

The Witch

for The Hero's Journey Fantasy RPG



by Timothy S. Brannan

**THE HERO'S
JOURNEY**
FANTASY ROLEPLAYING
COMPATIBLE



The Witch

A Class for
The Hero's Journey Fantasy Roleplaying™



By Timothy S. Brannan

For...

Rachel, Rowena, Hermione, Luna, Ginny, Elphaba, Glinda, Kiki, Bayonetta, Alexandra, Jane and Sukie, Tanith, Morganna, The Mayfairs, Prue, Piper, Phoebe, and Paige, Endora, Sabrina, Samantha, and Tabitha, Nancy, Bonnie, Rochelle, and Sarah, Sally and Gillian, Adeline and Juliette, Celeste, Cassandra, Tamara, Willow and Tara, Bodhmal and Liath, Sallie and Teamhair, Heylg and Brynn, Old Gezzie, Stephine, Larina, Taryn, Sasha, Renee, Natasha, Sinéad and (with all apologies to Yeats) “all the wild witches, those most noble ladies”.

These are the names of the heroes I know.

The names of the witches I adore.

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Chapter 1

Introduction

Are You a Good Witch or Bad Witch?

Witches have been part of the tales of heroes since time immemorial. Sometimes they were the enemy to be fought or the obstacle to overcome. Other times they were the temptress to be avoided or the shapeshifter that presents a pleasant face but a wicked heart. Most recently the witch has shifted from the enemy or danger to be the hero in her own right.

Witches are those who have heeded the call of some otherworldly 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. Witches receive training 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.

Witches are spellcasters that walk the line between this world and the next, between angel and fiend, and between clerics and wizards. They live in this liminal space between one thing and another. For this reason, witches are often known as “hedge” spellcasters. Hedges are in between and define the liminal space as the witch does. This book will aid players in adding witches to their own Hero’s Journey. Maybe the next great heroic tale will be yours.

New Material

Presented to use with the witch are some new professions. Also presenting a new character race that has long mythological associations with the witch and magic.

New Professions

The following professions are new and open to any character race or class.

Gardner: You have spent many hours tilling a garden (not a farm) and can identify common herbs, vegetables and can tell the difference between poisonous and edible plants. *Starting Gear:* Sickle or garden trowel (damage as a dagger), 2d6 x 10 gold pieces.

Herbal Healer: You know the common herbs for healing and removing pain. You can identify ample plants, herbs and fungi to heal 1d4hp of damage per day. *Starting Gear:* A pouch of herbs and healing kit enough to heal 1d4 hp per day for seven days, 2d6 x 10 gold pieces.

Midwife: You are knowledgeable of the ways of bringing children into the world and keeping both child and mother alive. You know the signs and complications associated with pregnancy and childbirth. *Starting Gear:* A pouch of herbs and healing kit enough to ease pain and heal 1d4 hp per day for three days, 3d6 x 10 gold pieces.

New Race

Gnomes

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.

Table 1-1: Gnome Attributes

Attributes	Roll
Strength	2d6+2
Dexterity	3d6
Constitution	2d6+2
Intelligence	3d6
Willpower	2d6+4
Charisma	2d6+6
Appearance	3d6
Luck	3d6

Table 1-2: Gnome Classes

Class	Level Max
Acrobat	6
Barbarian	-
Bard	8
Cavalier	-
Cleric	3
Druid	8
Duelist	-
Fighter	4
Jester	4
Monk	-
Paladin	-
Thief	6
Witch	10
Wizard	6



House Rule: Race as Class

As per the Hero's Journey core rules book, Gnomes may progress as Witch to 10th level.

Gnomes are small humanoids that live in the same general areas as do elves. While elves prefer the open spaces, Gnomes live underground in elaborate burrows and underground cave systems. They share many similarities with dwarves, which may be something of a racial cousin, they are their own race with a long history.

The typical gnome stands 3' to 3½' tall, and weighs about 40-45 lbs; About the same size as a Halfling, but not as stocky. Their skin color ranges from dark tan to woody brown. Hair color tends towards light brown, chestnut, blondes and even the rare redheads. Their eyes can be any shade of blue (from a light ice blue to brilliant cerulean to a deep midnight violet-blue), gray or amber. Gnome males prefer short, carefully trimmed beards. Gnomes generally wear leather or earth tones, though they decorate their clothes with intricate stitching or fine jewelry. Gnomes reach adulthood at about age 40, and they live about 350 years, though some can live almost 500 years.

Gnomes are physically similar to dwarves, slightly shorter (3' to 3½' tall) and of a thinner build. They have tan or brown skin and hair, large noses, and usually light (blue, gray, or amber) eyes.

They are culturally similar to dwarves as well but covet gems more than precious metals. Gnomes come in two basic varieties, Forest Gnomes, and Earth Gnomes. Forest Gnomes tend to have more in common with elves and Earth gnomes with dwarves. They despise (and are despised by) kobolds.

Gnomes and Witchcraft

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.

Some occult sages and scholars suggest that gnomes are off-shoots of dwarves, halflings, or even goblins. They do have some connection to the lands of Faerie, as do the elves. Other have suggested that gnomes are in fact a sort of earth spirit or even an elemental. Gnomes themselves say they simply are and leave it at that.

Over the years, the two groups have become more knowledgeable of each other, but there are still not many gnomish witches. 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 speaking 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 in around.

Gnome witches are usually welcome in any coven, and many human witches consider it a good omen and an honor if a gnome witch joins them, if even for a short period of time. A gnome witch will only join with a coven for a small time by gnome terms, generally 4d6 months.

Gnome witches have an equal chance of being male or female and typically 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.

Per the rules presented in *The Hero's Journey Fantasy RPG* gnomes may cast *Phantasmal Force* once per day.



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Chapter 2

The Witch Class

Witch

Requirement: Charisma 12, Willpower 10

Witches are natural spellcasters in the service of a patron. There are as many types of Patrons as there are witches, but ones described here revere the natural forces of the world. Often referred to as “The Goddess” and “Her Consort” they are forces of nature. In many ways similar to the Patrons of the Faerie Courts or the Earth and Nature Goddess worshiped by Druids.

