

### d30 Witches' Covens

- **Signs** are used as a watch-word or identifier between the witches themselves, but may be used by a canny witch-hunter to ferret them out. These signs are supernaturally enforced, and disobedience causes the witch great pain.

- **Coven Size**, where not marked, is **2d12** witches. Use a light-colored and a dark colored die to roll this number up. The **dark** die indicates the number of Witches required to initiate a **Sabbat**, while the die **with the smaller number** indicates the number of "real" witches in the Coven. The remainder are hangers-on.

- **Coven Spells:** May only be cast at, or as part of, a Sabbat, and require the full abilities of all witches present. Where rules do not exist for a spell, interpret it liberally. Most are taken from the Lamentations of the Flame Princess rules.

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#### 1: The Convocation Engrassing

**Sign:** A "birth-mark" the Slate-gray of a February sky

**Coven spell:** Mass Charm

*The coven seeks to implicate all in the region in its vile rites. The locals are hostile, but the witches pass masked to their Sabbats. Friends of the witches, however, are murdered or tarred and feathered.*

#### 2: Shibboleth Vindicated

**Sign:** Uses a mystic pass-word, pronounced through Familiars.

**Coven Spell:** Tongues of Babel (mass Confuse Languages)

*Has replaced an older coven through murder and siege, seeks to undo a great conspiracy in which they once took part.*

#### 3.: Triad of the Portentious and Wakeless Revelry

**Sign:** Each of the Three is known to the others by aura-sight

**Coven Spell:** One week after each Revel/Sabbat, a Summoned creature with HD equal to 1/3 of the total class levels present at said revel emerges from a hidden circle. *The women of the Coven, former adventurers, are cursed. They hold each Revel as a proactive compensation to those afflicted with the summoned beasts - which they themselves cannot harm. They travel in stealth.*

#### 4: Tribunes of the Salacious Crimson Ape

**Sign:** Prehensile large toe.

**Coven Spell:** Summon the Crimson Ape (actually, he summons them, but..)

*The Coven offers worship and various sacrifices to appease the Ape's appetites. In return, they are granted the ability to Summon his lesser minions once per month without fail.*

#### 5: Transcendent Empress' Benison

**Sign:** Scarlet thread wrapped into the hair

**Coven Spell:** Can bestow a Familiar onto any woman not of Lawful alignment.

*Spreads witchcraft to achieve a gynomagogocracy. They seek to avert a coming Apocalypse. The Coven defends - and funds - itself with salacious rumors and blackmail using information gathered by their Familiars.*

#### 6.: Mothers of the Calamitous Fenestrum Incarnate

**Sign:** Small piece of glass, framed as a window. Usually worn as jewelry.

**Coven Spell:** The Seven Gates (used to access the true ritual location)

*Seek to defame the local lord by spreading atrocities and horrors in his name.*

*One of the women is prophesied to birth a great ally from a Plasmic dalliance, and all hope to be the one selected. (5% chance if lost in the Seven Gates)*

#### 7: The Veneraeal Heart's Sisterhood

**Sign:** a small wooden heart with a star carved into it.

**Coven Spell:** Transmit Sensations. Used in communal rites and as a weapon.

*Though each will claim to have a greater goal, the members of the coven are vain and petty. Most are plotting gruesome revenge over minor slights. Use the pain or pleasure granted by their spells to extract wealth and fripperies from the local government and undermine religion.*

#### 8: Tollers of the Choleric Bell

**Sign:** All witches lose their sense of smell.

**Coven Spell:** Hallucinatory Terrain

**Goal:** Isolate their village from the evils of the world

*They shield their charges from all "bad" news, hiding the village from the outside world, personally selecting and leading any expedition that leaves it. Fearsome phantoms roam the woods.*

### 9: Sorority of the Sightless Tower

**Sign:** Each woman has cataracts which grow and wane with the moon

**Coven Spell:** Howl of the Moon

*Gather below-ground, in an excavated, ancient broch. They fear war, secretly arming the peasants and forming gangs of Clubmen.*

