate Objects

**Level:** Witch 6

**Range:** 1 small object per witch level

**Duration:** 1 round per level

This spell imbues inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the witch initially designates. This spell cannot animate objects carried or worn by a creature. An animated object can be of any non-magical material. The witch can animate one object per level, up to a maximum of 25 lbs. per level (i.e. 300 lbs. at 12th level, 325 lbs. at 13th level, and so on).

The GM must rule on the effectiveness of animated objects in combat. In general, animated objects attack using the same attack bonus as the caster. Small or lightweight objects do no more than 1d4 damage per hit, while larger and/or heavier objects do 1d6 or 1d8 (at the GM's discretion). As a special case, weapons which are animated do damage using the normal die roll for the type, but only up to a maximum 1d8. Animated objects have a movement rate of 10', and generally must move in contact with the ground (walking, hopping, slithering or bouncing, however seems most appropriate to the GM).

**Material Components:** The witch needs to be able to point to the objects in question and speak a command word.

### Anti-magic Shell

**Level:** Witch 6

**Range:** 10'

**Target:** 10' radius around the witch

**Duration:** 10 minutes per level



An invisible barrier surrounds the witch and moves with her. The space within this barrier is impervious to most magical effects, including spells, spell-like abilities, occult and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines. An *anti-magic shell* suppresses any spell or magical effect used within, brought into or cast into the area, but does not dispel it. Time spent within an *anti-magic shell* counts against the suppressed spell's duration.

Magical creatures such as undead, elementals, summoned creatures and dragons cannot enter the shell and perceive it as a physical barrier. A normal creature can enter the area, as can normal missiles. Furthermore, while a magic sword does not function magically within the area, it is still a sword. The spell has no effect on golems and other constructs that are imbued with magic during their creation process and are thereafter self-supporting. *Dispel magic* does not remove the shell.

Two or more *anti-magic shells* sharing any of the same space have no effect on each other. Certain spells, such as *wall of force*, *prismatic sphere*, and *prismatic wall* remain unaffected by *anti-magic shell* (see the individual spell descriptions). Artifacts and deities are unaffected by mortal magic such as this.

Should a creature be larger than the area enclosed by the barrier, any part of it that lies outside the barrier is unaffected by the field.

**Material Components:** The witch needs a specially prepared concave disk of amber.

### Bewitch VI

**Level:** Witch 6

This spell is the same as Bewitch I, save that any creature at 24 HD or lower may be affected. The victim also adds an additional -3 to the save penalty.

### Break the Spirit

**Level:** Witch 6

**Range:** Touch

**Target:** 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 a 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.

### Control Weather

**Level:** Witch 6

**Range:** 0

**Duration:** See below

The witch can change the weather in a local area. The radius is limited to a localized 240 yards in an outdoor setting only. This spell has an indefinite duration so long as the witch maintains concentration. Possible weather and their effects are detailed below.

#### Weather

Calm  
Hot

#### Effects

Dissipates foul weather  
Will dry wet conditions, all movement divided by 2

Cold

Severe Winds

Tornado

Foggy

Rainy

Snowy

Water and mud freezes, all movement divided by 2

All movement divided by 2, no flying or missile weapon use possible. Sandy conditions will reduce visibility to 20'. Ship speed increased or decreased by a multiple of 2 depending on if sailing with or against the wind.

The caster can direct the tornado, which moves at 120K. The tornado can be directed to attack, using the characteristics of an air elemental with 12 HD. Sea vessels have a 75% chance of suffering 8+1d4 structural hit points damage.

Visibility drops to 20K, and all movement is divided by 2.

Missile attacks hit at -2. Mud forms in 3 turns, all movement divided by 2

Visibility drops to 20K, all movement is divided by 2

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. It can dissipate cloud-like spells and disrupt the Lesser Cloud Ships.

**Material Components:** The fur of a groundhog.

### Death Blade

**Level:** Witch 6

**Range:** Touch

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

By means of his 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, boline or Athamé 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.

### Evaporate Fluids

**Level:** Witch 6

**Range:** 100' + 10' per level

**Duration:** Instantaneous

This spell destroys moisture from targets much in that same manner as horrid wilting, but more importantly it can destroy standing bodies of fluids such as acid, oil, water or some other liquid substance. Against a living target, this spell inflicts 1d4 points of damage per level (maximum 20d4). This spell is even more lethal to creatures with the water descriptor in their subtype, causing an additional +1 points of damage per die.

**Material Components:** The witch's Athamé.

### 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.

### False Memory

**Level:** Witch 6

**Range:** Touch

**Duration:** Permanent

**False Memory** places a false memory in the target's mind. The witch can "record" a number of hours of false memory time equal to her level. To do so requires one minute per 1 hour of memory added. Thus, it would take a 15th level caster 15 minutes to replace 15 hours of memory. The witch can decide how much memory she chooses to replace. The victim will then forget what actually took place during that time period. To the victim, the memories seem real and accurate. Their true memories can only be restored by a *Remove Curse* or a *wish* spell.

When inserting the memories, the witch needs to be somewhat familiar with the situations she is adding. If the witch adds a memory of exploring caves and she has never been in a cave herself, then the false memory will begin to fade. The victim needs to make an Intelligence check, if they succeed then they can look for a cure, a failed one means the false memory goes unnoticed. The Intelligence check works depending on how

familiar the witch is with the memories implanted (as decided by the GM).

Familiarity	Mod
Expert	-4
Good	-2
Fair	-1
Poor	+2
None	+4

This spell can't be used to convince someone they are now someone else, or to make them do something against their own nature. The spell only replaces a fixed number of hours of memory; it does not alter anything else. Skills can't be forgot or learned and spells can't be taught.

**Material Components:** A quill pen and vial of special ink that the witch has to make on her own.

### Find the Path

**Level:** Witch 6

**Range:** Personal or Touch

**Duration:** 10 minutes per level

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground or even inside a maze or *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

**Material Components:** The divination tools preferred by the witch; cards, dice, bones, etc.

### Geas

**Level:** Witch 6

**Range:** 5' per level

**Duration:** special

**Geas** places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw vs. Spells will allow an unwilling target to resist a *geas* when it is first cast. However, the target may choose to accept the *geas*, typically as part of a bargain with the caster to perform some service.

The *geased* creature must follow the given instructions until the *geas* is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

For every 24 hours that the subject chooses not to obey the *geas* (or is prevented from obeying it), it suffers a -2 penalty to each of its ability scores, up to a total of -8. No ability score can be

reduced to less than 3 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas*.

A *geas* (and all effects thereof) can be ended by a *remove curse* spell, a *wish* or by the reverse of this spell.

*Dispel magic* does not affect a *geas*.

### Greater Scry

**Level:** Witch 6

**Range:** See text

**Duration:** 1 hour per level

As per the *Scry* spell, but the following additional spells can be cast through a *Greater Scry* spell: *Comprehend Languages*, *Detect Magic*, *Message*, *Read Magic*, *Tongues* and *True Seeing*.

**Material Components:** A cauldron filled with clear water or a polished mirror.

### Heroes' Feast

**Level:** Witch 6

**Range:** 50'

**Duration:** 1 hour + 12 hours; see text

This spell will bring forth a great feast, including a magnificent table, chairs, service, food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness and nausea, becomes immune to poison for 12 hours, and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 morale bonus on attack rolls and Will saves and immunity to fear effects for 12 hours. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

**Material Components:** A bit of seed grain planted where the feast is to be conjured.

### Holy / Unholy Steed

**Level:** Witch 6

**Range:** Special

**Duration:** 1 day / 1 night

This spell will summon a winged Unicorn to serve for one day. The witch must be outside at night to begin the summoning. This creature can fly at 90' (average)

The Unicorn will serve the witch as her mount until sundown, when it will return to the Celestial Planes.

The reverse of this spell, *Unholy Steed*, will summon 1 Nightmare to serve the witch for one night. The witch must be outside at night to begin the summoning. The nightmare will serve the witch as her mount till sunrise when it will return to the Nether Planes.

The Nightmare uses the same stats as a War Horse, but with a chaotic alignment.

**Spell Components:** An old horseshoe. The witch will need a pinch of silver dust for a holy steed and rust for unholy steed.

### Itch-weed

**Level:** Witch 6

**Range:** Touch

**Duration:** 1 round per level

This spell has two effects. First, it grants immunity to any poisons that the user comes into contact with for the duration of the spell. Second, any poisons that are consumed during the spell can be passed to other targets by touching skins (like the plant itch-weed) or a successful touch attack for the remainder of the spell. The new target still must make a save vs. Poison. The witch may only use one poison in this way at a time. The spell does not neutralize poisons that are already in the witch's system. If someone casts *Neutralize Poison* while this spell is in effect, the poison leaves the witch's body, but the spell remains in

effect, so the witch could use another poison if they take the time to drink it.

**Material Components:** A bit of itch-weed, consumed during the casting. The witch does not suffer allergic reaction by consuming the itch-weed, since she is now immune to poisons for the duration of the spell.

### Mass Agony

**Level:** Witch 6

**Range:** One creature per level, no two of which can be more than 30 ft. apart.

**Duration:** 1 round per level

As *agony*, except it affects multiple creatures. The targets of the spell save separately against its effects.

**Material Components:** One needle or pin per caster level.

### Mass Ethereal Projection

**Level:** Witch 6

**Range:** Touch (see text)

**Duration:** 1 minute per level

This spell is like *ethereal projection*, except the witch, and other creatures joined by linked hands, project into the Ethereal Plane. The witch can bring one additional creature per three caster levels. Once ethereal, creatures no longer need to stay together to maintain the spell's effects. When the spell expires, all affected creatures return to their material bodies.

**Material Components:** A bit of cobweb that witch blows towards the group she is casting the spell on.

### Mass Suggestion

**Level:** Witch 6

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level or until completed (see below)

As *suggestion*, except it affects multiple creatures, up to one target creature per level. The targets of the spell save separately against its effects.

Again, undead, constructs and creatures incapable of understanding language are immune. The witch must be able to speak in a language the target can understand.

**Material Components:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

### Mirror Walk

**Level:** Witch 6

**Range:** Personal and touch

**Duration:** Instantaneous

This spell functions as a greater *teleport*, except that it creates a link from the witch's focus mirror to a second focus mirror elsewhere on the same plane/world. The witch must have carefully studied the mirror, but need not know where it is located.

**Material Components:** A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirror must be tall enough and wide enough to allow the creatures to pass through it. If either mirror is too small to allow passage for a traveler, she cannot pass through. The same mirrors used for the *Mirror Talk* spell may be used.

### Mislead

**Level:** Witch 6

**Range:** 25' + 5' per 2 levels

**Duration:** 3 + 1 round per level

The witch becomes *invisible*, as per the spell, and at the same time, an illusory double of the witch appears. The witch is then free to go elsewhere while the double moves away. The double appears within range but thereafter moves as the witch directs it (which requires concentration beginning on the first round after the casting). She can make the figment appear superimposed

perfectly over her own body so that observers don't notice an image appearing and the witch turning invisible. The witch and the figment can then move in different directions. The double moves at the same speed as the witch and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the witch concentrates upon it (and doing no other action), plus 3 additional rounds. After the witch stops concentrating, the illusory double continues to carry out the same activity until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

**Material Components:** A paper figure resembling the witch.

### Moonbow

**Level:** Witch 6

**Range:** See Below

**Duration:** See Below

This spell can only be cast in the light of the moon. The witch takes the moonlight (the material component) and forms it into a large opaque composite bow. The bow fires at the rate of 3 arrows per round for a total number of arrows equal to the witch's level. The arrows are immaterial, but cause 1d8 damage +1 per caster level (max +13) damage per hit. The witch is automatically considered to be proficient with the *moonbow*.

This spell deals double damage against lycanthropes. The *moonbow* may not be given to anyone else to use; only the witch may fire it.

**Material Components:** Moonlight. If the witch has a means of capturing moonlight, such as a *moonstone*, then the spell may be used with that source.

### Projected Image

**Level:** Witch 6

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

This spell creates a quasi-real, illusory version of the witch. The intangible projected image looks, sounds and smells like the witch, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual witch. A line of sight between the caster and his or her illusory self must be maintained or the spell ends. *Dimension door*, *teleport*, or any similar spell that breaks the line of sight dispels the image, as does the illusory witch being struck in combat. Note that this spell grants no special sensory powers to the witch; for example, if the illusory self is positioned so as to be able to see something the witch can't directly see, the witch does not see it. Also, all spell ranges are still figured from the witch's actual position, not the illusory self's position.

**Material Components:** A small mirror.

### Reincarnate

**Level:** Witch 6

**Range:** Dead creature touched

**Duration:** Instantaneous

The beliefs of a witch do not allow for the raising of the dead or anything that might interfere with the cycle of life, death and rebirth. *Reincarnate* brings a person into their next life.

With this spell, the caster brings back a dead character (or humanoid creature) in another body, provided that its death occurred no more than one week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work.

Roll on the following table to determine what sort of creature the character becomes:

d%	Incarnation	Str	Dex	Con
01	Bugbear	+4	+2	+2
02-13	Dwarf	+0	+0	+2

14-25	Elf	+0	+2	-2
26	Gnoll	+4	+0	+2
27-38	Gnome	-2	+0	+2
39-42	Goblin	-2	+2	+0
43-52	Gypsy-Elf	+0	+0	+0
53-62	Ogre	+2	+0	+4
63-74	Halfling	-2	+2	+0
75-89	Human	+0	+0	+0
90-93	Kobold	-4	+2	-2
94	Lizardfolk	+2	+0	+2
95-98	Orc	+4	+0	+0
99	Troglodyte	+0	-2	+4
100	Other	?	?	?

Since the dead character is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor; as long as some small portion of the character's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the character's body at the time of death. The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes one hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom and Charisma. Strength, Dexterity and Constitution scores should be adjusted as indicated above (If the character's ability scores are outside the allowable range for the new form, they should be adjusted up or down by the GM as needed). The subject's level (or Hit Dice) is reduced by 1 and is not subject to magical restoration. Roll one hit die and subtract the total from the character's original hit point total; this is the new form's hit points. If the target was 1<sup>st</sup> level, instead of a hit point reduction, its new Constitution score is reduced by 2.

A character that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell. Constructs, elementals and undead creatures can't be reincarnated. The spell cannot bring back a creature that has died of old age. The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities and the like, but it doesn't automatically speak the language of the new form.

**Material Components:** The witch needs a cocoon of a butterfly that she has twisted into Mubius strip.

### 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.

### Restore Youth, Healing

**Level:** Witch 6

**Range:** Creature touched

**Duration:** Instantaneous

A creature the witch touches has its physical age reduced by 1d4 years, but not less than its minimum age of physical maturity. Penalties to ability scores accumulated during the restored years are eliminated, but bonuses are retained. This spell imposes something of a shock on the subject's system: the subject must succeed at a saving throw vs. Death Magic for the spell to "take." Otherwise, the subject returns to his normal physical age on the following round. If the subject has been affected by this spell (or a potion of youth or similar effect) before, then a failed saving throw causes the subject to regain all his lost years. If this ages the subject past his normal lifespan, he dies. If it ages him more than five years past his normal lifespan, he also crumbles to dust within a round.

### True Seeing

**Level:** Witch 6

**Range:** Self or Touch

**Duration:** 1 round per level

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed or transmuted things. The range of *true seeing* conferred is 120 feet.

*True seeing*, however, does not penetrate solid objects. It in no way confers the ability to see through materials or its equivalent. It does not negate physical concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance. It can be used in conjunction with *Greater Scrying*, but the limit of both spells is reduced to a maximum of 5 rounds.

**Material Components:** The witch peers through a convex lens.

### Wall of Roses

**Level:** Witch 6

**Range:** 50' per level

**Duration:** 7 days + 1 day per level

This spell calls into being an enormous wall of thorny rose bushes. A high level caster could effectively encircle a small city with such a wall, should she choose. The wall rises to a height of only ten feet, but is extremely effective in keeping land based creatures out. The roses are unaffected by non-magical burning. Any creature trying to force or hack its way through the roses will take 2d10 +1 per caster level points of damage to do so, as the vines tend to swing when disturbed and it is impossible to protect oneself against them. It takes 1d3+1 rounds to wade through the wall. Note that the wall will snake its way around creatures in the area of effect when forming, so the witch can't simply cast this spell onto an opposing army, slaying them all in one fell swoop.

**Material Components:** The material component of this spell is a single live rose blossom.

## 7<sup>th</sup> Level Spells

### Ball of Sunshine

**Level:** Witch 7

**Range:** 80' blast radius

**Duration:** Instantaneous

This spell was known to have been first used by the great witch Bodhmal to defeat a group of vampires. Upon casting, the witch tosses a handful of gold dust into the air where it gathers and

collapses into a fist size ball of pure sunlight. The small star burns till the end of the round. All creatures with 80' are blinded (save vs. Paralyzation to counter) and take 6d6 points of damage (save vs. Spells for half). A creature to which sunlight is harmful or unnatural takes double damage.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 30d6), or half damage if a Spell save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes and slimes just as if they were undead creatures.

*Sunburst* dispels any darkness spells cast in the area.

**Material Components:** A handful of gold dust tossed into the air, 100 gp worth.

### Bewitch VII

**Level:** Witch 7

This spell is the same as *Bewitch I*, save that any creature at 30 HD or lower may be affected. The victim also adds an additional -3 to the save penalty.

### Breath of the Goddess

**Level:** Witch 7

**Range:** 15'

**Duration:** Instantaneous

The witch calls forth the life-invigorating breath of the female divinity and infuses a large area with positive energy. All living creatures within the area are *healed*, and all undead are *harmd*. All non-sentient plant life is fully restored as if affected by the enrichment feature from the *plant growth* spell.

**Material Components:** The witch blows air from her own lungs.

### 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:** 0

**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.

### 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.



#### Eternal Charm Monster

**Level:** Witch 7

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

As *charm monster*, except that its effects are permanent unless removed by *dispel magic* or *break enchantment*. Monsters can save as normal.

#### 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 in to the nearest open space relative to their position on the Ethereal Plane.

**Material Components:** A piece of clear quartz.

#### 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. In addition,

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.

#### Greater Arcane Eye

**Level:** Witch 7

**Range:** Unlimited

**Duration:** 10 min per level

This spell functions much in the same way as *Arcane Eye*. This spell though allows the eye to move to different planes of existence. The eye can cross over to the ethereal or astral if it pass through gates or spells. The witch cannot make the eye cross over as part of this spell alone.

**Material Components:** A small glass eye or marble that is not consumed.

#### Greater Blindness

**Level:** Witch 7

**Range:** Touch

**Duration:** Permanent

On a successful touch attack, the target's eyes are imploded, leaving gaping bleeding wounds. The target of this spell suffers 1d12 points of damage and is stunned for 1 round. If the target does not have eyes, and relies upon other senses such as echolocation or tremor sense, this spell renders that ability forever ineffective. The effects of this spell may only be lifted via a *wish* spell or divine intervention. Opponents so blinded suffer the following penalties: 50% miss chance in combat, lose any Dexterity bonus to AC, move at half speed, and suffer a -4 penalty on most Strength and Dexterity based ability checks. Any ability check that relies on vision automatically fails. Finally, opponents receive a +2 bonus to their attack rolls since they are effectively invisible.

**Material Components:** The eye of a humanoid creature.

#### Greater Healing Circle

**Level:** Witch 7

**Range:** Personal

**Duration:** Instantaneous

The spell is similar to *healing circle* except as noted. All living allies and undead creatures within a 3 foot per caster level radius burst centered on the witch are affected. *Greater healing circle* cures 2d8 points of damage +2 points per caster level (maximum of +40) to nearby living allies. Like other cure spells, the *greater healing circle* damages undead in its area of effect rather than healing them.

#### Insanity

**Level:** Witch 7

**Range:** 100' + 10' per level

**Duration:** Instantaneous

The affected creature suffers from a continuous *confusion* effect, as the spell.

*Remove curse* does not remove *insanity*. *Heal*, *limited wish*, or *wish* can restore the creature.

**Material Components:** A rare psilocybin mushroom.

### Magickal Conception

**Level:** Witch 7

**Range:** Visualized or Touch

**Duration:** Permanent

*Magickal Conception* is a complicated spell in which the witch can make a woman pregnant by magic. This is possible even for female witches. The child is normal, with inherited traits from both parents. If the witch that casts the spell is a woman, the child will always be a girl. A female witch can cast this spell on herself and give birth to an exact copy of herself.

The target can be willing or not. A willing target needs not make any type of save, except to see if the spell was successful. An unsuspecting or unwilling target can make a save vs. Spells to avoid the effects.

Both the casting witch and the recipient target take 1 point of Constitution damage. This is regained after normal sleep.

To determine if the casting and impregnation was successful, the witch and the target both need to make checks vs. their Constitution scores (after the Constitution penalty for casting is applied). If either is successful then the spell is effective, if both fail then the spell fails.

**Material Components:** Blood from the witch. Hair, blood or flesh from the prospective mother. Candles are to be lit during the ceremony. The Chalice (symbol of the Goddess) is used to contain all the material components. A plea to the Goddess must be made to transfer the life energy of the witch to the prospective mother.

### Mass Polymorph / Massmorph

**Level:** Witch 7

**Range:** 100' + 10' per level

**Duration:** Permanent

As *polymorph other*, except that the spell may affect a number of opponents. The new form must be the same for all creatures that failed the saving throw against this spell. Hence, the witch may not turn half of the number of creatures into cats, and the other half into dogs. Instead, they must all be dogs or all cats. If one of the targeted creatures cannot assume the desired form because of size restrictions, then the spell fails. The targets save against the spell individually and a successful save by one does not affect how the spell works on the others.

**Material Components:** A thyrsus wand.

### Maze

**Level:** Witch 7

**Range:** One Creature, within 50'

**Duration:** Instantaneous

The witch can banish the target into an extradimensional labyrinth of force planes. Each round on its turn, the creature may attempt an Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *maze* spell, although a *plane shift* spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

**Material Components:** A bit of horn from a minotaur carved into a cube.

### Peace Aura

**Level:** Witch 7

**Range:** 40' radius emanating from a touched point

**Duration:** 1 hour per level to max 24 hours

Peace aura wards a particular site, building or structure against violence. Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6 points of force damage per caster level (maximum 20d6).

**Material Components:** A symbol of peace is carved on the building.

### Serpent Garden

**Level:** Witch 7

**Range:** 25' + 5' per 2 levels

**Duration:** 30 minutes per level

This spell allows the witch to summon several large-size viper snakes to restlessly patrol just outside the perimeter of a 15 foot radius circle. One snake is summoned for every two levels of the witch. These snakes will attack any creature they can perceive that approach within 10 foot of the exterior of the perimeter, with the exception of the witch. If a snake is slain, it immediately vanishes.

**Material Components:** A serpent's tooth.

### Veneration

**Level:** Witch 7

**Range:** One person

**Duration:** Permanent

This charm permanently changes a humanoid target's attitude to helpful. No matter what the witch does, the subject of this spell will always view her in the best possible light, seeing her as a trusted ally and friend. If ever placed in a moral quandary such as a command to commit suicide, or harm someone whom he would never otherwise harm, the target of this spell will act if under the effect of the *confusion* spell until such order is withdrawn. If he is attacked by the witch, he will defend himself to the best of his ability, but will not strike back to injure, only to subdue. The effects of this spell may be lifted by a successful *dispel magic*, *remove curse*, *limited wish*, *wish* or *miracle*.

**Material Components:** The witch needs to inscribe the target's name in a specially prepared bit of parchment.

### Wave of Mutilation

**Level:** Witch 7

**Range:** Cone 10' + 1' per level

**Duration:** Instantaneous

This spell sends out a cone of magical energy from the witch's hand (or Athame). This energy causes all living matter to become twisted, cut, slashed or torn. The wave causes 12d6 points of damage to any within its area of effect, save vs. Spells for half. Elementals, undead, magical constructs and non-living matter are not affected.

**Material Components:** This spell uses a drop Pixie blood for its component.

### Widershins Dance

**Level:** Witch 7

**Range:** 10'

**Duration:** See Below

By casting this spell and performing the *Widershins Dance*, the witch may reverse one action, spell or outcome. For example, she can dance around an area that has been magically darkened to reverse the spell lighten the area. An area spell of *Protection from Evil* becomes a *Protection from Good*. She can dance around a person that has suffered damage, disease or a curse and the affliction is removed. The witch can reverse any one specified action up to a number of days equal to her level. The witch can't use it as an attack, but she can reverse healing.

The witch must choose the actions she wishes to reverse and she begins a twirling counter-clockwise (widershins) dance around the object or person. This spell can't be used to raise a person from the dead or reverse a transformation to undeath.

If the reversal is on a spell, then the spell lasts a number of rounds equal to half of what it had before. Removing damage or curses, such lycanthropy, are permanent.

The *Widershins Dance* cannot unconsecrate a holy area.

**Spell Componentets:** A small musical instrument, which is played during the casting, and knotted rope, which is untied at the end. The rope is consumed in the casting, the musical instrument is not.

## 8<sup>th</sup> Level Spells

### Antipathy/Sympathy

**Level:** Witch 8

**Range:** 15'

**Duration:** 1 hour per level

The witch can cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the witch. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

The reverse of this spell, *Sympathy*, compels a creature to come into an area. If they try to leave the area, their Dexterity score is reduced by 4 points.

### Astral Projection

**Level:** Witch 8

**Range:** Touch, or linked by hand

**Duration:** See Below

The witch can free her spirit from her physical body and project herself into the Astral Plane.

She can bring the astral forms of other willing creatures with her, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon the witch and must accompany her at all times. If something happens to the witch during the journey, her companions are stranded wherever she left them.

The number of companions she can take is equal to one additional creature per half her level as a witch.

The witch is projected onto the Astral Plane, leaving her physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of the witch and all she wears or carries onto the Astral Plane. Since the Astral Plane touches upon other planes, she can travel astrally to any of these other planes at will. To enter one, she leaves the Astral Plane, forming a new physical body (and equipment) on the plane of existence she has chosen to enter.

While you are on the Astral Plane, the astral body is connected at all times to the physical body by a silvery cord. If the cord is broken, the witch is killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the incorporeal silvery cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to the witch's body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

The witch and her companions may travel through the Astral Plane indefinitely. Their bodies simply wait behind in a state of suspended animation until they choose to return. The spell lasts until the witch desires to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of the body back on the Material Plane (which kills the witch).