Witches adventure for many reasons. Often they are seeking greater truths of their world or finding others like themselves. Some have been approached by adventurers and have joined them on their quests. Of course, there are the mundane reasons for fame, fortune, and glory as well.

Like clerics and druids, witches draw their power from otherworldly sources. To shape and control these forces the witch needs a high charisma. Witches deal with forces beyond those of a mortal ken and need to have strong personalities or risk being overwhelmed by these forces. Charisma though is not the same as appearance. A witch can have a high Charisma and appear to be an old hag, a beautiful princess or as most do, a normal human. Witches are the epitome of never judging a person by their looks.

Table 2-1: Witch Progression by Level

Level	XP	HD	BTH	ST	Occult Powers	Spells by Level				
		d6				1	2	3	4	5
1	0	1	+0	15	Familiar	1				
2	2,600	1+1	+0	14		2!				
3	5,200	1+2	+1	13		2	1			
4	10,400	1+3	+1	12	Craft Potions	2	2!			
5	20,800	3	+2	11		3	2	1		
6	40,000	4	+2	10		3	2	2!		
7	80,000	4+1	+3	9	Evil Eye	3	3	2	1	
8	160,000	5	+3	8		4	3	2	2!	
9	320,000	5+1	+4	7		4	3	3	2	1
10	440,000	6	+4	6	Curse	4	4	3	2	2!

! indicates the witch may cast a ritual spell of that level. Details on Ritual Magic are in Chapter 3.

Hit Dice: 1d6 per level. Bonus for high Constitution

XP Bonus for Charisma: A Witch with a Charisma of 18 receives a 5% bonus to all experience points earned.

Weapon/Armor Restrictions: Witches are not physically combative. A witch may only use very simple weapons as they spend no time learning how to use them. They may only wield the following weapons: dagger, sling, and staff. They may wear hide or leather armor only, and no shields.

House Rule: Witch Traditions

Witches from many sources feature something called a “Tradition” or how the witch learned her magic and she became a witch. If you have copies of my other books on the witch class, *The Witch*, *Eldritch Witchery* and the upcoming *Strange Brew* all, feature different witchcraft Traditions. The Tradition featured in this book would be called “Hedge Witchcraft” since it is a more natural form of witchcraft practice. When using this class with other *Swords & Wizardry* products, it will be called a *Hedge Witch*.

Witch Abilities

Supernatural Awareness: All witches are attuned to the world around them. They can automatically recognize another witch on sight unless the other witch is taking means to disguise her true nature. A witch can also detect if a target is a lycanthrope, vampire or other creature attempting to disguise as a normal humanoid as if she had cast a *Detect Evil* spell.

Saving Throws: The witch gains a +2 bonus to any save versus charm, hold or mind-affecting powers.

Occult Power: At first level and every three levels after that, the witch gains an Occult Power. The witch's patron grants occult powers.

Familiar - The witch gains an animal companion as a gift from her Patron. The animal is a spirit in the guise of a normal animal and has an intelligence score of 13. The familiar grants benefit to the witch and guide her acting as the mouth of her Patron. The familiar and the witch can communicate, but only the witch can hear it speak. Familiar's can speak to other animals that resemble the form they are using. Familiars and their powers are detailed below.

Craft Potions - The witch may craft a potion the replicates the effects of any spell she knows. Typically the ingredients cost 50gp per level of the spell being used. Crafting time is typically one day per level of the spell. The witch must build and maintain a crafting space for her potions. This space costs 100 gp per level of the witch. So when a witch first gains this power at 4th level, she must spend 400 gp. When she levels to level 5, she must 500 gp.

Evil Eye - The witch may cast the spell Evil Eye once per day at one target. This target does not get a saving throw.

Curse - The witch can lay a curse on another once per day. This power acts as the 3rd level spell *Bestow Curse*.

Spells: The witch can cast spells like a wizard or cleric.

Ritual Spells: The witch can cast Ritual Spells starting at 2nd level. She may choose a Cleric or Wizard Spell she does not have on her own list and cast it as a Ritual. Ritual magic is detailed in Chapter 3.

Establish Covenstead: At 7th level, the witch can establish a covenstead.



Table 2-2: Max level by race

Race	Level Max
Dwarf	4
Elf	6
Gnome	10
Half-elf	7
Halfling	5
Half-orc	5
Human	10
Leprechaun	6

Familiars

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

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

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

A familiar adds one 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 one 3rd level spell, one 2nd, and one 1st level spell, or 3 1st level spells. If the familiar is killed, then the witch loses those spells the familiar knows. If she has cast those spells already this day, then she loses an equal numbers of levels.

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

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

Summoning a Familiar

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

Summoning a new familiar is not something that can be done lightly. The witch needs to spend a day in deep meditation and purification. The day must begin before sunrise with the witch participating in a ritual bath and cleansing that must be complete before the sun has clear the horizon. She will spend the morning preparing the area for a familiar to come; laying out small treats for the type of animal she wishes; cheese for a rat, cream for the cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smelling, hearing and seeing. Then she will also appeal to the four elements, plus the fifth element of magic, and for the mind, body, and spirit. So in total, the witch must procure 13 items that in addition to the treat for the familiar to appeal to magic. These items must have significance to the witch and will be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp.

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

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

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

Table 2-3 Familiar Summoning

Roll	Familiar Bonus to the Witch
1	Bat - Gains a +1 on saves vs. blindness and other gaze attacks.
2	Cat - Gains a +1 bonus on any roll involving Dexterity
3	Fox - Gains a +1 bonus on any roll involving Luck
4	Owl - Gains a +1 bonus on any roll involving Willpower
5	Rat - Gains a +1 bonus on any roll involving Constitution
6	Toad - Only surprised on a roll of 1 on 1d6
7	Wolf - Gains ability to see in low light or darkness
8	Special, Winged Cat - Gains a +1 bonus on any roll involving Dexterity & Appearance

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

Chapter 3

Spells and Magic

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.

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

**Note:* In some cases, I have indicated other classes that can use this spell that do not have independent spell lists. For example, Druids use the Cleric list in *The Hero's Journey™*.

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

DURATION: This indicates how long the spell will last.

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

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

rounds to cast. If the witch has the same spell on her own list, she does not need to take the Ritual version of the spell.

