

Basic Era Games

The Children of the Gods



The Classical Witch Tradition

BLUEHOLME
COMPATIBLE PRODUCT

by Timothy S. Brannan

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FOREWARD

In Search of the Holmes Witch...

Almost exactly 40 years I put my hands on a copy of the John Eric Holmes edited D&D Basic Set, or rather, a poorly photocopied version that was making its way around my extended group of friends. This copy, plus some copied character sheets, dice stolen from a Monopoly set, and a borrowed Monster Manual were my first introduction to playing my first RPG. None of us knew what we were doing, but that didn't matter. We were having fun.

Thankfully I learned a little more since 1979.

There was though, in that book, that long lost tome of arcane secrets, a tantalizing paragraph. Something that set my mind on fire:

"There are a number of other character classes which are detailed in *ADVANCED DUNGEONS & DRAGONS*. They are subclasses of the four basic classes. They are: paladins and rangers (fighting men), illusionists and witches (magic-users), monks and druids (clerics), and assassins (thieves)."

John Eric Holmes, *D&D Basic Book*, Page 7.

Witches. In the *AD&D Player's Handbook*! I had heard of this tome but had not gotten one of my own yet. By the time I did, there were no witches. Sure there were paladins, rangers, illusionists, monks, and druids. But no witches.

A few years later, I began work on my own witch class. This witch reflected the weird mix of 80s fantasy and 70s occult revival that was my reading list of the time. Since then, I have made many witch classes for various games, and even several for the same game.

But I always wanted to know what the Holmes-ian Witch would have been like.

Well, now it is my chance to try.

Timothy S. Brannan
Lughnasadh, 2019

Special thanks to **Michael Thomas** of **Dreamscape Design** for advice and guidance.

PART 1: INTRODUCTION

*Who knows not Circe,
The daughter of the Sun, whose charmed cup
Whoever tasted, lost his upright shape,
And downward fell into a groveling swine?*

John Milton

The Pythia stands in her smoke, looking for a sign. The devotee of Hecate at a crossroads, torch in hand to ward off angry ghosts. The acolyte learns the first of the Eleusinian Mysteries.

All of these and more are the guise of the witch. Witches have existed since the dawn of time and are some of the greatest of all of the spell-casters recorded in myth, story, and legend.

A Note About Gender

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

What is a Witch?

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

Anyone with even passing familiarity with fairytales or mythology knows witches are practitioners of ancient religions. Morgan Le Fey, Circe, and Baba Yaga were not

magic-users as depicted in various FRPG sources, but priestesses of Goddesses (or Gods) of old religions and forgotten ways.

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

Witches and Magic-users

Magic-users spend a great deal of time studying and researching their spells. Witches also study spells, but they are granted some of their spells, much as clerics are. Some witches do keep spell books and use scrolls. Magic-users join guilds or belong to magic-user schools. Witches rarely join guilds; they do, however, belong to covens.

Given some of the new spells and powers granted to the witch, a special appendix at the end of this book for spells in this book are also usable by the magic-user and clerics.

Witches and Clerics

Witches and clerics have historically shared a very adversarial relationship.

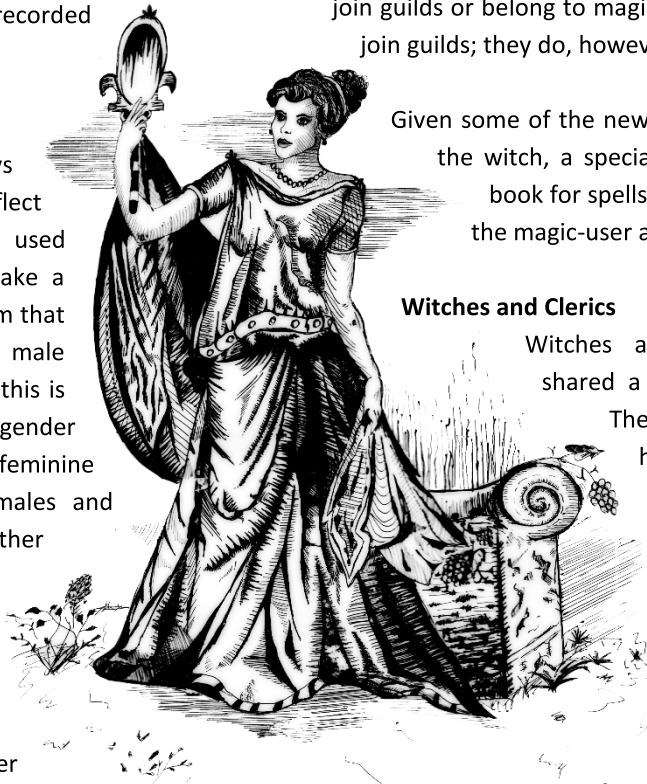
There is, of course, no reason they have to in your game. Part of the problem is witches and clerics cover much of the same ground.

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

function?"

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

The relationship between witches and clerics of the same God, Goddess or Patron will be determined partly by that Patron or can be decided on by the Game Master (GM), but generally Lawful aligned worshipers would tend to get along



better than evil. Lawfully aligned worshipers also see the value in working together more than chaotic ones.

The cosmology of the witch differs from the typical cleric or other characters. Most witches do not believe in an afterlife of eternal rewards or punishments. Most witches instead believe in reincarnation. When a body dies the spirit is sent to rest for a time at a place known as the Summerlands. Once there the soul reflects on their previous life, till it is time for them to return to the earthly realm and begin the cycle all over again.

Central to these core beliefs of the witch is the idea of Life, Death, and Rebirth. To the witch, life is an ongoing cycle, one that is seen in nature, the seasons, and the witch herself. This belief is so ingrained into the witch's philosophy that it helps determine what magic the witch can perform. Because of this a witch cannot be raised from the dead or use the Raise Dead or Resurrect spells.

A Note About Other Witches

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

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

A Note about Checks

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

Notice and Disclaimer

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

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

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

So that we are all clear, this is a game. This is not an attempt to be a factual overview of witches, Wicca, or history. The witches here are the witches of fantasy, faerie tale, folklore and myth, not Wicca or the witches of the real world. This gamebook won't make you into a witch or let you cast spells. There are plenty of great books on real-world witches and Wicca as well as the witches of the European Witch-craze.



PART 2: THE WITCH CLASS

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

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

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

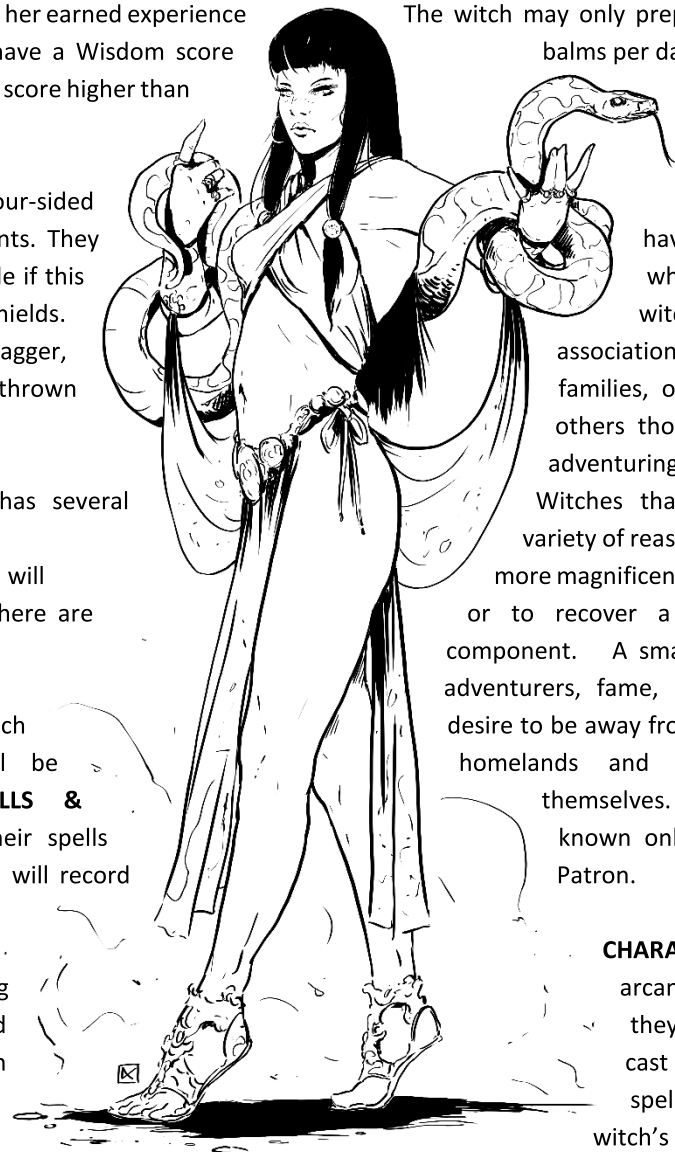
Witches also can cast spells. Witch spells and Witch rituals will be discussed in **PART 4: SPELLS & SPELLCRAFT**. Witches learn their spells from a variety of means, but all will record spells in their tome or Book of Shadows. This book will also contain the formulae for healing balms, instructions for rituals, and the means to use their Tradition based Occult Powers.

The witch may cast spells with other witches in the form of ritual spells.

These spells grant the witch more power than she might be able to wield on her own.

All witches are knowledgeable in the use of herbs. A witch of 2nd level or higher can make a healing ointment, balm or poultice out of local herbs. The witch needs to make an Intelligence Ability roll to find the herbs and a Wisdom Ability roll to make the herbs into a useful balm. These balms heal 1d4 + the witch's level divided by 2. So a 2nd level witch can heal 1d4 + 1 hp per use of herbal balm. A person (character, animal or even monster) can only take benefit of one such balm per day.

The witch may only prepare up to 3 such doses of balms per day.



ADVENTURES: Witches, on the whole, tend not to be adventurers. Many have terrifying memories of what some people will do to witches; others feel a close association to their homeland, their families, or their covens. There are others though for whom the lure of adventuring is too much to ignore.

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

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

Sometimes these spells are referred to as Occult Spells to differentiate them from Arcane and Divine.

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

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

RELIGION: To a witch, to worship is to be a witch. Unlike clerics, who commune to their gods for the people, there is no middle ground between the Patrons and their witches. Unlike clerics, witches, whether good or evil, do not attempt to convert others to their faith. Witches believe one must be worthy and hear the Call.

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

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

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

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

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

magic-user. These spells are also recorded in their Books of Shadows.

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

The power to cast the spells is given by the Patron but formed by the witch. In this respect, they are very similar to Divine spellcasters. While a cleric prays for her spells, a witch prepares them through ritual.

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

BACKGROUND: To become a witch, one must first hear “the Call.” This is the moment in the would-be witch’s life that she understands that she will become a witch. Sometimes the Call is symbolic, such as sudden realization after many days, weeks or months of conjecture; other times it is happenstance, the would-be witch finds an old book or a teacher; and still other times the Call is actual, the initiate actually hears the voice of their Patron calling out to them. In many Traditions, this is known as the “Call of the Goddess.” This usually precludes any other type of training for any other profession since many witches receive this call at an early age, as children or teenagers.

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

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

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

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

Witches of **11th to 20th level** are the true powers in the campaign world. Many NPC witches in these levels have

established covens of their own. Even PC witches will have several followers and could form her own coven of other witches and cowans (non-witch members). Witches of these levels will establish a **Covenstead** as a permanent meeting place.

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



Witch (Classical Tradition)

Prime Requisite: Charisma

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

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

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

Maximum Level: Any

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

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

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

WITCH EXPERIENCE TABLE

Level	XP	Hit Dice	To Hit ACO	Occult Powers	Spells / Level								
					1	2	3	4	5	6	7	8	
1	1	1d4	20	Least	1	-	-	-	-	-	-	-	-
2	2,601	2d4	20	Herb Use	2!	-	-	-	-	-	-	-	-
3	5,201	3d4	20		2	1	-	-	-	-	-	-	-
4	10,401	4d4	20		2	2!	-	-	-	-	-	-	-
5	20,801	5d4	20		2	2	1	-	-	-	-	-	-
6	40,001	6d4	18		3	2	2!	-	-	-	-	-	-
7	80,001	7d4	18	Lesser	3	2	2	1	-	-	-	-	-
8	160,001	8d4	18		3	3	2	2!	-	-	-	-	-
9	320,001	9d4	18		3	3	2	2	1	-	-	-	-
10	440,001	10d4	18		4	3	3	2	2!	-	-	-	-
11	560,001	10d4+1	16		4	3	3	2	2	1	-	-	-
12	680,001	10d4+2	16		4	4	3	3	2	2!	-	-	-
13	800,001	10d4+3	16	Minor	4	4	3	3	2	2	1	-	-
14	920,001	10d4+4	16		5	4	4	3	3	2	2!	-	-
15	1,040,001	10d4+5	16		5	4	4	3	3	2	2	1	-
16	1,160,001	10d4+6	14		5	5	4	4	3	3	2	2!	-
17	1,280,001	10d4+7	14		5	5	4	4	3	3	2	2	-
18	1,400,001	10d4+8	14		6	5	5	4	3	3	3	2	-
19	1,520,001	10d4+9	14	Medial	6	5	5	4	4	3	3	2	-
20	1,640,001	10d4+10	14		6	6	5	5	4	4	3	3	-
21+	+120,000	+1 hp	-2 / 5 levels										

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

WITCH SAVING THROWS

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

Combination Classes

The witch rarely walks her paths alone. While hers may be a singular journey, there are always others that wish to take up the road with her. During their adventuring careers the witch may find it necessary, advantageous or even nothing more than interesting, to take up another class.

Witches follow the same combination class rules as other character classes. One thing remains constant; the witch considers herself to be a witch, first and foremost.

In each of these combination class arrangements, the player and the Game Master are encouraged to detail a compelling story about the witch's other class. Did her patron want her to take this extra road? Is there some tome of knowledge that requires another class to understand properly? Has the persecutions of other witches or the innocent demanded that the witch occasionally drops her wand and takes up the sword? The possibilities are endless.

Specific combinations are dealt with below.

In every case, the combination class uses the most favorable number for attacks and for saving throws. Typically they are restricted to the least favorable armor and weapon types.



Witch/Cleric

Witches and clerics historically have come into conflict; therefore, those who can call themselves both witch and cleric are extremely rare. The Witch/Cleric holds no preference for tradition.

The Witch-Cleric Combination Class is often known as a Witch Priestess. Many Oracles, Seers, and Pythias are Witch Priestesses.

Witch/Clerics must have high wisdom and high charisma scores.

HD: $(d4+d6) \div 2$

WITCH/CLERIC EXPERIENCE TABLE

Level	HD	Experience Points
1	$(1d4+1d6) \div 2$	1
2	$(2d4+2d6) \div 2$	4,101
3	$(3d4+3d6) \div 2$	8,201
4	$(4d4+4d6) \div 2$	16,401
5	$(5d4+5d6) \div 2$	32,801
6	$(6d4+6d6) \div 2$	65,001
7	$(7d4+7d6) \div 2$	130,001
8	$(8d4+8d6) \div 2$	260,001
9	$(9d4+8d6+1) \div 2$	520,001
10	$(10d4+8d6+2) \div 2$	740,001
11	$(10d4+1+8d6+3) \div 2$	960,001
12	$(10d4+2+8d6+4) \div 2$	1,180,001
13	$(10d4+3+8d6+5) \div 2$	1,400,001
14	$(10d4+4+8d6+6) \div 2$	1,620,001
15	$(10d4+5+8d6+7) \div 2$	1,840,001
16	$(10d4+6+8d6+8) \div 2$	2,060,001
17	$(10d4+7+8d6+9) \div 2$	2,280,001
18	$(10d4+8+8d6+10) \div 2$	2,500,001
19	$(10d4+9+8d6+11) \div 2$	2,720,001
20	$(10d4+10+8d6+12) \div 2$	2,940,001

Witch/Fighter

Witches often face persecution, and many witches find it necessary to study up on hand to hand combat skills, for should her own mystical power fail, it can't hurt to know how to hit people where it hurts.

The Witch/Fighter Combination Class is often called a Witch Guardian. Many amazon witches are also Witch Guardians.

Witch/Fighters can use any weapon a fighter uses but are limited to leather armor only.

Witch/Fighters must have high strength and high charisma scores.

HD: $(d4+d8) \div 2$, or GMs may allow a simple d6 per level till level 10.

WITCH/FIGHTER EXPERIENCE TABLE

Level	HD	Experience Points
1	$(1d4+1d8) \div 2$	1
2	$(2d4+2d8) \div 2$	4,601
3	$(3d4+3d8) \div 2$	9,201
4	$(4d4+4d8) \div 2$	18,401
5	$(5d4+5d8) \div 2$	36,801
6	$(6d4+6d8) \div 2$	72,001
7	$(7d4+7d8) \div 2$	144,001
8	$(8d4+8d8) \div 2$	280,001
9	$(9d4+9d8) \div 2$	560,001
10	$(10d4+10d8) \div 2$	800,001
11	$(10d4+1+10d6+2) \div 2$	1,040,001
12	$(10d4+2+10d6+4) \div 2$	1,280,001
13	$(10d4+3+10d6+6) \div 2$	1,520,001
14	$(10d4+4+10d6+8) \div 2$	1,760,001
15	$(10d4+5+10d6+10) \div 2$	2,000,001
16	$(10d4+6+10d6+12) \div 2$	2,160,001
17	$(10d4+7+10d6+14) \div 2$	2,360,001
18	$(10d4+8+10d6+16) \div 2$	2,560,001
19	$(10d4+9+10d6+18) \div 2$	2,760,001
20	$(10d4+10+10d6+20) \div 2$	2,960,001

Witch/Magic-Users

While the Witch/Magic-User seems like a natural combination, the process of learning spells is quite demanding in terms of experience, and few opt for it. Those that do are formidable beings capable of great magics.

The Witch/Magic-user combination is sometimes called a Mágissa (by the Greeks), Heka (Egyptians), or even rarer an Enchantress or Sorceress.

With a GM's permission and with careful choice of Patron, the Witch/Magic-user character may combine their Witch Book of Shadows with their Magic-user Spellbook as one volume.

Witch/Magic-users can only use weapons a magic-user uses and cannot wear metal armor while casting spells.

Witch/Magic-users must have high intelligence and high charisma scores.

HD: d4 per level till 11th level.