**Material Components:** A pentagram and a silver bar worth 5 gp for each person travelling.

### Bewitch VIII

**Level:** Witch 8

This spell is the same as *Bewitch I*, save that any creature at 36 HD or lower may be affected. The victim also adds an additional -4 to the save penalty.

### Creeping Doom

**Level:** Witch 8

**Range:** 25'+5' per 2 levels

**Duration:** 1 min per level

When the witch utters the spell of *creeping doom*, she calls forth a mass of centipedes, spiders, locusts and other crawling, biting swarms (one per two witch levels, to a maximum of ten swarms at 20th level), which need not appear adjacent to one another. The witch may summon the swarms so that they share the area of other creatures. The swarms remain stationary, attacking any creatures in their area, unless commanded to move. The witch can command any number of the swarms to move toward any prey within 100 feet of her position. She cannot command any swarm to move more than 100 feet away from herself, and if she moves more than 100 feet from any swarm, that swarm remains stationary, attacking any creatures in its area (but it can be commanded again if you move within 100 feet).

**Material Components:** A centipede.

### Damning Stare

**Level:** Witch 8

**Range:** 25'+5' per 2 levels

**Duration:** 1 round per level

This murderous spell causes the witch's eyes to emit deadly necromantic power, slaying nearly anyone who meets the witch's gaze. This spell functions just like a standard gaze attack. Living subjects with less than 6 HD are instantly slain by the witch's gaze (no save). Those who have 6 to 9 HD must make a Death save or die. Living creatures above 9 HD, and those of 6 to 9 HD who made their saving throws, suffer from a curse which reduces one of their ability scores by 4 points. Randomly determine which ability is reduced by rolling a d6. This ability reduction is permanent until removed with appropriate magic (*remove curse*, etc.).

The witch must be able to look at and see the target of this spell.

Roll d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

### 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 a fine ash in its wake.

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

### **Discern Location**

**Level:** Witch 8

**Range:** Unlimited

**Duration:** Instantaneous

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a *mind blank* spell or the direct intervention of a deity keeps the witch from learning the exact location of a single individual or object. *Discern location* circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

*Material Components:* To find a creature with the spell, the witch must have seen the creature or have some item that once belonged to it. To find an object, she must have touched it at least once.

### **Greater Misdemeanor**

**Level:** Witch 8

**Range:** 25' + 5' per 2 levels

**Duration:** 3 + 1 round per level

The spell functions as per *Misdemeanor*, save the witch can also create multiple illusory aspects of herself. The number of illusions created is limited by her Intelligence score, so a witch with an 18 Intelligence can create 18 illusory duplicates. Each one can do something different. The doubles can move, talk and even appear to attack and cast spells, but they are insubstantial. Touching one will dispel it, but simply disbelieving in them will not. Once dispelled the witch can't create a new double.

The witch still becomes *invisible*, as per the spell.

The illusory doubles last as long as the witch concentrates upon it (and doing no other action), plus 3 additional rounds. After the witch stops concentrating, the illusory doubles continue to carry out the same activities until the duration expires. The invisibility lasts for 1 round per level, regardless of concentration.

*Material Components:* Paper figures resembling the witch.

### **Mind Blank**

**Level:** Witch 8

**Range:** One Creature within 25'

**Duration:** 1 hour per level

The subject is protected from all devices and spells that detect, influence, or read emotions or thoughts. This spell protects against all mind-affecting spells and effects as well as information gathering by divination spells or effects. *Mind blank* even foils wish spells when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, such as *arcane eye*, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

*Material Components:* A bit of slate that the witch makes a chalk mark on and then wipes clean.

### **Mystic Barrier**

**Level:** Witch 8

**Range:** Caster

**Duration:** 1 round per level

When this spell is cast, the witch surrounds herself with a magical hemisphere that provides damage protection of 3 hp per level of the witch and a +5 magic bonus to all saves. In addition, if the witch is of lawful alignment, the witch can inflict 10d8 points of holy damage to any opponent of an opposite alignment who touches the barrier of the spell. If the witch is Chaotic, the barrier inflicts 10d8 unholy damage to any lawfully aligned creatures. If the witch is neutral, this spell confers no additional effect beyond its protective qualities.

*Material Components:* Sea salt poured into a circle around the witch.

### **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 can cast and make the following spells permanent on herself or another:

Alter Self  
Cause Fear  
Comprehend Languages  
Detect \* (any)  
Glamour  
Identify  
Increase Sex Appeal  
Invisibility  
Light/Darkness  
Magic Circle Against \*  
Polymorph \*  
Protection from \*  
Read Languages  
Silent Image  
Tongues

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

By their nature, Witch Rituals cannot be made permanent.

Other spells may be made Permanent at the discretion of the GM. Such application may result in the loss of 2 Constitution points.

*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 Athame).

### **Pit**

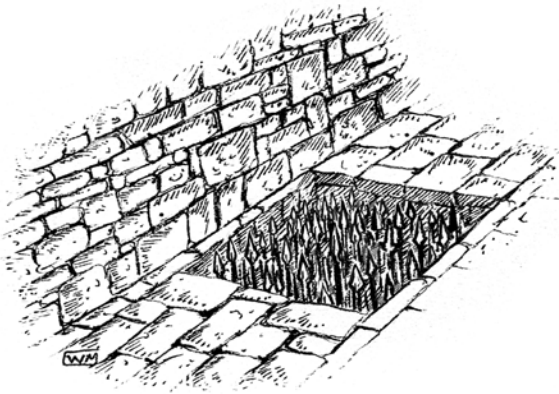
**Level:** Witch 8

**Range:** 100' + 10' per level

**Duration:** Permanent

When this spell is cast, a 30 ft. radius hole appears in the ground beneath the target's feet and drops him 10 feet per level onto a hard surface in an extra-dimensional space, much in the same manner as the extra-dimensional space of the *rope trick* spell or a *Portable Hole*. The pit affects all within the area of effect, and on a successful save, they manage to catch the edge. Failure indicates that they take falling damage and once on the bottom, they are dazed for 1d6 rounds. Creatures so affected may climb out of the hole in following rounds.

*Material Components:* A geode valued at 10 gp.



### Polymorph Any Object

**Level:** Witch 8

**Range:** 25' + 5' per 2 levels

**Duration:** See below

This spell functions like *polymorph*, except that it changes one object or creature into another. The duration of the spell depends on how radical a change is made from the original state to its enchanted state. The duration is determined by using the following guidelines.

Changed Subject is:	+ Duration Factor
Same Kingdom (animal, vegetable, mineral)	+5
Same class (mammal, fungi, metal)	+2
Same size	+2
Related (twig to tree, fur to animal)	+2
Same or lower Intelligence	+2
Add all that apply. Look up in table below.	

Duration Factor	Duration	Example
0	20 minutes	Pebble to human
2	1 hour	Marionette to human
4	3 hours	Human to marionette
5	12 hours	Lizard to mantichore
6	2 days	Sheep to wool coat
7	1 week	Shrew to Mantichore
9+	Permanent	Mantichore to shrew

Unlike *polymorph*, *polymorph any object* does grant the creature the Intelligence score of its new form. If the original form didn't have a Wisdom or Charisma score, it gains those scores as appropriate for the new form.

Damage taken by the new form can result in the injury or death of the polymorphed creature. In general, damage occurs when the new form is changed through physical force.

A nonmagical object cannot be made into a magic item with this spell. Magic items aren't affected by this spell.

This spell cannot create material of great intrinsic value, such as copper, silver, gems, silk, gold, platinum, mithral or adamantite. It also cannot reproduce the special properties of cold iron or silver in order to attack creatures that are vulnerable to those metals.

### Prophecy

**Level:** Witch 8

**Range:** Personal

**Duration:** Instantaneous

When staring into the heart of a roaring fire, the witch may catch glimpses of the future, clues of things to come. Through these visions she can learn certain future truths surrounding an object, person, place or event. The GM will describe what it is that witch can see. The information comes to you in a series of visions, some obscure and vague, while others might be clear and even alarming. Once the witch has seen these images, it is up to her to draw some conclusions about what it was that the GM shared. In any event, she may prophesize about a subject once and only once. This spell is more powerful than *divination* in that it gives guaranteed success at receiving an accurate picture of what might come.

**Material Components:** A fire built from ash, yew, pine, oak and rosewood branches. After the fire is stoked, the witch must eat 3-5 raw hazelnuts.

### Seek

**Level:** Witch 8

**Range:** Unlimited

**Duration:** Instantaneous

The witch may force any creature short of a deity to seek her out. The target creature cannot have more than 20 HD. Those under the effects of the *seek* spell will do everything in their power to find the witch and brave many life threatening risks to do so. Creatures under the effects of this spell will not take suicidal paths such as swimming unprotected through a moat of lava, but they will strive to find some way around, over, under or through said moat unmolested. Targets of this spell act in a manner that appears obsessed, and will appear so to their companions. Once the target has found and approached within five feet of the witch, the spell is lifted.

**Material Components:** A miniature doll with some portion of the subject in its material.

### Seer Stone

**Level:** Witch 8

**Range:** See text

**Duration:** 1 minute per level

The witch may use a crystal sphere to locate an object or a creature as per the *scry* spell with some alterations. While the intimacy of the witch to the subject continues to determine the difficulty, a *seer stone* can look into the past or to the future.

Temporal Distance	Adjustment
1-5 years, past or future	-20%
6-10 years, past or future	-50%
11-25 years, past or future	-75%
26-50 years, past only	-100%
51-100 years, past only	-120%

This spell, like *scry*, creates a magical sensor. It can only be detected by a creature that has an Intelligence of 14 or higher. The following spells may be used through a *seer stone* spell: *comprehend languages*, *read magic*, *tongues*, *fey sight* and *darkvision*.

**Material Components:** A crystal sphere (500 gp).

### Sleeping Village

**Level:** Witch 8

**Range:** 400' + 40' per level

**Duration:** 1 hour per level

This powerful enchantment subdues dozens of individuals with sleep. The witch may affect creatures with up to 4 HD each. The effect spreads out from the central burst location. The sleep induced by this spell is a deep slumber that requires 1d4 rounds of severe shaking and/or noise to wake from. Upon waking from this spell, subjects are drowsy (as the spell, see above) for 1d4 rounds. Taking damage will awaken the target.

*Material Components:* A bit of specially prepared sand and a flute to play a lullaby.

### **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.

### **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.

### **Were-Shape**

**Level:** Witch 8

**Range:** Personal

**Duration:** 10 minutes per level

This spell temporarily grants the witch the physical appearance and abilities of a were-creature. The exact type of creature the witch becomes depends on the material component. Witches under this spell receive the were-creature's appearance, natural weapons, abilities modifiers, armor class and saving throws. Witches may only assume the hybrid lycanthrope form, they may not shift into pure animal form with this spell. *Were-shape* also does not grant the special ability of lycanthropic empathy.

*Material Components:* Animal blood or hair of the same species as the were-shape (e.g., wolf's blood for werewolf shape).

*Ritual Benefit:* Witches can gather in a group to cast this spell on another person. The ritual spell requires three or more witches and the person to receive the were-shape. The ritual can only be cast under the light of the full moon. Each additional witch beyond the required three increases the spell duration by 10 minutes. For example, the spell cast by a 17<sup>th</sup> level witch with five other witches would last 190 minutes (3 hours and 10 minutes).

### **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 will be detailed in each spell description.

Other 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 would require 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 considered the main caster.

## **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 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 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 witch wishes. Coven items will have ritual items (incense, oils, etc.) costing much higher, 1,000 gp or more.

### **Handfasting**

**Level:** Witch Ritual 1

**Witches Required:** 3 (1 witch and 2 individuals to be married)

**Range:** Two people

**Duration:** One Year and One Day

*Handfasting* is the uniting of two (or more for polygamous marriages) individuals with the blessings of the Goddess and her Consort. If the union between the couple is undertaken for love and altruistic reasons, the two gain a blessing in their times of need. Whenever either of the couple is in danger, both members gain a +1 luck bonus to AC, saves and skill checks. This effect lasts for a year and a day.

*Material Components:* An offering of food and music (to be given to the guests) worth 100 gold pieces.

## **Second Level Witch Rituals**

### **Calling the Quarters**

**Level:** Witch Ritual 2

**Witches Required:** At least 3, or an 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. By means of 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 are 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. Cost will not likely run more than 5,000 gp for the most ornate of circles.

### Rites of Passage

**Level:** Witch Ritual 2

**Witches Required:** 3

**Range:** One creature

**Duration:** Instantaneous

In the communities where the witch is an active participant, rites of passage have special social, psychological and spiritual meaning. The witch is often called to pass down the blessings of the Goddess and the Consort onto the people.

The typical rites are Initiation or becoming a witch, birth and naming, *Aimsirtogu* or coming of age, maiden-mother-crone advancement and death.

To become a witch, the initiate first must study for a year and a day before having the ritual cast. All others are cast at the appropriate times, usually the first major holy day after the actual event.

**Benefits:** Anyone that is the beneficiary of a Rite of Passage can add +2 to all rolls made in the next 24 hours. Additionally the target of the spell can also re-roll any one roll they choose.

**Material Components:** An offering of food and incense worth 100 gold pieces.



### Third Level Witch Rituals

#### Curse of Lycanthropy

**Level:** Witch Ritual 3

**Witches Required:** 3 during a particular moon phase

**Range:** Touch

**Duration:** Permanent

By means of this spell, the witch places a devastating curse on one other humanoid creature. The *Curse of Lycanthropy* changes the creature to a type of lycanthrope (were-creature) 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 shape shifters, or animals.

It is believed that the reason lycanthropes exist is 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, so 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 3<sup>rd</sup> level *Bestow Curse* spell or the 8<sup>th</sup> level *Were Shape* spell.

#### Imbue Witch Ball

**Level:** Witch Ritual 3

**Witches Required:** 2, Plus 1 for each additional Witch Ball type

**Range:** Touch (Glass ball)

**Duration:** Until triggered

This spell is used to create witch balls to protect ritual areas and other sacred locations. Before beginning this spell, the witch must consecrate some water to be placed within the witch ball. The ball itself should be consecrated as well. To function, a witch ball must be hanging freely and unhidden.

When this spell is cast, the witch must choose what effect she desires it to possess. Witch balls may have any one of the following functions:

**Protection from Evil:** As the spell of that name. The ball so empowered turns a sparkling cloudy white and shatters when the spell is triggered by the attempted intrusion of an evil being into the protected area. This function requires two witches.

**Anti-observation:** The witch ball prevents attempts to scry an area with a 10 foot radius. This is effective against *arcane eye*, *clairaudience/clairvoyance*, *locate creature* (if the target creature is within the protected area) or against a single use of a crystal ball against the protected location. The witch ball so empowered turns a smoky orange color and shatters when an attempt to scry the area is detected and repulsed (which is automatic, negating the spell used as well if that was what it was). In addition, the person who attempted the scrying must make a saving throw vs. Spells or suffer a blinding headache and temporary blindness (for 1d4 hours) due to the searing orange flash that they "see" as the ball shatters. This function requires three witches.

**Spell Reflector:** This variant can protect a 10 foot radius area around the witch ball from one of the following spells: *color spray*, *fireball*, *flame strike*, *lighting bolt* (includes *chain lightning*), *magic missile*, *meteor swarm*, *freezing sphere*, *prismatic spray* or *sunbeam* (includes *sunburst*). When the chosen spell is cast into the area, the caster must make saving throw vs. Spells to

overcome the witch ball's magic or it is reflected back upon the caster (who must then make any appropriate saves or suffer the consequences of their own spell coming back on them). If the witch successfully makes the save, the witch ball provides no protection against the spell. Regardless of whether or not it successfully protected the area against the chosen spell, the witch ball so empowered turns a yellow color and shatters as it reflects the spell. This spell requires four witches

**Spell Catcher:** This variant can "catch" any spell cast into the area of effect—a 10 foot radius circle centered on the ball—and store it for up to 1 day per level of the witch who created the witch ball. Each spell catcher witch ball can catch but one spell, and that will be the first cast into the area from outside it. The ball turns a cloudy pale violet color when the spell is cast, and turns a darker reddish-purple when it catches a spell. It shatters when the spell is released again, an action under the control of the witch who empowered it. There is no means of detecting what spell has been caught except by releasing it. Area effect spells will be centered on the witch ball when released; other spells—e.g., magic missile—emanate from it in a random direction. This spell requires five witches.

#### Fourth Level Witch Rituals

##### Bounty/Strength to the Unborn

**Level:** Witch Ritual 4

**Witches Required:** 1 or more and the unborn

**Target:** One other witch

**Duration:** Gestation of the life form

This spells gives protection to an unborn fetus or a developing seed to survive until it is born or germinates.

A plant will draw the nutrients it needs from the surrounding area, a fetus from its mother. This is not vampiric, but an extension of a natural process. The mother must then be responsible for taking in more nutrients for herself or lose 1 Constitution point per month (for a maximum of 9). The Constitution point loss is temporary and can be recovered normally.

The witch adds a +2% to the survival rate of the developing life form for every witch level she has (average rate of stillbirth or death soon after birth is 40%). This spell provides protection for a month after the baby is born. Plants are only protected for three days after they come out of the ground. This spell can be dispelled with *Withering Touch*.

**Material Components:** A parchment with various symbols of protection inscribed on it burned in a caldron.

##### 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 nor 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 include 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 (naked).

##### Wheel of the Year

**Level:** Witch Ritual 4

**Witches Required:** 3

**Range:** Participants in the ritual

**Duration:** One season, 13 weeks

Witches celebrate the changing of the seasons as an affirmation of life, death and rebirth. Spring is time youthful vigor, summer a time of strength, fall a time of harvest and passing on, and winter a time not just of death, but of rebirth and a return to life.

Each ritual is specific and is only cast on the first full day of that season; the equinoxes and solstices.

**Rites of Spring:** Spring is a time of renewed vigor and growth. Participants in this ritual gain a +2 enhancement bonus to Constitution. This effect lasts time the Summer Solstice. Children conceived during this time gain a +1 benefit to their Constitution for one year after they are born.

**Rite of Summer:** Summer is time of strength, when the Consort, God of the Sun, rules. Participants gain a +2 enhancement to Strength-based rolls during this time and until the Autumnal Equinox.

**Rite of Autumn:** Autumn is a time of Harvest, the Sun God is weakening, but the Goddess is again gaining strength. Participants gain +2 enhancement to their Intelligence-based rolls until the Winter Solstice.

**Rite of Winter:** Winter is a time when the land slumbers. It is also a time of renewal, for the Winter Solstice marks the return of the light and a time when the Sun God is reborn to the Goddess. In her mourning, the Goddess gained wisdom and that blessing is passed on to Her witches. From the Winter Solstice to the Vernal Equinox, participants gain a +2 enhancement to their Wisdom.

Alternately the Coven may choose to honor the Cross-quarter days instead. These may require additional material components.

**Imbolc Rites:** The pending return of Spring is heralded by the birth of many animals. A newborn may be blessed with +2 enhancement to any check. This lasts until Beltane.

**Beltane Rites:** A popular choice for marriages, this rite provides a +2 enhancement to any check to newlyweds. This may be combined with a *Handfasting* above. These effects last until Lammas.

**Lammas Rites:** The harvest is nigh and bounty is shared with all. This rite provides +2 enhancement to any check for the hosts of the Lammas feast. These last until Samhain.

**Samhain Rites:** The celebration of the dead. Anyone bereaved or in mourning after losing someone over the last year gains +2 enhancement to all checks. This 'Blessing of the Dead' lasts until Imbolc.

**Material Components:** In every case a feast is required. The feast may be paid for by the coven, the participants or some combination thereof. The Lammas Rite feast is always paid for by the host. These feasts also include music and dancing. The cost is 11-20 (1d10+10) gp per participant.

## Fifth Level Witch Rituals

### Control Outcome of Birth

**Level:** Witch Ritual 5

**Witches Required:** 3, plus one mother and child

**Target:** One creature

**Duration:** Permanent

By means of this spell, the witch can control the outcome of birth. Specifically the witch can choose the details of the birth such as gender of the baby or some other detail like removing a family curse before the baby is born (Lycanthropy for example). If cast within the normal time frame (the first few of weeks after conception for humans) then identical twins can be created from a single birth or twins can be reduced to one.

For every month (or equivalent time period) after conception the saving throw bonus increases by +2. This spell is obviously ineffective after birth has taken place.

**Material Components:** The witch caster needs a small clear crystal in which to scry on the developing fetus.

### Hallow

**Level:** Witch Ritual 5

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

**Range:** 40' 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 that 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 Components:** 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.

## Sixth Level Witch Rituals

### Crossbreed

**Level:** Witch Ritual 6

**Witches Required:** 2, plus both parents

**Range:** Visualized or Touch

**Duration:** Permanent

The world is full of living magical creations. Some have occurred naturally over time, others have been aided by this spell. This spell allows two species that a naturally cross-infertile to bare offspring. Both species must be living and able to reproduce on their own. The base chance for the spell's success is a saving

throw vs. Spells; all of the normal modifications do apply plus these additional ones.

Species Cross fertility	Saving bonus	Throw
Naturally cross fertile		0
Same type, not naturally cross fertile, (ex: humanoid mammal to humanoid mammal, e.g. dwarf and gnome)		+2
Type differs by one (ex: humanoid mammal to humanoid reptile, e.g. Human and Lizardman)		+3
Type differs by more (ex: humanoid mammal to monstrous beast, e.g. Human and Hydra)		+4

Save Modifiers (cumulative)	
Size differs between the parents	+1 for each level of difference
One parent is a dwarf, gnome or halfling	+1 (for each parent)
One parent is a magical creation	+2 (for each parent)
One parent is an aberration	+3 (for each parent)
One parent is a goblin, orc or troll	-1 (for each parent)
One parent is a humanoid outsider	-1 (for each parent)

**Other factors:** Dragons, despite their differences, appear to be at least somewhat cross-fertile with humanoids, given the existence of draconic half-breeds. Outsiders, magical beasts and aberrations should be dealt with on a case by case basis. The modifiers above are meant as guidelines.

**Conception:** The conception process can either take place normally or by the means of *Magickal Conception* spell. Obviously for crossbreed to work, two parents are required.

**Material Components:** The focus is a wand made out of wood that was grafted to another tree. Typically a branch of apple or peach is grafted to a tree of oak or hawthorn and allowed to grow for one month. The wand is non-magical, but it does have special properties for this spell. The wand can only be used once. Each parent is also given specially prepared apples and figs to eat. To cut the fruits, a special boline must be crafted. This knife can have no other purpose. The cost for these materials is 500 gp.

### Legend Lore

**Level:** Witch Ritual 6

**Witches Required:** Minimum 3, see text

**Range:** Personal

**Duration:** See text

*Legend lore* brings to witches' minds legends about an important person, place or thing. If the person or thing is at hand, or if the witches are in the place in question, the numbers of casting witches is only 3. If they have only detailed information on the person, place or thing, the casting witches increases to 5 or higher (GM's discretion), and the resulting lore is less complete and specific (though it often provides enough information to help them find the person, place or thing, thus allowing a better legend lore result next time). If the witches know only rumors, the number of witches is increased to 7 or to 13 depending on how little they know, and the resulting lore is vague and incomplete (though it often directs the witches to more detailed information, thus allowing a better legend lore result next time).

Casting time is typically a number of hours equal to the number of witches required.

During the casting, the witches cannot engage in other than routine activities: eating, sleeping and so forth. When completed, the divination brings legends (if any) about the person, place or things to their minds. These may be legends that are still

current, legends that have been forgotten or even information that has never been generally known. If the person, place or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

**Material Components:** Incense worth at least 250 gp.



### Refuge

**Level:** Witch Ritual 6

**Witches Required:** 5, 1 to activate

**Range:** Touch

**Duration:** Permanent

The witch's coven creates powerful magic in some specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to covenstead. The witch that will use the item must be part of the original casting of the ritual.

To make use of the item, the witch speaks the command word at the same time that it rends or breaks the item. When this is done, the witch and all objects she is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to the covenstead. No other creatures are affected (aside from a familiar that is touching the subject).

**Material Components:** The specially prepared object, whose construction requires gems worth 1,500 gp.

## 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 lifesaving 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 for just 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.

### Gate

**Level:** Witch Ritual 7

**Witches Required:** 2 or more

**Range:** 50' from the casting witches

**Duration:** 1 hour per level + 10 minutes per level of each witch beyond 2.

*Gate* opens up a portal to another plane of the witches' choice. Any number of witches may step through to the plane, but one has to remain behind as an anchor, if they are on their "home plane." For example, the witches can choose to enter the Astral Plane, but one witch must remain behind to help guide the others back. If the witches were on the Astral Plane, they then could all return home via the *Gate*.

Witches or others on the Astral Plane do not have a silver cord and exist on the plane in their own body.

A *Gate* cannot be used to move on the same plane.

### **Vision**

**Level:** Witch Ritual 7

**Witches Required:** Minimum 3, see text

**Range:** Personal

**Duration:** See text

This spell functions like the ritual *Legend Lore*, except that it works more quickly but produces some strain on the witch. The witch must pose a question about some person, place or object, then cast the spell. If the person or object is at hand or if she is in the place in question, she will receive a vision about it. The numbers of casting witches required for this kind of information is only 3. If they have only detailed information on the person, place or thing, the casting witches increases to 5 or higher (GM's discretion), and the resulting lore is less complete and specific (though it often provides enough information to help them find the person, place or thing, thus allowing a better legend lore result next time). If the witches know only rumors, the number of witches is increased to 7 or to 13 depending on how little they know, and the resulting lore is vague and incomplete (though it often directs the witches to more detailed information, thus allowing a better legend lore result next time).

Unlike *Legend Lore*, which can take hours, casting time is typically a number of minutes equal to the number of witches required. During the casting, the witches cannot engage in other than routine activities: eating, sleeping and so forth. When completed, the divination brings legends (if any) about the person, place or things to their minds. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield and the places where they perform their key deeds.

Once cast and the answers given, the witches are fatigued and must rest 8 hours before performing any other actions.

**Material Components:** Incense worth at least 1000 gp, any items relating to the question being asked.

## **Eighth Level Witch Rituals**

### **Descent of the Goddess**

**Level:** Witch Ritual 8

**Witches Required:** Minimum 3, cast only during Samhain or Ostara

**Target:** One creature

**Duration:** Permanent

In ancient times there were only the Goddess and Her Consort, their love kept the Earth in a perpetual summer. But as fate and age would have it, the Consort died. Some say it was by accident or violence, but others say it was the course of all things. Weeping, the Goddess went for her lover's soul in the Land of the Dead and winter came to the land.