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.

“A witch never fears the wood.

**Because she knows in her heart that the most
terrifying thing in the wood**

Is her.”

Witch Spells by Level

First level spells

Arcane Dart
 Analgesia
 Bad Luck
 Bewitch I
 Bless Growth/Blight Growth*
 Blindness/Deafness
 Block the Seed
 Cause Fear
 Charm Person
 Detect Evil/Good
 Drowsy
 Endure Elements
 Faerie Fire
 Far Sight
 Fey Sight
 Glamour
 Minor Curse
 Pop Corn
 Predict Weather
 Silver Tongue
 Speak with Animals
 Stay Death's Hand
 Vigor

Second level spells

Agony
 Bewitch II
 Calm Emotions
 Change Appearance
 Defoliate
 Delay Poison
 Detect Thoughts
 ESP
 Evil Eye
 Fever
 Hold Person
 Invisibility
 Locate Object
 Nausea
 Night's Companion
 Phantasmal Force
 Produce Flame
 Rose Garden

Third level spells

Aura Manipulation
 Bestow Curse
 Bewitch III
 Clairaudience/Clairvoyance
 Dark Vision
 House Spirit
 Improved Faerie Fire
 Locate Thief
 Mind Shield
 Nondetection
 Scry
 Spirit of Avalon
 Telepathy
 Tongues

Fourth level spells

Bewitch IV
 Blessings of The Morrígan
 Confusion
 Discern Lies
 Dispel Magical Effect
 Divination
 Emotion
 Expand Senses
 Grandmother's Shawl
 Mirror Talk
 Remove Curse
 Telekinesis

Fifth level spells

Bewitch V
 Calm Weather
 Dream
 Endless Sleep
 Feeblemind
 Foresight
 Make Fertile
 Overlook
 Primal Scream
 Sending
 Teleport

Spell Descriptions

Agony

Level: Witch 2

Range: 25 ft.+ 5 ft. per 2 levels

Duration: 1 round per level

The witch creates the illusion of blinding pain for one target that she can see. The target 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 bonuses to AC (if any).

Flying and swimming creatures affected by agony must concentrate to remain aloft or afloat.

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 other spells or meditations or other sources of physical pain for the duration.

Arcane Dart

Level: Witch 1, Wizard 1

Range: 120 ft.

Duration: Instantaneous

This spell causes a bolt of sizzling magical energy to launch forth from the caster's hand, unerringly strikes its target. It inflicts 1d6+1 points of damage. A second dart is produced by a caster of 5th level or higher, and three darts are produced by a 9th level caster. There is no saving throw



Aura Manipulation

Level: Witch 3

Range: Touch

Duration: See Below

The witch can alter the aura of herself or another. She can disguise a person's disposition (good intentions or evil), true race, level or whether or not the person is telling the truth or a lie. This spell will fool any detection, such as any other spell, power or psychic means of discovery such.

This power can also be used to hide Void corruption.

Bad Luck

Level: Witch 1

Range: 100' (line of sight)

Duration: 1 day.

This spell creates an aura of bad luck around one creature. The victim is allowed a normal saving throw to avoid this bad luck. If it fails, then the next action that requires a roll is an automatic failure. For the rest of the day (until the next sunrise) the cursed victim will make any roll based on Luck at a -2. The witch may only curse 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.

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 can place a curse on the subject. Choose one of the following three effects:

- -6 decrease to an ability score (minimum 1).
- -3 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. Inappropriate bodily noises, devices fail to work, spill drinks, and/or food.
- 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), nose grows to 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 understanding 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 check 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.

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

Bewitch I

Level: Witch 1

Range: 25' + 5'/3 levels

Duration: 1 hour/level

This spell functions similarly to the spell charm person, except it has the additional benefit of romantically enamoring the target. The victim must be able to see the witch for the spell to take effect. They are allowed a saving throw, but they are penalized by the amount of the witch's Charisma modifier + Appearance modifier. So a witch with an 18 Charisma would cause a victim to have a -2 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 lesbian become enamored by a male caster, nor could it work on asexual beings like Oozes or Elementals. Undead and spirits are likewise not affected.

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

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

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.

Bewitch III

Level: Witch 3

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

Bewitch IV

Level: Witch 4

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

Bewitch V

Level: Witch 5

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

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, they 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 Component: 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, they 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 Component: A drop of fetid water.

Blessings of The Morrigan

Level: Druid 4, Witch 4

Range: Corporeal Undead within sight

Duration: Instantaneous

By means of this spell, the druid or witch sends out a plea to The Morrigan, the great Battle Mother, Crow of War. Instantly several murders of crows fly out from a spot just above the caster toward any corporeal (i.e., Physical) undead the caster can see. The crows bite and pick at the undead till $1d12 + 1d6$ per caster's level is done in total damage. Damage is divided up among all the undead creatures with weakest getting damaged first. Any creature reduced to 0 HP is dead and stripped clean of all flesh it had remaining. In the case of skeletons, they simply die. Creatures not damaged will be held for 1 extra round while the crows fly above.

This spell will effect skeletons, zombies, ghouls, ghasts, wights, mummies, vampires, and liches. The crows are considered magical. It has no effect of ghostly or ghost like undead.

This spell has no damaging effects on living creatures, though for the round the spell is cast they are temporarily held (as per a Hold Person spell) and blinded (as per a Light or Darkness spell). Both of these conditions are removed at the end of the current combat round.

Material Components: A feather of a crow found feasting on a corpse after a battle. Only one feather may be used per crow. The feather disappears after this spell is cast.

Blindness/Deafness

Level: Witch 1

Range: $50' + 10' / \text{per level}$

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.

Block the Seed

Level: Witch 1

Range: Personal

Duration: 1 day/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 used.

Material Component: A lemon rind.

Calm Emotions

Level: Witch 2

Range: 100 ft.

Duration: 1 round per level

This spell calms agitated targets. The witch has no control over the affected targets, but calm emotions can stop raging individuals from fighting or joyous ones from reveling. Targets 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 target immediately breaks the spell on all calmed targets.

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/level.

Material Component: The witch moves her hand parallel to the ground in a back and forth motion.