WITCH/MAGIC-USER EXPERIENCE TABLE

Level	HD	Experience Points
1	1d4	1
2	2d4	5,101
3	3d4	10,201
4	4d4	20,401
5	5d4	40,801
6	6d4	75,001
7	7d4	130,001
8	8d4	235,001
9	9d4	420,001
10	10d4	640,001
11	10d4+1	860,001
12	10d4+2	1,080,001
13	10d4+3	1,300,001
14	10d4+4	1,520,001
15	10d4+5	1,740,001
16	10d4+6	1,960,001
17	10d4+7	2,180,001
18	10d4+8	2,400,001
19	10d4+9	2,620,001
20	10d4+10	2,840,001

Witch/Thieves

Some witches tend to be more devious and cunning than others are and have a nasty habit of landing themselves in trouble. These witches end up with a fair amount of streetwise knowledge.

Witch/Thief combinations do not typically have a special name, though many Jugglers are accused of both theft and witchcraft and that name has stuck to Witch/Thieves. The combination of witch and thief is also a useful combination for exploring ancient tombs where traps and curses threaten both body and soul.

Witch/Thieves can only use weapons a witch uses and are limited to leather armor. A witch/thief can, and often do, use poison.

Witch/Thieves must have high dexterity and high charisma scores.

HD: d4 per level till 10th level.

WITCH/THIEF EXPERIENCE TABLE

Level	HD	Experience Points
1	1d4	1
2	2d4	3,801
3	3d4	7,601
4	4d4	15,201
5	5d4	30,401
6	6d4	60,001
7	7d4	120,001
8	8d4	220,001
9	9d4	410,001
10	10d4	565,001
11	10d4+1	810,001
12	10d4+2	1,055,001
13	10d4+3	1,300,001
14	10d4+4	1,545,001
15	10d4+5	1,790,001
16	10d4+6	2,035,001
17	10d4+7	2,280,001
18	10d4+8	2,525,001
19	10d4+9	2,770,001
20	10d4+10	3,015,001



Non-human Witches

Other species and lifeforms can become witches. Often they are some form of the Classical Tradition with various racial abilities or points of view. In all these cases these creatures, in addition to the standard playable species, may become a witch.

Amazon

Amazons are well known for their witchcraft. The witch in Amazonian culture often takes the place of the cleric or shaman. Witches of amazon lineage will only have women in their covens, and no men may join. They also gain a +1 to attack and damage since their culture requires all girls, even the witches, to train at arms. Amazon witches are also immune to the effects of fear.

Witches of the Amazon Tradition can only be female; no man may enter this Tradition. This attitude of superiority further extends beyond their own Traditions and covens. Amazon witches believe that no man should be allowed to be a witch regardless of Tradition. An Amazon witch will always refer to a male witch as a “warlock.”

These witches also share an honoring of the Goddess Diana with their warrior cousins. They are associated so much with the Goddess Diana that many call their Tradition The Cult of Diana. Nonetheless, some small groups of

Amazon witches do worship other Goddess, such as Ishtar, Isis, Hathor, or even Hecate.

Despite stereotypes, not all Amazon witches are man-haters. Some are happily married with children. This situation is not viewed as a problem for these witches as Diana is also viewed as the Patron of children and women in childbirth. They believe that men should not be witches.

Bugbear

See **Goblin**

Deep One

The ancient Deep Ones practice a debased form of witchcraft where they honor a demonic form of the ancient god Dagon and his consort. The rituals of the Deep One witches are horrible to behold and often require human sacrifice.

Demon

Demons may cast spells as a witch where appropriate. Often they can cast as a witch of the same level but do not have access to Occult Powers.

Dreenoi

Witchcraft among the Dreenoi is quite rare, but it is believed that Dreenoi witches get their magical power from their queen, whom they see as their goddess and patron.

Dwarf

The Xothia (“Zoe-thee-ah”) witch of dwarven communities has taken her nearly insurmountable odds and turned them into unique advantages. Feared for her power, isolated because of her ideals, and respected for her knowledge, the Xothia has become a living repository of dwarven lore, knowledge, and magic. All Xothia are female -- no male has ever joined their ranks -- and all are beardless. Whether the Xothia are born that way or being a witch causes their beards to fall out or never grow is one of but hundreds of their closely guarded secrets. The leader of a coven of Xothia is often known as the Xothia and is usually centuries old. She is

regarded as an advisor and sage to dwarven leaders; many will travel days or weeks to seek her out.

The Xothia lives apart from the main community of dwarves, where she and her coven can use magic to scry and record all that needs to be known. Often such answers cannot be gathered by magic, and the Xothia witch must travel the world in search of them. A full coven of Xothia is nine witches, eight members, and the Xothia. Their manner and style of clothing have often been described as “elf-like,” not as an insult, but as a means for the common dwarf to label what she does not know. The ritual tools of

the Xothia are the “Labrys” or small double-bladed axe, and the “Malleus” or hammer.

The labrys may be wielded with one hand. It has two semicircular blades on either side. The labrys has a small knob on top of the shaft located between the two blades.

Elf

The Kuruni (“kuh-roon-ee” or “kuh-roo-nee” depending on the area) is the elven witch, and nearly all witches within the elven community are Kuruni. The Kuruni are all member of the Faerie Tradition and follow all of the precepts of that Tradition.

While magic-using elves are fairly common, the Kuruni is still something of an enigma. Seeming old and young at the same time, one cannot help but feel this witch possesses some horrible knowledge that others were not meant to know.

Kuruni usually takes a female elven deity as their Patron and honor her consort. Other Kuruni worship a being known as the Triune Goddess, an amalgam of the elven pantheon’s three main goddesses. In either case, the full coven of Kuruni will always number a multiple of three. Kuruni covens rarely meet and usually communicate with their sisters via magic or familiars.

Kuruni can only be chaotic in alignment but may be good, neutral, or evil. The exact alignment is dependent on their racial sub-type, but not limited by it. The ritual tool of the Kuruni is the wand. She will use this in all of her spell castings.

Feline

Witches and cats have been associated with each other since time out of time. The magic of Felines is known as Ailuromancy. They have remained undiscovered because the felines do not write down their formulae or teachings,



nor do they share these with humans except under the rarest of circumstances. These can only be learned from master to student and are almost all exclusive to the feline species.

Casting an ailuromancy is the same as a witchcraft spell. Felines can gather in groups for group castings; they can use places and times of power and use rituals.

Where humans typically need hands free or be able to speak, the feline must be able to see or otherwise sense what is around them. They must also have their tails free. In some Ailuromancy intricate tail movements replace human hand gestures.

For felines nine, not seven is the more potent magical number. So feline covens and group castings are some multiple of nine, or at least three. Three groups of three is a very powerful magical grouping. Felines worship the Goddess Bast as their primary goddess and patroness.

Ghoul

Some ghouls had been witches in life before becoming undead. These witch-ghouls honor the demon prince of the undead and the demon king of ghouls. The Ghūla (see **PART 5: MONSTERS**) are often witches.

Gnoll

The witches of the gnolls are a dangerous sect. Many worship the God Set and see him as the patron of all gnolls and a perverse form of Sekhmet.

While most witches are loathed to fight each other regardless of origin or tradition, the witches of gnolls and felines will attack each other on sight to appease the wills of their gods. This enmity even goes beyond the agreement of all witches not to harm each other.

Gnome

The Gnomish witch is called a Good Walker. The gnome often prefers the company of home to that of the adventuring life. But for some, the urge is too great, and off they go. The gnomish witch is then known as a Good Walker in their own language, although they are also known as “Benandanti” in some human tongues. As their name implies, the Good Walkers are of good alignment, with chaotic and neutral good being the most common. Why she travels is as different as each gnome that picks up a walking stick (the Benandanti’s ritual tool). Some

seek knowledge, others seek purpose, and more still just started walking and never came back.

Good Walkers are usually welcome in any coven, and many human witches consider it a good omen and an honor if a Good Walker joins them, if even for a short time.

A Good Walker will only join with a coven for a small amount of time by gnome terms, generally 4d6 months. While with that coven, the Good Walker is considered a member of that coven for all gameplay effects until they move on.

Good Walkers have an equal chance of being male or female and generally honor the same gods as other gnomes, except they usually have their 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.

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 gnome community will assume the witch is the expert on a wide range of topics. These will include the occult, the healing properties of herbs, the magical influences of the moon, sun and stars, the nature of magic, the properties of the astral realms, the magical properties of any number of mundane household items and so on. Generally, the happiest person in gnome communities to see the witch is the local cleric, if for no other reason than that he knows he won’t be the center of the community’s endless queries while the witch is around.

Goblin

The witches of the various goblinoid species are known as a boggleboes, a term that is also used to describe witch doctors, shamans and other types of animistic spellcasters among the goblinoids. There are also plenty of witch/clerics and witch/fighters among the goblins. Bogglebos worship goblin versions of human or orcish gods as their patrons.

Bogglebos have equal chances to be male or female. They tend to be chaotic but gravitate towards evil if encountered with orcs.

Bogglebos also have a tradition that is similar to that of Voodoo, with the use of fetishes and charms.

The ritual tool of the Bogglebo is the sacrificial knife. Unlike the Athamé, this knife is sharp and may be used for mundane needs.

Half-elf

Half-elves may choose any witch tradition they are personally best suited. Half-elves raised as humans may opt for any human witchcraft tradition. Those raised among elves often find the faerie tradition welcoming. Half-elves that favor their human parent will often belong to Classical Traditions and coven. With her multifaceted nature, the Goddess Hecate often attracts many half-elves to her worship.

Halfling

Adventuring halflings are known to be full of wanderlust and a desire to see the world. Non-adventuring ones prefer the simple comforts of home, hearth, and family. The halfling witch then is the self-styled

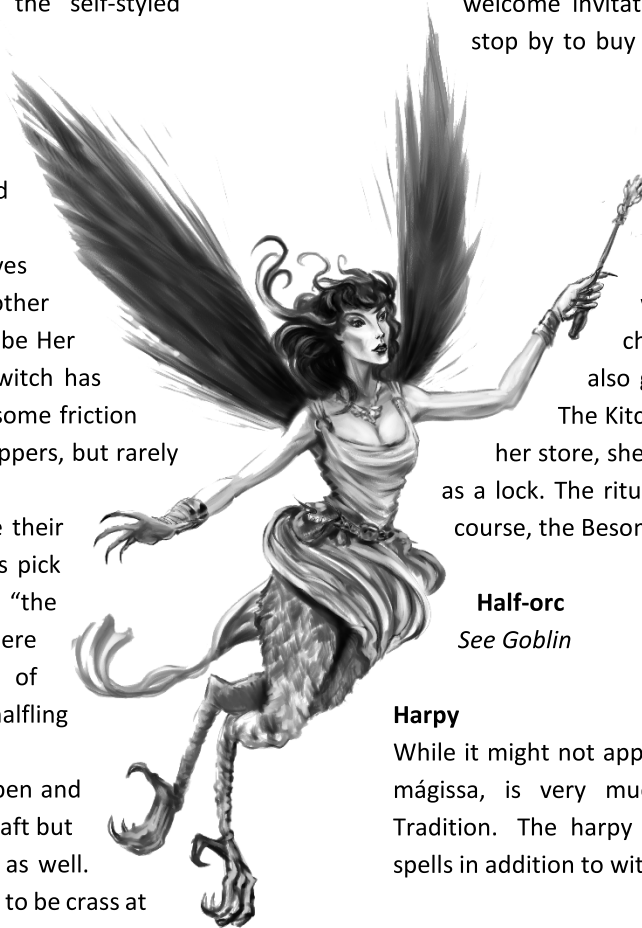
guardian of both halves of the halfling heart. The halfling witch is rarely an adventurer but has been known to have accompanied adventurers in the past.

Halfling witches see themselves as the hands of their Mother Goddess. Allow the clerics to be Her eyes and voice; the halfling witch has work to do! This does cause some friction between the two set's worshippers, but rarely among the populace.

Halfling witches are most like their human cousins. More females pick up witchcraft, which they call "the Craft," than do males, but there has not been the history of persecution among the halfling witches as with the humans.

Halfling witches tend to be open and honest not only about their Craft but many of their other opinions as well.

While this makes them appear to be crass at times, it has also given rise to a popular saying among halflings, "If you want an *Answer*, ask a cleric. If you want the *Truth*, ask a witch!"



Halfling Herb Women fill many roles in the halfling community. First, she is a center of wisdom and understanding of folkways. In some respects, she acts as an informal teacher outside of the halfling home. She is a healer and often a seller of herbs, remedies, and minor magic. She may perform marriages (handfastings) and, most importantly, she is also the community's midwife. Few, except the most knowledgeable clerics, can match her wisdom in the ways of bringing the young into the world.

As mentioned previously, halfling witches are very similar to human ones, except there is no history of prosecution for the Herb Women. So nearly all Herb Women display the sign of their trade openly for all to see - a broom propped outside of their door. Each morning the herb woman will rise and sweep her back stoop or porch to signify that she is open. She will then place the broom outside of the door and leave the door open. This is a welcome invitation for the community who may stop by to buy her wares or even to gossip. It is

believed that if the broom falls as someone walks in, then, that person is either special or under a curse. Since the herb woman's shop is often her kitchen, she can very well be fixing dinner all day while chatting with customers. This has also given rise to their informal name, The Kitchen Witch. When the witch closes her store, she places the broom across the door as a lock. The ritual tool for the halfling witch is, of course, the Besom, or witch's broom.

Half-orc

See Goblin

Harpy

While it might not appear to be so, the harpy witch, the *mágissa*, is very much part of the Classical Witch Tradition. The harpy witch can often cast magic-user spells in addition to witch spells, game master permitting.

Hobgoblin

See Goblin

Kobold

Kobold witches are also known as bogglebos. They, however, see their gods and goddesses as either large kobold versions or as dragons.

Lamia

All lamia are ancient witches of the Classical Tradition. Lamia can begin as 1st level witches that appear human. When they reach 9th level, they transform into the snake-bodied lamia. They gain their powers as Occult Powers.

1st level: Charm Person

3rd level: Mirror Image

5th level: Suggestion

7th level: Polymorph Self

9th level: Snake form

Lizard Folk

Lizard Folk have a primitive form of witchcraft that is more in common with shamanism. Most Lizard Folk spells deal with water or somehow use water as their primary element.

Mahal

Witchcraft among the mahals is nearly unknown. They prefer to rely more on their innate psychic abilities. Mahal witches are proficient in many charming and domination magics.

Medusa

Some believe that the three original Gorgon sisters, Medusa, Stheno, and Euryale, were all witches. Medusa was the most beautiful and her sisters Stheno and Euryale formed a coven of witches. The three Gorgons were also sisters to the older three Graeae (Deino, Enyo, and Pemphredo) the Grey Witches. They began as classical, but after the death of the original Medusa, their practice turned more towards evil. Stheno and Euryale are immortal, and as the daughters of the primordial sea god and goddess Phorcys and Ceto, they have been able to act as Patrons for

witches. In particular other medusas that take up the fight to destroy others.

Medusa witches are among the most powerful witches known. In addition to all their abilities from their curse, they also have spells and occult powers of witches. Since many opponents avoid eye contact with the victims of their spells, have to save at a -2 penalty on spells directed at them. A medusa witch may also use a bow and poison-tipped arrows as a weapon.

Merfolk

Merfolk, like the Deep Ones, honors Dagon in their witchcraft rites while merfolk clerics offer sacrifice and worship to Poseidon and Neptune.

Naga

The Naga is an ancient creature dating back to the times

when the gods first created life. When humans were learning the basics of civilization, the naga was old. Good nagas tend to adopt clerical abilities and spells and evil nagas likewise become magic-users. Each casting spells at their HD level. Witches among the naga are most common in the Dark Naga (qv.) and will belong to Classical or Mara traditions. Many serve Tiamat, but some will honor Set.

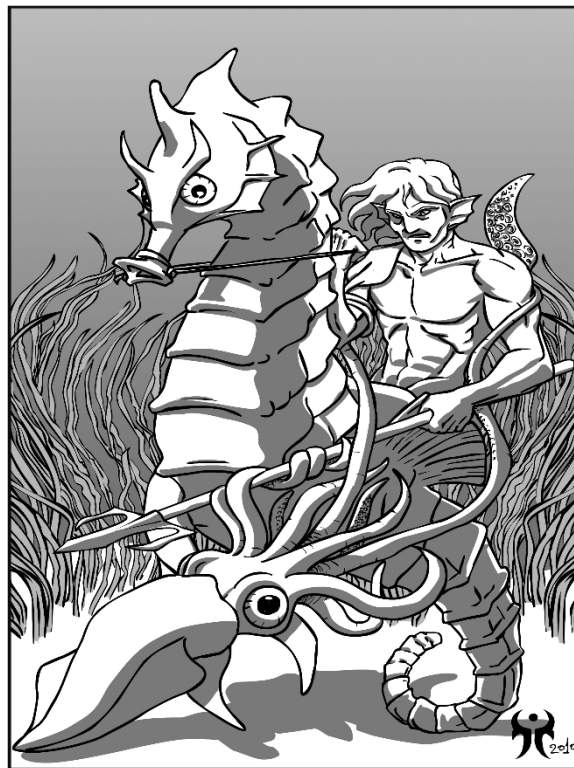
Nixie

Nixies, Nereids and other water nymphs honor various gods and goddesses of the sea, many whom they may be directly related too. Their witchcraft is most similar to the classical

traditions, but also with elements of ancestor worship that seen in other traditions.

Ogre

The witches of the ogres are believed to be hags or at least hag-like. They follow an evil version of the faerie tradition.



Orc

Orcs are survivors. With nearly everything going against them, they become what they need to survive and even flourish in lands that would defeat the most able. The orc witch is something rare and terrible to behold. Orcs generally tend to become shamans, but the rare and powerfully willed orc may become a witch. The orc witch is not a shrinking violet who does not wish to be known for what they are, they believe themselves to be the physical manifestations of their patrons, and they will use spell or fist to accomplish their goals.

Pixie

Pixies, Sprites and other of the small faerie folk may also become faerie tradition witches.

Satyr

Clerics and priests of the satyrs and fauns honor the gods Dionysus and Pan, but the witches of the Satyrs follow even older and wilder gods. Their tradition is often very similar to the Faerie tradition, but do not assume that these are whimsical woodland creatures.