### 10: Bejeweled Nocturnal Investiture

**Sign:** Members of the coven may not cover their hair or faces.

**Coven Spell:** Animated Artwork

*The witch-artistes of the Investiture craft stunning works of art and bestow them upon their faithful. They have a network of spies, and witch-hunters find themselves too often on the wrong end of an auto-de-fe.*

### 11: Interrogatrixes of the Cherubic Square

**Sign:** Must sleep facing to the West.

**Coven Spell:** Contact Outer Spheres

(Fomalhaut)

*Consider wizardry a corruption of the true order of magic. They seek to poison the Winds of Chaos and topple a powerful Wizard's cabal. Now if only they could stop getting possessed...*

### 12: Seraph's Somnambulent Chalice

**Sign:** Unconsciously alliterate when speaking

**Coven Spell:** Mesmerize the Sleeper (can cause a sleeper to perform tasks with no memory but scattered dreams)

*Horning in on another coven's territory. Seek to implicate the other witches and bring down the Law on them.*

### 13: The Convent of the Slumbering Hierophant

**Sign:** Cannot pronounce the name "Paul" or any of its variants.

**Coven Spell:** Lesser Spirit Binding

*Disguise themselves as an order of nuns. They have moderately convincing papers from the wrong Pope.*

*Seek out and bind rogue spirits, forcing them into servitude or powering "relics" of unknown saints*

### 14: The Sisters Wratsdottir

**Sign:** Both sisters are blind to the mundane seeing only auras and shadows of enchantment

**Coven Spell:** Eye of Gluttony

*Travel from city to city, Charming a patsy and then ritually easting upon the sights his eyes have taken in. Their victims are given a magical*

*eye-patch which shares their aura-sight.*

### 15: Servants of the Nethermost Nimbus

**Sign:** All members are Feytouched, with jutting brow and red hair.

**Coven-spell:** Control Weather (on Pellucidar)

*Seek to strangle the light of the Inner Sun, bringing those trapped within the Earth to account for abandoning them to the surface in ages beyond count.*

### 16: Searchers for the Blooded Sussurus

**Sign:** A complex, haunting song not meant for human throats.

**Coven Spell:** Undead Slumber

*A branch-cult of the ancient Duvan'Ku. They seek out the Undead and lull them into slumber before ferrying them to unknown locations. Generally well-regarded, but everyone is uncomfortable not knowing where the Undead are going..*

### 16: The Ushriven Convocation

**Sign:** At the New Moon, each woman is plasmically branded somewhere on her body with a Symbol spell.

**Coven Spell:** Symbol (various)

*The Coven was accidentally formed when a Wizard's use of "Symbol of Accord" on a marketplace (for a few silvers' discount) went horribly wrong. They seek to install him as King. He maintains a ritual concubine from among the Coven but is otherwise disinterested in their antics.*

### 17: Order of the White Bull

**Sign:** Vitaligo. One marking resembles a Bull's horn

**Coven Spell:** Dream-travel

*The members of the coven are widely-scattered, and communicate through a Dream-Sabbat. They work to undermine all government, freeing slaves and the oppressed. Their religion is syncretic and Voodoo-like.*

### 18: Circle of the Singing Heart

**Sign:** A brand over the heart. If one should lie to a Sister, it burns anew, with greater or lesser severity as appropriate to the gravity of the lie.

**Coven Spell:** Compel Truthful Speech

*The Coven can call forth the souls of individuals of whom they have a token and interrogate them. Caught in the midst of a struggle between the Church and a Prince, they seek to prolong it*

as much as possible and enjoy the fruits of the resulting lawlessness.