Cause Fear

Level: Witch 1

Range: 30 ft.

Duration: 1d4 rounds or 1 round

The witch can cause a target to become frightened. Frightened creatures cannot attack for 1d4 rounds. If the subject succeeds on a save, then they can't move for one round.

Targets with 6 or more Hit Dice are immune to this effect.



Charm Person

Level: Witch 1

Range: 120 ft

Duration: 1 hour

This spell affects living bipeds of approximately human size, including most aliens. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the witch's influence.

Change Appearance

Level: Witch 2

Range: self

Duration: see below

This spell allows the witch to change her appearance. She can appear to be one foot taller or shorter, 50% thinner or heavier and to seem to be any sort of human, demi-human, or humanoid type. Her clothing and possessions will also change to conform to the desired form. The form is only an illusion; weapons cannot be fashioned out of sticks for example that causes damage.

The spell will last for 2d6 minutes plus 2 minutes per level of the caster.

Clairaudience/Clairvoyance

Level: Witch 3

Range: 100' + 40' per level

Duration: 1 minute per level

Clairaudience/clairvoyance creates an invisible 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 spell or supernaturally enhanced senses to work through it, such as *Dark Vision*. If the chosen locale is dark from a say a power, meditation or spell, 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.

Confusion

Level: Witch 4

Range: 50 ft + 10 ft per level

Duration: 1 round per level

This spell causes the targets to become confused, making them unable to independently determine what to 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% Roll	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.

Dark Vision

Level: Witch 3

Range: Self

Duration: One Day

The witch can see in low light and even total darkness at a range of up to 60 ft.

Defoliate

Level: Witch 2

Range: 25' + 5'/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 component: 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/level

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed 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 Component: The witch applies a specially made balm, created while learning this spell.

Detect Evil/Good

Level: Witch 1

Range: 120 ft

Duration: 20 minutes

The witch detects any creatures with evil intentions or evil thoughts, as well as evil places within the spell's range. Poison, traps or non-sentient beings are not inherently evil, and cannot be detected using this spell.

The reverse spell, Detect Good, works the same way except that it detects intentions and places that are good.

Detect Thoughts

Level: Witch 2

Range: 60 ft.

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.

1st Round: the witch can detect the presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd 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.

3rd Round: the witch can detect the surface thoughts of any mind in the area. A target's 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. Energy barriers have to be specially attuned to block out the effects of this spell.

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 one creature per her level, but no two can be more than 30 ft apart.

Dispel Magic

Level: Witch 4

Range: 120 ft

Duration: Immediately

This spell can be used to immediately end any single spell or magical effect that is currently active in range.

Divination

Level: Witch 4

Range: Personal

Duration: Instantaneous

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 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 level, to a maximum of 96%. If the dice roll fails, the witch knows the spell failed, unless specific powers yielding false information is at work.

Multiple divinations about the same topic by the same witch use the same dice result as the first divination spell and yield the same answer each time.

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 a trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

This spell can not contact creatures who don't sleep (such as elves, but not half-elves) or don't dream.

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

Creatures under the influence by Sleep or Endless Sleep spells can be affected.

Material Component: The witch must consume a glass of warm milk seasoned with nutmeg.

Drowsy

Level: Witch 1

Range: 35 ft.

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 penalty to the subject's attack rolls and a -2 penalty to their Dexterity score, with all the relevant adjustments to Armor Class, skill checks, and so on applied.

Emotion

Level: Witch 4

Range: 100 ft. + 10 ft. per level

Duration: Concentration

This spell arouses a single emotion of the witch's choice in the targets. the witch can target all living creatures within a 15' radius centered within the range of the spell.

the witch can choose any one of the following effects:

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

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

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

Rage: The affected 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).

The witch needs to be able to speak to the targets.

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 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 witch must touch the target intended.

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 the target's 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. Referees always have final say on what criteria are acceptable or not.

Material Component: A special potion that the witch brews for one month. The potion must then be ingested or injected into the victim.

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 Component: A bit of fur.

ESP

Level: Witch 2

Range: 100 ft.

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 one turn. After this turn, she can perceive the thoughts of all targets within 100 ft.. 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 target's thoughts, or else all thoughts mingle into a confusing jumble.

Evil Eye

Level: Witch 2

Range: Sight

Duration: 12 hours + 1 hour

The Evil Eye is an insidious effect; it 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; attacks and future saves. Thief abilities and other percent rolls are at -5%. Even mundane actions require an ability roll. Walking, riding, putting on armor, will 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 till the duration, or a Remove Curse is cast by a witch of a 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.

Expand Senses

Level: Witch 4

Range: 360 ft

Duration: 2 hours

The witch can see and hear far off places, up to 360 ft. away, though she must name a specific location or direction within that range. While this spell is active she must close her eyes and concentrate to do so. Any distraction will draw her back to her normal senses.

Faerie Fire

Level: Witch 1

Range: 200' + 20'/level

Duration: 1 min/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 Component: 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 or 3 times greater.

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. She takes a -1 on any attack rolls or any roll involving sight.

This 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.

Feeblemind

Level: Witch 5

Range: 100 ft. + 5 ft. per level

Duration: Instantaneous

If the target creature fails a saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to understand the 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 spell, power or meditation is used to cancel the effect.

This spell is ineffective on robots or creatures without minds.

Fey Sight

Level: Witch 1

Range: Touch

Duration: 1 hour/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 can distinguish colors normally and can 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.

Fever

Level: Witch 2

Range: Medium (100 ft+ 10 ft/ level)

Duration: 1 round/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.

Foresight

Level: Witch 5

Range: Self

Duration: 2 hours

This spell gives the witch a prescient awareness. For the duration, they gain a +2 to Armor Class and Saving Throws, and they cannot be surprised.

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 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 her Charisma and Appearance rolls any positive interactions she has with others.

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 any check to intimidate or scare another.

Grandmother's Shawl

Level: Witch 4

Range: Personal

Duration: 1 round/level

A favored spell among witch, 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 a extra 50% chance to avoid being detected, or caught up by an angry mob.