Sagath

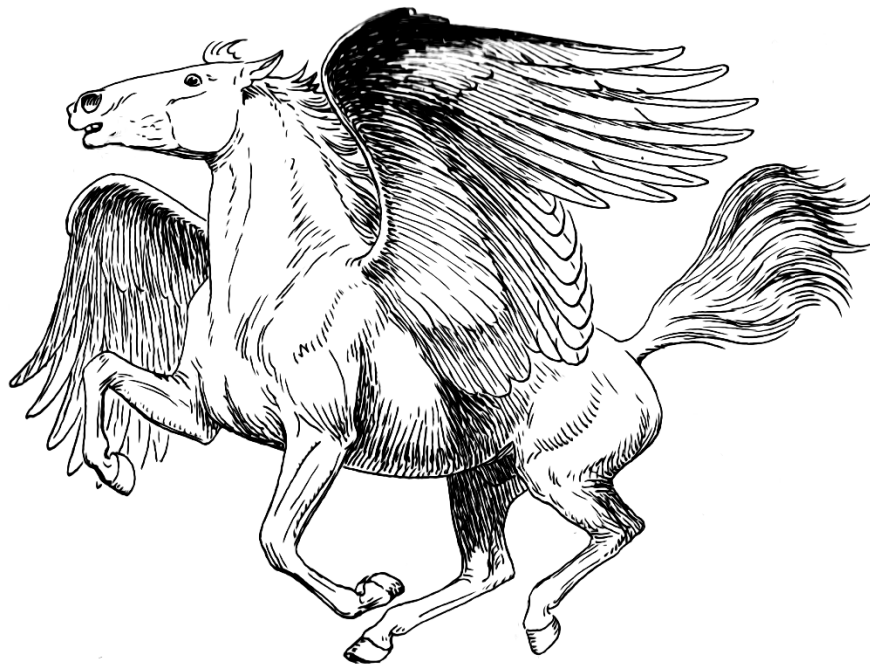
These ape-like creatures are often too dim-witted to become effective spell-casters, but the rare ones that do make savage witches. They often incorporate their current rulers into their practice, which is a hodge-podge of beliefs and superstitions. The effects of their magic, though are no less real because of this.

Troglodyte

Troglodytes are an ancient species. Witches among them tend to be of the demonic traditions; worshiping demons or other such ancient evils that were old even before the devils fell from grace.

Troll

Trolls tend to follow either the Faerie Tradition or the Winter Witch Traditions of witchcraft. A troll witch is often referred to as a "Troll Wife" and is in many ways similar to a hag.



PART 3: THE CLASSICAL TRADITION

Witch's belief systems can be broken down into **Traditions**. Generally, all witches of a particular coven will belong to the same tradition. Certain traditions may put restrictions on which coven a witch may opt.

Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is challenging to know what it means to be a witch outside of the point of view of one's Tradition for it defines and colors how a witch sees herself and other witches. In areas where Traditions geographically overlap, a new witch may believe that the other witches are not even witches at all.

How a witch acts and behaves will be dependent on which tradition she belongs. When Traditions are linked to families or groups of witches, they are sometimes called a "Family Tradition." These are often handed down from mother to daughter. Traditions are also usually tied to a geographical area, philosophy or (in some cases) a species. The following Traditions are presented to aid role-playing the uniqueness of the witch. In the case of most traditions, sub-traditions or alterations will be noted.

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

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

Tradition Description

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

Description: This is the background on the tradition and about the witches that belongs to it.

Role: What this tradition is known for doing and the role they play in the world or for their patrons.

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

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

Occult Powers: Special powers the witch gains.

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

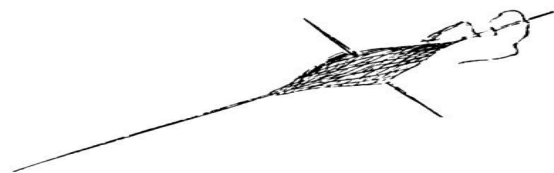
Equipment: This includes any special ritual tools or mundane tools of this tradition.

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

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

Source/Views of Magic: Each tradition differs on the source and nature of magic. This is detailed here. What sets the witch apart are her views on magic. While every witch knows the source of her magic is her patron, how that magic is learned and manipulated varies significantly from tradition to tradition. These disagreements are so fundamental to the witch that some traditionalists cannot be in the same coven as one another, despite alignment. This also includes any views the witch might have on White magic vs. Black magic. This is not a dichotomy that witches typically see or recognize, but how others view her magic.

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



The Classical Witch Tradition

A Witch does not learn her craft in a vacuum. How she learns her Witchcraft and thus, her magic is dependent on her tradition. The Traditions are magical practices that are typically influenced by geography, typically all Witches from a particular area will be of the same tradition; though this is not the case all the time. Some Traditions are handed down from mother to daughter in an unbroken line of Witches with changes as needed. In terms of the Witch character, the Tradition will dictate what powers she gains as a Witch.

Sidebar: Other Classic Traditions

In my other books for the witch class for other games, I have mentioned a Classical Tradition. In many of those cases that Tradition was a catch-all for the Classical, Neo-Classical and Pagan traditions. If you wish to use those Classical traditions alongside witches of this Classical tradition, then think of the older publications as “Neo-Classical” and this one the “true” Classical.

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

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

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

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

1st Level: Familiar. The Classical Witch gains a familiar.

This familiar will be in the guise of a normal animal indigenous to the area. Special familiars can also be gained in the form of spirits of knowledge, *genius loci*, and even a daemon with the GM’s permission.

7th Level, Gift of Prophecy: Once per day, the Witch can call upon the gift of prophecy.

This allows her to re-roll any roll she chooses and take the most favorable outcome. At 13th level, she may do this twice per day and at 19th level thrice daily.

13th Level, Drawing Down the Moon: Once per day, the Witch can make a very difficult (-4) Wisdom check to recall some spell levels equal to half her class level, rounded down. The Witch must complete a ritual to regain her spell levels that takes a full round. Once finished, the Witch regains the knowledge of the spells she had cast that day. She can still study and meditate as normal to regain spells later that day.

19th Level, Charge of the Goddess: The Witch at this point is such a force for her Patron that she can summon the Goddess’ power into herself. The Witch radiates an aura of Fear at 15’ to all her enemies. She gains a bonus of +2 to all her saves and AC. She also gains +3 to all offensive attack methods, spells or weapons. This charge lasts for the Witch’s Wisdom score in rounds.

It may be performed once per day and takes one full round to perform.

Sidebar: Occult Powers Past 20th Level

25th Level: Ability Bonus. The Classical Witch permanently increases her Intelligence, Wisdom, and Charisma by 1 point each.

31st Level: Timeless Body. The witch appears to stop aging, and her effective lifespan is doubled. She also can’t be magically aged. Any penalties she may have already incurred remain in place. The witch still dies of old age when her time, doubled as it is, is up.

Special Benefits and Restrictions: Classical witches are barred from using any spell that could return a person to life such as Raise Dead, Resurrection or Reincarnate unless

detailed in the spells section below. While clerics are forbidden to perform human sacrifices, a Classical Witch can if it is required of her.

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

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

Preferred/Barred Covens: This tradition is suited to all covens. Indeed, it is said that all the traditions come from this tradition.

Relationship to the Goddess/Patron: These will vary, but typically the Classical Witch will worship and honor their Patrons as they would a God. Indeed they are often one and the same. Classical Witches differ from clerics and priests in that they see a more personal relationship with their gods.

Source/Views of Magic: For the Classical Witch, magic is part of the natural world; it is part of the land, the sea, and the sky. It is a gift from the gods.

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

Covens

These covens are just a few examples of the types of Classical Witches. While all typically have the same Tradition, their means of practicing their witchcraft and how they meet can be very different.

The Brotherhood of Set

Of all the gods who could be considered “mad,” none come as close as the God Set, also known as Seth or Suketh. His cult, the Brotherhood of Set, is a very old organization of clerics, magic-users, and witches. No female witches are ever permitted to join. The witches, as expected, enjoy the rank of leaders of the cult. Even the lowest witch can have any number of mercenaries at his beck and call.

Because of their similarities, both in times of Sabbats and reverence of the snake symbol, many people mistakenly believe that the Mara is a female faction of the

Brotherhood of Set. Nothing could be further from the truth, and a great enmity exists between the Brotherhood and the Mara.

Members: The Brotherhood has no fixed members for its covens, which are often called cults. Unlike other witch covens, the membership of the Brotherhood of Set is also open to non-witches. These “outer lodge” members will be fighters, thieves or Combination classes. A “middle lodge” of evil magic-users and clerics also exists to aid the witches of the “inner lodge.”

As apparent by the name, this cult is open only to men. No woman may join.

General Alignment: Members may be of any Evil alignment.

Patron: The patron is the Egyptian God Set. There is no Goddess, since Set’s wife, and Isis’ sister, Nephthys left him.

Sabbats and Rituals: Devotees of the Brotherhood of Set make human sacrifices on the night of the new moon. If humans are unavailable, then large numbers of cats will be sacrificed instead. The members then dine on the roast corpses.

Common Traits: The typical Brother is a savage thug, quite willing to murder to further his own goals. The atypical ones, however, are the most evil. The witches at the top of Set’s pyramid of followers are devious and evil to the extreme. While lower members are content with snuffing out a life or two, the witches are only content with destroying whole cities. The witches brew dangerous poisons of snake venom or raise terrible desert Storms.

Ardaynes and Principles: Set is destruction. Set is Power, and Power is the key to everything.

Cult of Ereshkigal

The witches of Ereshkigal can be Classical Witches, but most are Mara Tradition witches as detailed in “Daughters of Darkness.” Ereshkigal is known as the “Great Queen of the Night” and the “Great Queen of the Underworld.” All fear her and her witches are equally feared. They represent all that is dark, mysterious, and unknown. The Great Queen is the Queen of the Dead and all the secrets of the dead.

Members: The Cult of Ereshkigal is closely linked to the Priestesses of Inanna because Inanna and Ereshkigal are

sisters. In addition to witches, necromancers and clerics of the dead honor her and will be part of her covens.

General Alignment: Many are generally believed to be evil, but in truth, they are mostly neutral as their mistress is.

Patron: They honor Ereshkigal, but also her consort Nergal. They also pay homage to Inanna, her sister.

Sabbats and Rituals: Dark is the time for Ereshkigal, so the new moon is her holiest time. Common meeting places are graveyards and places where the dead are interred.

Requirements for

Membership: It is believed that one must hear the Call of the Goddess. Usually in the form of an owl late at night.

Common Traits: Witches of Ereshkigal were some of the first-ever to don themselves in all black robes and raiment. Indeed this is where the image of the black-clad witch in the graveyard.

Ardaynes and Principles: Serve the Queen of Night; all secrets are hers; all souls are hers. Everything eventually is hers.

Coven of Hecate

Like the witches of Ereshkigal, witches of Hecate can be Classical Witches, but some are Mara Tradition witches as detailed in "Daughters of Darkness."

The Classical Witches of Hecate form small covens, typically no more than three witches each.

Members: The coven of Hecate consist of three witches. The witches of Hecate honor Hecate as their patron and goddess. Some covens will have a witch, cleric and magic-user as their members to complete all facets of the goddess' worship. All will call themselves "witches." Some also honor the goddesses Artemis and Celene as a triple moon goddess. Members usually keep hounds or other dogs at their worship sites.



General Alignment: While believed to be evil, many are neutral. Almost none are good or lawful.

Patron: The Goddess Hecate, the triple goddess.

Sabbats and Rituals: During the night of the new moon, the witches of Hecate celebrate the Deipnon, the Feast for the Dead. A meal is set aside for Hecate and the spirits of the wrongly deceased to appease them. The meal is left at altars in the home or covenstead to the Goddess.

Once a year, witches of Hecate gather from all over for a mass celebration of feasting. This is called Hecate's Night and is one of the first feasts of the harvest.

The crossroads and haunted places are considered hers and considered holy places for her witches.

Requirements for

Membership: None, save to honor Hecate as the Queen of Night.

Common Traits: The witches of Hecate are among the first to claim to be witches in the world. Even her priestess (clerics) will claim to be witches.

Ardaynes and Principles: Spread the word of Hecate. Honor her in deeds and actions.

Cult of Tiamat

Tiamat is the primordial Goddess of water and of monsters sent to destroy the younger gods and the mortals

of the world. She is vengeful, spiteful mother and her witches are no different. She is the creatrix of the world and represents chaos in its most elemental and primal form.

Members: Witches of Tiamat believe that their mother was robbed of her rightful place to rule from Marduk and other male gods. Thus most witches of Tiamat will be female. A coven typically consists of five members.

General Alignment: Tiamat is primal chaos. Her witches then are also Chaotic. Many are also evil.

Patron: The patrons of this coven is the Goddess Tiamat whom they call the Dark Mother or Dark Queen.

Sabbats and Rituals: Dawn is the time of new beginnings and the time to remember that it was Tiamat at the beginning of all things. She may be exiled to the Dark, but Dawn is still Her time.

Requirements for Membership: None, save to honor Tiamat.

Common Traits: These witches think of themselves as protectors of a great secret. A secret of a time when the Goddess ruled and the Gods were all subordinate to her. They seek to return to these ways.

Ardaynes and Principles: Tiamat is the Creatrix of the Universe and all life. It's through her we all know life. Chaos is part of the creation process, without it, there is no creation, no life. It is the work of the new gods that call her evil.

The Maenads (Bacchae)

The cult of Dionysus (Bacchus) consisted of roaming bands of women, and some men, who honored the god of wine and the madness that can occur from it.

Members: These covens have no set number and can contain anywhere from two to a dozen or so witches. Not all of the revelers are witches, but the witches will be among the most enthusiastic of the members.

General Alignment: The Maenads are typically Chaotic in alignment, with members varying from Chaotic Good to Chaotic Evil

Patron: Dionysus the God of Wine

Sabbats and Rituals: Maenads famously celebrate in the Bacchanalia, also known as Dionysian Mysteries. These rites are kept secret from non-members, and members swear an oath of secrecy with the penalty of death to any that betray them. What is known there is a lot of drinking of wine, the wearing of fox skins and even sometimes a bull's head as a headpiece.

Requirements for Membership: Must be initiated into the Mysteries by others during the Bacchanalia. Here the new witch consumes a great quantity of wine and is said to be initiated into the coven by the God himself.

Common Traits: These worshipers often keep their status of witches hidden, though many will pour out a libation of wine to honor their God. Most also carry a thyrsus staff.

Ardaynes and Principles: Wine is a gift from the Gods to mortals. Celebrate the mysteries of Dionysus.

The Temple of Astártē

Astártē (Ah-star TAY) is the goddess of love, fertility as well as war and lasciviousness (lust) to the ancient peoples of Canaan and Phoenicia; she was worshipped as far West as Carthage, Sicily, Sardinia, and Cyprus. Her witches work to ensure the fertility and the safety of the land. Not mere pacifist, the coven of Astártē will also take up arms as befitting the Goddess of War.

Members: A typical coven is five members.

General Alignment: Astártē is predominantly Lawful. Her witches tend towards Lawful and Neutral.

Patron: The patrons of this coven is the Goddess Astártē and her son/consort.

Sabbats and Rituals: Insuring the fertility of the land by pouring holy water on to crops or on to the soil. Festivals are held at the full moon following the vernal equinox. This celebrates the return of spring and a reminder of Damuz's return from the dead. Worshipers burn incense and pour libations to her.

Requirements for Membership: None. Must revere Astártē. Given Her fertility aspect, most of her witches are female.

Common Traits: Many members of this coven adopt the pentacle, a five-pointed star in a circle, as their symbol in reverence of their Goddess. Some even go as far as to have the symbol tattooed on their bodies.

Ardaynes and Principles: Ensure the fertility of the land. Revere the Goddess. Protect those that also revere the land and the Goddess.

Creating a Coven

When trying to make a coven, the questions that should be asked are: What patron does the coven represent? What purpose does the coven have? And, can this purpose be carried out by that patron's normal clergy? Remember that not every deity will have a witch coven or even need one, but every deity will have clergy of some sort. Witches take a lot of the deity's time, and work (not to mention the Game Master's!), and a deity will not create a coven unless She needs it.

When Witches are to be added to the campaign, the GM needs first to decide which patrons will have witches and which will not. The GM must decide the nature of the coven, its members, its laws and rules, its spells, and its worship.



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. Many scholars believe that familiars are the reincarnated souls of humans coming back to aid the witch.

They can talk and understand human speech, but only their witch can understand them. This connection is a mental one, but it is described as speech. This connection also allows the witch to communicate with animals of the same kind. With their familiar present, they can talk to any animal and understand what is being said. Some familiars also have a chance to know another language, which the witch then will know. Familiars do not die of old age like animals do, but they can be killed by violence.



A witch starts at 1st level with a familiar. This familiar will show up when she first becomes a witch. The nature and form of the familiar will often be dictated by the circumstances of her becoming a witch. She may add other familiars as she progresses in level. The maximum number of familiars a witch may have is equal to her

number of Retainers based on CHA. She may also only call a new familiar once every other level. So a witch with a CHA of 18 can have a max of 7 familiars at a time.

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

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

Summoning A Familiar

At 1st level, the witch gains her first familiar automatically. Once every other level, she can attempt to summon a new one; so at 1st, 3rd, 5th, and so on. Summoning a new familiar is not something that can be done lightly. The witch needs to spend a day in deep meditation and purification. The day must begin before sunrise with the witch participating in a ritual bath and cleansing that must be completed before the sun has clear the horizon. She will spend the morning preparing the area for a familiar to come; laying out small treats for the type of animal she wishes; cheese for a rat, cream for a cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smelling, hearing, and seeing. Then she will also appeal to the four elements, plus the fifth element of magic, and for the mind, body, and spirit. So in total, the witch must procure 13 items that are outside of the treat for the familiar to appeal to magic. These items must have significance to the witch and will be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp. The witch has a base chance of obtaining a familiar equal to $65\% + 3\%$ per level up to 11th level. So even at 11th level, the witch has a 2% chance of there not being a familiar within the area.

If there is a familiar present, then the witch rolls again to determine which familiar she gains, or the GM can choose for her. Keeping in mind what the witch's preferences are and who she prepared her ritual. GMs and Players should work out the details.