Upon reaching Death's Realm, the Goddess petitioned Death for the return of her lover, but even Death was powerless. She agreed to stay with Death and He taught Her the ways of life, death and rebirth. For the return of Her lover, all must be reborn. And to be reborn means to die.

Witches cannot use resurrection spells. It violates the cycle of life, death and rebirth that they have always believed in. But in some cases the need is so great that one may be returned.

Permission must be asked by the High Priestess of the coven, if granted then she is granted knowledge of this ritual.

This spell will return one loved one, regardless of duration dead or presence of remains, back to life and full health at the age they were taken. However, if that loved one has died of old age, they will not be able to return, their measure of life was already taken.

**Material Components:** An image of the one to be raised. A special jar or caldron to house the soul of the raised one until their new body is constructed out of the ether. Candles, incense and other ritual items will be needed in a specially prepared ritual area. Total cost for this will be 10,000 gp. The casting witches will need to use all their ritual tools to direct their energies.

### **Imprisonment**

**Level:** Witch Ritual 8

**Witches Required:** 5

**Range:** Touch

**Duration:** Instantaneous

When a coven casts imprisonment and touches a creature, it is entombed in a state of suspended animation in a small sphere far beneath the surface of the earth. The subject remains there unless the casting witches choose to free it. Magical search by a crystal ball, a *locate object* spell or some other similar divination does not reveal the fact that a creature is imprisoned, but *discern location* does. A *limited wish* or *wish* spell will not free the target, but will reveal where it is entombed.

If the coven knows the target's name and some facts about its life, the target takes a -4 penalty on its save.

### **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. Once cast and activated, this will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on their attacker, spells backfire or effect the caster 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 total.



## PART 5: COVENCRAFT

### 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...  
Fair is foul and foul is fair  
Hover through the fog and filthy air."

*Macbeth,  
Act I, Scene I*

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

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

Under most circumstances when not adventuring, a witch may spend a great deal of time with her coven. Like a priest and their church, the coven is the center of the witch's religious life. Covens become a second, or sometimes first, family to the witch. The coven often contains members of the same family. It is no wonder that witches from the same coven will refer to each other as "sister" or "brother." No witch will ever betray her coven, even under the prospect or reality of torture.

### Covens and Game Play

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

Witch Player Characters should be handled with great care. Witches, like wizards, start out in the game relatively weak, but also like their wizard brothers, they grow in power. Like wizards and priests, witches should be looked to as sources of wisdom and insight. If there are more than one or two witch characters in an adventuring party, it should be assumed that they are both members of the same coven. Covens guard their secrets and spells very carefully; a witch is not likely to work with another witch of a different coven. Even similarly aligned covens are often wary of each other.

Unfortunately, due to the mysterious nature of witches, many are often hunted and killed. Granted there are chaotic witches, aligned with unspeakable things from the Infernal Planes, there are also lawful and neutral witches. A witch, if she is known to be a witch, will be under suspicion from all, save her closest of

associates and friends. Many witches will disguise themselves as clerics or wizards. In some areas, paranoia of witches runs so high that actual clerics or wizards may be charged with witchcraft. The GM must design the specifics of his campaign worlds and laws made to deal with "witches." Of course not all witches are content to hide in the shadows or under guise. Some witches are quite open and honest with their craft. This will all depend on the nature, personality, and alignment of the witch herself. Witches should add spice and variety to your campaign world, both lawful and chaotic witches. Many of the details have been left up to the player's and the GM's discretion. For instance, she may wish to design specific daily rituals for his witch, or she may wish to expand on the witch's relationship with her patron. Who exactly are they? Where are they? The GM is encouraged to experiment with the witch class, as long as she avoids the temptation to make her excessively powerful.

### Witch's Name & Mark

When a witch enters a coven, she is sometimes given a *coven name*. This is the name that the witch uses in the coven, in her rituals, and it is part of her personal symbol. A witch PC will never use her own or some else's coven name in public. This name is used for magical, coven and worship purposes only.

Upon entry to some covens, the witch may also receive a special mark on her body that identifies her as a witch. This mark, which can be almost anything, is usually small, well hidden and insensitive to pain. The mark usually appears as a small mole or raised area on the skin. Any witch can recognize another witch due to this mark. Unfortunately for the witch, Witch-Hunters also have learned how to recognize the mark. This mark can never be removed. Only the witch's patron can remove a witch's mark. If the witch ever falls into disfavor with her deity, this mark will grow to an unsightly blemish or other skin deformity.

### Duties of the Coven

Witches are usually their patron's direct representation in the mortal realms. They further their patron's name through actions and deeds, not in words as priests might. Needless to say, the witch does not spend a great deal of time educating or preaching to the flock of worshipers. Common rites performed by a witch are birth rites, marriage rites (known as *Handfastings*), changes of the season, and death or funeral rites. A village witch may also provide spells for a service or payment. Any witch can provide their potions for sale or use. Most common potions are for healing, telling fortunes and casting love or curse spells for others.

### Officers

The highest level witch of the coven is usually, but not always, chosen to be the leader of the coven. The leader of the coven is called the High Priestess (or High Priest) regardless of her actual level. It is her responsibility to guide the worship proceedings and to instruct the new initiates. The High Priestess does not have to work alone. There are other offices that a witch may hold within the coven. These offices have no game benefits, but can add flavor to role-playing the witch. Some examples of officers and their roles are:

*Coven Council* – Elders or leaders of the coven. Usually the council consists of three members. They sometimes represent the Maiden, Mother and Crone aspects of the Goddess. Other officers are, *Scribe* - secretary (air), *Pursewarden* - treasurer (earth), *Minstrel* - lore keeper (water), *Watcher* - security officer (fire), *Guide* - youth advisor, *Archivist* – librarian.

Others may be determined as needed, and in small covens one witch may perform many duties. These offices may be voted on, or volunteered for. Typically the term lasts one year and is chosen at the next holy season. Officers may wear a special

color cord or some other badge of office that distinguishes them from other members.

## Coven Names and Symbols

A coven often chooses a name that describes what they do or how they have come together. A symbol is chosen and this becomes the “signature” of the coven. A witch might make her own personal symbol based on the covens.

There could be hundreds of covens with the name “Coven of the Goddess,” but most covens, even if that name would suit them, feel that a bit more originality is required. A coven that met for the first time on a rainy night may decide to call themselves the “Crying Sky Coven,” “Grove of the Living Elm,” or, like the followers of the fire goddess Brigit, “Daughters of the Flame.” Other names could even be whimsical or mythic, such as the “Laughing Dragon Coven.”

## The Covenstead

The place where the coven physically meets is known as the **Covenstead**. Here the altar and other magical tools will be found. A covenstead may be a permanent building or place that is used for nothing else. It may also be a temporary place.

### Permanent

Creating a permanent home for the coven has many advantages and a few disadvantages as well. To begin with, a permanent covenstead can house all of the items required by the witch to perform her duties of worship. Consecrated items and the coven’s Book of Law may be stored here for all of the witches’ use. Plus the coven can place great spells of protection here to guard these items. In addition, well-equipped covens may even have room for a small library or research area.

A permanent covenstead gains the following benefits after time. Time is measured from the second full day that the coven has stood.

Time Covenstead has stood	Benefits
1 month	Hallow spell
3 months	Protection extends to Ethereal
1 year	Protection extends to the Astral
10 years	Protection extends to 1,000’ in any plane that touches the covenstead’s home plane

The longer a permanent covenstead has stood, though the more likely it will also be discovered by others.

### Temporary

A temporary covenstead lacks many of the features found in the permanent covenstead listed above. Since it is temporary, the chance that any consecrated item kept there will be defiled or stolen is far less.

### Other Types

Some covens may meet permanently in one spot, but that may not be the only function of that physical locale. Examples include a room in a house that is used for other things than coven business or a “sky thatched temple” which is outside. These places gain the benefits and drawbacks of a permanent covenstead only when at least 3 witches are present. Otherwise it treated as a temporary one.

## Witches without a Coven

Under certain circumstances there will be a witch or warlock that exists without a coven. These witches can be grouped into two

basic categories, solitaires and renegades. In either case, witches without covens do not have access to Coven spells.

## Solitaries

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

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

## Renegades

If solitaires are alone by necessity, then renegades are alone by choice. Any witch removed from her coven and continues to practice as a witch is considered a renegade. Mostly, renegades have been accused or convicted of some crime against the coven. They may still have some of their previous magic, but most often their Patron has also stripped them of their powers. Sometimes these witches have left their coven and have become members of another coven, or started their own. While they may still be advancing as a witch, their former coven-sisters may consider them as renegades and no longer witches.

A good example is the various cults of the God Set. There is the Temple of Set, the Church of Set and the Brotherhood of Set. Which one was the first is unknown to most sages. Everyone else may not see any differences between these groups, but each sect sees the others’ members as renegades and treats them accordingly. How the God Set views them is unknown.

## Notes on Creating a Coven

When trying to make a coven the questions that should be asked are: What patron does the coven represent? What purpose does the coven have? And, can this purpose be carried out by that patron’s normal clergy? Remember that not every deity will have a witch coven or even need one, but every deity will have a clergy of some sort. Witches take a lot of the deity’s time and work (not to mention the Game Master’s!), and a deity will not create a coven unless She absolutely needs it.

When Witches are to be added to the campaign the GM needs first to decide which patrons will have witches and which will not. The GM must decide the nature of the coven, its members, its laws and rules, its spells and its worship.

## Examples of Covens

Wherever there are witches, there are covens. Every witch must belong to a coven and each coven is unique. Covens build the rules of conduct for the witches and provide them a place to learn their new abilities. The Goddesses instruct the covens and the coven members on magic and how they are to serve. Ardaynes or Ordains are the Laws of Witchcraft. These are a set of rules governing both individual and coven conduct. Several old versions exist and their origin is unknown.

The Goddess or God of the witch is always the primary power in the witch’s life. The witch will revere her patron over any other goddesses or gods the witch might also acknowledge. Certain

differences apply to the various Goddesses of the witches. Presented here are various Goddesses and their respective covens.

*"Now, then, must you face those whom you seek"*

From the Initiation Rite

### The Daughters of the Flame

The witches of Ireland, Scotland and Wales all share a common Goddess in their wide and diverse pantheons. Brigit, also known as Brighid, Brigantia, Bridget, Brigid, Bride and Brigandu, is the Celtic Goddess of Flame, Fire and Hearth, but also of Healing, Midwifery and Wisdom. She is honored by many witches, mostly of the Classical Tradition, but none honor her higher than The Daughters of the Flame.

The Witches of Brigit are charged with spreading Her bounty across the land, and so are often seen carrying two clay jars. The first contains water from a sacred river or stream, which the Daughters can pour into other streams to cleanse them. The second jar contains dung from Her pastoral lands which, when distributed, brings Her blessings upon fields and villages.

Formal records of the Daughter's foundations do not exist since the earliest days forbade the use of writing down holy or magical transcripts. History was passed from mother to daughter. It is known that they were contemporaries of the Druids and may have been Ban Drui (a sect of female druids) themselves.

The earliest known members were the Ban Drui sorceress Bodhmal and the witch Liath the Lurcha, which dates back to the 3<sup>rd</sup> century CE.

They have survived time, the Vikings, the Christianization of their homelands, and the Burning Times. They may not be the oldest order, but they are persistent.

There are two schools of thought within the Daughters of the Flame organization. The first, the *Eala*, are known for their traditionalist ways and desire to remain a pastoral order and not get involved in the affairs of the world. The second, the *Brenna*, want to take a more active role in removing the threats to the Daughters, both mundane and supernatural.

**Members:** This coven numbers 19 witches, with one leader, the High Priestess. Members of this coven can only be women and no man may enter into the sacred areas of worship. A witch must have a high wisdom score (15 or better) to enter the coven. No preference is given on how the witch appears, but those with bright red hair are known as the "blessed of Brigit."

**Traditions Supported:** The vast majority of these witches are Celtic Classical witches. Once in a great while a Faerie witch has belonged to the Daughters of the Flame.

**General Alignment:** The Daughters are overwhelmingly Lawful, with a scattered few Neutral. No Chaotic witch can ever join.

**Patrons:** The patron of course is Brigit, the Bright One or the Bright Arrow.

**Sabbats and Rituals:** Witches of Brigit are required to keep a perpetual flame burning at their shrines. The witches of the coven each take turns tending the flame in 20-day cycles. On the 20th day, Brigit herself magically tends the flame.

A huge festival is given at the time of Imbolic, also known as "Lady's Day." It is a celebration of the forthcoming return of Spring.

**Common Traits:** The Daughters prefer the simple quiet life of country living as opposed to the life of an adventurer or city dweller. They wish nothing more than to be left alone to tend to their sacred flame, but they will not turn away those in need of help. Every daughter takes skills in healing and midwifery. Legends tell that Brigit was midwife to the Gods and thus the Bright One's name is always invoked during times of labor. If a Daughter hears such an invocation, she will not hesitate to aid. Daughters of the Flame can also perform handfastings (marriages) and naming ceremonies for newborns.

Despite their affinity for families and children, the Daughters rarely if ever marry themselves.

**Principles:** "Brigit is a force of Life. To honor Her is to Honor life. Live simply and aid those in need. Tend to the Flame, for the Flame is Life."

**Ardaynes:** Aid those in need, especially mothers and children. Protect all forms of life. Do not kill unless absolutely necessary. Then do so quickly, offer no quarter, and beg no quarter. Tend to the Flame. Destroy all undead, as they are an affront to Life and therefore the Goddess.

### The Mara

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

Of all the known covens, few are as deadly as the Mara. The Mara 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 their claims, they 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 Mara tend to have more Maleficia than any other type of witch. The rest are also welcome on a limited basis.

**General Alignment:** The Mara are mostly chaotic. Mara under the care of Hecate tend to be more neutral.

**Patrons:** The main patron of the Mara is the Goddess Lilith. She is called the Queen of Night by her witches. Some smaller covens honor Hecate instead.

**Sabbats and Rituals:** Mara always congregate 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).

Mara 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:** Mara 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 larger victory for Evil. Use whatever means, tools and talents you have to obtain your goal.

### The Temple of Astártē, Queen of Heaven

Astártē (Ah-star TAY) is the goddess of love, fertility as well as war and lasciviousness (lust) to the ancient peoples of Canaan and Phoenicia; she was worshipped as far West as Carthage, Sicily, Sardinia and Cyprus. All Her witches work to insure the fertility and the safety of the land. Not mere pacifist, the coven of Astórtē will also take up arms as befitting the Goddess of War.

**Members:** A typical coven is five members.

**General Alignment:** Astártē is predominantly Lawful. Her witches tend towards Lawful and Neutral.

**Sabbats and Rituals:** Insuring the fertility of the land by pouring holy water on to crops or on to the soil. Clergy also train in various martial arts activities.

Resurrection festivals are held at the full moon following the vernal equinox. This celebrates the return of spring and a reminder of Damuz's return from the dead. Worshippers burn incense and pour libations to her.

**Requirements for Membership:** None. Must revere Astartē. Given Her fertility aspect, most of her witches are female.

**Common Traits:** As with most pagan Goddesses, the witches of Astartē perform all rituals while skyclad. On rare occasions they will don long robes.

Many members of this coven adopt the pentacle, a five pointed star in a circle, as their own personal symbol in reverence of their Goddess. Some even go as far to have the symbol tattooed on their bodies.

**Ardaynes and Principles:** Ensure the fertility of the land. Revere the Goddess. Protect those that also revere the land and the Goddess.

## Tools of the Craft

Witches rarely accomplish their goals on will alone. Most, if not all, witches depend on tools, both mundane and magical. Certain tools are used in Witchcraft for ritual purposes, such as to invoke their patrons, banish negative influences and cast circles. While not all of these tools are necessary to practice witchcraft, the witch will have at least one item that she has chosen as a spell focus. This item is helpful in increasing concentration and directing energy (See **PART 4: SPELLS & SPELLCRAFT**). Most tools correspond to certain elements of nature, such as Earth, Air, Fire and Water, and are particularly helpful when performing rituals centering on that particular element. Some of the tools may be difficult to find, but the right one eventually comes to the witch.

Other tools are periphery in nature, allowing the witch to complete other duties of her craft.

## Ritual Tools

*In order to properly carry out the greatest and most important Operations of the Art, various Instruments are necessary, as a Knife with a white hilt, another with a black hilt, a short Lance, wherewith to trace Circles, Characters and other things. The Knife with the white hilt should be made in the day and hour of Mercury, when Mars is in the Sign of the Ram or of the Scorpion.*

Chapter VIII,  
The Key of Solomon the King  
(Clavicula Salomonis)

Tools are simply a way to direct and focus energy for magical workings. They have no power except for what the witch gives them. Tools should be consecrated or cleansed before use in a circle to clear them of any negative energy.

Witches are expected to treat their ritual tools with the utmost care. These items do not provide the witch with power, but only allow them to focus the energies of their patron.

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

Heirloom items can also be used, in particular tools from a family tradition.

## Athamé

The Athamé (pronounced *ah-thah-may*) is a magical knife that is commonly used in witchcraft. It is never used for cutting or combat purposes, or for any purposes outside the coven or spell-work. The Athamé is used in ritual to direct energy and is an instrument of power and manipulation. The blade is often dull and double-edged and the handle is black or some other dark color to absorb power. They are very fine quality and normally have to be specially made. Normal or magical knives, daggers or swords created for combat cannot be used.

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

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

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

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

## Broom

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

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



## Cauldron

Nothing better conjures up the stereotypical image of a witch than a cauldron. The cauldron is a symbol of the Goddess and corresponds to the element of Water. It is used in ritual as a container in which magical transformations can occur and is often a focal point of a ritual. During spring rites, it can be filled with water and fresh flower petals and in winter, fires can be lit within the cauldron to symbolize the rebirth of the Sun. It can also be filled with water and used for scrying into the future. Cauldrons are often three-legged and made of iron. They come in all sizes ranging from a few inches in diameter to several feet across.

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



### Censer

The censer, or incense burner, represents the element of Earth. It can be a big, swinging metal contraption like those used in churches or a small wooden stick incense holder, whichever the coven requires. The use of both the stick holders and the metal containers for powdered incense are fairly common.

If the witch can't find a suitable censer, a bowl filled with sand or salt works fine. The sand or salt absorbs the heat from the charcoal, or incense sticks or cones can be pushed into it. Many witches find that incense greatly increases their concentration and is especially useful in meditations or scrying.

The censer is a tool of the element of Air.

### Chalice

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

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

### Pentacle

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

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

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

### Wand

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

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

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

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

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

### Other Tools

These are some of the other tools that are used by witches. For a few of these tools it is believed by some that they are a direct result of the persecution of witches over the centuries. Take the sword, for example. A sword is long, cumbersome and very visible. During the darkest years of witch-hunts, for a villager, especially a woman, to possess a sword was very suspicious. Some believe that to blend in or assimilate, the sword became the dark-handled knife (the Athamé). It was not unusual for all walks of life to possess daggers. The same applies to the staff. The staff is several feet high and again, very visible. Some believe the wand is a direct result of "shrinking" the staff to a stick, something that could be found in every home in one form or another.

### Bell

The bell is used for summoning spirits and for starting vibrations. Bells can either be rung by the witch or by the spirits she summons. It is believed that spirits and fairies will ring bells when they enter a room. Bells are rung to ward off bad spirits or to signify the beginning or end of a ritual.

The bell is a feminine symbol and is often used for summoning the Goddess.

### Laybrys

This is a small one handed, double bladed axe. Most often used by dwarven witches it serves the same purpose of the Athamé. While the Laybrys is in fact sharp, it is not used for cutting mundane items and never as a weapon.

### Mortar and Pestle

The mortar is the cup and a symbol of the Goddess. The pestle is used to grind the ingredient into powder and is the symbol of the God. Witches that use these as their spell focus grind the material components in the mortar and focus the spell with the pestle like a wand.

The pestle maybe used to draw symbols on the ground, or anything that a wand may do.

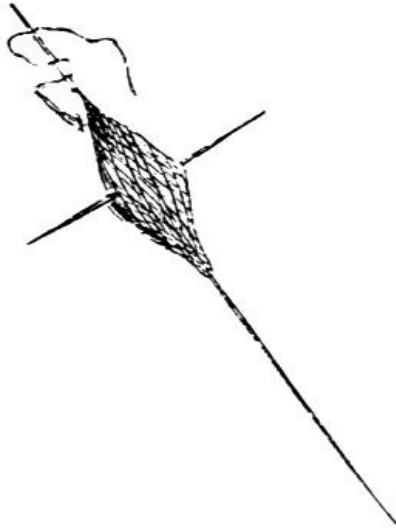
These tools can be used for mundane purposes, but most often the witch has another set for cooking.

### Staff & Distaff

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

The distaff is an item that is almost exclusive to women. The distaff is used in weaving to hold wool that is being spun. Over the years witches have used the distaff in a manner similar to the

staff as a ritual tool. Unlike the staff, no one is suspicious of a woman carrying a distaff.



### Stone

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

### Sword

The Sword directly relates to the Athamé and has the same attributes and uses. The sword is still used by many witches in ritual and magic. Like the Athamé, the sword must be dull and never used for combat purposes.

### The Witch's Tome

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

Any witch without her tome cannot memorize new spells or perform any of her official or ceremonial duties. She can

continue to cast and re-memorize spells she already has learned. A witch cannot advance in levels or gain experience points past a new level until her tome is recovered.

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

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

### Contents

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

### The Book of Law

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

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

**GM's Note:** Even though some classical witches did not keep a tome and some historical traditions forbade the writing of holy material, we will ignore that here for game play. Game witches need to keep a written tome for their personal use and the coven needs to keep one for coven business. This of course assumes that the witch has the necessary intelligence to read and write.

## PART 6: MONSTERS

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



### Using Monsters in Your Game

As in any game, monsters are designed to add a challenge to player characters. 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, with lower numbers indicating better armor. For compatibility with later editions, Ascending Armor Class is presented in brackets: []. This is based on an unarmored score of 10 and going up to represent more armor. For example, a human wearing normal clothing would be listed as

having an armor class of 9[10]. A creature with +2 protection (armor or magic) would have an AC of 7 [12].

**Hit Dice (HD):** The number of hit dice the creature has. This is roughly equivalent to the level of the creature and how much a challenge it represents. Hit dice also determines the number of hit points the creature has on a d8. So a 3 HD creature has 3d8 hit points. GMs may simplify hit point calculations by taking the HD and multiplying it by 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 hit points. This can be level draining abilities or the use of spells. HD are also used in the calculations of experience points for defeating the creature.

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

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

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

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

**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 might save as other classes, typically as a witch, and these will be noted.

**Morale:** On a score of 1-12, this is 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.

**Treasure Type:** This is the type of treasure typically encountered with the creature. Note that 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.

## Baobhan Sith

Armor Class: 2 [17]

Hit Dice: 9d8+2\*\* (43 hp)

No. of Attacks: 2 claws, 1bite

Damage: 1d4+2 / 1d4+1

Special: Blood drain, captivating dance, dying words, spell-like abilities, vulnerable to iron

Movement: 30'

No. Appearing: 1-3

Saves As: Fighter 9

Morale: 9

Treasure: None

Alignment: Chaotic

XP: 1,800

The Baobhan sith (*bavaan shee*, "faerie woman" in Scottish Gaelic) are evil female fey that feed on the blood of living creatures. By entrancing creatures with their dance, they lure men to their deaths. Baobhan sith are always female; no males of this race are known to exist. These creatures are generally found in remote locations such as unclaimed forests or overgrown and ruined keeps, castles or the like; always a secluded location, but close enough to a populated area that the baobhan sith can feed when hungry.

Often called the "White Woman" of the Scottish Highlands, the baobhan sith are often confused with vampires. Though they are not undead, they do have a lot of similarities. Both feed on blood and use seduction in order to lure their prey into their grasp. Baobhan sith also are vulnerable to cold iron, much like a vampire to silver. The baobhan sith also avoids bright sunlight, it is not dangerous to her, but they avoid it all the same.

Local legends claim that when young women fall to the allure of witchcraft and lie wantonly with men they will die and return as baobhan sith.

Their lairs are typically clean; the monsters have disposed of the rotting corpses of past victims. They are solitary creatures and rarely work in groups. There is however a popular tale of a group of four men traveling in the Scottish Highlands that were seduced and attacked by three or four (depending on the tale) Baobhan sith working together. Baobhan sith each have their own hunting ground and to intrude on another's is certain death.

Baobhan sith prefer to use their abilities against male humanoids, particularly elves or humans, and most of all bards. They generally avoid dwarves and halflings, though if food is scarce they have no qualms about draining the blood of just about any living creature. They do not drink the blood of animals; no matter how hungry they are, as they see this as primitive and savage.

A baobhan sith stands 5 to 5-1/2 feet tall and weighs roughly 120 pounds. Her hair ranges in color from black or brown to golden yellow. Eye color varies but is usually brown or green. A baobhan sith wears flowing, loose fitting robes or tunics of white or green often tied at the waist with a scarf of red or black.

They speak Common, Elven, and Sylvan.

A baobhan sith prefers to attack a lone target and generally avoids combat with groups, fleeing if confronted by such a party. Stragglers are often the subject of the baobhan sith's attention if the straggler is far enough behind its comrades.

When first encountered, a baobhan sith opens combat with her captivating dance. Creatures that fail to succumb are entangled (saving throw vs. Paralysis). Once she has captivated at least one foe, she moves in and uses her sharp nails to draw blood from the victim's chest or throat and then it drains the victim's blood. It deals bite damage and drains blood, dealing 1d4 points of permanent Constitution drain each round it maintains the hold. At Constitution 0, the victim dies.

The Baobhan Sith may cast spells as a 3<sup>rd</sup> level witch.

If overwhelmed or outnumbered, the baobhan sith uses her entangle ability (if she hasn't already used it) and tries to slip away into the surrounding forest.

**Leanan Sith** (Leanan Sídhe, Lhiannan Shee, "faerie mistress"): The Leanan Sith is the Manx (Isle of Man) counterpart to the Baobhan Sith. This creature can be found all across the British Isles. She has the additional power of being able to turn invisible at will, as a spell like ability (9<sup>th</sup> level). The Leanan Sith will typically feed on the blood and life force of young poets. They drain the victims slowly, and in a state of ecstasy. Such poets create works of unsurpassed brilliance while in the clutches of these women.