The component required for this spell is one normal shawl, which can be re-used for future castings.

hold Person

Level: Witch 2

Range: 120 ft

Duration: 1 hour

The witch selects 1d4 targets (Saving Throw applies) or a single person (Saving Throw at -2). If the target(s) fail the Saving Throw they cannot move or speak for the duration of the spell's effect.

house Spirit

Level: Witch 3

Range: Touch (One permanent dwelling)

Duration: 1 hour/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 the same as 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' /level

Duration: 1 round/level

A living aura of fire surrounds and outlines the victim. Victims so affected give off light in a thirty-foot radius and do not gain bonuses from concealment just 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 victim is caught aflame; suffering 1d6 damage each round until extinguished. If extinguished, the target must continue to make saving throws until the duration runs its course. Undead affected by this spell suffer 3d6 damage; they also save at a -2 penalty.

Material Component: A live firefly.

Invisibility

Level: Witch 2

Range: 240 ft

Duration: Until removed or an attack is made

The object of this power, whether a person or a thing, becomes invisible to both normal sight, sensors and electronic recordings. The result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. If the invisible creature makes an attack, the effect is broken. Otherwise, it lasts until dispelled or removed by the witch.

Locate Object

Level: Witch 2

Range: 60 feet +10 feet/level

Duration: 1 round/level

Within the power's range, the witch perceives the correct direction (as the laser points) toward an object the witch specifies by description in the spell. The object must be something the witch has seen, although the spell can detect an object in a general class of items known to the witch: stairs, droids, etc.

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.

Magic Besom

Level: Witch 2

Range: Single broom touched

Duration: See below

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

Magic components: A spoken incantation and a common broom.

Make Fertile

Level: Witch 5

Range: 25 ft. + 5 ft./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.



Mind Shield

Level: Witch 3

Range: Self

Duration: 24 hours

This spell protects the mind of the witch for the next 24 hours.

During that time, they are immune to all spells, Powers, Meditations and Gifts that affect the mind. They cannot be sensed or detected by powers that otherwise would, instead simply not appearing. Effects that allow sight or hearing at a distance will not detect their presence. Finally, they are also immune to any natural, technological, or chemical attempt to influence their mind. Pain and torture are useless against them, as are truth serums or pheromones.

This power can be nullified as normal by Dispel Effect.

Minor Curse

Level: Witch 1

Range: 100' + 10' / level

Duration: 10 minutes / 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.

The material component for this spell is a small bit of string that the witch must twist.

Mirror Talk

Level: Witch 4

Range: See text

Duration: 1 minute/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. The witch can't cast spells through it for example.

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.

Nausca

Level: Witch 2

Range: 25' + 5' / 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.

The material component for this spell is a drop of animal fat that has gone rancid.

Night's Companion

Level: Witch 2

Duration: 10 minutes per level

Range: 1 mile radius

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

Nondetection

Level: Witch 3

Range: 0'

Duration: 1 hour/ level

This spell makes a creature or object difficult to detect by divination spells such as clairvoyance, locate object, and the various detect spells. It also prevents location by magic items such as crystal balls. If cast on a creature, the spell wards the creature's carried or worn items as well as the creature itself. High-level casters may overcome this effect if, when the detection spell is cast, the subject of the nondetection spell fails a saving throw.

Overlook

Level: Witch 5

Range: Touch

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 saving throw 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.

Phantasmal Force

Level: Witch 2

Range: 240 feet

Duration: Until concentration ends

This spell creates a sensory illusion that seems realistic to all who view, hear or even smell it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on circumstances; a truly

brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.

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.

The material component of this spell is a dried ear of corn.

Predict Weather

Level: Witch 1

Range: 1 mile per level

Duration: 12 hours

By the use of this spell, the witch can accurately predict the weather within the range of the spell over the period of the next 12 hours.

The spell provides no ability to control the weather, merely foreknowledge of what is coming.

Primal Scream

Level: Witch 5

Range: 15' radius + 5' per level

Duration: Instantaneous

With this spell, the witch lets loose a scream of profound terror.

Anyone within the area of effect must make a Save to avoid the full effects.

Creatures 5 hit dice or less must succeed a Saving Throw or take 6d6 points of damage, save for half. Creatures greater than 5 hit dice take 4d6 points of damage or save for half. Anyone who fails their save is treated as if they were subject to a *Cause Fear* spell, suffering the -2 to attack rolls, armor class, and skill checks.

Also, this spell will shatter any glass or crystal object. Save to avoid.

This spell can affect robots and any creatures that are unaffected

by mind affecting powers. However, they remain unaffected by the spell's fear effects.

Special: the witch must be able to scream.

Produce Flame

Level: Witch 2

Range: 0' (witch's hand)

Duration: 1 min/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.

Material Component: A pinch of sulfur.

This spell does not function underwater.

Rose Garden

Level: Witch 2

Range: 30' radius

Duration: 1 minute/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 special scent quality 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 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, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a save to negate the spell.

Material Component: A handful of rose petals.

Remove Curse

Level: Witch 4

Range: Touch

Duration: Instantaneous

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

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

Scry

Level: Witch 3

Range: See text

Duration: 1 hour per level

The witch can see and hear a single target or creature, which may be at any distance. If the subject makes a saving th 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, picture or image	+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 discovered, the witch can't read the mind of the subject, but can get a general idea what the subject is feeling; anger, happiness, sadness or even hunger or cold.

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

Sending

Level: Witch 5

Range: See text

Duration: 1 round; see text

the witch can contact a particular person with which she is familiar and send a short message of twenty-five words or less to the subject regardless of where the subject is in relation to the witch. The subject recognizes her if it knows the witch and then can answer in like manner immediately. A target 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 after one round of non-communication the link is broken.

Silver Tongue

Level: Witch 1

Range: Self

Duration: 1 spoken sentence per 2 levels

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

Speak with Animals

Level: Witch 1

Range: Personal

Duration: 1 min/level

The witch can comprehend and communicate with animals. She is able to ask questions of and receive answers from animals, although 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 witch, it may do some favor or service for her.

Material Component: A bit of honey placed on the tongue.

Spirit of Avalon

Level: Witch 3

Range: Touch

Duration: 10 turns / 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 defending its master, and will dissipate should its master be slain.

The material component of this spell is a small piece of a standing stone.