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

LIST OF NORMAL FAMILIARS

d20	Familiar	Additional Powers to the Witch
1	Bat	+2 to Dexterity checks
2	Cat	+1 to Dexterity checks, Night vision
3	Crow	+2 bonus to Magic Wand saves
4	Eagle	+2 to Wisdom checks.
5	Fox	+1 to Intelligence and +1 to Wisdom checks
6	Frog	+2 to Constitution checks
7	Eagle	+1 to Wisdom and Dexterity checks.
8	Hound	+2 to non-magic Charisma checks.
9	Hyena	+2 to Dexterity checks
10	Jackal	+1 to Intelligence and +1 to Constitution checks
11	Lizard	+1 to Intelligence and +1 to Dexterity checks
12	Owl	+2 to Wisdom checks
13	Rat	+2 bonus to Paralysis saves
14	Raven	+2 bonus to Death saves, can speak to others
15	Scorpion	+2 bonus to Poison saves
16	Snake	+1 to Intelligence checks, +2 hp to any healing magic
17	Spider	+1 to Wisdom checks, +1 to Poison saves
18	Toad	Wide-angle vision surprised only on a 1 on a d6
19	Weasel	+2 bonus to Rods and Staff saves
20	Wolf	+2 bonus to Spell saves

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



Optional Rule: Magic-User Familiars

In games where witches have familiars some Game Masters may opt to allow other magic-users to also summon and have familiars.

Magic-users may also employ familiars as do witches. They do this via the Find Familiar spell. Unlike witches, magic-users are limited to 1 familiar at a time.

Find Familiar

Level: Magic-user 1

Range: 1-mile radius about caster level

Duration: See below

Magic-users of higher-level often summon familiars to assist them with various tasks. Indeed, a familiar can also be of considerable benefit to a lower level magic-user (even increasing others' estimation of his or her power), but the risks inherent in losing a familiar can be daunting to a weaker spell caster. To summon a familiar, the magic-user must intone the words of the spell over a well-stocked fire source, sprinkling the flames with expensive incense and powders (100 gp in total value). The caster must maintain his or her casting for as long as necessary (2d12 hours) until a familiar arrives (or the casting time expires without success).

The spell may be attempted only once per year, and the caster has no control over the type of animal that will respond. When it arrives, the familiar is a faithful servant and ally to the caster.

Normal familiars have 1d3+1 hit points, AC 7, and are as intelligent as a lower-than-average human. When the familiar is within 120 feet of the magic-user, the magic-user gains additional hit points equal to the familiar's. However, if the familiar is ever killed, the magic-user permanently loses twice the familiar's hit points.

PART 4: SPELLS & SPELLCRAFT

Magic is the lifeblood of all witches. Manipulating the forces of arcane and divine magic is what sets the witch apart from other mortals, even other spell casters. To a witch, magic is everywhere and in everything. For many witches, magic is often the same word as life. In the witch's mind, magic is not simply a way of attaining practical ends; it may also involve at least a partial symbolic recognition of her spiritual worldview and 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 magic-user view magic and religion as distinct, the witch sees no such differences. Without magic, a witch is no different than the mundane people around her.



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

Many witches believe that they can cast any type of magic regardless of alignment. Magic itself is neither good nor evil, any more than the wind and rain are good or evil. However, witches also believe in the “Rule of Three” that whatever they send out into the world will come back to them threefold.

Magical Theory and Thought

Witches view magic a bit differently than other spell casters. Most see a division between Arcane (magic-user) and Divine (cleric) magic. While these divisions are academic to most everyone else, to the spell casters, 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 creativity. To a witch discussing magic as something separate from the world or as “supernatural” is as absurd as discussing water or air as something separate from the world.

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

Learning Spells

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

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

Reversed Spells

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

Spell Descriptions

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

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

DURATION: This indicates how long the spell will last, typically in Turns (10 minutes) or Rounds (10 seconds)

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

Material Components

Many, if not most, witch spells require material spell components. These will be indicated in the spell description.

Witches should be required to use the material components listed. Other classes, clerics and magic-users, are not required to use them.

Spell Research

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

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

Witch Spells by Level

1st Level Witch Spells

Artemis' Blessing
Athena's Blessing
Color Spray
Foretell
Fury of the Ancestors
Hecate's Spiritual Dog
Lucky Charm
Mend Light Wounds
Obedient Beast
Phantom Musician
Snake's Tongue
Speak with Animals
Spider Climb

Protection of the Dead (Ritual)
Witch's Mark (Ritual)

2nd Level Witch Spells

Aqualung
Augury
Blur
Commune with Genius Loci
Demeter's Lament
ESP
Fascinate
Fury of the Sun
Mind Obscure
Raven Spy
Sanctuary
Sun Blessing
Witch Sense

Drawing Down the Sun (Ritual)
Favor of the Gods (Ritual)

3rd Level Witch Spells

Animal Growth
Apollo's Blessing
Armor of Ladon
Bestow Curse
Brittle Bones
Danger Sense
Dither
House Spirit
Scry
Spark of Insight

Summon the White Crow
Third Eye
Tongues

Dance of Lupercalia (Ritual)
Family Curse (Ritual)

4th Level Witch Spells

Confusion
Create Talisman
Curse of Narcissus
Divination
Dryad's Door
Eyes Everywhere
Fate
Fear (Cause Fear)
Polymorph Other
Remove Curse
Sleeping Lucidity
Witch Fog
Witch Power

Astral Temple (Ritual)
Hounds of the Underworld (Ritual)

5th Level Witch Spells

Adoration
Baleful Polymorph
Bull of Heaven
Dome of Deepest Night
Dream
Empower Distaff
Enslave
Flame Strike
Keepsake
Maelstrom
Seeming
Sending
Song of Discord

Access the Library (Ritual)
Pass Through Fire (Ritual)

6th Level Witch Spells

Analyze Dweomer
Anathema
Blood Creatures
Bones of the Earth

Critical Strike
Empower Rod, Staff or Wand
Hydra's Blood
Method of Madness
Passion
Shared Fate
Sirine's Song
Smitten
True Seeing (Part the Veil)

Crossbreed (Ritual)
Legend Lore (Ritual)

7th Level Witch Spells

Achilles Heel
Adoring Crowd
Breath of Life
Chain Lightning
Conjure Hero
Instant Summons
Labyrinth
Magickal Conception
Piper's Call
Scrying, Greater
Sirocco
Teeth of the Hydra
Waxing Health

Death Curse (Ritual)
Lover's Knot (Ritual)

8th Level Witch Spells

Adoration, Overwhelming
Antipathy/Sympathy
Blind
Demand
Discern Location
Eye of the Storm
Mass Polymorph
Mists of Ecstasy
Moment of Prescience
Permanency
Prophecy
Stormbolts
Summon the Fury of Zeus

Protection of the Goddess (Ritual)
Release the Titan (Ritual)

1ST LEVEL WITCH SPELLS

Artemis' Blessing

Level: Witch 1

Range: The caster

Duration: 1 minute per level

Artemis' blessing guides allies' bows, slings, and thrown weapons. This spell affects the witch and all allies within a 50-foot burst, centered on the witch. Each ally gains a +2 bonus on all ranged attack rolls.

Artemis' blessing counters any magical negative effects on ranged attacks (and only ranged attacks) such as a bane, curse or hex.

Material Components: An arrowhead that is consumed in the casting.



Athena's Blessing

Level: Witch 1

Range: Caster

Duration: 1 minute per level

Athena's blessing fills allies with battle insight and the wisdom to perform tasks better. The witch and all allies within a 50-foot burst centered on the witch. Each ally gains a +1 bonus on melee attack rolls and a +2 bonus on Wisdom-based skill checks.

Athena's blessing counters bane's effect on melee attacks (melee attacks only).

Material Components: The feather of an owl.

Color Spray

Level: Witch 1

Range: Caster

Duration: Instantaneous; see text

The caster fans out her fingers, and a sheet of unearthly-colored light springs forth. 1d6 creatures caught within the light may be affected, and the spell can only affect 1 hit die of creatures per caster level. Creatures with HD equal to or less than the caster are rendered unconscious by the burst of colors. If the creature's hit dice exceed the caster's by 1-2, the creature is blinded for 1d4 rounds. If the creature has 3+ hit dice over the caster's, it is merely stunned for 2d4 segments. Any creature with hit dice exceeding the caster's (and creatures of 6+ HD regardless of the caster's level) are entitled to a saving throw.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.

Foretell

Level: Witch 1

Range: Caster

Duration: Instant

Foretell allows the witch to learn the outcome of one very specific action that can be answered yes or no. The question has to be simple, no more than a dozen or so words. The answer is based on what is known at that time. Most witches know that the future is constantly changing and moving, and what is true now may not be true later.

The witch has a base chance of 50% of failure. This is reduced by 2% per level of the witch. Asking obvious questions, such as "will I die?" will always give a positive response. Asking a question such as "Will I die if I open this box?" is a little more vague and are subject to a 10% penalty of failure.

The material components for this spell are any object that represents luck, such as a four-leaf clover, a rabbit's foot or a copper piece. The object is consumed by the spell.

Fury of the Ancestors

Level: Witch 1

Range: Touch

Duration: 3 turns

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

Material Components: The witch must call on her ancestral witches for aid.

Hecate's Spiritual Dog

Level: Witch 1

Range: 10' per level

Duration: Special

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

A non-combative dog is useful mostly for warning and will vanish after one warning or 1d4 hours + 10 minutes per level, whichever comes first. A combative dog fights like a dog with Hit Dice as generated by the summoning and lasts until killed or 1d4 rounds + 1 round per level. Both have an Armor Class in inverse proportion to caster level up to level 10 (level 1, AC 9. level 2, AC 8, ... level 10, AC 0). Past level 10, the dogs have AC 0.

Material Components: The witch's Athamé, dog fur (for a noncombative dog) or a dog tooth (for a combative dog).



Lucky Charm

Spell Level: Witch 1

Range: Touch

Duration: One day per caster level

This spell enchants one ordinary stone and turns it into a lucky charm. If used before an action, it gives a +1 bonus to any die roll. The lucky charm can only be used once, and the

caster may not possess more than one stone at the same time.

If a gem is used instead of an ordinary stone, a +2 bonus is granted.

Material Components: The stone or gem to be used as the charm.

Mend Light Wounds

Level: Witch 1

Range: Touch

Duration: Instant

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

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

Note: Witches with a snake familiar can add +2 hp to their rolls.

Obedient Beast

Level: Witch 1

Range: 30 ft

Duration: 1d6 rounds

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

Material Components: A small bit of meat.

Phantom Musician

Level: Witch 1

Range: Touch, one musical instrument

Duration: 1 hour/ level

This spell causes a musical instrument to hover above the ground and allows it to animate and play.

The instrument can play any song, melody or tune the caster knows, and she can change the tune played at will as long as she is within 100feet of the instrument. The instrument can play continuously, repeating the same tune or it can be programmed to play up to 5 tunes in any order desired.

Material Components: A musical instrument that is not consumed in the casting of the spell.

Snake's Tongue

Level: Witch 1

Range: 50 ft

Duration: 3d6 rounds

For the spell's duration, the target creature's tongue becomes forked. This will slur its speech and prevent it from casting magic with a verbal component.

The material component is a snake's tongue, which is consumed in the spell's casting.

Material Components: A tongue of a snake.

Speak with Animals

Level: Witch 1

Range: Personal

Duration: 1 minute per level

The witch can comprehend and communicate with animals. She can 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.

Spider Climb

Level: Witch 1

Range: Touch

Duration: 3 rounds +1 round per level

This spell empowers the recipient to climb and travel on vertical surfaces or even traverse ceilings as does a spider. The affected creature must have its hands free to climb in this manner and can climb at the speed of a giant crab spider (40'/round). Unwilling targets may make a saving throw vs. Spell to avoid the effects.

Material Component: A bit of spider silk made into a loop.

2ND LEVEL WITCH SPELLS

Aqualung

Level: Witch 2

Range: touch

Duration: 1 hour per level; see text

The targets can breathe water freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures touched. This spell does not affect creatures that can already breathe water.

Material Components: A drop of water taken from a frog pond.

Augury

Level: Witch 2

Range: Personal

Duration: Instant

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

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

If the spell fails, she will get the "nothing" result.

A witch who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same dice result as the first casting.

Material Components: The witch must use her preferred divination tools such as dice, coins, or tarot cards.

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

Blur**Level:** Witch 2**Range:** Touch**Duration:** 4+ 1d4 rounds

This spell causes the subject's outline to appear blurred, shifting, and wavering. This distortion grants the subject concealment and 20% of attacks against the subject miss, regardless of any to-hit roll made. The spell does not affect opponents that cannot see the subject.

Material Components: A bit of gauze or linen the witch covers her eyes with.

Commune with Genius Loci**Level:** Witch 2**Area:** Caster**Duration:** 1 minute per level

With this spell, the witch may commune with the *Spirit of the Land* and ask it questions. The Genius Loci is semi-divine, but also only quasi-living. It can't make distinctions between living things, for example; humans, horses, rabbits are all the same to it. It can distinguish between great events, like wars, but time is nearly meaningless to it. Questions such as "where is the safest path" are the same as "where is there a path" since 'safe' is a relative term to it. It can tell if large groups of people/animals have come by, it can tell where large structures are. They are particularly sensitive to magic and the actions of the gods. They can point out where sources of magic are; they can let the caster know if a God or Goddess have walked the Earth nearby. As a side effect, this spell also allows the caster to communicate with an elemental as if they were using a "*Speak to Animals*" spell.

Use of this spell also attracts the attention of any local nymphs in the area. They are under no obligation to reveal themselves to the caster, but they will know the spell has been cast instantly.

Material Components: A bit of incense burned while the caster drinks from a libation bowl and pours some out to the land.

Demeter's Lament**Level:** Witch 2**Area:** Caster**Duration:** 1 year

This spell the caster calls down a curse from Demeter, Mother of the Harvest, to remind mortals of her lost daughter Persephone. The spell will visit blight and

destruction on a field of crops. The selected field withers and dies immediately as if hit by a killing frost and blight. Nothing will grow here for the duration of the spell. This curse will effect 1 acre of land per level of the witch.

Material Components: A pomegranate seed that is chewed and spit out.

Extra-Sensory Perception**Level:** Witch 2**Range:** 60'**Duration:** 1 turn per 2 levels

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

The witch can choose a direction and focus her concentration for 1 turn. After this turn, she can perceive the thoughts of all creatures within 60'. The witch understands the meaning of all thoughts, even if she does not share the creature's language. However, if multiple creatures are within the range of the spell, the witch must spend an additional turn to sort out one creature's thoughts, or else all thoughts mingle into a confusing jumble.

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

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

Fascinate**Level:** Witch 2**Range:** Self**Duration:** see below

This spell allows the caster to seem to be a trusted companion, lover, or other desired being, to gain the trust and love of the target creature. The creature to be fascinated must be within 30 feet and must have an intelligence score greater than 0. Note that the spell does not change the appearance of the caster. If the target fails a saving throw [spells], he will follow the caster around if possible, although not so far as to risk life and limb.

The caster can make requests of the fascinated target, which must be obeyed if the caster makes a successful Charisma check (i.e., rolling her charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the fascinated

creature will be filled, in turn, with anger and rage. Otherwise, the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain fascinated for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.

Material Components: The witch must be able to look the target in the eyes.

Fury Of The Sun

Level: Witch 2

Range: 25 feet + 5 feet per 2 levels

Duration: 10 minutes per level

This spell will curse the target to suffer unbearable heat. On a failed saving throw, the target is immediately subjected to severe heat and takes 1d4 points of damage, and is suffering from heatstroke (movement is halved, attacks at -2, saves at -1). The target must save every 10 minutes as normal for severe heat. Because this heat is internal, the target cannot avoid it using the normal methods for escaping heat dangers such as finding shade. A remove curse will negate these effects.

Material Components: A sunstone, which is not consumed in the casting and can be reused.



Mind Obscure

Level: Witch 2

Range: 25 feet + 5 feet per 2 levels

Duration: 1 minute per level

With this spell, the necromancer removes herself from the target's mind. She is not invisible; she makes herself undetectable through any of her target's senses. Because of this, she can't be seen with a *Detect Invisibility* spell or

through any means, though a *True Seeing* spell will negate the spell. A *detect magic* spell will reveal a faint magic aura in the area, but will not specify the source of the problem or the location of the witch. The target has no chance to see, hear or otherwise detect the necromancer, however, if the necromancer engages the target physically through melee or otherwise casts offensive spells against the target; the spell is immediately dispelled.

Material Components: A thin veil or smoky glass.

Raven Spy

Level: Witch 2

Range: Caster

Duration: Until sunset

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

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

Material Components: A feather from the type of bird summoned.

Sanctuary

Level: Witch 2

Range: Touch

Duration: 1 round per level

When this spell is in effect, any single opponent attempting to strike or otherwise directly attack the subject of the spell must make a saving throw vs. Spell. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent believes the caster to be some friendly or sympathetic creature and thus will not directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected, but they cannot convince those creatures that are affected that they are being deceived. The spell does not prevent the subject from being attacked or affected by area of effect spells or weapons (such as a catapult shot). If the subject attacks, the spell is broken, but the subject can take other actions such as casting spells not involving attack or moving.

Material Components: The makes a sign of protection.

Sun Blessing

Level: Witch 2

Range: Touch

Duration: One round for every two levels

This spell heals 1d4 hit points of damage every round as long as the recipient is directly in sunlight. Undead are not healed and will take 1d4 hit points of damage while they remain in the sunlight in addition to any other damage they might take. Since the witch must touch the recipient, she could take damage herself from the undead.

Material Components: The witch presents a golden disk with a pentacle inscribed on it. She may reuse this for future castings.

Witch Sense

Level: Witch 2

Range: Caster

Duration: one round per level

This spell allows the witch to sense things like water, plants or minerals in a radius of thirty feet plus ten feet per level around her. The spell does not locate specific creatures or objects.

When this spell is ongoing, the eyes of the witch will glow slightly yellowish-orange.

Material Components: A blessed oil the witch rubs on her eyelids.

3RD LEVEL WITCH SPELLS

Animal Growth

Level: Witch 3

Range: Touch

Duration: 12 turns

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

An animal under the effects of this spell has twice its ordinary STR and deals double its usual damage in melee.

Animals have double their normal strength and can likewise carry twice as much weight.

Material Components: The witch feeds the animal a bit of magical food that is created by this spell.

Apollo's Blessing

Level: Witch 3

Range: The caster

Duration: 1 minute per level

Apollo's blessing counters all darkness spells and prevents further darkness spells being cast within its radius. Undead save at a -2 to all spells. This spell affects the witch and all allies within a 50-foot burst, centered on the witch.

Additionally, those within the spell's radius receive a +2 to all healing magic.

Material Components: A small lyre that is played by the caster.

Armor of Ladon

Level: Witch 3

Range: Self

Duration: 10 min. per level

The witch's skin transforms to brass-colored scales, granting her a natural armor bonus to

AC equal to +2 for every three caster levels, up to a maximum of +10 at 15th level. These scales replace the normal texture of the witch's skin rather than hardening it, and so do not

stack with existing natural armor bonuses she may have.