## Banshee

Armor Class: 5 [14]

Hit Dice: 7d8\*\* (32 hp)

No. of Attacks: 1

Damage: 1d8

Special: Wail, fear, vulnerable to iron or +1 or better to hit

Movement: 45'

No. Appearing: 1 (always solitary)

Saves As: Fighter 7

Morale: 10

Treasure: None

Alignment: Chaotic

XP: 1,000

The Banshee, or bean sí in Irish, is a type of ghost. She has been alternately described as evil elven female, a female witch of the faerie tradition or even a type of undead fae. What is known is that a banshee is usually associated with one site or family. Seeing a Banshee 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, but 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.

### Batlings

Armor Class: 1 [19]

Hit Dice: 1d8+1 (6 hp)\*

No. of Attacks: 1 Small Sword

Damage: 1d4

Special Attacks: Hypersonic Shriek 1 per day 2d6  
(save vs Petrify for half)

Movement: 10', fly 60' (perfect)

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

Saves As: Fighter 1

Morale: 8

Treasure: None

- Tribe: 3d6 SP, 2d4 GP, Gems: 5% 1d4

Alignment: Neutral

XP: 75

Batlings are magical crossbreeds of pixies and bats. Batlings look like 1' to 2' tall pixies with bat-like wings and features. Their feet are like those of a bat with small claws for hanging upside down. Their bodies resemble pixies covered with short soft fur. Their fur ranges from light brown to a deep black. Their faces are also like those of pixies, but with some bat-like characteristics. They have a sharp teeth and large ears like a bat. They have smallish eyes and small slightly upturned noses. Batlings can speak with bats and pixies in their own languages. Many have been able to learn elf or common. Batlings speak with high-pitched voices.

They tend not to wear clothing when young or among their own kind. They have been known to wear clothing similar to that of other pixies, only drabber and more functional.

Due to their appearance and origin, Batlings are often believed to be small demons or at the very least evil. However, nothing could be farther from the truth. An insane witch who was researching new familiar types created the Batlings. He believed that by combining the appearance of the bat with the intelligence of a pixie, he would have a frightening ally. His experiments were a tremendous success; he created a race that could breed true. However he underestimated the natures of both the pixie and the bat. He produced a race that was both intelligent and good.

Batlings tend not to interact with other races other than pixies. This is not out of choice, but necessity. Batlings are usually hunted down because they are believed to be evil. Batlings tend to be a very gregarious race that centers on the extended family. Batlings get along well with other faerie races especially pixies and slyphs. Grigs tend to avoid them.

Like bats, Batlings live in dark places, such as caves. They are nocturnal, which only adds to the superstition that surrounds them. Batlings come out at night to socialize and feed. An adult Batling can eat 3 to 4 times his own weight a night in flying insects. This helps support their high metabolic rate. Batlings are also found of fruits, especially grapes. They make an extremely potent wine from grapes and a fungus that grows in their caves. Batlings mate once a year in the spring and the female gives birth to a clutch of two young. Batlings usually mate for life. Batlings keep their lair far from humanoid eyes. Usually they have many regular bats in their lair to keep guard. The young

reach maturity in seven years. Batlings typically live 40 to 50 years.

Batlings have a type of low-light vision equal to Infravision to 60'.

### Bendith Ý Mamau

Armor Class: 4 [15]

Hit Dice: 1d8-1\* (3 hp)

No. of Attacks: 1 (short spear)

Damage: 1d4

Special: memory loss, vulnerable to iron

Movement: 30'

No. Appearing: 4-8

Saves As: Normal Man

Morale: 6

Treasure: 50% 2d10 SP, 30% 2d10 GP, 20% Gem1d4

Alignment: Neutral

XP: 25

The Bendith Ý Mamau ("The Mother's Blessing", pronounced "Ben-dith uh Momay") is an unpleasant group of Welsh fairies. This particularly ugly breed is a mix of goblin heritage and fey traits. They are squat creatures with heavy, awkward bones, a grey flesh, and thick, curly reddish-brown hair. Their face is particularly unpleasant to look upon, with pronounced features; a large, bulbous nose; thin, frowning lips and heavy eyebrows. The ears of the bendith ý mamau are oversized, with the distinctive pointed tips of fey creatures.



The bendith ý mamau are a selfish species who care little for the troubles of others. They envy beauty in all its forms and seek it for their own. Jealousy comes easily to this race. They are also frequently grumpy, but can be patient and slow to anger. Their most redeeming quality is the beautiful music they can produce, a gift of their fey-touched blood. They practice music at every opportunity, striving to achieve new levels of talent yet never quite attaining the ability they desire. Bendith ý mamau speak Common, Goblin and Sylvan.

Most bendith ý mamau would rather avoid a fight, even one they could win handily, and are not particularly noted for their martial qualities. They will use weapons when necessary, but prefer to fight at a significant advantage. Their spell-like abilities are put to good use when escaping a fight, or surprising a foe.

**Memory Loss:** Bendith ý mamau have the unique ability to erase a creature's memories by singing. Starting a memory loss song is a standard action requiring concentration. The song must be targeted at a foe within 90 feet who can hear the music.

If a saving throw vs. Spells fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the

bendith y mamau continues to play and concentrate. Whether or not the save is successful, that creature cannot be affected again by the same bendith y mamau's memory loss song for 24 hours. This is a mind-affecting effect. The duration of memory lost must be specified before the song is completed, and can be no longer than one full day per round of continuous singing. The subject retains its skills, languages, and class abilities, but forgets everything else until he or she receives memory restoration with *limited wish*, *wish* or *miracle*.

## Boroka

Armor Class: 2 [15]  
Hit Dice: 4d8+6\*\* (24 hp)  
No. of Attacks: 2 claws or by weapon  
Damage: 2d4/2d4 or by weapon  
Special: Illusion, charm  
Movement: 25'  
No. Appearing: 1-2  
Saves As: Fighter 4  
Morale: 8  
Treasure: Magic: Any 1d4  
Alignment: Chaotic  
XP: 200

The boroka is a cannibalistic monster related to the lamia. She has the head and upper torso of a woman, four legs that end in claws, the wings of an eagle and no tail. Her skin and hair is a uniform bone white. Her human parts are extremely beautiful, and all Boroka have mesmerizing voices. Her skin is cold to the touch. The boroka stands a little over 5' tall and weighs 1,700 lbs. Boroka disdain clothing and instead paint themselves in various colors, often dyeing their long hair.

The boroka prefer not to attack, but their diet brings them into situations in which combat is unavoidable. When they need to defend themselves, they use their ability to charm and illusion to ward off attackers. She is fond of eating children and will attack to kill any women or children encountered. Males are kept alive via their charm ability.

When entering into combat, the boroka fights with its claws or by weapon type. Typically, they prefer smaller weapons such as daggers or short swords.

Boroka are believed to be reincarnated from a coven of witches that had been cursed by their own Goddess. What they did to receive such a horrible punishment is lost to time, but locals believe the witches were practicing cannibalism and eating their own children.

In order to reproduce, the boroka must charm a human male. Only female children are ever born to these unions. Often the tribe of boroka will charm a male and keep him there for months or even years as breeding stock, until he eventually dies from exhaustion.

Boroka may cast a *charm* spell as per a witch of 4<sup>th</sup> level.

Boroka tend to be solitary, although they do live in small tribal bands of no more than twelve individuals. If more than one boroka are encountered, it is usually a mother and a daughter. The daughter fights as the mother, but for half damage. If combat is going badly, the mother will not hesitate to abandon her offspring to save herself.

Young Boroka reach full maturity in 10 years. They typically live to an age of 45 years. Mothers and daughters do not associate with each other after the daughter reaches maturity.

## Brownie

Armor Class: 4 [15]  
Hit Dice: ½ d8 (3 hp)\*\*  
No. of Attacks: 1 (small dagger)  
Damage: 1d3  
Special: Spell-like abilities

Movement: 40'  
No. Appearing: 4d4  
Saves As: Witch 5  
Morale: 8  
Treasure: None  
Alignment: Lawful  
XP: 15

Brownies resemble tiny men about two to three feet in height, with brown, charmingly wrinkled skin and shaggy brown hair. They tend to wear drab colors, especially brown, from which they get their names. They have little, flat faces, no finger or toe nails, and pinhole nostrils. They are not particularly attractive creatures, but make up for it with their happy smiles and extroverted nature. Brownies are careless of their appearance, and are oft wont to dress in shabby attire that they ill-maintain. While seemingly unarmed, brownies can produce small bows and other weapons that are woven out of magic. Their arrows can be tipped with a toxin that can place even large creatures in a deep sleep.



Brownies fight craftily and well, but usually not as skillfully as their elven cousins. They are noted for their ability to drive away the evil goblin, and to protect the families to which they are attached. Among the many and varied people of the fey, the brownies are often considered the best-natured and most benevolent. They are the farmers and peasants of the fey, and form tight-knit communities with strong family bonds. The brownies have their own unique brand of honor and courtesy, and will loyally serve their friends and those to whom they have formed an allegiance. Many brownies will choose to dwell among humans in the countryside and can become quite attached to particular places or deserving families. While doing so however, they take great care not to be discovered by their hosts. Such brownies can be quite protective, especially toward children or the cheerfully innocent, and will work to hinder goblin mischief and drive away evil fey. Brownies work at night while people are asleep, and are known to perform any needed chores or serve favors without being asked. However, they are quite grateful for any tasty morsels, bowls of cream or sweet food left as a gift, and their appetite can be immense for such small beings. Brownies will also protect cattle and will perform mischief upon lazy servants. It is common lore among country folk that brownies have a dislike of money and can become most offended by attempts to

hire their services. If offered payment or a gift of a cloak and hood they will most often immediately depart, or may resort to malicious mischief. For the most part this lore is true, especially if the brownie has not attached itself to the household. However, for a family that to which a brownie has taken particular favor, such an offense can be forgiven. Brownies have a deep understanding of magic and save as if they were a witch of 5<sup>th</sup> level.

### Bogey

Bogey (also called Boggles and Boggarts) are mischievous cousins of the Brownie. They are often the confused for one another, as they appear to be exactly the same. However, Bogeys are chaotic and tend to undo all the things that Brownies do. They are known to knock over milk pails, pinch sleeping babies and basically be a nuisance. Their antics are rarely harmful, but there are a few who are actually evil-natured and do intend harm. They can only be removed by a Remove Curse or similar greater magics.

### Buckawn

Buckawns (also called Bwca) are larger, more dour relatives of Brownies. They tend to live in the wilds and avoid human contact whenever possible. Buckawns are neutral, and prefer to be left alone, tolerating neither their Brownie or Bogey cousins. Buckawns like to use daggers as weapons and have been known to poison them with a narcotic that will render even a giant to a long slumber. Any successful hit that causes more than 2 hp of damage must save vs. poison or fall into a deep sleep lasting 1d6 hours.

Brownies, Bogeys and Buckawns can speak Common, Elven, and Sylvan.

### Cait Sídhe

Armor Class: 3 [16]  
Hit Dice: 3d8+6\* (20 hp)  
No. of Attacks: 2 claws / 1 bite  
Damage: 1d4 / 1d4 / 1d6+3  
Special: Bad luck, fear, low-light vision (120'), scent, speech  
Movement: 60'  
No. Appearing: 1 (1-3 in lair)  
Saves As: Fighter 4  
Morale: 4  
Treasure: None  
Alignment: Neutral  
XP: 100

Cait Sídhe or Cat Sith (Caught SHEE) are magical cat-like creatures that populate the same lands of faeries and other woodland creatures. They appear to be large cats with black fur and a spot of white on their chest. Sometimes they have white paws or even white faces. All cait sídhe have eyes that glow yellow, orange or green.

In the lands they call home the cait sídhe are often feared to be demons or a witch in the form of a cat. In any case, the appearance of a cait sídhe is a sure sign that a witch is nearby. Cait Sídhe make sudden sprints to bring down prey. They prefer to attack small mammals and birds and rarely physically attack humanoids, though it has been recorded of a cait sídhe adding a pixie or brownie to their diet once in a while. When dealing with humanoids, a cait sídhe can defend themselves physically, but prefer to use their spell like abilities.

**Bad Luck:** The cait sídhe can target one victim as a recipient of a Bad Luck curse. This is cast as a *Bestow Curse* spell by a 5th level witch. The victim is at a -2 on all rolls until sunrise the next day. The cait sídhe may do this up to 3/day but multiple uses on the same target are not cumulative.

**Fear:** The sight of a cait sídhe is so disturbing to most that it emanates a Fear Aura that acts like a *fear* spell cast by a 5th level caster. The difference is that the aura is limited to 5' and the victim must be able to see the cait sídhe.



The cait sídhe has low-light vision to 120'. A cait sídhe is capable of speech and can speak any language its intelligence allows. Base language is Elven.

Cait Sídhe make excellent familiars. Their association with witches is long and not without cause. Most cait sídhe avoid humanoids, with the exceptions of the fey, so the only ones likely to be encountered by humanoids are the ones in the charge of a witch.

### Druther

Armor Class: 2 [17]  
Hit Dice: 9d8\* (40 hp)  
No. of Attacks: 2 Limbs (fists or constructed weapons)  
Damage: 2d6 / 2d6  
Special: Immune to piercing, water and cold-based attacks. Double damage from fire based attacks.  
Movement: 20'  
No. Appearing: 1  
Saves As: Fighter 9  
Morale: 12  
Treasure: None  
Alignment: Neutral  
XP: 1,200

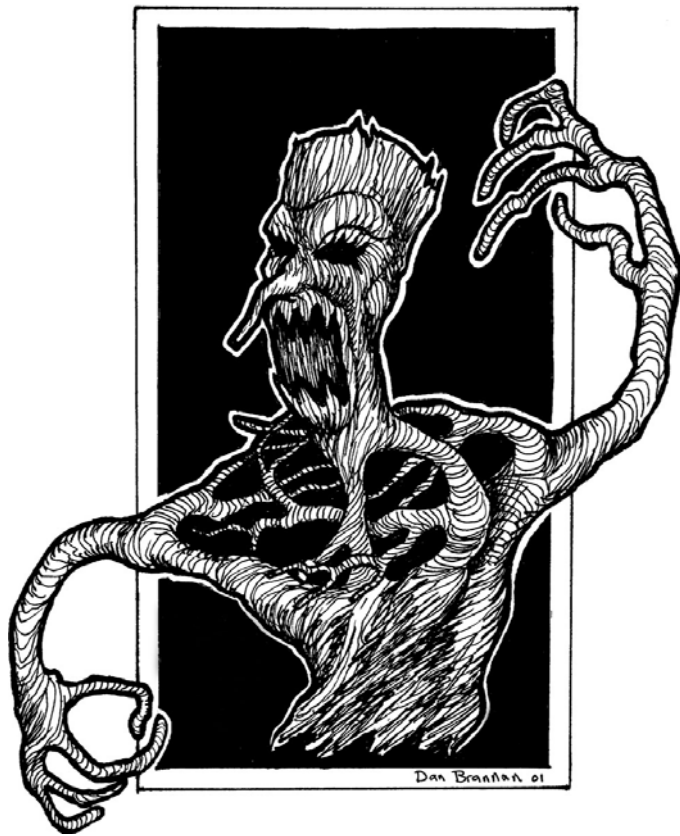
A Druther is a type of wood golem that can only be created by a witch. The name comes from an old piece of doggerel often muttered by witches,

*"If I really had my druthers,  
I'd have my wooden druthers too."*

A "Wooden Druther" is a corrupt form of "wouldn't I'd rather," or something the witch doesn't want. So the Wooden Druther performs tasks that the witch would rather not do herself.

The druther can understand simple command phrases of about 15 words each. Typically druthers are used for menial labor or to

perform a task that the witch cannot do or won't do herself, like killing or scaring an enemy. Often a witch will have a few druthers protecting her home while disguised as trees (Wisdom check at -2 to notice).



A druther cannot communicate at all. Some witches have used woody reeds in the construction of their druthers. When the wind blows across the druther, it sounds like a deep bassoon.

Druthers can appear in any form. Usually they are biped and made of wood. The wood can be carved or a collection of sticks tied together. The appendages need to be attached separately if the druther is to move at all. They can be precisely carved to appear as anything the witch wants, but they typically look like walking bunches of sticks. Legend has it that there was a witch that had such beautifully carved druthers that they were often mistaken for wood nymphs.

Treants, dryads and wood nymphs view a druther in the same manner a human views the undead or a flesh golem. Most will attempt to destroy them when they can. Some witches and wizards value the wood from an inanimate druther to use to make magical fires.

A druther is mindless in combat. It strikes with its wood fists with almost no regard to what else is going on.

As a construct a Druther is immune to mind-influencing effects, poison, disease and similar effects. It is also not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Arrows or other piercing items, such as spears or thrust daggers, only do 1 point of damage per hit. Water based attacks have no effect on the druther whatsoever. Fire based attacks always do double damage. Cold based attacks do no damage.

#### Construction

Witches of 10th level or better can construct a druther. If the witch has access to a *Manual of Druthers* (q.v.), then she can create a Druther from that work. Otherwise a witch may opt to

create one from scratch. The witch will need at least 200 pounds of wood, either as sticks, planks or individually carved pieces. She must gather these herself. The witch will need her consecrated witch tools and fine incense, which will cost the witch 2,000 GP. After creating the body for the druther, the witch will have to cast *Air Walk*, *Bless Growth*, *Feral Spirit*, *Lesser Strengthening Rite* and *Magic Jar*. The ashes from the burned incense are then sprinkled on the wood. The process takes the witch one month to create.

#### Rogue Druthers

The druther has a great tie to its animating elemental force. Sometimes the druther will break free of the witch's control, but not of its wooden body. These druthers are known as rogues and take out their frustration the only way know, to throw themselves into any combative situation it can.

#### Earth Troll

Armor Class: -1 [20]

Hit Dice: 10d8\* (50 hp)

No. of Attacks: 2 claws / 1 bite

Damage: 1d6 / 1d6 / 1d8+3

Special: Darkvision 90 ft., regeneration, low-light vision, vulnerability to sunlight

Movement: 30', burrow 40'

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

Saves As: Fighter 10

Morale: 8

Treasure: 2d6 CP, 4d6 SP, 5d6 GP, Magic: 30% any 3

Alignment: Chaotic

XP: 2,000

Earth Trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth or in dense forests where the sunlight is easily avoided. Most creatures avoid Earth Trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of humanoid flesh and usually stage raids upon surface dwellers every month. Because of this, they are often encountered in large surface caves in the sections well outside the reach of sunlight.

Earth Trolls are 10 feet tall and weigh about 1,200 pounds with females being slightly larger. They resemble their smaller relatives in most respects, but some accounts have them appearing as rather large and misshapen gnomes. The Earth Troll's hide is stone gray or brown, its hair is black or brown, and its eyes dull brown. Like its counterpart, the Earth Troll's arms and legs are long and thin. Its arms end in sharpened talons, and its legs sport great three-toed feet. Earth trolls will attempt to dress or adorn themselves in whatever rags, hides and bits of clothing they can find.



Earth trolls are a little smarter than their more common cousins. While they still do not have concept of strategy, they are smart enough to speak and to use some simple weapons.

Earth trolls speak the language of all trolls, some have been known to speak orc or goblin as well.

Earth Trolls attack any living thing that enters their territory, usually doing so for food. They will band together for very simple ambush tactics but that is about the extent of their strategy and planning. Most of the time an earth troll will flail relentlessly at its foes with its powerful claws until either it or its opponent is dead, but some have been known to use a large club and others even a spear or sword.

**Regeneration:** An earth troll heals only if it is underground or touching dirt or earth. If in contact with the earth it heals 3 hit-points per round. If contact is lost, say the troll is levitated or flying, then the healing stops. Trolls turned to stone heal hit points (but not lost limbs).

**Vulnerability to Sunlight:** An earth troll exposed to natural sunlight (not merely a spell or magical item that replicates sunlight) is instantly turned to stone (as if by the flesh to stone spell) if it fails a Petrify save. This effect is permanent, but can be dispelled if the earth troll is removed from the sunlight and *stone to flesh* is cast on it.

### Elf, Gypsy (Ranagwithe)

Armor Class: 6 [13]

Hit dice: 1d8\*+3 (8 hp)

Move: 120' (40')

- Caravan: 90' (30')

Attacks: 1 Weapon

Damage: By Weapon

No. Appearing: 2-8 (2d4) / 5-40 (5d8)

Save As: Elf 1

Morale: 12 or see below

Treasure: Same as Elf

Alignment: Neutral

XP Value: 5

- Caravan Master: 25

- Kuruni: 65

The Gypsy Elf, or as they call themselves "The Free Elves" (Ranagwithe in their own language), wander the world, in and out of the land of faerie, searching for their lost home. They will find it only on the day when all the elves are reunited as a race. Until then they wander.

Like their human counterparts, Gypsy Elves travel all over the known world. However, unlike the Human Gypsies, Gypsy Elves are much more gregarious and less xenophobic. The origins of the Gypsy Elves date back to what has become to be known as the Sundering of the Elves, when the Dark elves broke free from the light elves and split into several races.

Gypsy Elves are typically found traveling in caravans across the world. Any given caravan will have 5 to 40 members with an advance scouting troop of 2 to 8 members. Each caravan has a "Caravan Master" who will be a 5th level or greater elf and a "leader," typically an Elf Seeress (known as a "Kuruni") of 6th level or higher. Most gypsy elves will be armed with a short sword (75%) or a cross-bow (25%). All will have daggers as well. There will also be a variety of random faerie creature travelling with the gypsy elves. These creatures do not fight if the caravan is attacked, but will flee.

Each Gypsy Elf will know a 1st level elf spell, the Kuruni will know spells as a 6th level elf. The Caravan Master and the Kuruni will typically have magic items appropriate for a fighter and a wizard respectively of their level.

Morale will be 12 unless their Caravan Master or Kuruni is dead, then it will be 9. If both are killed, it will drop to 6.



### Gypsy Elf Characteristics

While Gypsy elves tend to be neutral to all other races, they are always treated as "good" to other elves. There are several universal elven customs that apply only to Gypsy Elves.

No Gypsy Elf may harm another Elf, even Dark or Light elves.

No other elf, Dark or Light, may harm a Gypsy Elf.

No Elven community may refuse lodging to a band of Gypsy Elves. The Gypsy then must agree to be on their way soon after.

At any point in time other elven species may be found in a group of Gypsy Elves, as they may freely travel as long as they abide by the Gypsy Elves rules and lifestyle. These "Free Wanderers" can make up to 10% of the tribe's population.

As long as the other elves do not fight amongst themselves or the other Gypsy Elves, they may remain with the tribe as long as they like. Also any Gypsy Elf is invited to remain in any Elf community, but few rarely do.

Gypsy Elves are on friendly terms with humans. They find Human Gypsies to be too xenophobic for their tastes, but they will travel with them for mutual benefit.

Gypsy Elves, like their Elf cousins, produce fine art, in particular music and dance. Many have excelled in woodcarving and sell these pieces of art in communities they pass through. What these elves cannot make, they buy. In this respect they are very good terms with humans.

Gypsy Elves are careful never to take more from the land or their hosts than they absolutely need. It has been said that there will be no evidence of a gypsy elf camp 24 hours after they leave.

Like elves, gypsy elves are immune to the touch of a ghoul.

### Fen Witch

Armor Class: 5 [14]

Hit Dice: 6d8+6 (33 hp)

Move: 30'

Attack: 2 Claws

Damage: 1d6+3/1d6+3

No. Appearing: 1

Save As: Witch 6

Special Attacks: Death speak, horrific appearance, mind probe

Special Qualities: Darkvision 60'

Morale: 9

Treasure: Gems 6d6

Alignment: Chaotic  
XP Value: 700

This creature appears as a female humanoid with one nostril, webbed feet and hands, and fiery red eyes. Her body is cloaked in tattered robes of gray or brown. Her hands end in razor-sharp claws and her hair is usually long and unkempt.

The fen witch is a creature of legend, found only in the most remote of places. It is a solitary creature and disdains all that invade its realm. A fen witch is thoroughly evil and malign, speaking to those she encounters only to learn the true name of one of the trespassers in her realm so she may utilize her power to slay that individual. Fen witches speak Common and Sylvan. The fen witch is related to the hag, but the two are never seen together.



Fen witches rarely engage in combat, relying on their death speak ability to slay a creature almost instantaneously (and hopefully drive off the victim's comrades by instilling fear in any remaining creatures). Failing this, the fen witch prefers direct combat to subterfuge and attacks relentlessly.

**Death Speak:** If the fen witch speaks the true name of an individual and the individual hears it, that creature must make a successful save vs. Death or die. Note that the fen witch does not need to speak a language the creature understands in order to affect it. If the save succeeds, that creature cannot be affected again by the same fen witch's death speak for one day.

The fen witch can use this ability three times per day. Whether the fen witch's death speak ability is successful or not, the target's name remains fresh in her mind for one day. After that, she must use her mind probe ability again to retrieve a creature's true name.

**Horrific Appearance:** The sight of a fen witch is so revolting that anyone who sets eyes upon one must succeed on a save vs.

Paralysis or instantly be weakened, taking 1d8 points of Strength damage. This ability loss cannot reduce a victim's Strength score to 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same fen witch's horrific appearance for one day.

**Mind Probe:** A fen witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The target can resist the mental trespassing by succeeding on a save vs. Spells. If the save fails, the fen witch has learned the creature's true name and can use her death speak ability. Creatures with an Intelligence score of 2 or less and creatures with no Intelligence score are immune to this ability. A creature that successfully saves cannot be affected again by the same fen witch's mind probe for one day.

### Green Jack

Armor Class: 1 [18]  
Hit Dice: 2d8+3 (12 hp)  
No. of Attacks: 2 fist slams  
Damage: 1d4+1 / 1d4+1  
Special: Spell-like abilities, vulnerable to iron  
Movement: 40'  
No. Appearing: 1  
Saves As: Elf 2  
Morale: 10  
Treasure: None  
Alignment: Neutral  
XP: 40

The green jack, or jack o' the green, is a primitive fey-spirit of nature with the physical form of a man. It is cloaked with a flesh of oak leaves and has a body made entirely of wood. The green jack dwells alone in the forest, where the trees and other growths are its ward. A single oak among these trees is magically linked to the green jack, and the two share a special bond.

Green jacks speak common and elf. They rarely seek company, although they may occasionally associate with elves, faeries, and other guardians of nature.

The green jack is a reclusive creature that has little desire for combat. He will, however, fight relentlessly to defend his natural ward. He uses his spells and special abilities to confuse or lead astray his foe, only resorting to personal combat when all else has failed.

A green jack is magically linked to a single oak tree. As long as he remains within 100 feet of this tree, he can regenerate 2 hp of damage each round, even if reduced to 0. Only damage by fire and cold iron can't be regenerated.