Stay Death's hand

Level: Necromancer 1, Vivimancer 1, Witch 1

Range: 1 Target touched

Duration: 1 round/level

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

Material Components: A touch and a soothing word.

Summon Gloaming

Level: Cleric (Nox) 5, Magic-User (Wizard) 5, Witch 5

Range: 50'

Duration: Permanent/till dispelled

The followers of Nox know that her power lies not in light or dark but in the shadows and near dark in between. While many know of the playful fyre fae that serve Nox, few know of her other servitors, the Gloamings.

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

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

Telekinesis

Level: Witch 4

Range: 120 ft

Duration: One hour

The witch can move objects using mental power alone. The amount of weight she can lift and move is 20 pounds per level.

Telepathy

Level: Witch 3

Range: 360 feet and special

Duration: 2 Hours

The character can send and receive mental communication with any target within 360 feet. If they are intimately connected with a target, such as long-time friends or lovers, then they can communicate with them if they are within one mile per level. A target can make a saving throw to drive the character out of their mind. This power will only allow the reading of surface thoughts.

Teleport

Level: Witch 5

Range: Touch

Duration: Instantaneous

This spell transports the witch or another person to a destination that the witch knows, or at least knows what it looks like from a holo-picture or a map. Success depends on how well the caster knows the targeted location, as follows:

1. If the witch has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the witch has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 feet above the targeted location—likely resulting in a deadly fall.
3. If the witch is well familiar with the location, or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low, otherwise it is high. In either case, the arrival is 1d4 x10 feet high or low.

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 an alien language 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 Aphasia.

Vigor

Level: Cleric 1, Witch 1

Range: 1 Target touched

Duration: 1 round/level

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

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

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

Chapter 4

Witch Monsters

Monsters are detailed in The Hero's Journey Fantasy RPG™ Rulebook. These monsters have been associated with witches or witch stories.

Cait Sídhe

Armor Class: 3 [16]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Claws (2d4)

Special: Bad luck, fear, low-light vision (120'), scent, speech

Move: 12

HDE/XP: 3/120

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.

Earth Troll

Armor Class: 4 [15]

Reduction Value: 3

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Claws (2d6)

Special: regeneration, vulnerability to sunlight

Move: 12

HDE/XP: 9/1,250

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 are 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 and 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 saving throw. 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.

Gloaming

Armor Class: 5 [14]

Reduction Value: 2

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Claws (2d4) and bite (1d4)

Special: Strength loss, Fear

Move: 18

HDE/XP: 6/400

A gloaming is a shadow creature that is typically found in wild, untamed places. Mostly discovered in the time between sunset and the full dark of night these creatures appear to be large, but indistinct shadow creatures. They are on four legs and stand about 3' to 4' high with a massive head. The only features that are distinct are their eyes which glow amber, red or green. Sometimes confused with hell hounds, a gloaming is an undead creature. It is the undead creature of a large predatory animal, but it does not attack on sight. Typically a gloaming will radiate an aura of *fear* (as per the spell, cast by a 5th level caster) to scare off interlopers. Failing that they will attack with it's claws and bite. Only on a successful bite attack will a gloaming drain 1 point of strength.

A gloaming is an undead creature and can be turned as a 5 HD creature.

hags

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 evil 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 evil 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.

hag, Annis

Armor Class: 1 [18]

Reduction Value: 3

Base Hit Bonus: +7

Hit Dice: 7

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 15

HDE/XP: 7/640

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 7th level witch, preferring spells that hide what they are.

Hag, Cavern

Armor Class: -1 [20]

Reduction Value: 3

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 18/24 climb

HDE/XP: 9/1,200

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 darkvision 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 9th 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).

Hag, Green

Armor Class: 2 [17]

Reduction Value: 3

Base Hit Bonus: +9

Hit Dice: 9

Attacks: Claw (2d6) or Witch Spells

Special: Spell use, Dark vision

Move: 15/24 swim

HDE/XP: 9/1,100

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 8th 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.

Hag, Ice

Armor Class: 1 [18]

Reduction Value: 2

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 15/18 climb

HDE/XP: 6/600

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 glammers. 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 darkvision 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 (saving throw allowed) or cause damage (1d6) depending on her mood. Additionally ice hags can cast spells as a 6th level witch.

hag, Moon

Armor Class: -3 [22]

Reduction Value: 4

Base Hit Bonus: +10

Hit Dice: 10

Attacks: Claw (2d8) and bite (1d8), stun touch or Witch Spells

Special: Spell use, Dark vision

Move: 12/12 fly

HDE/XP: 10/1,440



The fearful moon hag is possibly the most fearsome of all the hags. It is said these hags 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 10th level witch.

Moon hags are always accompanied by a pack of werewolves (2-12) that obey her commands to the death.

hag, Sea

Armor Class: 5 [14]

Reduction Value: 1

Base Hit Bonus: +3

Hit Dice: 3

Attacks: Claw (2d6) and bite (1d6) or Witch Spells

Special: Spell use, Dark vision, Horrific Appearance

Move: 12/15 swim

HDE/XP: 3/75

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 3rd level witch.

Hag, Storm

Armor Class: 0 [19]

Reduction Value: 2

Base Hit Bonus: +8

Hit Dice: 8

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 15/30 fly

HDE/XP: 8/820

Storm hags can be found riding the great storms and lighting escaping their fingers. Their wild hair reminds one of wispy clouds, and their storm gray 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 may also cast spells as 8th level witches.

Hag, Swamp

Armor Class: 2 [17]

Reduction Value: 2

Base Hit Bonus: +5

Hit Dice: 5

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 12/6 swim

HDE/XP: 5/550

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 5th level witch.

hag, Wood (Makva)

Armor Class: 1 [18]

Reduction Value: 1

Base Hit Bonus: +6

Hit Dice: 6

Attacks: Claw (2d6) and bite (1d8) or Witch Spells

Special: Spell use, Dark vision

Move: 15

HDE/XP: 6/660

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.

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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 6th level witch.