Material Components: The small brass coin that is consumed in the casting.

Bestow Curse

Level: Witch 3

Range: Touch

Duration: Permanent

Witches are rather well known for their curses. This spell is one of their means of laying a variety of curses. The witch doesn't need to choose the curse they learn; it can be chosen at the time of casting to fit the needs of the situation. The witch places a curse on the target. Choose one of the following effects:

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, and ability rolls.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- The target becomes unlucky. Every non-combat roll receives a -5 penalty.
- The target is cursed with embarrassing themselves in all social situations. The target makes inappropriate body noises, her devices fail to work, she spills drinks and food, etc.
- The target can't help but shout everything they are trying to say.

- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping, or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him).
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), a nose grows twice its original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin or just about any other unpleasant cosmetic features the witch desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected.
- 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. A *remove curse* can cure this lesser form lycanthropy.
- 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 firstborn child. The curse takes effect and may be removed normally.
- Most food becomes difficult to digest and tastes horrible. Raw seafood is an exception, preferably regurgitated.
- Verbal articulation becomes very difficult, requiring another speaker of a shared language to make Intelligence checks each round to understand what is said.
- Hands become clubby with the four fingers to the side of the thumbs fusing together into two wide

digits that grant an additional +2 circumstance bonus to swim checks but make manipulating most objects difficult (dexterity checks for picking up or grasping anything).

- Toes begin fusing together, and feet become more club-like, increasing in size and making it impossible to wear normal humanoid footwear.
- The curse affects the target's family line instead.
- The curse has a delayed onset or will only begin under certain circumstances.
- The curse can only be removed under special circumstances as dictated by the GM.

Witches 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, remove curse or wish spell.

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

Brittle Bones

Level: Witch 3

Range: Touch

Duration: 1 minute per level

With a word and touch, the witch curses an opponent with bones that are weak and brittle. Unless a Saving Throw vs. Spells is made, the cursed individual will take double damage from any attack that does bashing damage. That is any attack from a non-edged weapon such a club, mace or the ramming or butting attacks of some creatures.

A Remove Curse spell can be used to cancel out this magic.

Material Components: The witch must say the curse while breaking a chicken bone. She must then touch the target.

Danger Sense

Level: Witch 3

Range: Caster

Duration: 10 minutes per level

The caster's reflexes and self-awareness are radically enhanced by this spell, rendering her immune to backstab or sneak attacks for the duration of the spell. Such attacks can still strike the caster but are treated as normal attacks in every way.

Material Components: The witch uses a bit of quartz to look through.

Dither

Level: Witch 3

Range: 30 feet + 5 feet per level

Duration: One turn per level

The victim of this spell hesitates before all actions. It receives a -2 attack power malus for missile attacks and loses all dexterity-based bonuses.

Material Components: The makes a hand sign.

House Spirit

Level: Witch 3

Range: Touch (One permanent dwelling)

Duration: 1 hour per level

With this spell, the witch calls upon the spirit of a dwelling, such as a Lares Familiares (qv.), 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 has the same stats as a Lares Familiares.

If 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.

Material Components: A small cake left alone in the kitchen or meal area of the house.

Scry

Level: Witch 3

Range: See text

Duration: 1 hour per level

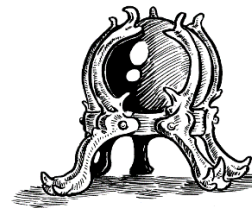
The witch can see and hear a single target or creature, which may be at any distance. If the subject makes a saving throw the scrying attempt fails.

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 hologram	+2%
Possession or garment	+5%
Body part, lock of hair, a bit of nail, blood sample, etc.	+10%
Per witch level	+1%



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

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

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

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

Spark of Insight

Level: Witch 3

Range: Touch

Duration: Instantaneous

With a light touch to the forehead, the spell recipient is given a mental jolt to the subconscious.

This allows her to remember some forgotten piece of lore or information that pertains to the situation at hand. First, the answer the caster or recipient seeks must be stated at the

time of the casting, such as “What was the order of colors on the pillar back in the foyer area?” When the spell is cast, the recipient will receive a mental flash of insight and remember the answer or detail needed. The information requested must have been known or at least casually observed at some point before the casting of the spell.

Material Components: The witch must touch the forehead of the affected creature.

Summon the White Crow

Level: Witch 3

Range: 1 creature

Duration: 1 day

This spell summons a messenger of the Gods, the White Crow. This magical creature will carry a message of no more than 25 words to any one person the witch knows that is currently on the same plane of existence. So, for example, the crow will not take a message to the underworld or to the Gods themselves.

The message will not arrive instantaneously but will take 1 day to arrive as the crow flies to their destination. Nothing other than the actions of the Gods can stop it. A message of 25 words or less may be returned to the witch.

Material Components: The feather of a crow that the witch burns on a sacrificial altar.

Third Eye

Level: Witch 3

Range: Caster

Duration: 10 minutes per level

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

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

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

The material component of this spell is the eye of a chameleon, which is boiled into a glass of wine and consumed during the spell's casting.

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.

Material Components: A snake's tongue coated with silver.

4TH LEVEL WITCH SPELLS

Confusion

Level: Witch 4

Range: 50 feet +10 feet per level

Duration: 1 round per level

This spell causes the targets to become confused, making them unable to determine what they will do on their own. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

Die Roll 2d6	Reaction
2-5	Attack caster & his allies
6-8	Stand baffled and inactive
9-12	Attack each other

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.

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

Create Talisman

Level: Witch 4

Range: Touch

Duration: Special

The witch can create a one-use magic item known as a talisman. These simple objects are usually made of paper, wood, or clay. Typically they are not to be a long-lasting object, but some are made of sturdier materials. A talisman can store one spell of 3rd level or lower for a single use. The spell is inactive and will remain so until the talisman is evoked. It can be evoked by the witch or by anyone that knows the command word.

Once evoked the spell is cast as if the witch herself had cast it then.

Material Components: The object the magic is put into and the spell cast with its respective material components.

Curse of Narcissus

Level: Witch 4

Range: 25 feet +5 feet per level

Duration: 1 hour/ level

A curse not used often, narcissism causes the victim to become overwhelmed with self-love. He cannot help but look at himself in every reflective surface at every possible opportunity. This can, in the very least, be annoying and at worst, be very dangerous.

In social situations, the victim will always try to make some comment about how attractive he is or how ugly someone else is when compared to him.

And even if he is not a normally talkative person, he will still act very distracted, always looking for a reflective surface.

This distraction causes the victim a –3 penalty to any ability rolls that require concentration. In combat situations, the victim may be more afraid of damaging his appearance than defeating the enemy.

This gives him a -2 bonus to AC but a -2 penalty to hit. The victim also will not actively seek to engage in melee combat but will fight more in a defensive manner.

Material Component: Petals from the Narcissus flower.

Divination

Level: Witch 4

Range: Personal

Duration: Instantaneous

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

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

Material Components: Burned incense and a cauldron of clear water to gaze in. Some covens may also require a sacrifice of

something small; no more than 10gp.



Dryad's Door

Level: Witch 4

Range: Caster

Duration: 1 turn per level

This spell enables the caster to pass through any plant material, including solid tree trunk or other plant material (such as gigantic leaves). The caster's equipment also travels along, and although the caster can freely move into and out of, or remain in, the plant matter, the caster is not enabled to see through the plant matter.

Material Components: A bit of bark shaped like a key. Can be reused for other spell castings.



Eyes Everywhere

Level: Witch 4

Range: Caster

Duration: 10 minutes per level

The caster gains the ability to see in a 360-degree radius around herself. This renders the caster immune to backstab and sneak attacks unless they are launched by an invisible or

otherwise magically shrouded target.

Any spells or items that enhance the caster's eyesight apply to the sight granted by this spell as well.

The caster's enhanced vision is not visible to others, even upon scrutiny.

The material component for this spell is the eyes of several houseflies, which are boiled into wine and drunk during the casting of the spell.

Fate

Level: Witch 4

Range: Touch

Duration: Until it happens

This spell grants the caster a prophetic insight into what the future holds for a particular character. While the exact date and place are not known, a general indication of the character's fate will be provided. The specific fate revealed may be determined by the game master, or rolled randomly on the following table:

Die	Roll	Answer
1d10		
1		You shall set your eyes on the heavens; time enough for the earth in the grave.
2		You shall be anointed, before you die, as one who walked among the high.
3		You shall have, in the end, many true vassals, but one false friend.
4		Your many victories shall be won at the cost of many a woman's son.
5		Precious jewels shall buy you only tools and fools.
6		When the battle is won, a great lord shall be undone.
7		By steel, you shall lead, and by steel, you shall bleed.
8		Reap what you have sown; blood, sorrow, or throne.
9		You shall be remembered for your deeds or your greeds.
10		The world shall lie at your feet until the day of your defeat.

Fate is not entirely unalterable; a character can still die from gross stupidity and recklessness, or by willfully avoiding her fate (e.g. suicide). In most cases, however, a character's fate will be fulfilled, even if only poetically or in the moment of her death.

No character may have more than one fate at any time.

Material Components: The witch gazes into a bowl of water or other scrying devices.

Fear (Cause Fear)**Level:** Witch 4**Range:** 240 feet**Duration:** 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

Material Components: A spider, batwing, or snakeskin.

Polymorph Other**Level:** Witch 4**Range:** 60 feet**Duration:** permanent

This spell allows the caster to change one target into another form of a living creature. The assumed form can't have more Hit Dice than the caster's level and must have fewer than twice the Hit Dice of the old form. Incorporeal or gaseous forms cannot result from a polymorph other. Unlike polymorph self, the transformed target also gains the alignment, behavioral and mental traits, any physical attacks, and special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. If the new form is substantially less intelligent, the target may not remember its former life. The spell cannot create a duplicate of a specific individual.

The target creature will have the same number of hit points it previously had, regardless of the Hit Dice of the form assumed.

Incorporeal or gaseous creatures are immune to this spell, as noted above. A creature with shape-changing abilities such as a doppelgänger can revert to its natural form in one round.

Unwilling targets that successfully make a saving throw versus Spells are not affected. The spell is permanent until dispelled by dispel magic, or the creature is slain, at which time the target's corpse reverts to its original form.

Material Components: A bit of the herb moly.

Remove Curse**Level:** Witch 4**Range:** Touch**Duration:** Instantaneous

This spell can remove any curse cast by another witch or magic-user. Remove curse instantaneously removes all curses on an object or a creature. Remove curse does not

remove the curse from a cursed shield, weapon or suit of armor, although the spell typically enables the creature afflicted with any such cursed item to remove and get rid of it. Certain special curses may not be countered by this spell or may be countered only by a caster of a certain level or higher.

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

Sleeping Lucidity**Level:** Witch 4**Range:** One individual**Duration:** Special

With this spell, the witch can induce herself or others into a deep sleep like the spell *Sleep*. Once cast, the affected individual will immediately fall asleep and cannot be awakened for 1d6 rounds. After this time, the affected individual can wake or be awoken normally. If allowed to sleep the real magic begins. The target can sleep and be fully rested while also being 100% aware of their surroundings. They can recall what is said as if they were part of a waking conversation.

If the caster speaks to the sleeping target, they are treated as if they were under a *suggestion* spell, the witch can place up to 5 suggestions (one for every 4 levels) to the sleeper.

Material Components: A bit of valerian root the witch chews up and swallows. She is immune to the root's mundane effects when this spell is used.



Witch Fog

Level: Witch 4

Range: 150 feet

Duration: One turn plus one per level

This spell summons eerie green fog accompanied by screams and laughter from the ground in an area with a radius of 50 feet. Every creature engulfed in the fog has its sight reduced to 10 feet and gets a -5 on all melee attacks.

Additionally, all creatures have to make a successful saving throw or will be scared by the fog. Scared creatures do not necessarily flee, but get -2 to armor class and saving throws.

Material Components: The witch blows over a small amount of water.

Witch Power

Level: Witch 4

Range: Caster

Duration: One round per three levels

This spell grants the witch a +1 bonus to attacks and damage per 3 levels. She also gains one temporary hit points for every level.

Level	Bonus	Bonus HP	Duration
7-10	+1	+7 to +10	3 rounds
11-14	+2	+11 to +14	4 rounds
15-18	+3	+15 to +18	5 rounds
19+	+4	+19	6 rounds

Material Components: The witch consumes a potion premade for this spell. The potion is made of natural herbs but takes one hour to prepare and five hours to mature to full strength.

5TH LEVEL WITCH SPELLS

Adoration

Level: Witch 5

Range: One person within 25 feet + 5 feet per 2 levels

Duration: 1 hour per level

Select one creature as the subject of this spell. That creature is so overcome with adoration towards the caster that he cannot even contemplate attacking.

The individual cannot attack the caster in any way (verbally, physically, magically, etc.) or take any action that would place the caster in danger, though he may still oppose the caster's ends or attack their friends. If the caster attacks or

otherwise attempts to cause direct harm to the subject of the spell, the spell effect ends.

Material Components: The witch sprays a narcotic mix of herbs steeped in special oils into the air.

Baleful Polymorph

Level: Witch 5

Range: 25 feet + 5 feet per 2 levels

Duration: Permanent

The spell functions as Polymorph, except that the witch can change the subject into a smaller animal of no more than 1 HD.

If the new form would prove fatal to the creature, such as an aquatic creature not in the water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Petrify save in addition to the Spell save. If this second save fails, the creature loses its extraordinary, supernatural and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom and Charisma scores of its new form. It still retains its class and level (or HD), as well as all benefits deriving from (such as to hit, saves, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form.

Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature that is normally a shapechanger (such as a Lycanthrope) can revert to its natural form in one round.

Material Components: The witch twists a cord into a knot.

Bull of Heaven

Level: Witch 5

Range: Touch

Duration: 10 Minutes + 1 Minute per level

In Sumerian myths, Inanna sent a frightful bull to destroy Gilgamesh. With the use of this spell, a caster can gain some of that power. By casting this spell on any normal, non-magical animal, the witch turns it into a powerful force of nature. The witch speaks the spell and rubs the animal with special scented oil. Any normal animal will gain an additional

+6 to each of its ability scores for the spell's duration. Also, the spell acts as if the celestial or fiendish template (as dictated by the witch's alignment, neutral casters may choose which to apply) were applied to the creature. The animal can follow simple commands, but can't learn to speak no matter what its current Intelligence score is (unless it is a creature which could learn to speak already, such as a parrot or a dolphin). The animal is also considered to be hasted as per the haste spell.

The animal will perform the action until completion, the spell ends, or either the target animal or the witch dies. If the animal completes the action or if the spell duration ends, then the animal will return to the state in which the witch encountered it, hit points returned to normal.

Material Components: Scented oil, which is rubbed over the affected animal as the spell is prepared.



Dome of Deepest Night

Level: Witch 5

Range: Caster

Duration: 1 round per level

This spell covers the witch and everything around her in a dome of darkness so deep that light, vision or even scrying magic can get past it.

The dome is centered about the witch in a 50-foot radius.

Within the dome, the area is subject to a continual darkness spell. No mind-affecting magic can penetrate the dome either. So charmed creatures that are told to enter regain their will once inside. The witch herself cannot be charmed, suggested, slept, or have any compulsion put on her. Nor can she have her mind read or scryed.

Material Components: A cloth bag made of the blackest material the witch can find.

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.

Creatures that don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell. The messenger is unaware of its 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 of *sleep* or *endless sleep* spells can be affected.

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

Empower Distaff

Level: Witch 5

Range: Touch (One distaff)

Duration: Special

With this spell, the witch can prepare and give some of her magic to her spinning distaff. Once this spell is cast, then other spells may be added by the witch or another witch. If the magic is to be made permanent, a permanency spell must later be added.

This spell only works with a distaff, and the witch must have used the distaff in mundane spinning. Only witch spells may be added to an empowered distaff and only witches may use it.

Material Components: The distaff be empowered, the spells and components needed for the magical effects and 1,000 gp worth of incense burned while the spell is taking place.

Enslave

Level: Witch 5

Range: 30 feet

Duration: permanent

This spell enslaves a living creature to the witch's will.

A target with 2 HD or more may resist the effect with a saving throw. Otherwise, the creature is entirely under the witch's command until the effect is dispelled.

When the witch is present, the enslaved creature will respond to the witch's orders and do whatever is commanded of it. If the witch and the enslaved creature cannot communicate due to a language barrier or some other situation, the enslaved creature will act in the interest of the witch to serve and protect it as best it can. Even if the witch attacks the enslaved creature or its friends, it will not defend itself or take arms against the witch.

When the witch is not present, the enslaved creature will be confused and passive. It will be capable of carrying out routine activities, but cannot use spells or magic items or make complex decisions. Characters familiar with the enslaved creature before its enslavement will be able to tell that something is amiss, although they may not know it is enslaved unless they detect charm.

Material Components: A small iron chain and a small flail or 1,000gp value that is consumed in the casting.

Flame Strike

Level: Witch 5

Range: 60 feet

Duration: Instantaneous

This spell causes a 10 ft wide, 30 ft diameter gout of fire to erupt from the heavens (or up from the nether world) on any point within the spell range. It causes 6d8 hit points of fire damage, although targets that save vs. Spell only take 3d8 hit points damage.

Material Components: The witch must be able to point at the target. A witch of 13th level or higher can nod or gesture with her head at the target.

Keepsake

Level: Witch 5

Range: Touch

Duration: Permanent

This spell binds an item to the caster. The item can never be lost and cannot be separated from the caster by more than 10 feet. It moves with the caster as if connected by an invisible, indestructible cord. Only one item per person can so be enchanted.

The object can be nearly anything up to 10 lbs in weight. Often magic-users will cast it on their spellbooks or tablets. Witches will often cast them on their ritual tools.

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

Maelstrom

Level: Witch 5

Range: 360 feet

Duration: Instantaneous

The maelstrom produces a cone effect of bright colors flashing out in an incomprehensible and powerful sensory storm. The first 4d6 creatures within the cone are affected – the effects depending on the hit dice of the creatures (each gets to make a saving throw to avoid the learns except for the damage).

Up to 6 HD: Unconscious for 4d6 rounds, blinded for 2d6+2 rounds, and then stunned for 3 rounds. (Only living creatures are knocked unconscious.) In addition to this, affected creatures take 3d6 points of damage.

7 to 8 HD: Unconscious for 3d6 rounds, blinded for 1d6+1 rounds, and then stunned for 2 rounds. In addition to this, affected creatures take 2d6 points of damage.