He is dealt half of all damage inflicted against this same tree, regardless of his current location.

A green jack may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

## Hags

	<i>Annis</i>	<i>Cavern</i>	<i>Green</i>	<i>Ice</i>
<b>Armor Class:</b>	-1 [20]	-4 [23]	-3 [22]	-1 [20]
<b>Hit Dice:</b>	7d8 +14** (45 hp)	9d8 +15** (55 hp)	9d8+9** (49 hp)	7d8+11** (42 hp)
<b>No. of Attacks:</b>	2 claws / 1 bite	2 claws / 1 bite	2 claws	2 claws, 1 bite
<b>Damage:</b>	claw 1d6+7, bite 1d6+3	claw 2d6+2, bite 2d8+5	1d4+4	claw 1d8+3, bite 2d8+1
<b>Special Attacks:</b>	Witch spells	Witch spells	Witch spells, weakness	Witch spells, Breath weapon
<b>Special Qualities:</b>	Dark vision 60'	Dark vision 120' immune to gaze effects	Dark vision 60'	Dark vision 60'
<b>Movement:</b>	40'	50' (climb 60')	30' (swim 30')	50' (climb 10')
<b>No. Appearing:</b>		1 (90%) Solitary or 3 (10%) Hag Covey	3 (10%) Hag Covey	
<b>Saves As:</b>	Witch 8	Witch 11	Witch 10	Witch 9
<b>Morale:</b>	10	11	8	9
<b>Treasure:</b>	all 4d6 CP, 6d8 SP, 8d8 GP, Gems: 50%	1d8, Magic 50% any 1d6, +1 2 potions		
<b>Alignment:</b>	Chaotic	Chaotic	Chaotic	Chaotic
<b>XP:</b>	1,300	2,100	2,000	1,200

<i>Moon</i>	<i>Sea</i>	<i>Storm</i>	<i>Swamp</i>	<i>Wood (Makva)</i>
-5 [24]	5 [14]	0 [19]	2 [17]	2 [17]
12d8+6** (70 hp)	3d8+6** (19 hp)	9d8+15** (55 hp)	7d8+18** (49 hp)	8d8+8** (45 hp)
2 claws, 1 bite	2 claws	2 claws/1 bite/1 hair	2 claws/1 bite	2 claws/1 bite
claw 2d8+5, 2d8+2	1d4+4	claw 1d8+2, bite 2d6+2, grapple	claw 1d8+1, bite 1d6+3	claw 3d6, bite 2d6
Witch spells, stun touch	Witch spells, horrific appearance	Witch spells, hair grapple	Witch spells	Witch spells
Dark vision 60', invisibility 60' (fly 60')	Dark vision 60'	Dark vision 60'	Dark vision 60', camouflage 40' (swim 20')	Dark vision 60', Iron Vulnerability 40'
	30' (swim 40')	40' (fly 80')	1 (90%) Solitary or 3 (10%) Hag Covey	
Witch 13	Witch 4	Witch 10	Witch 8	Witch 10
11	7	10	8	9
	all 4d6 CP, 6d8 SP, 8d8 GP, Gems: 50%	1d8, Magic 50% any 1d6, +1 2 potions		
Chaotic	Chaotic	Chaotic	Chaotic	Chaotic
2,500	250	2,000	1,400	1,700

Hags are monstrous female humanoid creatures that are possibly related to both the fae and to witches. Although different, hags are unique in appearance and mannerisms, and have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness.

Hags and witches have often been confused with each other, or at least believed to be in some sort of alliance. Hags gather in Coveys and witches gather in Covens, and there is at least some reasoning to believe that the two are related other than just semantically.

The true origins of hags are an ancient mystery, but the utter hatred that most hags have towards good witches tends to indicate that some sort of division once occurred between the two. Some believe that hags are the descendants of ancient Maleficia witches whose souls were so dark, their bodies became twisted and wretched.

Hags are highly intelligent and magical beings, and if it is to their advantage to form an alliance with a witch, then she will do so. It is important to remember that all hags are chaotic and despise all of humanity and ultimately work to humanity's destruction. No lawful aligned witch would ever be associated with a hag.

Hags typically embody all the less attractive features of old women: gaunt bodies, pendulous dugs, sharp noses, pointy chins, warts and hairy moles. This does not bother a hag at all. It is not for beauty that hags live, but for power. And they do receive it - at the cost of their humanity. Hags are huge, often standing 8 feet or more in height, a side effect of the strange process that forms them. As a woman becomes a hag, her teeth become longer and sharper, her skin hardens, she becomes wiry

and tough and she develops an understanding of the forces of nature, so that she is able to manipulate it in accordance with her will. On the whole, hags are deeply hateful individuals, despising the humanoid races with a passion and preying on them whenever the opportunity arises.

Hags frequently adorn themselves with the remains of their victims, wearing the bones, scalps or skins of those who have crossed their paths as horrific trophies.

Hags speak Giant and Common in addition to any other languages they might know due to their high intelligence.

Hags may advance as witches. Hags also have access to many of the spells and magic items presented in this book.

### Common Hag Powers

All hags have a strange affinity for the beasts of their terrain and are able to communicate with any animal, beast or magical beast native to their territory (treat this as the spell-like ability to use *speak with animals* at will, but only for animals found in their normal terrain). All hags have some spell casting ability and several use charm effects to gather a bodyguard of creatures around them. Hags are also able to brew potions, and some may be talented at creating magical items of other sorts.

A hag cannot touch iron and takes extra damage from weapons made of pure or cold forged iron. Weapons made from this material grant an additional +3 damage per hit.

### Hag Covey

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of varied type, but this is not

always the case. Sages speculate that Hags are more willing to tolerate their “cousins” rather than her “sisters” because hags of the same type remind each other too much of what they themselves have become. There may of course be a practical reason, the differing types often more complimentary magics and allow for a wider variety in powers.

### Combat

Hags in a covey rely on deception and their boosted magical abilities in combat.

A covey of hags is 80% likely to be guarded by 1d8 ogres or trolls and 1d4 evil giants who do their bidding. These minions are often disguised with a veil spell to appear less threatening and sent forth as spies. Such minions often (60%) carry magic stones known as hag eyes (see below).

Hag coveys may also cast coven rituals as per a witch.

Once per month, a covey that does not have a hag eye can create one from a gem worth at least 20 gp (see below).

### Hag Eye

A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has hardness 5 and 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

### Hag Stone

This is a flat pebble with a hole in the center usually found near the feeding grounds of hags. Scholars say they are stones that the hag will suck on till a hole appears, other claim they are naturally occurring. In any case a Hag Stone, if threaded and worn as a charm, will provide +1 protection against the attacks of any hag. Only one may be worn a time.

### Annis

The Annis is a frightful hag found in desolate cold forests. Her skin is the color of a bruise, all blue and black with molted purples. She is easily the tallest of the hags, standing nearly 8 feet tall.

Physically very powerful, these hags will attack with their steel like talons and their strong powerful bite. These hags often will appear as a simple peasant woman to lure unexpected victims closer.

The Annis, like all hags, can use spells from the witch list. They cast spells as a 5<sup>th</sup> level witch, preferring spells that hide what they are.

### Cavern

Cave Hags spend all their time in deep caves and even some man-made dungeons and caverns. She is completely blind, but has a means of echo-location that acts as if she had infravision 90'. Cave hags are smaller than other hags, 5ft tall or so, and are hairless. Their skin appears to be that of stone so they can hide in their natural surroundings and surprise on an ambush on a roll of 1-4 on a 1d6.

*Light*, *Continual Light* and *Blindness* spells have no effect on this hag, but a deafness spell will render her “blind” for the duration of the spell. Cavern hags are also immune to any illusion or glamour that relies on sight.

Cave hags typically have a couple of trolls guarding their lairs (1-2) and underground scavengers are common near their lairs to feed off of the carrion left behind.

Cave hags cast spells as a 8<sup>th</sup> level witch and in addition she can summon 10-100 (10d10) bats to fly around her and blind anyone for up to 4 rounds (1d4).

### Green

The dread Green Hag may in fact be the ugliest of all the hags, and that is not a claim to be made lightly. Green hags live in fetid pools of water, streams, ponds, even rivers; anywhere where the water meets a dark wooded area. They are equally at home on land and in water and they may breathe normally in any locale.

The green hag's favorite trick is to appear as a beautiful maiden bathing in a pool. Either she will seduce a victim to follow her into the depths or she will pretend to be drowning. In either case, the outcome will be the same. Once she has her victim in the water she will drag him (almost always male) down where she will drown him and feed on him later after he has begun to rot a little.

The most famous green hag was a notorious hag Jenny Greentooth. Her preferred prey was young girls. She has been immortalized in a nursery rhyme/warning.

*Girl: Mother may I go swimming?*

*Mother: Yes my darling daughter.*

*Hang your clothes by the hickory limb*

*And don't go near the water.*

Green hags can cast spells as a 7<sup>th</sup> level witch. She may also cast *water breathing* on another 3 times per day.

The green hag is commonly attended by large marine carnivores of a particularly evil mien. These can include alligators, crocodiles or giant barracudas.

### Ice



In cold frozen tundra where ice and snow dominate the world, one can find the Ice Hag. Looking like they were formed of pure ice, this hag is one of the cruelest.

While many hags will adopt a guise of a human or demi-human, the ice hag has no interest in such glours. Her attacks are swift, fierce and brutal. It is said that an ice hag can smell prey from a mile away and feel the heat of a living heart from half that. In truth, the ice hag can detect the smell of prey and have



a good idea of what it is from as far away as 120'. They have infravision up to 90'.

The ice hag will attempt to smash prey into submission, breaking bones and paralyzing victims. She prefers to eat them, bit by bit while they still live.

The ice hag can emit a breath weapon of frozen wind that can paralyze a person (save vs. Paralysis) or cause damage (1d6) depending on her mood.

Additionally ice hags can cast spells as a 6<sup>th</sup> level witch.

### Moon

The fearful moon hag is possibly the most fearsome of all the hags. It is said these hag haunt the night sky itself. In reality, they live on mountain tops and only venture out at night where their cackling and baying at the moon can be heard for miles. Standing rail thin and near 6' tall with huge yellow eyes, the moon hag is quite fearful. Rumors abound that their laughs inspire madness and their touch will turn one into a were-beast. Neither is true, but their touch will stun anyone that does not save vs. paralysis.

The moon hag can turn invisible at will, appearing to fade slowly in the moonlight. They can't move about during the day and any moon hag in full daylight is powerless.

Moon hags are more social than other hags. While they are still loners, they do gather once a month every full moon for a lunar meet. Here they share stories of victims and of magic.

Mistresses of magic, the moon hag may cast spells as a 10<sup>th</sup> level witch.

Moon hags are always accompanied by a pack of werewolves (2-12) that obey her commands to the death.

### Sea

Tales abound of the old witch of the sea, the Sea Hag. The sea hag is a revolting creature that mixes the worst qualities of humanoid and sea creature. Her hands are webbed for swimming, her skin is covered in barnacles, her hair matted with sea weed and slime and she smells like rotting fish. The appearance of the sea hag is such that the first time one looks upon a sea hag they must save vs. Paralysis or be frozen in place with fear. This save is only for the first round of contact with a particular sea hag. If the same hag is seen again then no save is needed. If a different sea hag is seen, then the victim must make a save.

While the Green Hag is at home on land and fresh water, the sea hag is at home only in the sea. She may survive on land for indefinite periods of time, she will return to the sea at any chance.

The sea hag may cast spells as a 3<sup>rd</sup> level witch.

### Storm

Storm hags can be found ridding the great storms and lighting escaping their fingers. Their wild hair reminds one of wispy clouds and their storm grey eyes seem almost human. In fact, the storm hags are the most "human" of the hag races. Storm hags are typically large and round where other hags are thin all angles. Storm hags fly and most prefer to do so rather than allow their feet to touch the ground. Storm hags ride the storms that are their namesake. Their laughs sound like the cracks of lightning and thunder. They delight in whipping up storms and causing destruction where they go.

Storm hags are more interested in causing chaos and destruction than actually dealing with other races. Storm hags most often deal with storm and cloud giants where they can be found trading lightning bolts in battles. Storm hags are also one of the few hags known to use *Cloud Ships of the Mangonians* (qv.) on a regular basis.

Storm Hags may also cast spells as 7<sup>th</sup> level witches.



### Swamp

Deep in the swamps and bayous lives a hag that even the other hags fear and are repulsed by. The swamp hag lives in her hut deep within a dark and evil swamp. She surrounds herself with dangerous animals such as alligators, poisonous snakes and poisonous frogs. Swamp hags also surround themselves with water-breathing versions of the common troll.

Swamp hags' skin tends to be dark green, brown or other dark, earthy colors to better hide in her vegetation thick environment.

The swamp hag is also more focused on the religious or divine aspects of her magical practices. They summon up strange spirits and call on strange gods.

Swamp hags can cast spells as an 8<sup>th</sup> level witch.

### Wood Hag

The Makva, or the Wood Hag, makes her home in the deepest forests where she feeds on unsuspecting travelers. She is particularly fond of children. Her normal appearance is very hag-like, 7' tall, green skin with black hair, although some have been spotted with green or red hair. She also has long clawed hands with nails as hard as iron talons. Their mouths are filled with rotting black teeth and foul breath. The wood hag can appear as kindly grandmother or a fetching young wood nymph as she chooses. The wood hag loves nothing more than to tempt men of good character into a wanton embrace and then switch back to their normal form before killing them. She is also fond of attacking people as they sleep in the woods.

The wood hag is more solitary than the other Hags. More often than not, a wood hag will be found alone. Wood hags often employ trolls to protect their homes and for mutual protection. At any given time there will be 2 to 12 trolls around the wood hag's home. They will fight for the wood hag, but they are not commanded to do so. They will retreat or flee if the combat goes against them.

Makva are believed to live up to 800 years, but this has never been confirmed. They have been known to keep harpies as pets. Wood hags usually have a grove of Elder trees growing nearby.

The wood hag is very strong (strength 18) and will attack with her claws and a bite.

The wood hag cast spells as per a 6<sup>th</sup> level witch.

## Imp

Armor Class: 3 [16]  
Hit Dice: 1d8+5\*\* (10 hp)  
No. of Attacks: 2 claws, 1 bite  
Damage: 1d2, 1d2 / 1d4+1  
Special: Flight, Poison, Shape Shift  
Movement: 60', Fly 120'  
No. Appearing: 1  
Saves As: Fighter 2  
Morale: 9  
Treasure: None  
Alignment: Chaotic  
XP: 100

Imps are small demons that often take the shape of animals but are also known to take on a more monstrous appearance. In their natural form they appear to be small demons, gargoyles and sometimes as a small version of nearly any monster. The one thing that gives them away is that an Imp will always speak some humanoid language. In any form, an imp can cause damage with their claws or a bite. They can cause extra damage via a burning poison in their bite. This poison requires a Constitution based save or it will cause an extra 1d6 hp of damage. The poison will damage each round until a successful save is made. Imps are perfectly capable of seeing in the dark (Darkvision 60') and can regenerate 2 hp per round. If their form has wings they can fly 60'. If not, they can switch to a form that does have wings, or add wings to a current form, but this takes 1 round.

Many chaotic witches have imps as familiars. This often causes confusion and fear with other witch's familiars, in particular winged cats and winged monkeys, and often leads to the slaughter of many normal animals that witch hunters believe are imps.

## Jack-O'-Lantern

Armor Class: 7 [14]  
Hit Dice: 6d8+6 (33 hp)  
No. of Attacks: 3 (slam) or 1 (pitchfork)  
Damage: 1d6+2 (either)  
Movement: 30'  
No. Appearing: 1-2 per patch  
Special Attacks: Fire seeds (1d6 per x3)  
Saves as: Fighter 6  
Morale: 11  
Treasure: None  
Alignment: Neutral  
XP: 800

This creature is a roughly humanoid-shaped tangle of vines and leaves with a large pumpkin for its head. The pumpkinhead bears a leering face that appears to have been carved there, and glows from within with an eldritch fire.

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey sprits. The nature of the face generally reflects the animating spirit.

A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey; a jack-o-lantern will have one tendril strong enough for attacking for every 2 HD it has.

Occasionally one will be armed with a pitchfork or scythe.

## Night Hag

AC: 4 [15]  
Hit Dice: 8d8+8\* (44 hp)  
No. of Attacks: 2 claws + 1 bite  
Damage: 1d6/1d6 + 1d4  
Special: Dream invasion, Flight, Poison, Shape Change, Spell use  
Movement: 30' / 90' flying  
No. Appearing: 1

Saves As: Witch 8  
Morale: 10  
Treasure: Hagstone (See below)  
Alignment: Chaotic  
XP:

The Night Hag is a powerful other worldly visitor that some say are related to the more common terrene hags. The Night Hag differs from her cousins in that she only is found alone and never forms a covey with other hags. Some occult sages speculate that the Night Hag is the ultimate evolution of form of the Hag. Others say there is no relation between at all save for the most common surface similarities and that Night Hags are more akin to demons.

The Night Hag appears as do the other hags; that of an old, evil looking woman. Her skin is midnight black and her eyes are huge and yellow. Her strong hands end in sharp, iron hard talons. Her teeth are yellowed and crooked. Though it is said the worst feature of the Night Hag is not her appearance, but rather her laugh. This witch like cackle can cause *fear* in anyone under 3 HD (save vs. Petrify to avoid).

The Night Hag flies throughout the night looking for a sleeper. Once she discovers one she will sit on their chest and ride them down. Anyone waking while the hag is on their chest will be unable to move (save vs Petrify again to avoid). The Hag will enter the dreams of the victim and drain 1 point of Constitution per night. When the victim reaches 0 they will die and their soul will belong to the Night Hag.

In combat the Night is fierce. She can attack with her two taloned claws. A successful hit with each claw results in an attempt to bite the victim. A successful bite, in addition to damage, also caused *Demon Fever* (save vs. Poison or be incapacitated for a day and loose 1d6 Con each day. Save each day stops).

A Night Hag can become ethereal at will and can cast spells as if she were an 6<sup>th</sup> level witch. She may also turn into any humanoid of human size (4' to 8') and also become a night owl.

The only treasure a Night Hag carries is her Hag Stone. These stones can be used to cure the sick (treat as *Cure Moderate Wounds*, *Cure Disease* and *Remove Curse*) once per day for 7 to 12 (1d6+6) days.

## Rusalka

Armor Class: 6 [13] / 2 [17] when incorporeal  
Hit Dice: 4d8\* (20 hp)  
No. of Attacks: 1 (physical)  
Damage: 1d6  
Special: Charm, drowning  
Movement: 30' (90')  
No. Appearing: 1  
Saves As: Witch 4  
Morale: 9  
Treasure: None / See below  
Alignment: Chaotic  
XP: 360

Rusalka is often used, and confused, for a lot of different water creatures. The true Rusalka is a fearful undead creature, the spirit of a young woman that had drown. The circumstances of her death vary; some say she drowned with out being baptized first, others again say she died while drowning her own children (which will sometime result in a Navky or Utburd). But most say the surest way to become a Rusalka is to be a witch.

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

the day, but she can't attack. Also during the light of day she can be seen for what she is; an undead creature. They may become incorporeal at will, but are forced into it at sunrise. In any case she can only be hit with weapons of +1 or better.



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

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

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

### Scarecrow

AC: 9 [10]  
 Hit Dice: 3d8\* (14 hp)  
 No. of Attacks: 2 Limbs  
 Damage: 1d6/1d6  
 Special: Paralyzing Gaze, Triple Damage from Fire based attacks  
 Movement: 30'  
 No. Appearing: 1 (always in lair)  
 Saves As: Fighter 3  
 Morale: 12  
 Treasure: None  
 Alignment: Neutral  
 XP: 75

Scarecrows are basic guardians similar to golems, but not nearly as powerful. Like typical scarecrows, their bodies are made of

straw and cloth. They stumble about their assigned area poorly and attack most anything that wanders through it. Some Scarecrow Guardians are bound to a post. A Scarecrow can use their paralyzing gaze to imprison any trespassers (save vs. Paralysis, fail means victim remains rooted to the spot).



Scarecrows are assigned to protect a particular area. They never leave the area, even when chasing an intruder. They will attack anything, humanoid or animal like in appearance that walks into its territory unless otherwise instructed by their creator.

A scarecrow is immune to mind-influencing effects, poison, disease and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

**Fire Vulnerability:** Because of their straw bodies, Scarecrows are extremely vulnerable to attacks from fire. They take triple damage from all fire attacks.

In addition, a scarecrow guardian will catch fire easily after any attack that would normally ignite mundane items. A scarecrow on fire receives 2d6 damage each round (do not double this damage)

### Strigoi

Armor Class: 4 [15]  
 Hit Dice: 5d8+4\*\* (28 hp)  
 No. of Attacks: 2 claws, 1bite  
 Damage: 1d6+2, 1d6+2 / 1d4+1  
 Special: Blood drain, transform into a large bird, undead  
 Movement: 40', Fly 60'  
 No. Appearing: 1  
 Saves As: Fighter 7  
 Morale: 10  
 Treasure: None  
 Alignment: Chaotic  
 XP: 660

The much feared Strigoi is an undead form of a particularly evil witch. They are most common among the witches of the Classical and Family (Gypsy) traditions and many are part of the Mara covens. The ways to become a Strigoi are varied, but it is believed to be part of a curse. The Strigoi loses her ability to cast spells, but it is offset with her increased strength and speed (treat as 18 in both Strength and Dexterity).

The Strigoi leaves her grave at night, usually an unhallowed one, to feed on blood much in the same manner as a vampire. She can transform into a large, evil looking bird, something akin to a giant crow with sharp teeth in her beak.

In human form, the Strigoi can appear much as she did in life. Most Strigoi have red hair and blue eyes, though scholars debate on whether these traits were present before the witch was cursed. Most Strigoi do not attempt to hide what they are and retain the palor and look of death. Grave dirt clings to their clothes and their faces are smeared with gore. Strigoi are predisposed to return to their loved ones in an attempt to reenter their lives. This often leads to the Strigoi destroying her former family.

#### Weaknesses of the Strigoi

The Strigoi cannot enter a home unless invited in first. A Strigoi also cannot pass a line of grain or salt laid out in front of them. Garlic is also effective, as is silver, but mirrors are not. Strigoi can only be hit with silver or magical items. Like all undead, Strigoi take damage from holy water and avoid holy items. They do not care for light (or *Light* spells), but they are not destroyed by the sun as are vampires. To permanently kill a Strigoi, one must hammer an iron stake or nail through their head. Their heart and blood sac (a new organ that looks like a second heart but is more akin to a stomach) must be cut out and burned. Strigoi are turned as are Wraiths.

#### Living Strigoi

A type of witch known as a *Strigoaică* or a *Strigoi Viu* is a type of living Strigoi. She appears as a normal human witch with red hair and blue eyes. They are immune to the attacks of other undead, but will become a Strigoi on their own deaths. It is rumored that these Strigoi retain their spellcasting abilities after their transformation.

#### Winged Cat

Armor Class: 7 [12]  
Hit Dice: 1d8+4\*\* (9 hp)  
No. of Attacks: 2 claws, 1 bite  
Damage: 1d2, 1d2 / 1d4+1  
Special: Flight  
Movement: 30', Fly 60 ft  
No. Appearing: 1  
Saves As: Fighter 1  
Morale: 9  
Treasure: None  
Alignment: Neutral  
XP: 40



Cats are ubiquitous as familiars and many have special powers and features, but none are as special as the winged cat. The winged cat appears as any normal domestic cat, save for a small set of leathery bat-like wing on its back. When folded, the wings are nearly unnoticeable since their coloration is the same as the cat's fur. A winged cat flies about as fast as it can run but typically does not fly for very long.

A winged cat has the same attacks as typical house cat.

#### Winged Monkey

Armor Class: 5 [14]  
Hit Dice: 3d8\*\* (14 hp)  
No. of Attacks: 2 claws, 1 bite or weapon  
Damage: 1d4, 1d4 / 1d6 or weapon  
Special: Flight, speech  
Movement: 40', Fly 60'  
No. Appearing: 1-3  
Saves As: Fighter 4  
Morale: 10  
Treasure: None  
Alignment: Neutral  
XP: 150

Few creatures indicate the presence of a witch more than the winged, or flying, monkey. These creatures appear to be normal sized chimpanzees. Their coloration can vary from browns to blacks, but even bright greens and blues have been reported. The wings of the monkey are feathered and of the same coloration of their fur. Winged monkeys are of low-average human intelligence, but in some rare individuals, human average intelligence has been seen. These more intelligent individuals usually act as leaders and can speak with others in a humanoid language. Winged monkeys can attack with a weapon sized for smaller races, such as Halflings or Dwarves, but most prefer to attack with their hands. Winged monkeys are strong fliers and can fly at twice their land speed. They can even carry up to 100lbs with them.

The first winged monkeys were created by an ancient and powerful witch many жons ago and the secret has been passed down from coven to coven. Some witches have even learned the secrets of gaining a winged monkey as a familiar.

## PART 7: TREASURE

Circe's wand, Baba Yaga's Dancing Hut, Cerwedden's Cauldron and Hathor's Mirror. All are magical items of renown and all have something to do with witches. Magic items are as much a part of witch's history and myth as are spells.

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

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

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



### Specific Weapons

**Arrow, Witchfinder:** When this arrow is dropped to the ground it will point the direction of any Witch within 300 yards. The arrow also confers a +1 to hit, but not damage to a Witch. To all others it is a normal arrow.

**Athamé +1, +3 Witchkiller:** This dire weapon is made from a common harmless witch's Athamé to hunt and kill witches. It provides a +1 to normal attacks, but against witches it provides a +3.

**Blade of the Sun and Moon:** During the daytime, this longsword functions as a +2 flaming weapon. During the night, it functions as an icy weapon. The fire or ice does an additional 1d4 points of damage.

**Cold Iron:** While not magical per se, weapons made from cold iron, or iron not forged into steel, are affective against all creatures of faerie and even some witches. A weapon made of cold iron provides no bonus to hit, but can hit faeries that would otherwise only be hit by magical weapons. The weapon also gains a +1 to damage. Cold Iron will not show up as magic via a *Detect Magic* spell, unless it has been enchanted separately. Cold Iron has a slight magnetic field about it and is most often used in compasses rather than as a weapon.

Weapons made from cold iron cost twice that of their steel counterparts and have 50% chance of breaking on any critical miss/fumble (a natural roll of "1" on a d20).

**Note:** Some GM's may wish to offset the power of the witch by making her venerable to cold iron as if she were a creature of faerie.