Woodwose

Armor Class: 6 [13]

Reduction Value: 1

Base Hit Bonus: +2

Hit Dice: 2

Attacks: Club (1d6)

Special: Spell use*, takes 2x damage from cold iron

Move: 18

HDE/XP: 2/120

The Woodwose, or "the Wild-Man of the Wood" is faerie creature related to the brownie and buckwan. These creatures typically look like small, old men completely covered in hair. Their hair can vary from brown, to light yellow to even green. These creatures stand about 4' to 4 1/2' tall though some have been reported as small at 2' and others as tall 7' tall. They have a language, a very early form of Sylvan, that they use among themselves but they can speak elven when talking to others.

As their name would suggest the woodwose are a wild, barely civilized race. Much of their time is spent in raiding the homes of other faerie creatures stealing food, treasures and their women. Woodwose that live close to human settlements have also been known to attack an outlying farm or prey on a lone traveler. They are only brave in packs and rarely venture out of their burrows alone. Despite their size a woodwose will attack any creature up to and including ogre-sized, if they have the numbers. Woodwose fear and avoid elves.

For every 6 woodwose encountered 1 will be a shaman capable of casting spells as an 2nd level witch. For every 12 one of those 2 shamans will be 3rd level. At 24 woodwose, a small community, there will be a shaman with the powers and spells as a 4th level witch.

In any case all woodwose are capable of casting the witch spell Shillelagh on their club once per day. They are also capable of casting *Nondetection* at will as many times as they need.

Woodwose will be wary of adventurers unless they can outnumber them 2-3 to 1.

Winged Cat

Armor Class: 7 [12]

Reduction Value: 1

Base Hit Bonus: +1

Hit Dice: 1

Attacks: 2 claws (1d4) 1 bite (1d4)

Special: Flight

Move: 12, 18 Fly

HDE/XP: 1/15

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 like 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 a typical house cat.

Winged Monkey

Armor Class: 5 [14]

Reduction Value: 2

Base Hit Bonus: +3

Hit Dice: 3

Attacks: 2 claws (1d4) 1 bite (1d6), or weapon (1d6)

Special: Flight

Move: 18, 24 Fly

HDE/XP: 1/15

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 æons 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.

Chapter 5

Magic Items and Treasure

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

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

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

Brooms

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

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

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

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

Cauldrons

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

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

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

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

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

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

Cauldron of Plenty: This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week it can also be commanded to create food and drink as per the spell for up to twenty-four people.

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

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

Potions, Oils, and Powders

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

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

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

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

Beauty Cream: When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This

grants a +2 bonus to any Appearance based rolls where appropriate. The effects of one treatment last for 8 hours.

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

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

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

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

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

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

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

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

Youth: This treasured potion removes a year from the drinker's physical age. This removes penalties from aging while leaving bonuses untouched. The drinker must make a successful saving throw for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all potions of youth that the creature has consumed, causing it to return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.

Staffs 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.

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

Talismans

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

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

Isis’ Talisman of Protection: This talisman confers a +1 protection bonus to saves and AC. Effects last as per level of creator. This talisman is usually in the form of a fine crafted gold ankh. 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 is 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.

Chapter 6

The Witch in Your Own Hero's Journey

In any adventure, the witch can have any variety of roles, whether as a player character, an NPC or as the party's antagonist.

The Role of the Witch

Here are a few ways to incorporate the witch character into your games, using the classic "Hero's Journey" or "The Hero with 1,000 Faces" models.

The Witch as Guide to the Underworld

The hero or heroes of your adventure will soon need to leave the comfortable surroundings of their home and venture forth into a land of evil, or at least where the adventure is. The witch in the guise of Guide to the Underworld helps the characters along their path. This can be seen in the form of the Biblical Witch of Endor, Galadriel in "Lord of the Rings" or even Glinda in "The Wizard of Oz" and Maz Katana in "Star Wars: The Force Awakens." She helps the heroes and has great power herself, but she does not get directly involved.

The Witch as The Goddess

Here the witch is so powerful that she is for practical purposes a Goddess incarnate. Louhi of the Finnish myths is this as are many Goddesses that deal with mortals. Hecate in Shakespeare's "Macbeth" fills this role as well as a Guide to the Underworld. The mythological Aradia (modern) and Freyja (Norse) act both as guides to others and as literal Goddesses of Witchcraft.

The Witch as The High Priestess

Unlike the Witch as Goddess, this witch serves as a mouthpiece for a more remote divinity. This is Morganne in Arthuric-retelling "The Mists of Avalon." The Oracle of Delphi fits this role, as do the three witches in "Macbeth." In this role, she represents the will of the gods, often older, pagan gods. This was a popular role for witches serving "The Devil" in much of the 70s Occult Revival and 80s Satanic Panic horror. This can be seen to great effect, and multiple aspects of the Witch, in the late 70s TV movie "The Initiation of Sarah."

The Witch as Temptress

This is a classic trope and one often found on the hero's path. The witch as Temptress is one of the oldest uses for the witch and can be seen in such characters as Circe in "The Odyssey," the biblical Jezebel or even Lilith in ancient Jewish folklore. Indeed these three may even be the archetypes of this role. She does not have to be a temptress of flesh; she can also represent power. Morgan le Fey in some versions of the Arthurian legends is this, as is the sorceress Nimue who tempts Merlin with power. In this case, Merlin has the power, and the Temptress wants it.

The Witch as the Enemy

This might be the classical, if somewhat overused, role of the witch. Though there is still plenty of value in this role if used correctly. We have enemies from the simplest stories like the Witch in "Hansel and Gretel" to the complex like Jadis the Winter Witch in "The Lion, the Witch, and the Wardrobe." Other enemies may be as complex and their motivations also somewhat less nefarious. The classical stories

of Baba Yaga describe her as a child eating monster, but her most popular stories feature her as being somewhat kind to the young girls she takes under her tutelage.

The Witch as The Hero

You might not see it much in classical literature or myth, but there is another role the witch can serve in these stories. The Witch can be a Hero. Often seen in more modern retellings such as comics (Zatanna, Scarlet Witch), television (Willow, Tara, the Halliwells), movies (The Craft), modern fantasy (Discworld witches), and modern supernatural literature (Rachel Morgan). Of course, there is the entire “Harry Potter” universe that has a witch of every stripe, characterization, and alignment.