9 or more HD: Unconscious for 2d4 rounds, blinded for 1d4 rounds, and then stunned for 1 Round.

Material Components: A small prism the witch holds.

Seeming

Level: Witch 5

Range: 25 feet + 5 feet per 2 levels

Duration: 12 hours

This spell functions like *disguise self*, except that witch, can change the appearance of other people as well. Affected creatures resume their normal appearances if slain. Unwilling targets can negate the spell's effect on them by making a saving throw vs. Spells.

Material Components: A bit a smoky glass.

Sending

Level: Witch 5

Range: See text

Duration: 1 round; see text

The witch can contact a particular creature with which she is familiar and send a short message of twenty-five words or less to the subject. The subject recognizes her if it knows the witch and can answer in like manner immediately. A creature with an Intelligence score as low as 1 can understand the sending, though the subject's ability to react is limited as normal by its Intelligence score. Even if the sending is received, the subject is not obligated to act upon it in any manner.

Material Components: A short piece of fine copper wire.



Song of Discord

Level: Witch 5

Range: 120-foot radius around the witch

Duration: 1 round per level

This spell causes those within a 120-foot radius spread to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round (roll to determine each creature's behavior every round at the beginning of its turn). A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Material Components: The witch sings or plays a discordant note on a lyre or pipe.

6TH LEVEL WITCH SPELLS

Analyze Dweomer

Level: Witch 6

Range: Targets within 25 feet + 5 feet per 2 levels

Duration: 1 round per level

The caster can observe magical auras. Each round, the witch may examine a single creature or object that she can see as a free action. In the case of a magic item, she learns its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, she will learn each spell, its effect, and its caster level.

An attended object or creature may attempt a saving throw vs. spells to resist this effect if its holder so desires. If the save succeeds, the witch learns nothing about the object except what she can discern by looking at it. An object that makes its save cannot be affected by any other *analyze dweomer* spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

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

Anathema

Level: Witch 6

Range: 10 feet per level emanation from the caster

Duration: 10 min. per level

Non-clerics use this ritual incantation to strip priests of their power. The spell charges the area around the caster with arcane energy of a sort that the gods themselves find most unpleasant. This form of energy also interferes with the prayers of the faithful, making it more difficult for divine words of power to be invoked.

Divine spellcasters (Clerics) within the area suffer a spell failure on any spells they cast while in this area. The cleric must make a saving throw vs. spells to cast. Failure means the spell was not cast and is forgotten; a successful save means the spell has been cast. The spell has no further effect on divine spells that are successfully cast within the area, or on divine spells that were already cast before the caster entered the anathema area of effect.

Material Components: A broken holy symbol and 100 gp worth of powdered silver mixed into a vial of humanoid blood.

Blood Creatures

Level: Witch 6

Range: 25 feet + 5 feet per 2 levels

Duration: 1 minute per level

The witch uses her blood as a catalyst to create mystical creatures. These creatures look like normal animals, except that their skin, fur, scales, and/or feathers are the color of fresh blood. She can create one hit die's worth of creatures for every two levels; a 16th-level witch could create eight 1 HD animals, one 8 HD monster, or any other combination. The witch must shed one hit point's worth of blood during the casting of this spell.

The creatures have the same stats and abilities as a normal animal of their type, except that they have an additional two hit points per caster level and a +4 bonus to their Armor Class and on saving throws. They count as magical beasts for purposes of determining what spells or magical abilities affect them.

These creatures are intelligent enough to understand and obey basic commands. They are loyal to the witch and will fight to defend her. When the spell duration ends, or if the creatures are destroyed, they revert to drops of blood.

Material Component: The caster's fresh blood.

Bones of the Earth

Level: Witch 6

Range: 10 feet from the witch

Duration: See below

The witch gathers stones that she speaks words of power to and then she tosses them over her shoulder. Where the stones land fighting men will spring forth to defend the witch.

A total of 4d4 fighting men will be created. They are sons of the Earth and are newly created. They fight to defend the witch as 4th to 6th level fighters.

Level	Chance
4	60%
5	30%
6	10%

These men will fight for the witch but are free-willed. When the encounter is complete, any living fighting men will be free to go on their way.

Material Component: The stones the witch casts over her shoulder.

Critical Strike

Level: Witch 6

Range: Touch

Duration: 10 minutes per level

This spell grants the target the supernatural ability to strike her opponent where it will hurt the most. The next successful physical attack by the target (melee or ranged) inflicts x2 damage to the target.

This spell has a duration of 10 minutes per level of the caster or until a successful attack is made, whichever comes first.

Material Components: A small sword or arrow made of silver.

Empower Rod, Staff or Wand

Level: Witch 6

Range: One object

Duration: Special

With this spell, the witch can prepare and give some of her magic to a rod, wand, or staff. Once this spell is cast, then other spells may be added by the witch or other spell casters. If the magic is to be made permanent, a permanency spell must later be added.

Material Components: A rod, staff, or wand to be empowered, the spells and components needed for the magical effects and 1,000 gp worth of incense burned while the spell is taking place.

Hydra's Blood

Level: Witch 6

Range: Touch

Duration: 1 minute per level

The original Hydra had highly poisonous blood, which its slayer used to envenom some of the most deadly arrows known to the world. This spell conjures forth poison that pales by comparison, yet is still quite deadly. The affected weapon or projectiles are covered with poison (Save vs. Poison or take 1d6 damage to Constitution). A melee weapon magically retains sufficient poison for up to five successful strikes. At the end of the spell's duration, any venom that remains on the weapon or projectiles loses its supernatural potency.

As the venom is magically delivered, the wielder or caster do not run the usual risk of poisoning themselves.

Material Component: A drop of snake's blood and a drop of snake's venom.

Method of Madness

Level: Witch 6

Range: Touch

Duration: Special

Through induced madness, the target is allowed to reach into her subconscious and the innate logic and wisdom locked therein. This allows the target to gain a larger perspective of events around her and how they affect her situation. It also allows her to compute vast amounts of information mentally. This has two effects:

- The target gains insight into the adventure/situation at hand. The GM should give the player 1d4 +1 hints or clues that pertain only to how events or people are linked or motivated. This should never reveal key surprises or plot twists but involve only people or events already known to target.
- The target understands a riddle, puzzle, maze, or game. The GM should only give out clues if the PCs have already tried to figure it out themselves and are stuck. This should never be used as an "easy out."

To induce this kind of deep thinking capability, the recipient must enter a mindset of madness. For the duration of the spell, the recipient acts as though under a confusion spell for 5 minutes per number of hints or answers to a puzzle or riddle. However, if a 7-9 is rolled, replace the violent behavior with babbling incoherently, and the duration of the spell and its confusion effects lasts 1d3 hours.

Material Components: The witch consumes a bit of wine blessed by the gods.

Passion

Level: Witch 6

Range: 25feet +5feet per level (two individuals)

Duration: 1 hour/ level

The witch can imbue two targets with a powerful love or hate for one another. The witch can select the emotion each is to feel. The emotions need not match — one person can love the other, who hates him in return.

If one subject fails his save and the other succeeds, the spell still compels the first subject; both subjects do not have to fail their saving throws for the spell to be effective. These emotions overwhelm any normal feelings the two have for one another.

Material Components: A drop of red wine.

Shared Fate

Level: Witch 6

Range: 25 feet +5 feet per level (two individuals)

Duration: 10 minutes per level

This spell links two individuals in such a way that any harm that comes to one is immediately shared by the other. Wounds, poisons, and spell effects are shared and affect both participants regardless of the source. If one participant dies while still linked, the other participant must make a Death save against this spell or perish as well.

Material Components: Two interlocking rings, one of silver the other of gold that separates in the casting. Each participant wears one of the rings.

Sirine's Song

Level: Witch 6

Range: Cone, 100 feet +10 feet per level

Duration: 1 round/ level

The caster must sing or play music and concentrate on the direction she wishes the spell to affect, though its effects fall within a conical area similar to a *color spray* or *cone of cold*

spell. All within the area must make a Paralyzation save or become mesmerized by the music and be drawn to it. Those drawn in are completely oblivious of their surroundings or to any dangers nearby. Once a creature reaches the caster, it will stand still in a trance until the music stops, even if the duration of the spell has expired. Those creatures entranced can be easily awakened.

Material Components: The witch must sing or play an instrument.

Smitten

Level: Witch 6

Range: 1 creature touched

Duration: 1 hour/ level

This spell operates similarly to the *fascinate* spell. However, its effects are more extreme. The recipient of this enchantment need only glance into the eyes of her intended target to affect the victim, who must roll a Spell save to resist the effect. If he fails, the victim becomes obsessed with the spell's recipient and will do everything within his power to possess her. At first, he will try to win her over with gifts or acts of devotion. But he will quickly go mad with desire, resorting to violence if need be.

All possible suitors to the recipient will become the victim's most hated enemies. To what extent he will go to rid himself of this competition depends greatly on his personality and alignment.

Material Components: The witch must make eye contact with the target and touch them.

True Seeing (Part the Veil)

Level: Witch 6

Range: Touch

Duration: 1 minute per level

This spell will confer on the subject the ability to see all things as they are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It does not confer X-ray vision or its equivalent. It does not negate

concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. Also, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

Material Components: A bit of clear quartz crystal the witch can look through.

7TH LEVEL WITCH SPELLS

Achilles Heel

Level: Witch 7

Range: Touch

Duration: 10 minutes per level

This spell grants the target the ability to find the area of greatest weakness in a target. The next successful melee attack by the target inflicts x4 damage to her opponent.

This spell lasts 10 minutes per level of the caster or until the target makes a successful attack roll, whichever comes first.

Material Components: A drop of fetid water from a river. If possible from the River Styx.

Adoring Crowd

Level: Witch 7

Range: One or more creatures, no two of which can be more than 30 feet apart over 25 feet + 5 feet/2 levels

Duration: 1 minute per level

As *adoration*, save as noted above. All affected targets within the spell area cannot attack the caster in any way.

Material Components: The witch must be able to see and address the crowd.

Breath of Life

Level: Witch 7

Range: Touch

Duration: Instantaneous

The caster must touch the intended target and breathe into its mouth. When the spell is cast, one of the following effects is chosen:

A target dead no more than 1 hour times the caster's level is returned to life with 1 hit point, subject to a successful Constitution check.

A target affected by any gas attack (such as Stinking Cloud or Cloud Kill) has the effects of that spell reversed and is

immune to all gas attacks for 1 hour per caster level (this does not apply if the effect is death, which is covered above). A target can be supplied with air for 1 hour per caster level, rendering her immune to drowning, gas attacks, strangulation, etc.

Material Components: The witch breathes on the target.

Chain Lightning

Level: Witch 7

Range: 300 feet + 30 feet per level

Duration: instantaneous

Target: one primary target, plus one secondary target per level (each of which must be within 30 feet of the primary target)

This spell creates an electrical discharge that begins as a single stroke commencing from the caster's fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

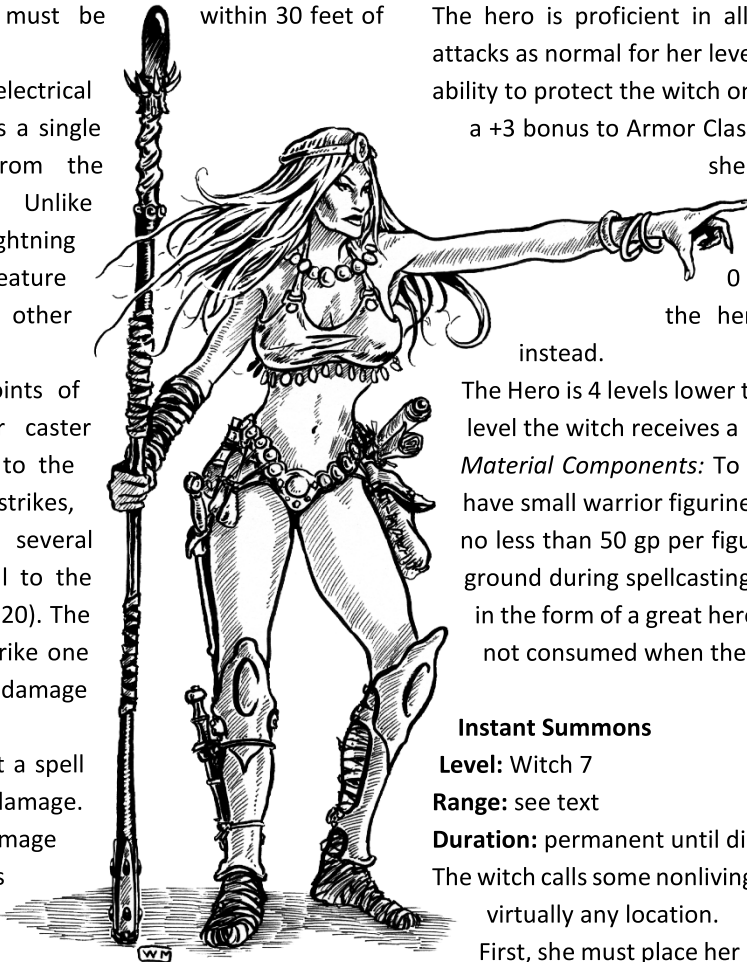
The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to several secondary targets equal to the witch's level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a spell saving throw for half damage.

The save to halve the damage of the secondary bolts is 1 point lower than the save to halve the damage of the primary bolt.

The witch can choose secondary targets as she likes, but they must all be within 30 feet of the primary target, and no target can be struck more than once. The witch can choose to affect fewer secondary targets than the maximum.

Material Components: A bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level.



Conjure Hero

Level: Witch 7

Range: 100 feet

Duration: 2 Hours per level

This spell summons a legendary hero to fight on behalf of the caster. While casting this spell, the witch must recount the hero's many deeds in poetry or song. The hero is a member of the Fighter class with maximum hit points (8 per die), with an 18 Strength and 18 Constitution. The hero arrives with one +3 melee weapon, one +3 missile weapon (with unlimited ammunition), a +3 suit of armor and a +3 shield, as well as a legendary heavy warhorse.

The hero is proficient in all weapons and gains multiple attacks as normal for her level. In addition, the hero has the ability to protect the witch on command, granting the witch a +3 bonus to Armor Class and Saving throws so long as

she is within 20 feet. Any physical attack which would reduce the Conjurer's hit points to 0 or less can be intercepted by the hero, who suffers the damage

instead.

The Hero is 4 levels lower than the witch meaning at 18th level the witch receives a 14th level hero.

Material Components: To cast this spell, the witch must have small warrior figurines commissioned, at the cost of no less than 50 gp per figurine. These are thrown on the ground during spellcasting with one enlarging to full size in the form of a great hero of legend. These figurines are not consumed when the spell is cast.

Instant Summons

Level: Witch 7

Range: see text

Duration: permanent until discharged

The witch calls some nonliving item directly to her hand from virtually any location.

First, she must place her *witch's mark* on the item. Then she will cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. After that, she can summon the item by speaking a special word (set when the spell is cast) and crushing the gem. The item appears instantly in her hand. Only the witch can use the gem in this way.

If the item is possessed by another creature, the spell does not work, but she will know who the possessor is and

roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except using a *read magic* spell, to anyone but the witch.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Material Components: A sapphire worth 1,000 gp that was used in summoning. The sapphire is consumed in the casting. The object summoned weighs 10 lbs. or less whose longest dimension is 6 feet or less.

Labyrinth

Level: Witch 7

Range: One Creature, within 50'

Duration: Instantaneous

The witch can banish the target into an extra-dimensional labyrinth of force planes. Each round on its turn, the creature may attempt an Intelligence check to escape the labyrinth as a full round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave. On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Material Components: A bit of horn from a minotaur carved into a cube.

Magickal Conception

Level: Witch 7

Range: Visualized or Touch

Duration: Permanent

Magickal Conception is a complicated spell in which the witch can make a woman pregnant by magic. This is possible even for female witches. The child is normal, with inherited traits from both parents. If the witch that casts the spell is a woman, the child will always be a girl. A female witch can cast this spell on herself and give birth to an exact copy of herself, though one that will grow and age normally.

The target can be willing or not. A willing target does not need to make any save, except to see if the spell was successful.

An unsuspecting or unwilling target can make a save vs. Spells to avoid the effects.

Both the casting witch and the recipient target take 1 point of Constitution damage. This is regained after normal sleep. To determine if the casting and impregnation were successful, the witch and the target both need to make ability rolls vs. their Constitution scores (after the Constitution penalty for casting is applied). If either is successful, then the spell is effective, if both fail, then the spell fails.

Material Components: Blood from the witch. Hair, blood, or flesh from the prospective mother. Candles are to be lit during the ceremony. The Chalice (symbol of the Goddess) is used to contain all the material components. A plea to the Goddess must be made to transfer the life energy of the witch to the prospective mother.

Piper's Call

Level: Witch 7

Range: 100 feet + 10 feet / level

Duration: 1 hour/ level or until completed

The caster must either sing or play music as she casts piper's call. All creatures of a particular type chosen at the time of casting must make a Spell save or be drawn toward the caster. Once during the duration of the spell but no earlier than 10 minutes from starting the spell, the caster can then use a suggestion (no save) on all creatures that answered her call. Those creatures of the type chosen for the spell that resisted (by successful saves) are still aware of the attempted summoning and may come to investigate anyway.

Material Components: The witch must sing or play music.

Scrying, Greater

Level: Witch 7

Range: see text

Duration: 1 hour per level

This spell functions like scrying, except as noted here. All of the following spells function reliably through the sensor: *detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*, *message*, *read magic*, and *tongues*.

Material Components: Same as Scrying.

Sirocco

Level: Witch 7

Range: 100 feet + 10 feet per level

Duration: 1 round per level

This spell brings forth a windstorm of stinging sand, 20-foot radius, 20 feet high which blocks all vision. The witch can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm:

Missile attacks are at -4.

Normal fires can be extinguished 75% of the time.

Flying creatures need to make a strength Ability roll to remain flying.

Cloud or Gaseous based spell effects are removed from the area.

Creatures that save only take half damage and can ignore the windstorm effects.

Material Components: A pinch of sand the witch blows in the direction of the spell effect.

Teeth of the Hydra

Level: Witch 7

Range: 10 feet from the witch

Duration: See below

With this spell, the witch summons undead heroes to fight for her. The witch casts out teeth taken from a hydra, giant snake or dragon. Where the teeth land skeleton heroes will appear. These skeletons are more powerful than the typical skeletons encountered. When animated, these skeletons will fight for the witch until they are destroyed or the combat is complete. Once all the witch's enemies are gone, or combat is over the skeletons fall to the ground as unanimated bones.