**Dagger +1, Deep Sleep:** This dagger appears as a normal dagger. A *Detect Magic* spell will reveal that it is a +1 dagger. The true nature of this dagger is revealed in combat. Whenever the dagger scores a hit and causes at least 1 point of damage, the victim must make a save vs. Paralysis or fall into a deep sleep similar to a *Sleep* spell. The sleep lasts for 2-5 rounds.



**Diana's Bow:** This appears to be a normal bow +2, except when used in direct moonlight it becomes a +4 bow, and deals an extra 2d6 against lycanthropes.

### Specific Armors

**Armor of the Elements:** This set of magic armor (type and bonuses determined randomly) appears normal. However, in addition to its normal magical bonus (+1 to +3), it grants and additional +1 of any one type of elemental energy damage (fire, cold, lighting, sonic or acid). This plus is added to saving throws and AC.

**Blade Resistant Armor:** This Leather Armor +1 provides an additional +2 against slashing and piercing attacks only (swords and daggers) for a total AC protection of +3.

**Death Armor:** This black leather armor +1 is often crafted by witches to be worn by the fighters sworn to protect them. Anyone touching, through grappling or otherwise, the Death Armor receives 2d6 points of Acid damage.

## Magic Cords

Magic cords are typically woven strands of fibers, flax, hemp, threads or yarn. Their magical effect comes when they are tied, either in a knot or around something. A character may only wear one cord at a time, but can wear one and use one that is not worn.

**Cingulum:** This nine-foot long cord is often wrapped many times around the waist as a belt. Magical varieties confer +1 to +5 bonuses to AC. The material to make this cord may be anything the witch has on hand (leather, hemp rope, cotton, silk, etc.) but the manufacture must be of high quality. The cingulum typically has a number of knots equal to its bonuses. The magic does not become active till it is wrapped around the waist and knotted.

**Cord of Binding:** Made with items from the person to be bound. Once the cord is made, the witch needs to tie the items into the cord (typically hair or cloth) three times. The intended victim is treated as if under a *Geas*.

**Hag Stone Cord:** This cord holds naturally occurring "hag stones", stones that have naturally occurring holes in them. For every stone collected and enchanted, the cord provides a level of protection against hostile magic.

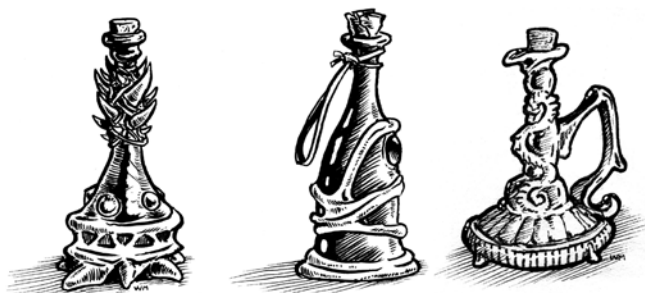
**Handfasting Cord:** Made of three separate cords, one each made by the couple to be married, the other by the witch. Once tied around the couple's hands, they are treated as if they have a *Bless* spell on them for a year and a day, as long as they are within eyesight of each other. The cord does not need to be on their person, but it should still be intact.

**Happiness Cord:** A minor cord, this is usually a length of thin rope decorated with beads. Once invoked, it provides the effects of a *Bless* spell.

**Witch Knot:** This cord is made of woven plant material. It may seem simple at first, but this cord can hold up 3 to 8 levels (1d6+2) of witch spells. The witch casts her spell into the cord and ties it up in a knot. To release the spell the knot is untied or cut. Cutting the cord does render it useless for future uses.

## Potions, Oils, and Powders

The brewing, distilling and preparation of potions have long been associated with witches and witchcraft. Among all the traditions, the making of potions is considered a high art. Witches may use their alchemical skills to create a variety of potions. Not every potion is quaffed, and this is specifically true for potions made by witches. Some are applied to the area that needs to be affected. Oils, balms or poultices, should never be consumed. Powders and potions burned off in a special crucible are applied dry or mixed with a liquid. Careful research means the difference between a useful potion and an upset stomach, or worse.



Witches of the Classical Tradition may make a potion without the need for special equipment or a lab as one of their Occult Powers. Any witch may attempt to make a potion once she reaches 6<sup>th</sup> level, but she would need to purchase and maintain an alchemist's laboratory to do so. The witch has a base success of 40% + 5% per level – 5% per level of the spell being used. So a 7<sup>th</sup> level witch making a potion that heals as pure *Cure Light Wounds* would have a (5x7=35+40=75-5) or a 70% chance of making the potion correctly. An incorrect potion is typically inert, but sometimes something unexpected can go wrong. An alchemist aiding the witch can add 50% to her success at the cost of 1,000gp per level of the spell being used.

Unless otherwise noted, the potion lasts 1d6+6 turns.

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

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

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

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

**Bravery:** This potion banishes fear and fills the drinker with confidence and self-assurance. She gains a +4 saving throw bonus against fear effects for thirty minutes. Additionally, if the drinker is suffering from a fear effect when she drinks the potion, she receives another saving throw with a +4 bonus.

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

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

**Concentration:** This potion focuses the mind and calms the spirit. The drinker gains a +5 bonus on Wisdom checks for 1 hour.

**Confusion:** This strange, swirling multi-colored liquid induces a temporary state of confusion in the drinker. The creature must make a Poison saving throw or suffer the effects of a confusion spell for the next 10 rounds.

**Contagion:** The drinker of this potion is afflicted with a disease chosen by the potion's maker. The creature must make a Poison saving throw to avoid infection.

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

**Flying Ointment:** This oily rub is made from the fat of a consecrated animal. The ointment is rubbed over the witch's body and it allows her to fly as per the Fly spell. This potion can also be safely used by Earth Elemental witches. It is noted that many non-witches believe that witches actually use rendered babies to make this potion adding to the distrust of witches. This ointment can be rubbed on the skin along with other such ointments, such as Sky Clad Oil.

**Foolishness:** This potion causes the creature drinking it to drop to an intelligence score of 1, per the *feeblemind* spell, if the drinker fails a Poison saving throw. The effect is permanent unless removed by *heal*, *limited wish*, *wish*, or *miracle*. Arcane spellcasters such as sorcerers, witches and wizards suffer a -4 penalty on their saving throws against this potion.

**Final Rest:** This oil is used to prepare a corpse for burial. Any one body treated with oil of Final Rest cannot become any sort of undead, nor can the spirit or soul that is associated with it, just as if the body was buried in hallowed ground.

**Gullibility:** A creature that drinks this potion must make a Poison saving throw or become somewhat befuddled and mildly euphoric. The drinker suffers a competence penalty of -5 on all Wisdom checks and saving throws involving charms, enchantments or illusions for an hour, when the potion's effects wear off.

**Lethe Potion:** A dose of this potion requires the drinker to make a Poison saving throw or forget up to five minutes of time. The drinker forgets the first memory or experience suggested by someone after they drink the potion. If no suggestion is made within a minute of drinking the potion, then the drinker forgets the last five minutes (including drinking the potion). The potion's effects are permanent unless undone by *break enchantment*, *modify memory* or a *potion of memory*.

**Lust:** This preparation induces a strong sexual desire in the character drinking it. Anyone attempting to seduce the drinker gains a +5 bonus on their Charisma check. If the imbiber also uses a *charm* spell of any type, then the target is at a -5 for saving throws. The effects last for 1d4 hour or until the character is successfully seduced, whichever comes first.

**Lycanthropy:** Any humanoid creature that drinks this potion must make a Poison saving throw at -2 to avoid being infected with a form of lycanthropy chosen when the potion is made. If the save fails, the drinker becomes a lycanthrope of that type. The lycanthropy caused by the potion is the same as that inflicted by the bite or attack of a lycanthrope and can be cured in the same way.

**Memory:** A character that drinks this potion has perfect and total memory recall for a period of one hour. The drinker can remember anything she experienced with perfect clarity. If the drinker is under the effects of a spell or potion that affects his memory (such as *false memory* or *Lethe Potion*) then this will cancel out those effects. Once the potion's effects wear off, the clarity of the drinker's memory returns to normal, but any dispelled memory effects are still gone.

Once drinking this the imbiber can also recall the last three (3) spells she cast and recast them again.

**Neutralization:** This potion neutralizes the effects of any other potion currently in the drinker's system. It does not neutralize the effects of potions with an instantaneous duration (such as *cure* potions or a *potion of madness*), but it does eliminate the effects of potions with a permanent duration, such as a *potion of blindness*. It has no effect on spells or effects from any source other than potions. To neutralize oils, the potion must be poured over the affected creature or subject rather than consumed.

**Oil of Death Armor:** This oil is rubbed onto the user's body. Anyone touching the user with bare skin must save vs. Death or take 2d4 points of damage (save negates). This spell lasts a number of rounds equal to 2d6. Many Patrons could consider use of this potion evil.

**Polymorph:** There are actually two different types of *potion of polymorph*. The first allows the drinker to assume the form of a desired creature, per the *polymorph self* spell, lasting up to 8 hours. The other forces the drinker to make a Poison save or be transformed into a form chosen by the maker of the potion. Frogs, rabbits and other small, harmless animals are a common choice. The latter potion is permanent unless reversed by *dispel magic*, *remove curse*, *break enchantment*, or a similar effect.

**Sky Clad Oil:** This oil is rubbed on the body to protect the user from the elements while sky-clad (nude). The oil is only effective on bare skin. The user can survive temperatures of -60 degrees to +200 degrees Fahrenheit, but only when uncovered. Any part of her body covered by clothes will not receive the magical protection.

Any other class can use this oil, but witches are very secretive about its nature. This oil can also be safely used with any other type of body potion or oil, in particular Flying Ointment. The oil's effects last 6 hours, typically from midnight until dawn.



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

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

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

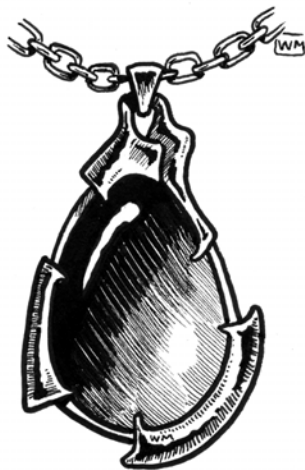
**Weakness:** This potion temporarily saps a creature's Strength. The drinker must make a Poison saving throw or suffer a -5 enhancement penalty to Strength for five minutes. The subject's Strength cannot drop below 1.

**Youth:** This treasured potion removes a year from the drinker's physical age. This removes penalties from aging, while leaving bonuses untouched. The drinker must make a successful Potions saving throw for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all potions of youth that the creature has consumed, causing it to return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.

## Talismans

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

Unless otherwise noted, a talisman can only be used once.



**Dizzying Talisman:** This appears to be a normal talisman. Once per day it can be used to create a large, swirling motion of colors directly above the wearer. Anyone who views the swirling must make a save vs. Paralysis or come under the effects of a Vertigo spell.

**Hand of Fatima:** This is a small brass talisman in the shape of a hand, providing protection against any evil spell or spell-like effect directed at the wearer, in particular the *evil eye*. These talismans may only be used once

per day.

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

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

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

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

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

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

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

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

## Wands, Sticks, Distaffs and Rods

### Wands

Wands are a multi-purpose magic tools for witches. Wands maybe used by witches or wizards (magic-users). Some may be used by clerics if they mimic the spells usable by clerics.

Traditionally, witch wands are made of wood with a length equal to the distance between the witch's elbow and fingertips. Favored woods include oak, ash and fruit-bearing trees of all sorts (particularly apple). Wands are often carved with magical symbols and runes and may be decorated with precious metals, crystals or gems, although most wands used by witches are simple and plain.

**Spell Wands:** Like spell wands for magic-users, there are spell wands usable by witches. The spells are randomly determined.

**Wand of Spell Focusing:** This wand helps focus the energy of the spell-caster (randomly determined on a d6, 1-3: Wizard, 4-5: Witch, 6: Cleric). The wand focuses the energy of the caster as if they were 1 level higher for the purposes to determine range, damage or duration. Otherwise, the wand will cause the target of any spell cast through to save vs. Spells at an extra -1. Rarer wands can even increase this saving penalty from -2 all the way to -5.

### Sticks and Distaffs

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

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

Production requirements and costs for a magical distaff are the same as for a staff. The differences in size and amount of



materials are offset by the rarity of magical distaffs. Otherwise any magical staff might be recreated as a magical distaff.



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

**Staff of the Blade:** This metal staff is actually crafted to look like a longsword. However, the blade is dull and can only deal 1d6+1 bludgeoning damage when wielded as a weapon. It allows use of the following spells.

- Phantom Lacerations (1 Charge)
- Dreadful Bloodletting (2 Charges)
- Wave of Mutilation (2 Charges)

**Staff of Enchantment:** This staff of apple or cherry wood allows use of the following spells:

- *charm person* (1 charge)
- *sleep* (1 charge)
- *suggestion* (1 charge)
- *emotion* (1 charge)
- *charm monster* (2 charges)
- *mass suggestion* (2 charges)

**Staff of Transformation:** This staff made of ash is carved with shifting shapes and graceful curves. It allows the use of the following spells:

- *alter self* (1 charge)
- *polymorph self* (1 charge)
- *polymorph other* (1 charge)
- *massmorph* (2 charges)

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

**Witch's Staff:** This staff of hawthorn wood is topped with a rough-faceted crystal. It is a potent magic item that allows the use of the following spells:

- *command* (1 charge)
- *sleep* (1 charge)
- *magic circle against chaos/law* (1 charge)
- *polymorph other* (1 charge)
- *veil* (1 charge)
- *bestow curse* (2 charges)
- *eternal sleep* (2 charges)

Additionally, the wielder of a witch's staff has a +2 bonus to AC and all saving throws. The staff itself is a +2 quarter staff and can be used as a weapon in mklée combat.

## Rods

Rods are magical devices typically made by witches and give to non-witch friends and associates, typically known as “the Cowan.” Usually anyone other than a witch can use rods. Some GMs might allow that Wizards also can't use these rods.

**Pentacle Rod:** This magic item usually has a pentacle or an inverted pentacle at the end. All pentacle rods have an alignment. Three times per day, this rod can fire a ray that causes 1d10 hit points of damage. Anyone not of the alignment of the rod has the spell cast against them each time they attempt to use the rod. For instance, a neutral person using a chaotic rod would be fine, but not a chaotic person using a lawful rod. In this instance, the wand does not affect the intended target, nor does it harm the user.

A pentacle rod is always the alignment of the creator.

**Rod of Witch Detection:** Favored by witch hunters of all sorts. This rod will determine if someone is a witch. The wand will grow warm in the presence of a witch. The rod will be able to identify 3d6 witches, regardless of alignment. The user needs to be able to point the wand at the witch and be able to feel the warmth, e.g., not wearing thick gloves or gauntlets.

**Rune Rod:** A rune rod is a long stick carved with runes and magical symbols. It is intended to store a single spell, much like a wand, but a rune rod is good for only one use. After it is expended, it is nothing more than an ordinary stick. The primary advantages of rune rods are that they are fairly simple and easy to make in comparison to regular rods and wands, and they can be used by anyone who knows the rod's command word (usually written as part of the runes), not just spellcasters. Witches often give rune rods as gifts to aid those who have aided them or tools for non-spellcasters.

The spells can be determined randomly.

## Wondrous Items

**Athamé of Spell Focusing:** This ritual Athamé focuses the energy of the caster as if they were 1 level higher for the purposes to determine range, damage, or duration. Otherwise, the wand will cause the target of any spell cast through to save vs. Spells at an extra -1. Rarer Athamés can even increase this bonus to -2 all the way to -5.

This item is similar to a wand of spell focusing, but the Athamé of spell focusing only works for witches.

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

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

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

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

**Book Page, Magical:** This blank page can be inserted into any mundane Book of Shadows or Book of Law. It confers +1 magical bonus to saving throws to the book. Also, two sets of script may be recorded on the page, a magical one, only visible by the witch that owns the book and a mundane one visible to all. Typically the witch will record something benign on the page while the true text is hidden underneath. Up to 10 such pages may be added to any one book.

### Brooms

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



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

**Broom of Flying, Speed:** This broom is designed for speed and maneuverability. It can fly at a speed of 120 feet and has a maneuverability of perfect. Otherwise it is the same as a normal Broom of Flying.

**Broom of Protection:** This broom appears to be an ordinary witch's besom or other mundane broom. It's magic is revealed when the witch uses it to sweep.

This broom provided protection as a *Sanctuary* spell when the witch sweeps a clockwise circle around herself and others. The effects last five rounds and may be repeated 3d6 times.

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

### Cauldrons

With the possible exception of the broom, few items are more closely related to the witch as the cauldron. Cauldrons come in all shapes and sizes, from small ones used to brew or distil one potion to true huge ones that can hold three people comfortably. Cauldrons are usually round, made of iron and covered in black pitch. They often have runes or other symbols of power engraved in them. Used for both ritual and mundane tasks, the cauldron is associated with the element of water.

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

**Cauldron of the Dead:** This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature. When filled with a mixture of water and rare herbs, the cauldron transforms

any dead body placed in it into a zombie or skeleton per the *animate dead* spell (the user chooses whether or not a zombie or skeleton is created from an intact corpse). Each corpse animated uses up 50 gp in materials and the cauldron can animate a corpse in one round. The user of the cauldron commands the undead so created, up to 2 HD per character level, any further undead created over this limit are under the owner's control, but previously created undead are freed.



**Cauldron of Flying:** This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can *fly* through per the spell with an unlimited duration. The cauldron moves under the direction of the person who spoke the command word or phrase to activate it. The cauldron provides half cover for anyone standing in it. It has an AC of 2 and 60 hit points.

**Cauldron of Plenty:** This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week it can also be commanded to create a *heroes' feast* for up to twelve people. The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

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

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

**Charm Bracelet, Luck:** This silver chain appears to be a charm bracelet, but instead of providing protection directly it provides a +1 to any one roll. The number of times it can be used in a

day is indicated by the number of charms, 1d6. The luck bonus must be announced before the roll is made. It may only provide a single +1 bonus per use.

**Crown of the Spring Maiden:** This crown is made of spring flowers and is similar to the crowns worn by girls and young women during Beltane and May Day rituals. Anyone wearing this crown (male or female) appears to be as they did at the onset of young adulthood. The wearer of the crown gains a +1 adjustment to any Charisma based roll and when casting any *charm* based spell the victim is at -2 to save.

**Coat of Darkness:** This black coat provides a +4 bonus to hide checks, and once times per day can cast *Intangible Cloak of Shadows* on the wearer.

**Deck of Divining:** This is a deck of finely crafted cards made of heavy vellum, or thin sheets of ivory or horn, with various images used in divination (similar to a *deck of many things*). The deck permits any character type to perform a divination by laying out the cards in a 10 minute reading. The accuracy and information provided by the reading are the same as that of a *divination* spell cast by a character of the same caster level (70% base + 10% caster level or 80%). The ritual requires incense and other ritual materials with a cost 25 gp per reading. Spellcasters using the deck of divining as a spell focus gain a bonus of + 5% to their own divinations.

**Deck of Divining, Greater:** As the deck of divining above, these gilt edged cards are still as bright and colorful as the day they were painted. They perform as a *deck of divining* save the accuracy for a single reading is 90% and the spell focus bonuses are +10%.

**Dowsing Stick:** This appears to be a normal stick similar to that used for a *dowsing* spell. It can cast *dowsing* at will.

**Earrings of Timeless Beauty:** These earrings are usually very elegant and decorated. The wearer of these earrings is granted a +6 bonus to seduction rolls (based on Charisma), and a +2 bonus to all other charisma based rolls.

### Garters

Garters are bits of clothing, usually cloth or leather, but can be made of more exotic materials such as snake skin, used to hold up a pair of stockings or socks. Some garters are also worn without supporting any other item of clothing or on the arm. Only one garter may be worn per appendage.

**Garter of Bright Blessings (Honeymoon Garter):** Like the *Handfasting cord*, this item was designed for weddings. The magic item must be worn by the bride on her wedding day. The item is only invoked when it is removed by her chosen groom on their wedding night. Once done, either participant may cast a *Locate Creature* that is specific to their spouse once per day for 1 year and a day after the wedding. The casting is done as a witch 10<sup>th</sup> level.

**Garter, Courtesan's:** The garter makes the wearer more attractive. They gain all the benefits of a *Glamour* spell once per day as if cast by a 10<sup>th</sup> level witch.

**Garter of Luck:** This colorful garter, worn by both men and women, fits to lower calf of the leg and is used to hold up socks or secure breeches or pantaloons. It provides the effects of *Bless* spell once per day.

**Garter of Protection, Goddess Blessed:** These garters all confer a level of protection as a personal blessing from the Goddess. The nature of the protection depends on the Name of the Goddess used in the garter's creation.

Goddess	Protection Granted
Brigit	+1 to saves vs. Wands, Staves and Rods
Diana	+1 to saves vs. Poison
Hecate	+1 to saves vs. Magic
Isis	+1 to saves vs. Dragon Breath
Kali	+1 to saves vs. Death

These garters often display the personal symbol of the Goddess and are usually worn on the upper arm. There may be other kinds of garter conferring the blessings of other goddesses.

**Garter of Protection, Red:** This garter is almost always red. It confers a natural armor protection of +1 to +5. Normally worn on the upper arm, this garter is made of the finest leather available.

**Garter, Snakeskin:** This garter is made of the recently shed skin of a large snake (less than 24 hours old). The skin is treated and infused with the witch's magic. The end product is a bright snakeskin garter that allows the wear to escape any bonds as if they had *escape of the snake* cast on them.

**Hand of Glory:** This was a right hand of a murderer that was severed while the corpse was still hanging from the gallows. This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). When the hand was ready, candles were fitted on it between the fingers. These were called the "dead man's candles" were made from another murderer's fat, with the wick being made from his hair. Another method of curing the severed and dried hand was to dip it in wax. After this process, the fingers themselves could be lit. If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it him or herself, and it does not count against the wearer's two-ring limit.

The hand can wear only one ring at a time.

Even without a ring, lighting the hand itself allows its wearer to use *daylight* and see invisibility each once per day.

The following phrase is spoken to invoke the hand:



*"Let those who rest, more deeply sleep;  
Let those awake their vigils keep.  
Oh, Hand of Glory, shed thy light  
And guide us to our spoil tonight."*

### Hat of the Archmage

This artifact is quite rare and very powerful. Created by an ancient archmage that used to joke that he always had another idea under his hat, the hat allows the wizard (and only a wizard) to store a number of extra spells. It is rumored that this hat can hold 100 levels of spells that can be cast when the hat is opened and the proper spell is commanded to come out. The wizard can then cast spells into the hat to be used at a later time.

Another, similar item, is known as the Hat of the Queen of Witches and is only usable by a witch

**Hat of Focus:** This hat aids the wizard or witch when they are performing spell research, learning new spells or otherwise engaged in any work requiring their focus.

This hat when worn will treat the wearer as if they had an Intelligence or Charisma score as one greater (+1) than they currently have. This does not change the number of spells they can learn or memorize based on their ability scores, but it does aid them with learning or creating the new spell.

**Hat of Focus, Spellslinger:** This hat is similar to the Hat of Focus save that it adds +1 or +5% (where appropriate) to any one spellcasting roll. So this hat could add +1 per die in a Fireball's damage or -1 in a Saving Throw, but not both.



**Horn of the Hunter:** This carved and decorated animal horn trumpet can be sounded up to three times per day. When sounded it acts as a *scare spell* against all creatures within 15 foot radius.

**Magical Hat (Holding):** This hat appears as a crumpled old wizards or witches hat. The inside though is an extra-dimensional space similar to that of a Bag of Holding. The user may store up to 10 pounds of mundane (non-magical) material inside. Regardless of the contents, the hat will only weigh 10-12 ounces. Typical uses are a place to store spell components and other minor items. The witch cannot pull the hat down over her head to protect it since the entire item must be enclosed. Any animal placed in the hat will suffocate within 5 minutes much as a bag of holding. Magical Hats react the same to portable holes as do bags of holding.

This hat, despite its name, can be used by any class.

**Magical Hat (Holding, Greater):** This hat appears as any other Magical Hat and represents 15% of their number. This hat can hold 25 pounds of materials as well as magical ones.

**Mantel of Protection:** This leather mantle can be worn over cloaks, coats or armor. It provides +1 protection to AC and a -1 bonus to saving throws.

**Manual of Druthers:** A druther is a special type of wooden golem that a witch can create. The druther costs about 1,000 GP to create and can take any form as long as it is all wood. The druther can be carved from wood or it can be made of wooden

twigs and boards attached together. Creation time takes one month.

Once the druther is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the druther, the figure becomes fully animated. The creator of the druther needs to be a spellcaster of 10<sup>th</sup> level or higher.

**Mask of Beauty:** While worn, this mask transforms the wearer into an idealized version of beauty. The wearer of the *mask of beauty* gains a +3 bonus to Charisma in regards to reaction rolls and hirelings, but not on XP bonuses for witches.

**Mask of the Hunter:** This wooden mask is carved to resemble a face made up of curling leaves with a pair of deer antlers sprouting from its forehead. While worn, the *mask of the hunter* grants +25% enhancement bonus on all Hide in Shadows and Move Silently checks while outside in a natural setting.

**Mojo Bag:** This small bag appears to be any type of commonly used bag. It is often made of cloth, animal hide or even woven plant matter. What this simple exterior hides is a powerful enchantment. The interior is a non-dimensional space connected to the Astral plane that can contain a large number of spell components. The witch merely needs to think of the spell she needs to cast and the appropriate component presents itself. The mojo bag can contain a number spell components based on the power of the enchantment used to create the bag.

Bag	Spell level	GP Value	Market Value
I	up to level 1	up to 100 gp	33,750 gp
II	up to level 3	up to 200 gp	41,250 gp
III	up to level 5	up to 500 gp	48,750 gp
IV	up to level 7	up to 1,000 gp	60,000 gp
V	All spells	up to 2,000 gp	67,500 gp

A mojo bag can hold spell components up to and including the mentioned level or up to a certain amount of GP worth. The bag does not create these items, but will hold them in their current state as long as the bag remains intact. Live animals cannot be kept in such a manner as they would still need air to breathe.

A mojo bag placed inside a *bag of holding* or *portable hole* is lost as per a bag of holding.