#### 19: **Intercessors of the Graven Jewel**

**Sign:** A small arrow worn as a pin in the hair or clothing.

**Coven Spell:** Plant Growth (achieved through an idol they recently dug up).

*Impulsive and welcoming; eager to explain the bounties of their new idol. The coven is really more of a cult, and bound to find themselves in a great deal of trouble very soon.*

#### 20: **Orators of Saturn**

**Sign:** A ring of flawed copper.

**Coven Spell:** Witchlamp Aurora

*They gather beneath the night sky, chanting until the night's Orator is chosen by the Planet (or possibly god). They follow its whimsies with great care.*

*The Witchlamp Aurora is imbued into their rings, and manifests as a flickering curtain of numbness when activated by the presence of other arcane magics.*

#### 21: **Sorority of the Boreal Portent**

**Sign:** Each woman walks and dances noiselessly on mouse-skin slippers.

**Coven Spell:** Astral Gavotte

*Each Sabbath is held as a masqued ball.*

*Followers of the Portent dance their souls away from their bodies and meet in a secluded and inaccessible room within the manse. The Portent speaks of an ancient war, which Man apes in his ignorance, and the Sorority shields themselves from its influence with certain noisome rites.*

#### 22: **Micturiose Choiristers**

**Sign:** Winged phallus

**Coven Spell:** Protection from Fire (mass)

*The first urine of the coven's members bestows Protection from Fire as the Cleric spell for one Lunar month following their Sabbath. They have used it, on numerous occasions, to obtain "miraculous" victories in Trials by Fire, or to protect a Sister from the Stake.*

#### 23: **Convent of the Glorious Scarlet Tome**

**Sign:** Red-bound spell-book (Witches) or a scrap of red leather (Hangers-on)

**Coven Spell:** A modified version of Nightmare Fuel (Gingerbread Princess) which allows them to curse one individual to become their spellbook.

*The coven kidnaps wizards whom they can lure into a trap, then binds them into fractious and hateful spellbooks to initiate further Sisters.*

#### 24: **The Lambent Associates**

**Sign:** Must always wear at least two bright colors.

*At rites, may include a jester's cap: otherwise, often a twisted duo-tone cord worn as a phylactery.*

**Coven Spell:** St. Elmo's Fire (Greater Faerie Fire)

*Mostly harmless group of upper-class dilettantes. Includes both men and women in its ranks.*

*Works to gain political control of the local monastery's lands and assets.*

#### 25: **The Triad of the Mandrake**

**Sign:** An amber homunculus carrying a drop of the Witch's blood within.

**Coven Spell:** Bestow Poison (Greater)

*Work as agents of a powerful Mage, performing assassinations and massacres at his behest. He seeks to remove the political power base of a rival and expose him to a secular trial for ensorcelling the King (the rival is in fact guilty).*

#### 26: **Maternal Entwining**

**Sign:** A knot of umbilical cord

**Coven Spell:** Change Self

*Infiltrating a powerful secular organization, seeking to steal the magic item by which it has ensured its own prosperity at the expense of others.*

#### 27: **Concordance of the Tempests' Ablution**

**Sign:** Hair is always slightly damp to the touch

**Coven Spell:** Healing Rain (as Cure Disease and Cure Serious Wounds, but summons a powerful storm)

*Gather to enact ancient rite on the site of a miraculous storm some fifteen centuries past.*

*Follow a heretical saint, whose bones are entombed in a platinum and electrum reliquary under the Howe in which they revel.*

#### 28: **Sisters of the Protean Empress**

**Sign:** Unnatural flexibility in the members

**Coven Spell:** Polymorph into Animate Slime

*A female Wizard obsessed with Slimes and Oozes has declared herself the leader of the Coven. They disagree, and plot to restore Her Magnificent Dissolution to her rightful place.*

29: **Searchers for the Calamitous Symbol**

**Sign:** Eyes glow faintly green when they sleep

**Coven Spell:** Walk in Dreams (allows passing through earth and stone in Astral form)

*Follow a prophecy that speaks of a hidden and ghastly rite under the Earth, which is even now being enacted to draw a symbol that will bring disaster upon Pellucidar and Earth alike.*

30: **Sisters of the Polychrome Spinneret**

**Sign:** A waver's distaff, carried on the person.

**Spell:** Bind the Spirit into Cloth

*Make preternatural cloth for rarefied customers.  
Seek the right moment to call forth their debts.*