The skeletons can be turned by clerics as if they were 6HD creatures.

Note: A dragon may also attempt to "turn" these skeletons as if they were a cleric of the same level as their HD. The skeletons will then attack the witch and her allies.

How many creatures are created depends on the material components used.

Type of tooth	Number of Skeletons
Giant snake	1 per tooth
Hydra	1d4 per tooth
Dragon	1d6 per tooth

Game masters can substitute appropriate creatures as a source of teeth.

Material Components: The teeth from a giant snake, hydra, or dragon.

Waxing Health

Level: Witch 7

Range: Personal

Duration: 10 minutes per level

For the duration of the spell, as long as the witch is standing in the moonlight, she possesses the ability to heal faster than normal. The caster will regain five hit points at the beginning of each turn that moonlight touches her.

Waxing health does not allow the witch to regrow or reattach lost body parts.

Material Components: The witch must stand in the moonlight.



8TH LEVEL WITCH SPELLS

Adoration, Overwhelming

Level: Witch 8

Range: 100 feet + 10 feet per level

Duration: 1 minute per level

As adoration, except that all creatures within the range are overcome with devotion not just to the caster, but also to one another. No one who fails his saving throw can attack anyone else while the spell lasts.

Material Components: The witch must be able to see and address the crowd.

Antipathy/Sympathy

Level: Witch 8

Range: 15 feet

Duration: 1 hour per level

The witch can cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the witch. The kind of creature to be affected must be named specifically. A creature subtype is not

specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

The reverse of this spell, *Sympathy*, compels a creature to come into an area. If they try to leave the area, their Dexterity score is reduced by 4 points.

Material Components: A lodestone.

Blind

Level: Witch 8

Range: 120 feet

Duration: 1d4 or 2d4 days (See below)

The caster speaks a word of power to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points, it is not affected by the spell. No saving throw applies.

Material Components: The witch must speak the word of power.

Demand

Level: Witch 8

Range: one creature, see text

Duration: 1 round; see text

This spell functions like *sending*, but the message can also contain a suggestion (see the *suggestion* spell), which the subject does its best to carry out. A successful spell save negates the suggestion effect but not the contact itself. The *demand*, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood, but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

Material Components: Fine copper wire used in the casting.

Discern Location

Level: Witch 8

Range: Unlimited

Duration: Instantaneous

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps the witch from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

Material Components: To find a creature with the spell, the witch must have seen the creature or have some item that once belonged to it. To find an object, she must have touched it at least once.

Eye of the Storm

Level: Witch 8

Range: Touch centered on a 25-foot radius

Duration: 10 rounds + 1 round/ level

The eye of the storm creates a zone that nullifies all weather-related effects in the area of effect centered upon the target touched. This can be a person or an object. Within the eye, all effects such as lightning, sleet, hail, wind, rain, snow, and ice cease to function. Inside the area of effect, there are only calm and mild temperatures and still air. This does not prevent spells such as *wall of ice*, *shocking grasp*, or *flame strike*. It also does not alter the basic temperature of the air, only reducing the chilling effects of wind or precipitation within the area of effect.

Material Components: A gem cut to resemble an eye.

Mass Polymorph

Level: Witch 8

Range: 240 feet + 10 foot per level radius

Duration: Permanent until dispelled

This spell allows the witch to turn other beings into a different type of creatures, such as a dragon, a garden slug, or of course, a frog or newt. The polymorphed creature gains all the physical abilities of the new form, but retains its mind and hit points. This spell can't confer magical abilities such as a dragon's spellcasting or a medusa's ability to turn others into stone.

All creatures gain a saving throw to prevent being changed.
Material Components: Moly, ground down and put into a burning brazier and a wand to direct the magic.

Mists of Ecstasy

Level: Witch 8

Range: 100 feet + 10 feet / level)

Duration: 1 round per level

This spell causes a bluish-green cloud to erupt in a 20feet radius from its target. All living creatures within the mist must make a Save vs. Poison to avoid the gas. Those who fail immediately drop everything and fall to the ground writhing and shuddering in extreme physical and emotional pleasure. Victims are blissfully oblivious to their surroundings and of all physical attacks made upon them. Their minds are closed to all stimuli save that of the spell. This also makes them immune to any mental attacks (*mind blast, magic jar, and charm*). As a side effect, anyone in mental contact with the victims is also affected even if unexposed to the mists directly. This is automatic, and no save is allowed.

At the end of the spell, the victims are exhausted and are considered fatigued for the next 10d4 minutes.

Material Components: The witch blows over a cup of very strong wine.

Moment of Prescience

Level: Witch 8

Range: personal

Duration: 1 hour per level or until discharged

This spell grants the witch a sixth sense. Once during the spell's duration, she may choose to use its effect. This spell grants her a bonus equal to her level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or Ability roll, or saving throw. Alternatively, she can apply the insight bonus to her AC against a single attack (even if surprised).

Activating the effect doesn't take the witch's turn; she can even activate it on another character's turn. She must choose to use the moment of prescience before she makes the roll it is to modify.

Once used, the spell ends. She can't have more than one moment of prescience active at the same time.

Material Components: A single grain of sand from an hourglass.

Permanency

Level: Witch 8

Range: One object

Duration: Permanent

When this spell is cast, one spell or spell effect can be made permanent. This spell also fixes the enchantment of a magical item to it. The Witch will lose 1 point of Constitution each time she casts a Permanency spell. By their nature, Witch Rituals cannot be made permanent.

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

Prophecy

Spell Level: Witch 8

Range: Caster

Duration: Game master's choice

The caster catches a glimpse of the future. The game master will determine the exact things she sees.

Material Components: The witch must be able to scry in her divination device of choice.



Stormbolts

Level: Witch 8

Range: 30-foot-radius spread, centered on the witch

Duration: instantaneous

When this spell is cast, lightning spills forth from the caster's body in all directions. The bolts do not harm natural vegetation or creatures in the area the caster wishes to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect. A stunned creature drops everything held, can't take actions, takes a -2 penalty to AC, and loses its Dexterity bonus to AC (if any).

Attackers receive a +4 bonus on attack rolls to perform combat maneuvers against a stunned opponent.

Material Components: A copper rod worth 5 gp.

Summon the Fury of Zeus

Spell Level: Witch 8

Range: 100 feet + 10 feet per level

Duration: 1 min. per level

Immediately upon completion of the spell, and once per round after that, the witch may call down a 5-foot-wide, 30-foot long, vertical bolt of lightning that deals 7d6 of electricity damage, +1 point per witch level. The bolt of lightning flashes down in a vertical stroke at whatever target point chosen within the spell's range (measured from the witch's position at the time). Any creature in the target square or the path of the bolt is affected.

The witch need not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the witch may use her action (concentrating on the spell) to call a bolt. She may call a total number of bolts equal to her witch level.

If the witch is outdoors and in a stormy area — a rain shower, clouds, and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni or an air elemental of at least Large size)—each bolt deals 7d10 +1 point per witch level instead of 7d6+1 point per witch level.

This spell functions indoors or underground but not underwater.

Material Components: A copper rod fashioned into the form of a lightning bolt, 500 gp value.



Ritual Spells

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

Some spells listed above also have a *Ritual Benefit* and can be cast as if they were a ritual spell. Normal spells can be cast with one witch, but to gain the ritual benefit it will require that the witch be of the appropriate level and have the number of witches listed in the description.

Unlike the normal spells, a Ritual Spell can only be cast by multiple witches. For the determination of effects or ability to cast the highest level witch is used as the main caster.

Researching and Creating New Ritual Spells

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

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

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

So the modifiers are a total of +8 (level), +2 or +3 (depending on the witch), +3 (for three witches) for a total of +13 or +14, this is then modified down by -3 since it is a third level ritual, so +10 or +11. They roll and add. If the result is 20 or more

for all witches, then the research is a success and coven has a new ritual. If lower than 20 for anyone witch the ritual fails and they must start over.

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

First Level Witch Rituals

Protection of the Dead

Level: Witch Ritual 1

Ritual Requirements: The body of the recently deceased

Range: One deceased person

Duration: Special

This ritual protects the departing soul and ensures they arrive at the afterlife chosen for them by their gods. This spell will not redirect a soul to a new afterlife, for example. The effect of this spell will also cause the body to be unable to be raised by a *Raise Dead* spell or any sort of *Animate Dead* spell. A *reincarnation* or a *resurrection* spell will still work.

If this ritual is cast on a body whose ghost, specter or shade is currently roaming the Earth then this will send that soul back to the afterlife.

This ritual takes one hour to cast.

Material Components: A coin to be placed under the tongue of the deceased or a feather placed on their body.



Witch's Mark

Level: Witch Ritual 1

Range: 1 object touched

Ritual Requirements: The object to be marked, one hour casting time.

Duration: Permanent

By means of this spell, the witch can place a personal mark on any non-living item. This mark is usually a personal glyph or sigil that is recognizable to all other witches. They may not know who the owner is, but they will know it is owned by another caster. The mark itself is not magical but radiates a faint magical aura. No other spell-caster can see the mark, but it causes them minor discomfort. Not enough to make them want to destroy the item, but enough to make them want to ignore the item.

Material Components: The object to be marked, special incense to be burned and a ritual space to cast and meditate with the item.

Second Level Witch Rituals

Drawing Down the Sun

Level: Witch Ritual 2

Ritual Requirements: The witch with at least two nearby allies

Range: Special

Duration: 1 hour per level of the witch

This ritual brings healing to friends and fear to enemies. Allies and friends near the witch must chant after the witch for this ritual to take work. If an ally is unable to chant but there are at least two others that can then they also can take advantage of this magic.

A glowing golden nimbus surrounds the witch and her allies. All participants are healed 2d6 points of hp damage. Additionally during the duration of the ritual all participants gain a +2 bonus to all saves and -2 bonus to their AC. Weapons are all +1 to hit and considered to be magical. Undead in the area are stuck with fear and react as if Turned (or dispelled) by a cleric the same level of the witch.

Material Components: A disc made of gold to represent the sun (100 gp value). The sun disc is not destroyed in the casting and may be reused.

Favor of the Gods

Level: Witch Ritual 2

Ritual Requirements: The witch, a cleric of the god in question and the one to receive the favor

Range: One Person

Duration: 1 year and 1 day

This ritual appears as a simple blessing ritual, but there is more to it than this. With the blessing of a priest or priestess of the god or goddess in question the witch can lay a blessing on a person, usually a youth or 1st level character, known as the "hero". This blessing remains on the hero for a year and a day and provides certain boons. Additionally the hero with the blessing has been brought to the attention of the god in question. This can be for good or for ill.

God/Goddess	Favor
Aphrodite, Venus	+1 to any roll involving Charisma
Apollo	+1 to any healing magic performed by or on the hero.
Ares, Mars	+1 to any damage roll, melee or missile
Athena, Minerva	+1 to any roll involving wisdom
Bast	+1 on any roll to hit and damage against evil creatures
Demeter, Ceres	+1 to any saving throws vs poison or disease
Dionysus, Bacchus	+1 to any saving throw vs scrying or mind control (charm, hold, sleep)
Hades, Pluto	+1 to any saving throw vs. death or paralysis
Hecate	+1 to any saving throw vs. magic
Hephaestus, Vulcan	+1 to any roll or check involving Constitution. Any bonus HP earned in this time are permanent
Hera, Juno	+1 or +5% to check involving sensing objects, motives or hidden, invisible things
Isis	+1 on any roll involving Intelligence
Osiris	+1 to death saves, +1 to clerics turning undead
Poseidon, Neptune	ability to swim. +1 to all saves vs poison or dragon breath
Ptah	+1 on any roll involving wisdom
Ra	+1 all saves vs. gaze attacks and poisons

Set	ability to see at night, +1 to saves vs. poison
Zeus, Jupiter	+1 to all saves

Only one blessing may be given to a hero once in their life and only before they reach 2nd level.

Third Level Witch Rituals

Dance of Lupercalia

Level: Witch Ritual 3

Ritual Requirements: The witch with at least two nearby allies, one must be a cleric.

Range: 50 feet + 5 feet per level of the witch

Duration: 1 hour per level of the witch

The witch begins a dance with complex twirling moves. If possible a bonfire is lit, but if not then some source of fire must be used. As the witch dances around the fire the sounds of wolves howling can be heard. In the first round of this dance nothing happens, but when the second round begins and the wolves can be heard all evil (or opposed alignment to the witch) supernatural creatures such as ghosts, undead and opposed nymphs, satyrs and others are treated as if they were Turned by the witch as if she was a cleric of the same level, no saving throw. Those that do not flee the area attack at a -3 on all physical attacks. This turning can be repeated every round the witch performs the Lupercalia Dance. Saves by allies gain a bonus of +3 and healing magics performed by allies in the range are at an additional +3 per level of that caster.

If the witch is a combination class witch/cleric then an additional cleric is not required.

Note: If the witch has a dog or a wolf familiar then she may add +2 to her rolls for turning the creatures and allies add +2 on top of any bonus they receive. If this is performed under a "Wolf Moon" then this bonus becomes +4 in all cases.

Material Components: The witch dons a special headdress and cloak made from the pelt of an old she-wolf that has born seven litters of pups. She summons the spirits of the she-wolf and her pups to aid her in protecting her allies.

Family Curse

Level: Witch Ritual 3

Ritual Requirements: The witch and the person to be cursed.

Range: Special

Duration: Special

This ritual is a more powerful form of the witch's curse. The ritual functions much like *Bestow Curse*, but the curse in question is also passed down to members of the same family. It can be removed by a Remove Curse, but that only affects that particular individual. To remove it completely some stipulation or requirement must be met. This usually declared at the time of the curse. It can be simple-sounding but difficult to do, such as "When the family of Autolycus has returned all that he has stolen." or difficult sounding "When the sun stays in the sky for day and a night", but easy to solve if the cursed person travels to the polar regions.

The stipulation must be something that can be done, but not necessarily by the one being cursed.

Like all curse rituals the target of the curse in question needs have personally damaged or offended the witch in some way. The family could have not given the proper respect to the witch's god or have killed the witch's only child. It needs to be significant, no mere slight.

Material Components: Outside of the ritual requirements the witch needs an item significant to the persona and family to be cursed.

Fourth Level Witch Rituals

Astral Temple

Level: Witch Ritual 4

Ritual Requirements: Three or more witches

Range: See below

Duration: 1 hour per level of the combined witches

The witches gather together in a prepared magic circle and begin their ritual. Only one witch needs to know the ritual but all need to participate. Once the ritual is cast, taking one hour, the witches can enter a space in the Astral plane that resembles a temple. They can bring a number of medium-sized creatures equal to their levels. The temple expands to accommodate the number of people entering. The witches here can meditate and commune with their patrons and gods. Here they are removed from any concern on the material plane. Physical attacks are not possible and no one from the material world can enter. Within the temple no

damage-causing spells can be cast and no spells that can affect the material world can be cast.

Within there is simple foodstuffs and drink to keep the participants alive for the duration.

Here the witches can regain their spells and rest as needed.

Material Components: Each witch needs to bring a bit of dirt from a temple they are associated with or have lived near. They also need a silver chain fashioned into a circle that each witch holds.

Hounds of the Underworld

Level: Witch Ritual 4

Ritual Requirements: The pelts of dogs killed in a ritual to Hecate or Hades by the witch

Range: 25 feet + 5 feet per 2 levels of the witch

Duration: 1 round per level of the witch

The witch calls upon the lesser hounds of the Underworld, creatures made in the image of Cerberus, to attack her foes. 1d6 two-headed dogs with dark pelts and burning eyes appear where she chooses, and attack the foes she designates. The hounds are treated as Death dogs, although their alignment is always neutral.

Material Components: The pelts of dogs killed in a ritual to Hecate or Hades by the witch.

Fifth Level Witch Rituals

Access the Library

Level: Witch Ritual 5

Ritual Requirements: 1 witch, 1 cleric and 1 magic-user, see text

Range: 10-foot radius centered around a thaumaturgic triangle

Duration: See text

Legends claim that there is a library, The Library, that can be accessed if the intention is one of pure learning. This library exists in its own extra-dimensional space and it contains the works of all sages, scholars, researchers, and authors as well as works of magic divine, arcane and occult.

To open the door the witch must gather together a magic-user (magic-user) and a cleric, all of whom can cast 5th level spells. It is believed that only by working together in ritual can all access the library. Once the ritual is cast, usually taking an hour, all three may enter. Their time spent in the Library is equal to a number of hours equal to their combined levels. Time outside the library passes normally,

but nothing else from the outside world affects them. Only the three that have cast the ritual may enter.

Once inside the ritual participants may look up any information they wish. This can be used to research any magical question such as new spell creation, magic item creation or learning a new spell. For every level the participant has they gain a +1 or a +5% where appropriate.

While in the Library the participants will see ghostly figures moving about. These are other patrons who have entered the Library via their own means or by means of a similar ritual. Patrons of the Library cannot interact with each other, no talking nor physical contact. Patrons can only interact with those they entered with.

Once the spell duration is complete the ritual participants will find themselves back in their thaumaturgic triangle. A patron may leave at any time, but it will end the ritual.

Material Components: Each participant must bring and leave behind a book, scroll or other forms of printed work to give to the Library. It need not be unique, but an original work will grant the patrons an extra hour of reading.

Pass Through Fire

Level: Witch Ritual 5

Ritual Requirements: The witch, the person to be raised, see below

Range: One dead body

Duration: special

Witches are normally not allowed to bring anyone back from the dead. This is magic that is beyond them and violates their views of how the Life-Death-Rebirth cycle works. But occasionally there is a way to do it if the witch knows how.

By means of this ritual the witch can bring someone back from the dead if acted on before sundown. The witch anoints the dead body with holy oils, herbs and incense. She places her hands on the body's chest above the heart and sends out a lament to the dead. The body will burst into flames (always causing 2d6 hp damage to the witch, no save) and from the flames the dead will rise up, alive and whole. The ritual takes a full hour to cast and the witch must not be interrupted.

However, if the sun sets on the body before this ritual is complete then the soul is gone forever. Also if the person died while standing at any sort of crossroads, liminal or in-between place it is likely the soul will get lost on the return and instead of a raised friend the witch will have a dead body and a ghost to deal with.

Material Components: Holy oil, herbs and incense valued at 1,000 gp.