Bag	Caster level	Creation cost	XP Cost
I	9	16,875	1,350
II	11	20,625	1,650
III	13	24,375	1,950
IV	16	30,000	2,400
V	18	33,750 gp	2,700

**Rings of Shared Danger:** Rings of shared danger come in batches. They are usually paired, but up to a dozen rings can be linked at any one time. Whenever one of the ring wearers is in danger that would be obvious to a nearby observer (though not necessarily the wearer herself), all other wearers are aware of the endangered character's location and what is threatening her. The rings do not provide any aid in reaching the endangered character. Anyone who knows what a ring of shared danger is may be reluctant to kill the wearer, however, since all other ring wearers will be able to see the attacker. The ring's power does not provide any bonuses to seeing through disguises, nor does it grant any ability to penetrate illusions.

**Sandals of Air Walk:** These sandals hover slightly off the ground, just as though the wearer had the spell *Air Walk* cast on them.

**Scrying Crystal:** A crystal suspended on a silver chain can be used by a witch to scry. The chain is spun and the crystal is dropped on a map or an Ouija like board to spell out answers. Magical scrying crystals add to the level of success by providing a +2 bonus to the spellcasting roll.

**Voodoo Doll:** This doll is usually crafted to vaguely resemble a particular person, though it can be altered to resemble someone else after its creation. If a personal item is attached to the doll (for instance, the target's ring or a lock of the person's hair), the Voodoo doll can be used to cast *Ghostly Slashing* as a first level sorcerer on the target once per day, regardless of the distance between the target and the user. A person may only be the target of one Voodoo doll at a time. You may not make yourself the target of a Voodoo doll in order to make yourself invulnerable to other dolls.

### Cursed Items

Evil witches are well known for their curses. It has been postulated by many sages that the abundance of cursed items to be found are a result of vengeful witches. Witches often counter that this is nothing more than rumor and more slander against them.

There are though many cursed items that are the result of witches for whatever the motive.

**Apple of Eternal Sleep:** This beautiful red, ripe apple appears fresh and tempting.

Should anyone bite into it (even a small taste), they must make an immediate saving throw vs. Death or be stricken by the eternal sleep spell. The victim can only be awakened by a casting of *break enchantment*, *limited wish*, *wish*, *miracle* or by a kiss from someone of royal blood or their true love.

**Broom of Animated Attack:** This item is indistinguishable in appearance from a normal broom. It is identical to a broom of flying by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating him with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 7 and 18 hit points,

**Broom of Flying, Cursed:** This broom appears as any other magical or mundane broom, that is until a witch (no other class) attempts to ride it. The broom then takes off in any random direction at top speed as per a Broom of Flying. The only way to stop it is to cast a *Remove Curse*.

**Cloak of Immolation:** This baleful cloak appears to be a finely made normal garment that radiates protective magic when examined using *detect magic*. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames, which burn continuously but do not harm the cloak, only its wearer. The cloak does 1d6 points of fire damage each round and cannot be removed unless a remove curse spell is cast upon it. Submerging the wearer in water can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells such as *endure elements* can temporarily protect the wearer against the cloak's flames, but does not remove the cloak.

**Crown of Blindness:** This fine silver circlet is often set with a milky moonstone (similar to a moon circlet above). When a wearer places it on her head, the stone in the circle goes dark akin to the waning moon and the wearer must make a saving throw vs. Spells or immediately go blind, per the *blindness/deafness* spell. The saving throw must be made each round that the crown is worn (removing it is a move-equivalent action that provokes an attack of opportunity). The blindness can be cured using *remove blindness/deafness*, *break enchantment*, or *remove curse*.

**Cursed Candle:** This candle is imbued with a baleful spell (commonly *bestow curse*, but a number of others are possible). The spell affects the first creature to light the candle. Alternately, some cursed candles affect the first creature to spend a set amount of time in the candle's presence (within 10 feet or so, usually about an hour's time). The victim saves against the spell normally. Once the spell has taken effect, the candle flares, goes out and cannot be relit. Other cursed candle spells include *blindness/deafness*, *contagion*, and *polymorph other*.

**Cursed Candle - Scarlet Candle of Lust:** Anyone who is near a Scarlet Candle of Lust for more than 15 minutes must succeed a saving throw vs. Spells or become beguiled to the user, as per the spell.

### Hat of Focus, Dunce

This cursed hat looks exactly like the Hat of Focus and any detect magic will reveal that it is in fact a Hat of Focus. This hat though has the opposite effect and lowers the appropriate spellcasting ability score by 3 points. So, if worn by a wizard, then their Intelligence drops by 3 points.

The hat can only be removed with a *Remove Curse* spell.

**Hermaphromorphic Girdle:** This enchanted belt radiates magic of an indeterminate type. When put on, the wearer must immediately make saving throw vs. Spells or be transformed into a member of the opposite sex. The character's abilities, mind and spirit remain unaffected (per the *polymorph other* spell), only the character's gender changes. The change is permanent unless undone by a use of *break enchantment* or *remove curse*.

**Mantle of Madness:** Anyone who puts on this beautiful and finely embroidered cloak must make a saving throw vs. Spells or be stricken with *insanity*, as per the spell. The save must be made each round the cloak is worn. Only *greater restoration*, *limited wish*, *wish* or *miracle* can restore the creature's sanity.

**Sack of Rats:** A cursed item in the general sense, many have found some use for this. This normal sack appears to all magical detection (except for *detect curse*) to be a Bag of Holding. Once a food item though is stored in this bag, its true magic be discovered. Out from the bag will pour thousands of rats that will run in every direction away from the holder of the bag. The bag contains 1,001 rats. A save vs. Paralysis must be made or anyone in 10' feet of the bag will be unable to move due to all the rats. The rats will bite and all within 10' of the bag will take 1d6 hit points of damage.

## Artifacts

Powerful witches make power magic items. Some are so well known or infamous that they have become legendary.

**Baba Yaga's Hut:** The legendary abode of the witch Baba Yaga has appeared in various tales over the years, and predictably, the details have varied. Baba Yaga herself often lies and spreads rumors of the Hut's abilities.

The hut appears as a small, 15 feet by 15 feet by 10 feet, windowless and doorless *Izba* made of logs with a thatched roof. It stood on two (sometimes three) giant chicken legs, and spun rapidly in a yard that contained her geese and horses. The hut was surrounded by 11 skull-lanterns on poles with a 12<sup>th</sup> pole standing empty. The hut could spin faster than any person could run and if someone managed to grab on, it would fling them off into the woods.



Getting inside the hut was a secret only Baba Yaga knew. She could will it to stop spinning and open it up, but other times it took the use of a command in folk magic to get the hut to obey; usually something like, "Hut, hut! Still you should be, with your back to the forest and your door to me!"

Inside the hut was much larger than the outside, at least 10 times greater. No one could leave the hut unless Baba Yaga willed it, including the souls of the dead. Occupants inside were immune to all magical effects from the outside.

The hut is known to have the following powers, all are at caster level of 25.

**Movement.** The hut could travel over any land terrain or water at speeds of 60 feet. It could not fly, but it could go up sheer cliffs and mountains or over seas.

**Protection.** The hut has protections against all forms of violence, magic and the environment. In each case, the proper protection spell is used as a 25<sup>th</sup> level witch. Magic effects are also hampered inside the hut.

**Travel.** The hut could become Ethereal or Astral when needed.

In every case Baba Yaga could invoke these powers by will. Others will need to learn the folk magic command phrases in order to use the powers.

**Semi-Sentient.** The hut is semi-sentient. Not truly alive or intelligent (it does not have an ego score), it does have an awareness about itself. It mimics Baba Yaga's personality in the attempts to lure people to it. When this happens, it spirits them off to Baba Yaga who will decide what to do with them. Usually the great witch is split between putting them to work or eating them. Other times, the hut stays in possession of someone for a much longer time before disappearing again. It is rumored that the mage responsible for the *Tiny Hut* spell was in possession of Baba Yaga's hut for years.

**Baba Yaga's Mortar and Pestle:** The Hungry Witch is known not only for her famous abode, but for her rather unique means of travel. Baba Yaga can travel about the forest in a large mortar and pestle. She sits in the mortar, steers with the pestle and sweeps up her tracks with her broom behind her. This way she can travel over any surface, including water, but not air. The mortar and pestle's only power is its speed, traveling at a blinding 120 feet. The AC of anyone in the mortar and pestle has their Armor Class improved by -10.

Within the mortar, the driver also acts as if they had a *haste* spell cast on them. Only one person may sit in the mortar at one time.

**La Befana's Broom:** La Befana was a great and powerful witch. Legend says that she once helped three great and powerful magic users find their way when they were lost and search for a newborn king. They had asked La Befana to go with them, but she declined, telling them she had cleaning to do. In reality, she did not want to go because she had lost her own baby and seeing this new one would have made her sad. The magic users on their return brought La Befana a gift, a magical broom that would clean her home for her if she uttered the proper word. It would also render her invisible and allow her to enter the home of anyone, unnoticed as long as her intentions were good and pure. La Befana used this magic to go into people's homes each year on the eve of the magic user's return to her to clean the homes of the good people in her village. She would also leave a small present, usually a bit of candy for the good children or a bit coal for the bad ones.

She has let the broom go now so it may continue to do good in the world where she can't go.

In the hands of a Lawful witch, this broom will manifest the following powers.

- Act as a *Broom of Flying*
- Act as a *Broom of Protection, Threshold*
- When held, it will render the witch *Invisible*
- When used to knock on a door, the door will open as if a *Knock* spell was cast on it. Inhabitants will not be able to hear the knock.

Neutral witches can also use these powers, but only if their intent is pure and good. If they attempt to do anything that is considered harmful, then the Broom treats them as if they were Chaotic.

Chaotic witches cannot use the Broom at all. Once they touch it, it becomes a *Broom of Animated Attack*. The broom will attack for 1 round (it gets the initiative due to surprise) then disappears.

Typically the Broom will remain with any given witch only for one year, then disappear to find another worthy witch.



**Cauldron of Cernunnos:** This cauldron is a huge iron cauldron covered in black pitch from a thousand nights of use. It is large enough to sit four adults or hold 300 to 400 gallons of water. The only indication that this cauldron is special, other than its size, is that it is made in the likeness of horned Cernunnos surrounded by animals and 20 men.

The Master of the Wild Hunt is a dual aspect deity to many witches. This large iron cauldron reflects this duality. On one hand, as Lord of the Harvest, he gives. The cauldron can act as a Cauldron of Brewing (qv.) or as a Cauldron of Plenty. It can be used to feed up to 20 people as per *Heroes Feast*. Either use can only be used once per day.

As the Lord of the Hunt, it can also remove life as per a Cauldron of the Dead (qv.), creating undead. Only 20 zombies or skeletons can be made per corpse. No herbs need to be used; the body can be put into the cauldron. This can be used once per day as well. The two disparate powers can be used independently, so the possessor can make 20 zombies and enough food to feed 20 people.

**Cloud Ship of the Mangonians:** The Sky Kings of Mangonia called upon a group of witches to build for them giant ships of war out of clouds. From these clouds, they waged war by pelting huge hail stones and lightning on their enemies below. However, the Sky Kings failed to pay the witches for their ships. The witches chased them as they flew away in their ill-gotten magical clouds.

No one knows what happened to the Sky Kings after that. They have never been seen again, but the sky ships remain. The witches created these magic items as a way of getting back at the Sky Kings; now anyone can use their ships of war.

This item appears a gallon sized earthen jug. Once the stopper is uncorked, thick cloud-like mist will roll out and form a cloud. The cloud is secure and can carry up to 800 pounds of people and gear for 24 hours, or twice that much for 12 hours. After that point, the cloud will dissipate. Each jug contains only one cloud. The clouds themselves act much like carpets of flying, obeying spoken word commands for directions and moving at a rate of 50 feet with average maneuverability.

**Cloud Ship of the Mangonians, Greater:** These ships appear exactly the same as the more common type, save that these can also fire one lightning bolt 3 times per day. The bolts cause 6d6 hit points of damage.

**Circe's Wand:** The great witch Circe was not just one of the world's most powerful spellcasters, she was also partially divine. Her wand contains a portion of her great power. She allows it to roam freely among witches in order to build her own renown. The wand itself is actually a rather simple design for so powerful a witch. It is longer than most wands, described as being at least 18' to 24' and made of a Cyprus branch.



The wand has the following powers, cast as a 20<sup>th</sup> level Witch:

- *Alter Self* (2 times/day)
- *Dispel Magic* (3 times/day)
- *Hallucinatory Terrain* (2 times/day)
- Mass Polymorph (1 time/day)\*
- *Polymorph* (1 time/day)\*
- *Polymorph Any Object* (1 time/day)

The area of effect for the wand is a cone 60' long.

Any creature affected by the Polymorph power of the wand is also *Charmed* as per the spell (no save).

**Liber Mysterium, The Book of Witches:** This ancient tome is bound in rich leather and brass. The book itself is a hefty volume full of information on the subject of witches, witchcraft and witch traditions, covens and monsters typically associated with witches.



Any witch, of any alignment, who reads this text will gain enough experience points to gain one level and put them half way through to the next. Reading will require 1 full lunar month of study and contemplation.

This tome also includes descriptions of all the new witch spells available. Witches must still learn the secrets for casting these spells as normal (leveling up and consulting their familiar), but now they know the spell to request.

Non-witches gain no benefit, but GM's may allow a +2 to +5 on any check that might be occult in nature. Wizards (magic users) may use this text to learn spells that also appear on their own spell lists.

Witches, Wizards and Clerics can also scribe 2-5 scrolls (1d4+1) of spells that appear on their own lists to use at a future date, but non-witch characters suffer the following effects.

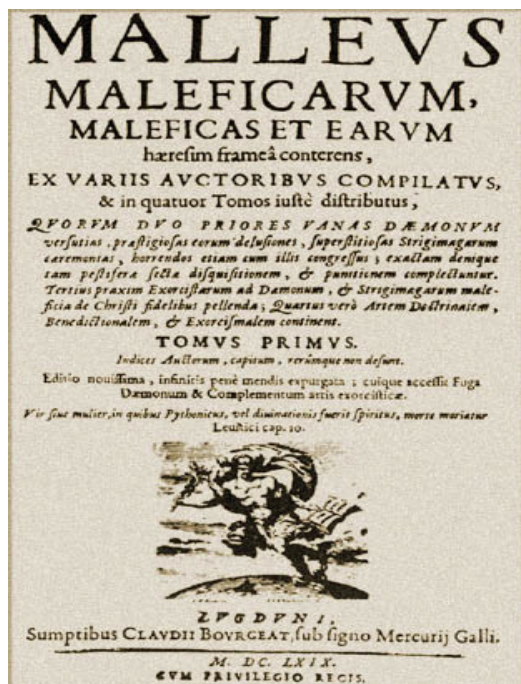
Wizards (Magic-users): lose 100 to 600 xp (1d6x100)

Clerics: lose 500 to 1,000 XP (1d6x100+400)

All other classes: Save vs. Spells or be knocked unconscious for 1d4 turns.

Once the book is read and its secrets revealed, it will disappear to find another worthy witch.

**Malleus Maleficarum, "The Hammer of the Witches":** This text was penned by clerics in their attempt to rid the world of witches and witchcraft. While not as rare as other magical texts, there are in fact many copies of this book. Only the True Malleus is the artifact.



If the Lesser, or more common, Malleus is read, any class other than a witch will gain a +1 to all to hit rolls against witches and other magic-users. For game purposes, even clerics of different faiths can be considered a witch.

The True Malleus was in fact "edited" by demonic forces to spread more unrest and chaos. This tome is cursed and anyone

that reads it gains a +3 to hit and +1 to damage against any magic using class such as a witches, wizards and clerics. The reader also becomes paranoid and must make a save vs. Spells or believe that anyone they meet is a witch and must be destroyed, friend or foe.

If the save fails and the reader manages to kill the "witch", they will go on a bloody rampage, seeking out all sorts of "witches" and commit mindless murder. Only a *Remove Curse* spell can stop them.

Readers that do read the True Malleus, but make the save, will always be suspicious of any new magic-user they meet.

**Mirror of Hathor:** This highly stylized hand mirror is inlaid with silver, gold, bronze, lapis lazuli and many jewels. It gives the appearance of the type of mirror used by the finest of noblewomen, for use in gazing at their faces. The mirror itself rests in a handle that curves up and out to cradle the reflective surface. The upper portion gives one the impression of horns. The back features a cow with the same mirror and handle on its head as a crown.

The magic of the mirror comes when the user speaks the command word. The mirror allows the user to scry on anyone, anywhere in the world or the other planes as long as the user has at least some familiarity with them. This familiarity can be as minimal as a single meeting; the user needs only to be able to recall the person's name. They may watch and hear everything around the person as if they were standing next to them. If the user is a spell caster, then she may cast spells on the person, even if the range is "Touch." Otherwise, the mirror is treated as if it were the conduit of a permanent *Greater Scrying* spell.

Witches using the Mirror as part of a scrying gain no added benefit, but they can talk to the person they are scrying on.

It is rumored that when exposed to the sun's rays, Ra will scoop up the mirror to return it to Hathor herself, as it was his gift to her.



## APPENDIX A: ADVANCED OPTIONS

The rules presented herein are done from the perspective of a Basic game. As the World's Most Popular Fantasy Role-playing Game evolved, a newer, Advanced version appeared on the shelves at roughly the same time period as the Basic rules. Conversions back and forth between the two rules were a common practice, even if the rule sets had different assumptions. Converting the witch between these two rule sets is likewise not difficult, if Game Masters will allow it.

The following recommendations then are made.

### Class Features and Advancement

Use the material in this book as is. Additionally, player character witches may be elf, half-elf or gnome racial stock. GMs may allow half-orcs for non-good aligned witches. Their level limits are similar to that of Magic-users or Wizards.

### Ability Scores

**Prime Requisite:** Charisma

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

Witches gain bonus spells for high Charisma as do Clerics for high Wisdom.

WITCH CHARISMA TABLE					
CHA	Additional Spells by Spell Level				
Score	% Spell Learn	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.

### Hit Die

Witches use a **d6** for hit-point determination. This places them roughly between the cleric and magic-user in terms of health.

### Class Restrictions

In general follow the guidelines as set up for the Magic-user or Wizard class. However, the witch can still wear leather armor as she chooses, but not studded leather.

Witches may use oil, holy-water or poison as they see fit and corresponds with their alignment.

### Races

Witchcraft is considered the oldest of magical practices and thus all races have a Witchcraft Tradition that is unique to themselves. More detail can be found in **Appendix B**. In general, demi-human Witches are limited to 13<sup>th</sup> level of ability.

### Alignment

Witches may be of any alignment. Evil witches do exist as do good. On the whole, there are more Chaotic witches than lawful, especially among solitary witches. Coven witches are typically

anything but Chaotic. True Neutral witches are quite rare since humans of a True Neutral persuasion tend to choose to be druids.

### Secondary Skills

If your Advanced System uses Secondary skills, proficiencies or just skills, the witch is uniquely qualified to act as a midwife, herbalist, alchemist, or village healer. Weaver is also a good choice.

### Spells

Cantrips are determined by the rules of the system you are using. Some will treat these as separate "0-level" spells, others have a 1<sup>st</sup> level spell called "Cantrip" that allow these effects.

**Components:** All spells will have V, S and M components unless otherwise specified in their description.

**Casting Time:** Each witch spell will take a number of segments equal to 2 + the level of the witch spell in question to cast. So, a 1<sup>st</sup> level witch spell will take 3 segments and an 8<sup>th</sup> level spell will take 10 segments. This can be modified as the Game Master sees fit.

### Clerical and Magic-user Spells

Clerics could pray for any witch spell in this book, following the guidelines in **Appendix C**.



### Druid Spells

Witches and Druids share a number of spells. A Witch can use some Druid spells at the GMs discretion.

Druids may use any witch spell that deals with nature, animals or is not specifically tied to an alignment. Typically, they will not use *charm* spells.

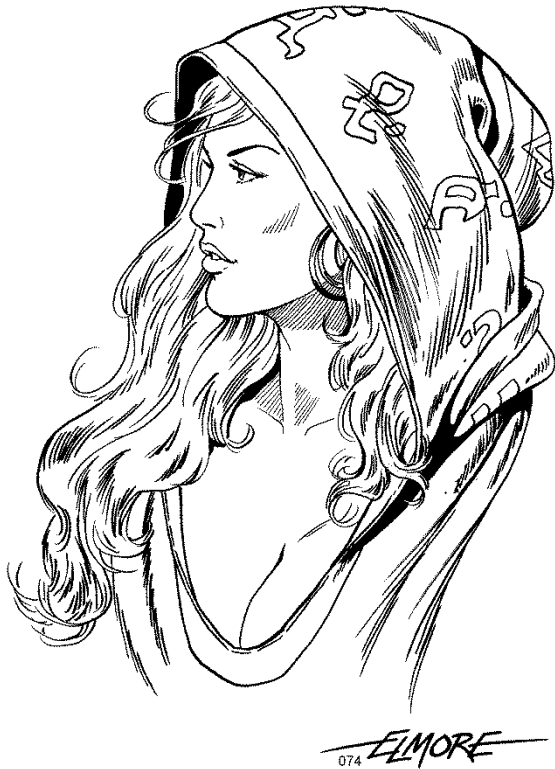
### Illusionist Spells

Witches can use all but the highest level of Illusionist spells.

Illusionists, if that sub-class is used, may use any witch spell that causes a figment, glamour or charm.

### Necromancer Spells

If Necromancers are a separate class in the system you are using then the witch could have access to some of these spells. The following recommendations though should be taken into consideration. Only evil Witches will use harmful necromancy and limit the Witch to Necromancer spells of 4th level and below. Necromancers can use any Witch spell that affects undead.



### Multi-Class & Dual Class

A witch may multi-class or be a dual-class as per the rules in your version of the game. Witches tend to focus on being witches to the exclusion of all other things. So, it is possible for a character to begin as something else and then switch over to a witch. The converse rarely occurs in NPCs. PCs are free to choose as they will.

Witches are their own class, not a sub-class of Cleric or Magic-User. Traditions are roughly equivalent to sub-classes of the Witch. Thus a witch can multi-class to Witch/Wizard or Witch/Cleric if desired, but not Faerie Witch/Family Witch.

**Note:** Compatibility between what is presented here and any one particular set of rules is not guaranteed. Game Masters need to be familiar with the rules they use in order to make proper conversions.

## APPENDIX B: DEMI-HUMAN CLASSES

Humans are not the only kinds of witches that may be encountered in a game. With the Game Master's permission, these Demi-Human classes may also be used. In all cases, these classes will mimic the powers of the human witch and use witch spells, though each may have their own particular take on how each race defines their witchcraft.

These can be used as NPCs, replacing the "Demi Human and Non-Human" Spellcasters found in the various books published for the game over the years, or they can be used in addition to them. These classes may also be used as PC classes though Game Master's would have to approve and they may not fit into the world that has been created.

Game-wise, these demi-human witches are treated like another class, but are presented here in the same format as are the Witch Traditions.

**Note:** Depending on how your version of the Basic rules handles demi-humans, these can either be treated as their own classes, as Elves, Dwarves and Halflings sometimes are, or as racial traditions where Race and Class are separate. In all cases, the demi-human witch is limited to 13<sup>th</sup> level. GMs may limit these classes as they wish, or remove them altogether.

### Dwarf

The dwarven witch feels isolation from her normal community due the general distrust of all magic among dwarves. This distrust seems to date back in time to the first recorded appearance of dwarven witches, a coincidence that seems too strong to ignore.

In dwarven society, men and women are regarded as equals. The dwarven witch is seen as contrary to this established reality. Most dwarven witches feel deep fear when they first hear the call and either leave their communities or try to suppress what they now know and feel. Dwarven witches become Solitaries, learning their art and faith directly from the Mother of dwarves herself.

While some find contentment with this life, others are constantly reminded that they will never truly belong, either as a dwarf or as a witch. Dwarven witches are the rarest form of witch one will encounter.

**Xothia:** The Xothia ("Zoe-thee-ah") witch of dwarven communities has taken her nearly insurmountable odds and turned them into unique advantages. Feared for her power, isolated because of her ideals, and respected for her knowledge, the Xothia has become a living repository of dwarven lore, knowledge and magic. All Xothia are female – no male has ever joined their ranks – and all are beardless. Whether the Xothia are born that way or have their beard removed is one of but hundreds of their closely guarded secrets. The leader of a coven of Xothia is often known as *the Xothia*, and is usually centuries old. She is regarded as an advisor and sage to dwarven leaders; many will travel days or weeks to seek her out.

The Xothia lives apart from the main community of dwarves, where she and her coven can use magic to scry and record all that needs to be known. Often such answers cannot be gathered by magic and the Xothia witch must travel the world in search of them. A full coven of Xothia is nine witches, eight members and *the Xothia*. Their manner and style of clothing have often been described as "elf-like," not in insult, but as a means for the common dwarf to label what she does not know. The ritual tools of the Xothia are the "Labrys" or small double bladed axe, and the "Malleus" or hammer.

The labrys may be wielded with one hand. It has two semi-circular blades on either side. The labrys has a small knob on top of the shaft located between the two blades.

### Elf

Elves were old when the world and mankind were still new. It should be no surprise then that histories of the elves and of witches have often met, intertwined, and drifted apart only to come back together many times. Some elves even claim that it was in fact the elven race that created witchcraft and discovered its magic.

While human witches absolutely deny such theories, even they can acknowledge these secrets are buried so far back in time that no one may truly, if ever, know.



**Kuruni:** The Kuruni ("kuh-roon-ee" or "kuh-roo-nee" depending on the area) is the elven witch, and nearly all witches within the elven community are Kuruni. The Kuruni are all member of the Faerie Tradition and follow all of the precepts of that Tradition. While magic using elves are fairly common, the Kuruni is still something of an enigma. Seeming old and young at the same time, one cannot help but feel this witch possesses some horrible knowledge that others were not meant to know.

Kuruni usually take a female elven deity as their Patron and honor her consort. Other Kuruni worship a being known as the Triune Goddess, an amalgam of the elven pantheon's three main goddesses. In either case, the full coven of Kuruni will always number a multiple of three. Kuruni covens rarely meet and usually communicate with their sisters via magic or familiars. Kuruni can only be chaotic in alignment, but may be good, neutral or evil. The exact alignment is dependent on their racial sub-type, but not limited by it. The ritual tool of the Kuruni is the wand. She will use this in all of her spell casting.

## Gnome

Gnomes are a lighthearted race in which magic flows freely. They are quick of wit, have engaging minds and are masters of whatever craft they choose. Witchcraft is no exception. Gnomes and witches have a history that dates back almost as long as that of the elves. The first witches referred to the gnomes as “earth spirits,” and believed them to be some sort of Earth Elemental due to the gnome’s innate magic.