Witch Adventures

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 priests or wizards. However, the disguise is not a Witch’s forte, therefore, she may still be caught. In some areas, paranoia of Witches runs so high that actual priests 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 the 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.

Here are some adventure ideas to use with your Witch characters, either featuring the Witch as protagonists or antagonists. With each adventure seed, alternate plot lines are also discussed.

A Curse on Them

A very traditional problem; PCs or an NPC wander inadvertently onto a Witch in her home or out performing a ritual, and the Witch curses them. The PCs must now find the Witch and convince her to reverse it. The effects of the curse, while trivial, are causing great problems. For example, the player speaks in tongues so no one can understand him or her.

Faerie Tales

The PCs come to a new land and discover that everyone knows everything about them.

They are hailed as celebrities, but not as heroes. They discover that a young bard, who is also a Witch, has been telling tales of the PCs for the local children as faerie stories. She had no idea that her stories were based on the true lives of the characters.

Adventure possibilities: They might be celebrities in the eyes of the youth of this land, but the parents think they are a menace. One group has even decried the stories as corrupting the youth. Now they have a target for all their hate.

Biggest Fan: The PCs aren't just popular with the children, but some of the adults love the stories too. Some, a little too much.

Storyteller's Blues: The storyteller finds that once the real life adventurers show up, she is no longer needed or wanted. This most certainly will become a big problem for the once very famous and beloved storyteller.

Old City Lady

The old lady living in the small dark house has been there as long as anybody remembers. Some say she is a Witch, others a necromancer. Most think her an old lady who is starting to lose her mind.

Adventure possibilities: When a Witch hunter comes to town, many have reason to fear, even if they have committed no crime. The PCs could be hired not only to prove that the Witch is a necromancer but also perhaps hired by the Witch to prove her magic is only used for good. Either way, it means the players are gaining access to the Witch's house and making a judgment on what is good and evil.

Old Lady of the Woods

Everyone has heard about her, nearly everyone knows someone that has seen her perform magic, but what is the real story of the old lady of the woods?

Ideas: Use any one of these to flesh out this NPC. Who is she? The old lady is a good Witch. The old lady is an evil Witch. The old lady is some other type of spellcaster. The old lady is a hag. The old lady is completely mundane.

What is she doing out there in the woods? She is waiting for children to wander by so she can eat them. She is protecting the local villagers from the things in the woods.

She is protecting the woods from the villagers. She is investigating some portal to the lower planes so she can unleash a horde of demons.

She is investigating some portal to the lower planes so she can seal it up. She just wants to be left alone.

What about the villagers? They know who she is and fear her. They know who she is and respect her. They know who she is and don't care. They know who she is and are getting ready to aid her home.

Potion Mistress

A local noble has fallen ill to the plague, and the only cure is held by three powerful Witches who make up an infrequent coven. The PCs not only have to convince the Witches individually to meet, but also gather the ingredients for the cure.

Alternate: The Witches are sisters who happen to be fighting amongst themselves over the love of the same man.

Twist: Only one of the Witches poisoned the noble and is going to set the other Witches up for the fall.

She Bewitched Me

This is an alternative storyline for the Witch Trial below. In a local murder, the defendant claims he was bewitched by none other than the judge's daughter. The PCs must discover if the murder was because of Witchcraft, beauty, love or suspected simple greed.

Strange Brew

This one is so classic it is cliché. A Witch, whose love was scorned by the handsome prince, is dealing out love potions to all and everyone is falling in love with the wrong person.

Panic, confusion, fear and doubt rule the land. The PCs, being new to the town and not affected (yet), need to help bring order to the town.

Twist: The Prince actually loves the Witch; it is the princess he is supposed to marry that is handing out the love potions to accuse the Witch.

The Call

Great for lower level adventures. One of the PCs (or a younger sibling) hears the Call of the Goddess to become a Witch. The trouble is that something is standing in her way.

What the obstacle is will depend on the party. Maybe she does not want to be a Witch, or Witches are outlawed. Maybe she does want to be a Witch but has prior commitments to her family, church, party or another group. The character could also be a low-level priest or paladin, and this is coming at a time when she is feeling a crisis of faith.

Alternate: The potential Witch is not a player character, but an NPC or someone close to the PCs.

The Expert

In the course of adventuring, the PCs come into contact with a powerful magical relic.

It seems the only one who knows anything about it is an ancient Witch.

Alternate: The relic is cursed and only the Witch can remove it.

Alternate: The relic is cursed by the Witch to lead it back to her via the party.

The Orphan

An orphan has come to live with the either the PCs or a close friend or relative. The problem is that the orphan is not at all what he seems.

The child is beyond acting strange, and the PCs are given reason to believe that he might be a demon or some magical creation sent by a Witch to kill its “parents.”

Alternate: The PCs find the orphan while adventuring and the orphan decides that the PCs are heroes and wants their protection.

Twist: The orphan is magical, but not evil. He was sent to protect the PCs from an evil Warlock bent on killing them.

This works well if one of the players is a Witch that the Warlock is after.

The Quester

The quester has stumbled upon the ways of the Witch (almost always a solitary witch), and wants to learn more about it.

She sees the PCs as a good way to help her on her quest.

Alternate: An apprentice ‘wise woman’ approaches the PCs.

Before she can take her mistress’ place in the village, she must continue her learning by broadening her knowledge beyond the boundaries of her village.

Going with the PCs should do the trick.

The Witch Trial

The Witch trial is another classic, or clichéd, storyline to spring on your players using a Witch. One of the PCs is accused of Witchcraft, and the rest have until sunrise to free her. Complications can occur if the party is lawful good, since breaking her out of jail would be a crime and magic is an offense punishable by death in this land.

Twist: Instead of a PC, it is a local woman accused of Witchcraft and not an innocent at all, but a real malefic Witch bent on harm and playing on the PC’s willingness to help.

Why Witches Adventure

- Forced from my home due to my magic
- I left to seek out wisdom or power
- I was kidnapped by faeries who left a changeling in my place
- I stumbled upon a magic realm now I can’t find my way back
- I was cursed by another witch
- I seek to find the secret of my own magic
- I wish to find others like me.

Appendix

Gaming Licenses

DESIGNATION OF OPEN GAME CONTENT

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