Witches disagreed on the origins of the gnome as a species and their name. Some point to the word “gnomic” meaning “to know” or “the wise.” Others point to “gnomus” meaning “earth” or “from the earth.” Both seem to be apt.

Over the years, the two groups have become more knowledgeable of each other, but there are still not many gnomish witches about. Witchcraft is a serious business to most gnomes, communing with spirits and working as the living instrument of the Gods or Goddesses seems a bit too confining to most gnomes.

Within a gnome community, a witch will find a rare acceptance that she is not privileged to in other communities. This may give way to the constant barrage of questions that a gnome witch is forced to endure – not the questions of an inquisitor, but that of a very intelligent and keenly curious population. The witch, whether a gnome or otherwise, is naturally assumed to be the expert on a range of topics including the occult, the healing properties of herbs, the magical influences of the moon, sun and stars, the nature of magic, the properties of the astral realms, the magical properties of any number of mundane household items and so on. Generally, the happiest person in gnome communities to see the witch is the local cleric, if for no other reason than that he knows *he* won’t be the center of the community’s endless queries while the witch is about.

**Good Walker:** The gnome often prefers the company of home to that of the adventuring life. But for some, the urge is too great and off they go. The gnomish witch is then known as a Good Walker in their own language, although they are also known as “Benandanti” in some human tongues. As their name implies, the Good Walkers are of good alignment, with chaotic and neutral good being the most common. Why she travels is as different as each gnome that picks up a walking stick (the Benandanti’s ritual tool). Some seek knowledge, others seek purpose and more still just started walking and never came back.

Good Walkers are usually welcome in any coven, and many human witches consider it a good omen and an honor if a Good Walker joins them, if even for a short period of time. A Good Walker will only join with a coven for a small time by gnome terms, generally 4d6 months. While with that coven, the Good Walker is considered a member of that coven for all game play affects until they move on.

Good Walkers have an equal chance of being male or female and generally honor the same gods as other gnomes, except they usually have their own belief system regarding these gods. In fact, each gnome in a coven could have a *different* system of belief. Most gnomes do not see this as a contradiction.

## Half-Orc

Half-orcs are survivors. With nearly everything going against them they become what they need to survive and even flourish in lands that would defeat the most able. The Half-orc witch is something rare and terrible to behold. Orcs generally have the tendency to become shamans, and humans gravitate more towards priests if religious and wizards if interested in magic. It is possible that the Witch class serves the half-orc elegantly. The half-orc witch is not a shrinking violet who does not wish to be known for what they are, they believe themselves to be the physical manifestations of their patrons and they will use spell or fist to accomplish their goals.



**Bogglebos:** The witches among the half-orcs are often referred to as Bogglebos, a term that is also used to describe witch doctors, shamans and other types of animistic spellcasters among the goblinoids. The special thing about the typical Bogglebo is that in addition to her levels in witch, she may also have levels in shaman and sometimes barbarian or fighter. Bogglebos worship half-orc versions of human or orcish gods as their patrons. Bogglebos have equal chances to be male or female. They tend to be chaotic, but gravitate towards evil if encountered with orcs. Bogglebos also have a tradition that is similar to that of Voodoo, with the use of fetishes and charms.

The ritual tool of the Bogglebo is the sacrificial knife. Unlike the Athamé, this knife is sharp and maybe used for mundane needs.

## Halfling

Adventuring halflings are known to be full of wanderlust and a desire to see the world. Non-adventuring ones prefer the simple comforts of home, hearth and family. The halfling witch then is the self-styled guardian of both halves of the halfling heart. The halfling witch is rarely an adventurer, but has been known to have accompanied adventurers in the past.

Halfling witches see themselves as the hands of their Mother Goddess. Allow the clerics to be Her eyes and voice, the halfling witch has work to do! This does cause some friction between the two set’s worshippers, but rarely among the populace. Halfling witches are most like their human cousins. More females pick up witchcraft, which they just call “the Craft,” than do males, but there has not been the history of persecution among the halfling witches as with the humans.

Halfling witches tend to be open and honest not only about their Craft, but many of their other opinions as well. While this makes them appear to be crass at times, it has also given rise to a popular saying among halflings, “If you want an Answer, ask a cleric. If you want the Truth, ask a witch!”



**Herb Women:** Halfling Herb Women fill many roles in the halfling community. First, she is a center of wisdom and understanding folkways. In some respects, she acts as an informal teacher outside of the halfling home. She is a healer and often a seller of herbs, remedies and minor magic. She may perform marriages (handfastings) and, most importantly, she is also the community's mid-wife. Few, except the most knowledgeable clerics, can match her wisdom in the ways of bringing the young into the world. As mentioned previously, halfling witches are very similar to human ones, except there is no history of prosecution for the Herb Women. So nearly all Herb Women display the sign of their trade openly for all to see - a broom propped outside of their door. Each morning the herb woman will rise and sweep her back stoop or porch to signify that she is open. She will then place the broom outside of the door and leave the door open. This is a welcome invitation for the community who may stop by to buy her wares or even to gossip. It is believed that if the broom falls as someone walks in then that person is either special or under a curse. Since the herb woman's shop is often her kitchen, she can very well be fixing dinner all day while chatting with customers. When the witch closes her store, she places the broom across the door as a lock. The ritual tool for the halfling witch is of course the Besom, or witch's broom. Herb women get along very well with most human witches of all sorts, Kuruni and of course Good Walkers. They are typically any non-evil alignment, but individuals have their own choices.

### Other Races

**Faerie Witches:** Like the elf witch, the various races of the fae can become witches. Dryads, nymphs, sylphs and other faerie-land creatures may advance in levels as a witch. The tradition is similar to that of the Kuruni or Faerie Tradition. These witches are typically limited to 6<sup>th</sup> level of ability.

**Hags (Crones);** The witchcraft tradition of the Hags are most similar to the Classical Tradition, including the gaining of occult powers. These Hag witches are known as Crones and can use the spells and magic as a witch. Crones are limited in level in the description of Hags.

### Demi-human Witches

**Prime Requisite:** A demi-human witch has *two* Prime Requisites: Charisma and the one common to their species (Constitution for Dwarves, Intelligence for Elves, Dexterity for Halflings and Gnomes). If *either* of these Ability scores is 13 or greater, the character gains a 5% bonus to Experience Points earned every adventure. If both are 13 or greater, then the XP bonus is 10%.

**Weapons and Armor:** Demi-human witches may use any weapon that a witch may use, but it needs to "sized" to fit them. Demi-human witches may wear any type of armor that is normally permitted to their race.

**Special Abilities:** Demi-human witches retain the racial traits that their non-witch brethren enjoy except for those regarding combat and saves as detailed below.

**Spells:** Demi-human witches can use Witch spells like an elf can use magic user spells. Elf witches use the witch spell list rather than the magic user lists.



DEMI-HUMAN WITCH EXPERIENCE TABLE									
Level	Title	XP	Hit Die	1	2	3	4	5	
1	Initiate	0	1d6	1					
2	Neophyte	3,000	2d6	2					
3	Apprentice	6,000	3d6	2	1				
4	Sybil	12,000	4d6	2	2				
5	Adept	25,000	5d6	3	2	1			
6	Mystic	50,000	6d6	3	2	2			
7	Enchantress	110,000	7d6	3	3	2	1		
8	Sorceress	220,000	8d6	4	3	2	2		
9	Witch*	400,000	9d6	4	3	3	2	1	
10	Witch	600,000	9d6+1	4	4	3	2	2	
11	Witch	800,000	9d6+2	4	4	4	3	2	
12	Witch	1,000,000	9d6+3	4	4	4	4	3	
13	Witch	1,200,000	9d6+4	4	4	4	4	4	

\*"Witch" is replaced with the name the demi-human uses for witch. For example, Elven Witches are "Kuruni" at 9<sup>th</sup> level.

DEMI-HUMAN WITCH SAVING THROWS					
Level	1-3	4-6	7-9	10-12	13
Death Ray or Poison	12	10	8	6	4
Magic Wands	13	11	9	7	4
Paralysis or Turn to Stone	13	11	9	7	5
Dragon Breath	15	12	10	8	6
Rods, Staffs and Spells	15	12	10	8	5

CHARACTER HIT ROLLS (on 1d20)																			
Level	Target's Armor Class																		
Demi-human	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
1-3	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
4-6	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
7-9	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
10-12	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
13	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

## APPENDIX C: WIZARDS & WITCHES

The witch and the wizard are two often used and related archetypes in many fantasy stories and games. In many of these games, they are often combined into one magic user class. This is a fine solution, but the witch is not exactly the same thing as a wizard and visa versa. This supplement attempts to make this separation more clear. While adding the witch to your game has been designed to be as easy it can, there are some changes that can also be made to the wizard/magic user class. If you are planning to use this witch class then I would suggest using these guidelines for altering the standard magic user to this wizard class.

### The Wizard



Wizards are a specialized type of magic-user. Wizards learn spells in a formalized instructional setting. These can be training with a master wizard or teacher as an apprentice, a school of wizardry or even learning from stranger and more exotic means. All wizards keep spells books to write and learn their spells from. The spell book of a 1<sup>st</sup> level wizard will contain any cantrips they know and their first 1<sup>st</sup> level spells, including *Read Magic*. Wizards are expected to return to their institution of learning before they can gain a level. Wizards, through their training, can make Intelligence checks to determine if something is magical or not. This skill acts as a *Detect Magic* spell, but is only useful for one item being examined per turn. Wizards may also employ familiars as do witches. They do this via the *Find Familiar* spell. Unlike witches, wizards are limited to 1 familiar at a time.

Wizards also add their Intelligence bonus to saving throws vs. Spells, due to their knowledge of magical workings. The Wizard uses all the same advancement tables as the magic-user.

### Wizard Spells

Wizards can employ some of the same spells as the witch. These spells are listed by level and alphabetically in the next section. GMs typically can use a witch spell as a wizard spell of the same level. Spells that deal with healing or the growth of living things though should be usable by clerics as spells of the same level.

GMs are cautioned that many of the spells listed here are designed with the witch class in mind. Care should be taken not to make the wizard too strong or dilute what makes the witch unique.

### Cantrips

A wizard may use cantrips as outlined for witches. Wizards instead use Intelligence to determine their starting number of cantrips known. Likewise, clerics could also use cantrips based on their Wisdom score.

### Find Familiar (Spell)

**Level:** Wizard (Magic-user) 1

**Range:** 1 mile radius per caster level

**Duration:** See below

Magic-users of higher level often summon familiars to assist them with various tasks. Indeed, a familiar can also be of considerable benefit to a lower level magic-user (even increasing others' estimation of his or her power), but the risks inherent in losing a familiar can be daunting to a weaker spell caster. To summon a familiar, the magic-user must intone the words of the spell over a well-stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). The caster must maintain his or her casting for as long as necessary (2d12 hours) until a familiar arrives (or the casting time expires without success). The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the familiar is a faithful servant and ally to the caster. Normal familiars have 1d3+1 hit points, AC 7, and are as intelligent as a lower-than-average human. When the familiar is within 120 feet of the magic-user, the magic-user gains additional hit points equal to the familiar's. However, if the familiar is ever killed, the magic-user permanently loses twice the familiar's hit points.

### Wizard and Witch magic Items

Wizards and Witch share a number of similarities and more than just a few differences. This difference can be further emphasized in the restrictions on what magic items each class can use. The following are suggestions.

**Wands:** Usable by both classes.

**Staffs:** Usable by wizards only, unless noted.

**Distaffs:** Usable by witches only, unless noted.

Any magic item that mimics the spells cast by a wizard can be used by a wizard unless otherwise noted in the item description.

## APPENDIX D: SPELL LISTS

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### 0 Level Witch Cantrips

Alarm Ward  
Analyze Fertility  
Animate Tool  
Arcane Mark  
Black Flame  
Chill  
Clean  
Close  
Dancing Lights  
Daze  
Detect Curse  
Detect Poison  
Detect Pregnancy  
False Glamour  
Flare  
Flavor  
Freshen  
Ghost Sound  
Inflict Minor Wounds  
Irritate  
Knot  
Lift  
Mend  
Mend Minor Wounds  
Message  
Mote of Light  
Object Reading  
Open  
Palm  
Puff of Air  
Quick Sleeping  
Sobriety  
Sound  
Spark  
Summon Vermin  
Virtue  
Warm

### 1<sup>st</sup> Level Witch Spells

Analgesia  
Bad Luck  
Bewitch I  
Black Fire  
Bless Growth  
Blight Growth  
Blindness/Deafness  
Block the Seed  
Burning Hands  
Calling Candle  
Cat Fall  
Cause Fear  
Charm Animal  
Charm Person  
Chill Touch  
Command  
Comprehend Languages  
Detect Invisible  
Detect Spirits  
Dowse  
Drowsy  
Endure Elements  
Enhanced Taste  
Everlasting Candle  
Faerie Fire  
Far Sight

Fey Sight  
Foolish  
Ghostly Slashing  
Glamour  
Harmony Candle  
Hecate's Spiritual Dog  
Hold Winds  
Increase Sex Appeal  
Lay to Rest  
Light/Darkness  
Love Identity Candle  
Luck Stone  
Magic Circle Against Evil  
Mend Light Wounds  
Minor Curse  
Minor Fighting Prowess  
Money Stone  
Moon's Heart  
Moonstone  
Pop Corn  
Protect Familiar  
Protection from Spirits  
Quicken Healing  
Read Languages  
Shattering the Hourglass  
Sickly  
Silent Image  
Silver Tongue  
Sleep  
Sonic Blast  
Soothe  
Sour Stomach  
Speak with Animals  
Spirit Dart  
Synthesis  
Tattoo  
Twisting the Heartstrings I  
Vertigo  
Consecration Ritual (Ritual)  
Handfasting (Ritual)

### 2<sup>nd</sup> Level Witch Spells

Agony  
Alter Self  
Augury  
Bewitch II  
Biting Blade  
Blast Shield  
Broca's Curse of Babel  
Burning Gaze  
Calm Emotions  
Candle of the Wise  
Cloud Runes  
Death Armor  
Defoliate  
Delay Poison  
Detect Thoughts  
Discord  
Ecstasy  
Enhance Familiar  
Enthrall  
Escape of the Snake  
ESP  
Evil Eye  
Fever  
Ghost Touch

Guard Watch  
Head Strong  
hold Person  
Identify  
Invisibility  
Knock  
Levitate  
Locate Object  
Magic Circle Against Elementals  
Magic Circle Against Spirits  
Mind Obscure  
Minor Image  
Nausea  
Opinionated Outburst  
Phantasmal Spirit  
Produce Flame  
Prosperity Candle  
Rite of Remote Seeing  
Rose Garden  
Scare  
Spell Missile  
Suggestion  
Twisting the Heartstrings II  
Virgin Innocence  
Weaken Poison  
Whispering Wind  
Youthful  
Calling the Quarters (Ritual)  
Rites of Passage (Ritual)

### 3<sup>rd</sup> Level Witch Spells

Aphasia  
Arctic Grasp  
Astral Sense  
Aura Manipulation  
Bestow Curse  
Bewitch III  
Body of Eyes  
Calm Air  
Circle of Respite  
Clairaudience/Clairvoyance  
Cleanse Air  
Conception  
Contagion  
Continual Fire  
Create Food and Water  
Danse Macabre  
Dispel Magic  
Enlarge Familiar  
Feral Spirit  
Fly  
Ghost Ward  
Hesitate  
House Spirit  
Improved Faerie Fire  
Lame  
Lesser Strengthening Rite  
Lethe's Curse  
Liar's Curse  
Lifeblood  
Locate Thief  
Love Attraction Candle  
Magic Circle Against Undead  
Memory Candle  
Mind Rash  
Mirror Image



Remove Blindness/Deafness  
 Scry  
 Spirit of Avalon  
 Stop Thief  
 Toad Mind  
 Tongues  
 Twisting the Heartstrings III  
 Warning  
 Witch Wail  
 Witch Writing  
 Curse of Lycanthropy (Ritual)  
 Imbue Witch Ball (Ritual)

#### 4<sup>th</sup> Level Witch Spells

Abomination  
 Air Walk  
 Analyze Magic  
 Animal Growth  
 Arcane Eye  
 Bewitch IV  
 Charm Monster  
 Cleanse  
 Confusion  
 Discern Lies  
 Divination  
 Divine Power  
 Elemental Armor  
 Emotion  
 Ethereal Projection  
 Famine  
 Fluid Mastery  
 Grandmother's Shawl  
 Hallucinatory Terrain  
 Instant Karma  
 Intangible Cloak of Shadows  
 Locate creature  
 Magic Circle Against Evil, 10' Radius  
 Martyr's Cry  
 Masque  
 Mirror Talk  
 Moonlit Way  
 Narcolepsy  
 Neutralize Poison  
 Phantom Lacerations  
 Polymorph  
 Remove Curse  
 Slow  
 Speak with Dead  
 Spiritual Dagger  
 Tears of the Banshee  
 Undead Destruction  
 Undead Enslavement  
 Vomit  
 Withering Touch  
 Bounty/ Strength to the Unborn (Ritual)  
 Drawing Down the Moon (Ritual)  
 Wheel of the Year (Ritual)

#### 5<sup>th</sup> Level Witch Spells

Animate Dead  
 Anti-Magic Candle  
 Baleful Polymorph  
 Bewitch V  
 Blade Dance  
 Blade Resistance  
 Bull of Heaven  
 Calm Weather  
 Death Candle  
 Death Curse  
 Dreadful Bloodletting  
 Dream  
 Endless Sleep  
 Eternal Charm Person  
 False Vision  
 Feeblemind  
 Gnawing Pain  
 Greater Command  
 Greater Ethereal Projection  
 Hold Monster  
 Immunity  
 Magic Jar  
 Make Fertile  
 Nightmare  
 Overlook  
 Primal Scream  
 Seeming  
 Sending  
 Shriek  
 Song of Discord  
 Steal Youth  
 Telekinesis  
 Teleport  
 Waves of Fatigue  
 Control Outcome of Birth (Ritual)  
 Hallow (Ritual)

#### 6<sup>th</sup> Level Witch Spells

Anchoring Rite  
 Animate Objects  
 Anti-Magic Shell  
 Bewitch VI  
 Break the Spirit  
 Control Weather  
 Death Blade  
 Ethereal Banishment  
 Evaporate Fluids  
 Eye Bite  
 False Memory  
 Find the Path  
 Geas  
 Greater Scry  
 Heroes' Feast  
 Holy / Unholy Steed  
 Itch-weed  
 Mass Agony  
 Mass Ethereal Projection  
 Mass Suggestions  
 Mirror Walk  
 Mislead

Moonbow  
 Projected Image  
 Reincarnate  
 Repulsion  
 Restore Youth, Healing  
 True Seeing  
 Wall of Roses  
 Crossbreed (Ritual)  
 Legend Lore (Ritual)  
 Refuge (Ritual)

#### 7<sup>th</sup> Level Witch Spells

Ball of Sunshine  
 Bewitch VII  
 Breath of the Goddess  
 Call the Restless Soul  
 Death Aura  
 Draw Forth the Soul  
 Eternal Charm Monster  
 Etherealness  
 Foresight  
 Greater Arcane Eye  
 Greater Blindness  
 Greater Healing  
 Insanity  
 Magickal Conception  
 Mass Polymorph/Massmorph  
 Maze  
 Peace Aura  
 Serpent Garden  
 Veneration  
 Wave of Mutilation  
 Windershins Dance  
 Binding Ritual (Ritual)  
 Gate (Ritual)  
 Vision (Ritual)

#### 8<sup>th</sup> Level Witch Spells

Antipathy / Sympathy  
 Astral Projection  
 Bewitch VIII  
 Creeping Doom  
 Damming Stare  
 Destroy Life  
 Discern Location  
 Greater Mislead  
 Mind Blank  
 Mystic Barrier  
 Pit  
 Polymorph Any Object  
 Prophecy  
 Seek  
 Seer Stone  
 Sleeping Village  
 Trap the Soul  
 Wail of the Banshee  
 Were-Shape  
 Descent of the Goddess (Ritual)  
 Imprisonment (Ritual)  
 Protection of the Goddess (Ritual)

## Alphabetical Spell List

Spell	Level	Page	Spell	Level	Page
Abomination	4	47	Cloud Runes	2	35
Agony	2	34	Command	1	28
Air Walk	4	47	Comprehend Languages	1	28
Alarm Ward	0	24	Conception	3	42
Alter Self	2	34	Confusion	4	48
Analgesia	1	26	Consecration Ritual (Ritual)	1	69
Analyze Fertility	0	24	Contagion	3	43
Analyze Magic	4	48	Continual Fire	3	43
Anchoring Rite	6	58	Control Outcome of Birth (Ritual)	5	72
Animal Growth	4	48	Control Weather	6	59
Animate Dead	5	53	Create Food and Water	3	43
Animate Objects	6	58	Creeping Doom	8	66
Animate Tool	0	24	Crossbreed (Ritual)	6	72
Anti-Magic Candle	5	53	Curse of Lycanthropy (Ritual)	3	70
Anti-Magic Shell	6	58	Damming Stare	8	66
Antipathy / Sympathy	8	66	Dancing Lights	0	24
Aphasia	3	41	Danse Macabre	3	43
Arcane Eye	4	48	Daze	0	24
Arcane Mark	0	24	Death Armor	2	35
Arctic Grasp	3	41	Death Aura	7	63
Astral Projection	8	66	Death Blade	6	59
Astral Sense	3	41	Death Candle	5	54
Augury	2	34	Death Curse	5	54
Aura Manipulation	3	41	Defoliate	2	35
Bad Luck	1	26	Delay Poison	2	35
Baleful Polymorph	5	53	Descent of the Goddess (Ritual)	8	74
Ball of Sunshine	7	63	Destroy Life	8	66
Bestow Curse	3	41	Detect Curse	0	24
Bewitch I	1	27	Detect Invisible	1	28
Bewitch II	2	34	Detect Poison	0	24
Bewitch III	3	42	Detect Pregnancy	0	25
Bewitch IV	4	48	Detect Spirits	1	28
Bewitch V	5	53	Detect Thoughts	2	36
Bewitch VI	6	59	Discern Lies	4	48
Bewitch VII	7	63	Discern Location	8	67
Bewitch VIII	8	66	Discord	2	36
Binding Ritual (Ritual)	7	73	Dispel Magic	3	43
Biting Blade	2	34	Divination	4	49
Black Fire	1	27	Divine Power	4	49
Black Flame	0	24	Dowse	1	28
Blade Dance	5	53	Draw Forth the Soul	7	63
Blade Resistance	5	53	Drawing Down the Moon (Ritual)	4	71
Blast Shield	2	34	Dreadful Bloodletting	5	54
Bless Growth	1	27	Dream	5	54
<i>Blight Growth</i>	1	27	Drowsy	1	29
Blindness/Deafness	1	27	Ecstasy	2	36
Block the Seed	1	27	Elemental Armor	4	49
Body of Eyes	3	42	Emotion	4	49
Bounty/Strength to the Unborn (Ritual)	4	71	Endless Sleep	5	55
Break Enchantment	5	54	Endure Elements	1	29
Break the Spirit	6	59	Enhance Familiar	2	36
Breath of the Goddess	7	63	Enhanced Taste	1	29
Broca's Curse of Babel	2	34	Enlarge Familiar	3	43
Bull of Heaven	5	54	Enthrall	2	36
Burning Gaze	2	35	Escape of the Snake	2	36
Burning Hands	1	27	ESP	2	36
Call the Restless Soul	7	63	Eternal Charm Monster	7	64
Calling Candle	1	27	Eternal Charm Person	5	55
Calling the Quarters (Ritual)	2	69	Ethereal Banishment	6	59
Calm Air	3	42	Ethereal Projection	4	49
Calm Emotions	2	35	Etherealness	7	64
Calm Weather	5	54	Evaporate Fluids	6	60
Candle of the Wise	2	35	Everlasting Candle	1	29
Cat Fall	1	27	Evil Eye	2	37
Cause Fear	1	28	Eye Bite	6	60
Charm Animal	1	28	Faerie Fire	1	29
Charm Monster	4	48	False Glamour	0	25
Charm Person	1	28	False Memory	6	60
Chill	0	24	False Vision	5	55
Chill Touch	1	28	Famine	4	49
Circle of Respite	3	42	Far Sight	1	29
Clairaudience/Clairvoyance	3	42	Feeblemind	5	55
Clean	0	24	Feral Spirit	3	44
Cleanse	4	48	Fever	2	37
Cleanse Air	3	42	Fey Sight	1	29
Close	0	24	Find the Path	6	60
			Flare	0	25
			Flavor	0	25

Spell	Level	Page
Fluid Mastery	4	49
Fly	3	44
Foolish	1	29
Foresight	7	64
Freshen	0	25
Gate (Ritual)	7	73
Geas	6	60
Ghost Sound	0	25
Ghost Touch	2	37
Ghost Ward	3	44
Ghostly Slashing	1	30
Glamour	1	30
Gnawing Pain	5	55
Grandmother's Shawl	4	50
Greater Arcane Eye	7	64
Greater Blindness	7	64
Greater Command	5	56
Greater Ethereal Projection	5	56
Greater Healing Circle	7	64
Greater Mislead	8	67
Greater Scry	6	61
Guard Watch	2	37
Hallow (Ritual)	5	72
Hallucinatory Terrain	4	50
Handfasting (Ritual)	1	69
Harmony Candle	1	30
Head Strong	2	37
Hecate's Spiritual Dog	1	30
Heroes' Feast	6	61
Hesitate	3	44
Hold Monster	5	56
Hold Person	2	37
Hold Winds	1	30
Holy / Unholy Steed	6	61
House Spirit	3	44
Identify	2	37
Imbue Witch Ball (Ritual)	3	70
Immunity	5	56
Imprisonment (Ritual)	8	74
Improved Faerie Fire	3	44
Increase Sex Appeal	1	30
Inflict Minor Wounds	0	25
Insanity	7	64
Instant Karma	4	50
Intangible Cloak of Shadows	4	50
Invisibility	2	37
Irritate	0	25
Itch-weed	6	61
Knock	2	38
Knot	0	25
Lame	3	44
Lay to Rest	1	30
Legend Lore (Ritual)	6	72
Lesser Strengthening Rite	3	44
Lethe's Curse	3	45
Levitate	2	38
Liar's Curse	3	45
Lifeblood	3	45
Lift	0	25
Light/Darkness	1	30
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Locate Object	2	38
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