Sixth Level Witch Rituals

Crossbreed

Level: Witch Ritual 6

Ritual Requirements: Two witches, plus both parents

Range: Visualized or Touch

Duration: Permanent

The world is full of living magical creations. Some have occurred naturally over time, others have been aided by this spell. This spell allows two species that are naturally cross-infertile to bare offspring. Both species must be living and able to reproduce on their own. The base chance for the spell's success is a saving throw vs. Spells; all of the normal modifications do apply plus these additional ones:

Species Cross fertility	Save bonus
Naturally cross fertile	0
Same type, not naturally cross fertile, (ex: humanoid mammal to humanoid mammal, e.g. dwarf and gnome)	+2
Type differs by one (ex: humanoid mammal to humanoid reptile, e.g. Human and Lizardman)	+3
Type differs by more (ex: humanoid mammal to monstrous beast, e.g. Human and Hydra)	+4

Save Modifiers (cumulative)	
Size differs between the parents	+1 for each level of difference
One parent is a dwarf, gnome or halfling	+1 (for each parent)
One parent is a magical creation	+2 (for each parent)
One parent is an aberration	+3 (for each parent)
One parent is a goblin, orc or troll	-1 (for each parent)
One parent is a humanoid outsider (angel, demon, godling)	-1 (for each parent)

Other factors: Dragons, despite their differences, appear to be at least somewhat cross-fertile with humanoids, given the existence of draconic half-breeds. Outsiders, magical beasts and aberrations should be dealt with on a case by case basis. The modifiers above are meant as guidelines.

Conception: The conception process can either take place normally or by means of *Magickal Conception* spell. Obviously, for crossbreed to work, two parents are required. *Material Components*: The focus is a wand made out of wood that was grafted to another tree. Typically a branch of apple or peach is grafted to a tree of oak or hawthorn and allowed to grow for one month. The wand is non-magical, but it does have special properties for this spell. The wand can only be used once. Each parent is also given specially prepared apples and figs to eat. A special boline must be crafted to cut the fruits.

This knife can have no other purpose. The cost of these materials is 500 gp.



Legend Lore

Level: Witch Ritual 6

Ritual Requirements: Minimum 3 witches, see text

Range: Personal

Duration: See text

Legend lore brings to witches' minds legends about an important person, place or thing. If the person or thing is at hand, or if the witches are in the place in question, the numbers of casting witches are only 3. If they have only detailed information on the person, place or thing, the casting witches increases to 5 or higher (GM's discretion), and the resulting lore is less complete and specific (though it often provides enough information to help them find the person, place or thing, thus allowing a better legend lore result next time). If the witches know only rumors, the number of witches is increased to 7 or to 13 depending on how little they know, and the resulting lore is vague and incomplete (though it often directs the witches to more detailed information, thus allowing a better legend lore result next time). Casting time is typically a number of hours equal to the number of witches required.

During the casting, the witches cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the

person, place or things to their minds. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Components: Incense worth at least 250 gp.

Seventh Level Witch Rituals

Death Curse

Level: Witch Ritual 7

Ritual Requirements: The witch must be harmed by the cursed individual to be cursed.

Range: Special

Duration: Special

This ritual is a rare one in that the witch can only use it against an individual that has harmed the witch in a grievous, personal manner. Doing some damage or insulting the witch is not enough. The curse victim must have either nearly killed the witch (brought her to 2 or less hp) or have killed someone close to her.

When this ritual curse is cast the witch herself takes 2d6 hit points of damage. The victim can be anywhere in the same plane and must make a save vs. death or be struck dead on the spot. If the victim is on a different plane or in a place where magic can not reach, the curse will take effect when the potential victim gets into range.

If the victim saves, they will still take 1d6 points of damage for every level of the witch.

The witch will know the outcome of her cure.

Material Components: This ritual curse has no material requirements outside of the sacrifice of life the witch makes when she takes damage.

Lover's Knot

Level: Witch Ritual 7

Ritual Requirements: two people in love, one hour to cast

Range: Two people, holding hands, linked by a handfasting cord

Duration: 1 year and 1 day, see below

The witch can place two people into a strong psychic bond. Each person becomes perpetually aware of the other's location, well enough to find the other even when

blindfolded, and their physical and emotional condition at any time. This knowledge does not give any information about the subject's surroundings — if one is chained in a prison, for example, the other subject of the spell will only know where they are and that they are despondent and weak but unharmed. The two subjects must be within the spell's range when it is cast, but after that, the link persists at any distance.

Additionally, the participants are allowed to send simple emotions to each other to let them know of each other's well being.

A person can be under the effects of only one lovers' knot spell at any given time; it is not possible for more than two people to be simultaneously linked by this spell.

The witch is not part of this psychic link, but she will know if either participant has died.

To renew this link, the participants need to declare their love openly and in public once per year.

Material Components: A handfasting cord made by each participant of the spell; the two to be bound and the witch. The two participants then tie the cord into a knot, and one must keep it. Destroying the cord does not break the link.

Eighth Level Witch Rituals

Protection of the Goddess

Level: Witch Ritual 8

Ritual Requirements: At least 3 witches

Range: One covenstead or dwelling

Duration: special

A defensive ritual with an offensive bite, this magic shows that the Goddess protects what is Hers. Once cast and activated, this will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on their attacker, spells backfire or effect the caster instead. Beneficial spells and magic will continue to work, and others, ones not protected nor involved in the casting of the ritual, can affect each other as they please. Witches and any they choose to protect also may not attack others, but they can force out attackers. Anytime during the duration of the ritual, the lead witch can say a command word or phrase, and all those of hostile intent are removed from the area of effect.

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

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

Release the Titan

Level: Witch Ritual 8

Ritual Requirements: Three witches of different alignments

Range: Special

Duration: 1 hour per combined levels of all witches casting
This devastating ritual allows three witches to reach into the depths of Tartarus and summon a titan. The titan will be of a lesser sort, but still capable of great destruction. Typically such a monster would be summoned to destroy a city, town or other large areas. The witches do not control the titan; they merely summon it and let it loose.

Each witch must know the spell and bring some item of value (5,000 gp or more each) that represents the titan they wish to summon. Also, each witch must be of different alignment on at least one axis. So the witches can be Lawful, Neutral, and Chaotic or Good, Neutral, and Evil. The thought is that the need for such a spell must be so great that three witches of such different points of view will work together to summon it.

The titan will destroy the area it is summoned. This area must be visible by the witches and less than one mile away. So it is possible that the witches could be destroyed by the very monster they summon. The titan will remain until a number of hours equal to the combined levels of the witches have passed, a minimum of 48 hours. The titan can be killed by heroes or stopped by intervention from the gods.

Material Components: A gong made of brass and gold and a horn made of ivory.

PART 5: MONSTERS

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

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

Reading Monster Entries

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

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

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

Hit Dice (HD): The number of hit die the creature has. This roughly equivalent to the level of the creature and how much a challenge it represents. Hit die also determines the number of hit points the creature has on a d8. So a 3

HD creature has 3d8 hit points. GMs may simplify hit point calculations by taking the HD and multiplying it by 4.5, the average on a d8.

A plus (+) after HD indicates the number of extra hit points the GM adds to the rolled/determined hit points. So a 3+2 HD creature has 3d8 +2 hit points.

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

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

Attacks: This is the number of attacks the creature has per combat round. This can include multiple mêlée attacks or the claw/claw/bite routine common to many animals.

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

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

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

Alignment: The alignment of typical members of this creature type. Variations can occur.

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

Abilities: These are modifiers to rolled ability scores if the creature is used as a player character or as an important NPC. There is no need to apply these for creature encounters except when rolling Dexterity for initiative. Other information will be included in the description of each creature.

AMMIT

AC: 3

HD: 12d8 (102 hp)

Move: 120

Attacks: 2 claws, 1 bite

Damage: 1d10 (claw) x2 + 2d10 (bite)

XP: 2,500

Alignment: Chaotic Evil

Treasure: 0 (0)

Ammit is the demon that waits in the afterlife. If Anubis judges a person's heart is heavier than the feather of Ma'at then Ammit eats the heart, and the person then must roam the outer darkness to "die a second time." In some cases, Ammit eats the heart and tosses the body into the lake of fire she resides near.

Ammit is a huge animal like demon. She has the head of a crocodile, the mane and hindquarters of a lion, and the forequarters and belly of a hippopotamus. She is grossly fat since she has no end of wicked hearts to feed on. For her size, she is fast on both land and water.

Ammit will also attack the living if they interfere with her feeding.

ARANEA

AC: 6

HD: 4d8

Move: 50, Climb 30, human or hybrid form 30

Attacks: spider form: 1 bite, web or spells, hybrid form: 1 bite, web, spells, or weapon humanoid form: spells or weapon

Damage: 1d6 bite + poison / by weapon

XP: 105

Alignment: Chaotic Evil

Treasure: 12 (3)

An Aranea is an intelligent, shapechanging spider creature with arcane powers. It has three distinct forms; in its natural form, one appears as a giant spider having a pair of small arms (about 2 ft long) located just below its fanged mandibles. The second form is a hybrid spider

humanoid form, a sort of a spider-centaur having a multi-eyed spider face. The third form is that of a humanoid which might be any size from halfling to human; other than its dark, coarse hair and slightly bulging eyes, this form is not particularly spider-like. The humanoid form is distinctive; an individual aranea cannot change its humanoid form, either in terms of appearance nor size.

An aranea remains in one form until it chooses to assume a new one, and can only change forms once per round.

Aranea generally speaks Common and may be able to speak other humanoid languages as well. They have Darkvision with a 60' range and can cast spells as 4th level witches. These powers can be used in any form.

In human or hybrid form the aranea may utilize weapons and other equipment of the same sorts that might be used by normal characters. In these forms, one has a movement rate of 30' per round. The humanoid form has no other special abilities beyond spells and weapon use. In spider or hybrid form the aranea may bite; those bitten must save vs. Poison or die, in addition to taking normal damage.



In either hybrid or spider form, an aranea may create a web up to six times per day, in a fashion similar to the web spell. This effect is not magical; it has a maximum range of 50 feet, and covers at most three 10'x10'x10' cubes (or equivalent volume).

Aranea in spider form may move through any web,

whether created by magic, by a giant spider, or by an aranea, at the listed movement rate. This makes an aranea effectively immune to the web spell.

BRONZE BIRD (Stymphalian Bird)

AC: 5

HD: 1d8

Move: 30, Fly 120, Swim 30

Attacks: 1 beak + 1 wings / 1 feather throw

Damage: 1d4 (beak) + 1d6 (wing) / 1d4 (throw)

XP: 20

Alignment: Chaotic Evil

Treasure: 0 (0)

A Bronze Bird resembles a crane or similar waterfowl. It dwells in regions of extreme heat such as volcanic lake shores. Each feather shines like polished metal. Its feathers, beaks, and other exposed areas contain significant amounts of magical metals. The metal does not hinder it, and the bronze bird can move, fly, and otherwise behave normally.

A bronze bird has a high AC due to its metal feathering. In combat, the bronze bird attacks with its beak for 1d4 points of damage, and flailing its razor-sharp wings at its opponent for 1d6 points of damage collectively.

Alternatively, each bronze bird can throw a dagger-like feather up to 30 feet from its wings, dealing 1d4 points of damage; in flight, the range is 90 feet if thrown down from above. It can only throw 2 such feather-daggers (one from each wing); the feathers regrow in 1d8 days. A bronze bird is immune to normal fire. It saves against very hot or magical fire at +1 and takes 1 less hit point of damage per die.

Once removed from the bird, the feathers become completely non-magical but may fetch a few coins due to their intricate metalwork.



CALIBAN

AC: 7

HD: 2d8

Move: 30

Attacks: 2 claws + 1 bite / 1 weapon

Damage: 1d4 (claw) x2 +1d6 (bite) / 1d6 (weapon)

XP: 25

Alignment: Chaotic Evil

Treasure: 9 (0)

Abilities: +1 Wisdom, -2 Charisma

Climb Surfaces +5%, Hear Noise +10%, Hide in Shadows +10%, Move Silently +5%, Read Languages -10%, Read Scrolls -15%, Use Wand -10%

Calibans are creatures twisted by dark witchcraft. No two calibans appear the same, though a full 20% can pass as an ugly human or orc. They are humanoid; indeed, many are born to human mothers or were human before their curse. They are usually covered in dark hair, scales, or something that makes them monstrous. They have a resistance to magic, gaining a +1 on all saves vs. any magical effect (spells, wands, staves) but they themselves have difficulty with magic.

A caliban share much in common with the Cambion, a creature that is the offspring of a human female and a demon. The caliban, while often demonic-looking, is not the offspring of demons, but the victims/result of dark magic.

A caliban can take any class, but suffer a -5% XP penalty if they choose to be a witch and a -10% if they choose to become a magic-user/magic-user. Calibans can become clerics with

no penalty since they tend to be devout servants of the gods. Because of their low aptitude for magic magic-users have taken to hiring on a calibans as cheap labor. They get a loyal servant and one not likely to steal magic from them.

DEATH DOG

AC: 4

HD: 2d8+4

Move: 150

Attacks: 2 bites + special

Damage: 1d8 x2 (bite) + Rotting Death (see below).

XP: 44

Alignment: Chaotic Evil

Treasure: 0 (0)

Death dogs are two-headed, mastiff-like hounds; nocturnal killing machines that hunt their prey without hesitation across the desert sands and wastelands. Death dog packs have been known to share territory with little friction, although they do engage in dominance battles in leaner times when hunting is difficult. Victims of the death dog's bite must pass a saving throw or come down with the rotting death, losing 1d6 points of constitution each day until they succeed at a poison saving throw at a -5 penalty.

Victims who lose all their points of constitution will die. Constitution points can be restored with powerful healing magic or complete bed rest, with one point of constitution returning with each week of rest.

Death Dogs are any of numerous offspring of Orthus, Dioskilos, Cerberus and various other creatures, typically Hell Hounds. Others, usually more powerful ones are the offspring of Typhon and Echidna.

Due to their semi-divine and underworld natures, they are affected by any spell that also damages demons, devils or other evil outsiders.



DIRAE (Angel)

AC: 2

HD: 8d8

Move: 60, fly 240

Attacks: 2 sword / 1 scourge / scream

Damage: 1d8 x2 (sword) / 1d10 (scourge, see below) / scream (see below)

XP: 1,050

Alignment: Lawful Good

Treasure: 0 (0)

The dirae appear as angels with dark wings touched with silver. They are often armed and armored. All dirae are female, but it can often be difficult to tell when their helms are donned. They do appear attractive, but there is a quality of sadness, anger or purpose about their appearance that makes most mortals uncomfortable. The guilty fear them and the devoted see them as manifestations of justice.

The dirae are tasked with punishing the guilty. Petty crimes are beneath their attention as mortal laws are designed to deal with those. The dirae focus their vengeance on the worst crimes committed, those against the innocent. Not all crimes can be punished by the dirae; there are too few of them, but when they set out to punish a mortal nothing can stop them.

Dirae attack with a sword two times per round or a scourge. The scourge does damage and acts as a *Rope of Entanglement*. Both weapons are considered magical and holy when dealing with other creatures. They slay evil creatures without hesitation or remorse. If they are sent to slay a human then they will do so as quickly as possible. If someone is in their way or prevents them from their task they will slay that creature as well. Three times per day the dirae can Scream. This attack causes fear (as per the spell). Creatures 5 HD and lower are affected with no save. Creatures 6 HD and

higher are allowed a save vs. spells. Affected creatures cannot attack.

Dirae have the following spell-like abilities, usable at will: detect invisibility, fear (was the wand of fear), invisibility, know alignment, locate object, polymorph self, produce flame, holy word, and gate (50% probability of success) a dirae or (75% probability of success) another angel of a lesser sort.

A group of dirae is known as a "flight".

DRYAD

AC: 9

HD: 2d8

Move: 30

Attacks: 1

Damage: 1d4 (wooden dagger)

XP: 30

Alignment: Neutral

Treasure: 9 (0)

Abilities: +4 Charisma, -1 Strength

Dryads are beautiful female tree spirits who do not venture far from their home trees, typically oak trees.

They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 penalty to the saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

Dryad Types

Caryatids, dryads of walnut trees.

Daphnaie, dryads of laurel trees.

Epimeliads, dryads of apple trees.

Maliades or *Meliades* are dryads of other fruit trees.

Meliae, are dryads of ash trees.

Ghillie Dhu are the dryads of birch trees. They are also the only male dryads.

Dryads are notorious gossips. If a character has a secret about someone they may know, a local hero, demi-god, satyr, local leader or best of all a local nymph, the dryads will come out to hear what they have to say and share more.

The dryad will be inclined not to charm person sharing the news/gossip/rumor so they can hear more.

DRYAD HAMADRYAD

AC: 6

HD: 5d8

Move: 40

Attacks: 1 claw

Damage: 1d6

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

XP: 265

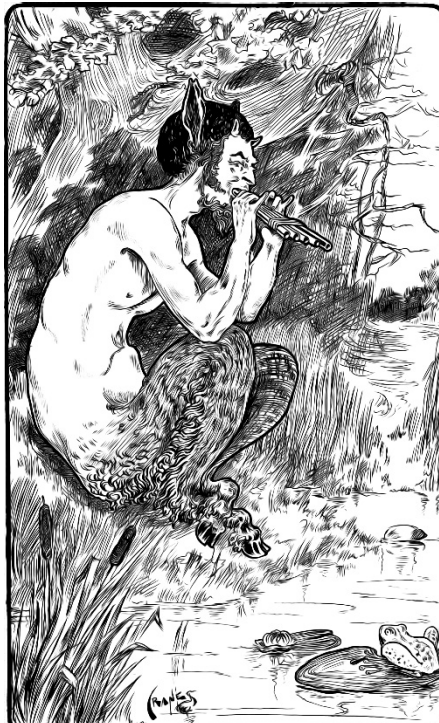
Alignment: Neutral

Treasure: 10 (0)

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

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

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



FAUN

AC: 6

HD: 8d8

Move: 40

Attacks: 1 weapon + song

Damage: 1d6 + special

XP: 850

Alignment: Neutral

Treasure: 13 (7)

Fauns are larger, wilder cousins of the satyr. Like satyrs they are rarely surprised (1 on a 1d8). Fauns all play musical instruments like pan pipes, flutes or drums. If a faun plays everyone that hears must make a save vs. Spells or be affected by an *Irresistible Dance* spell. If the faun is with a mixed group of satyrs then their song of charm, fear or sleep can also be in effect, with a separate save.

Typically a group of 20 satyrs will have 1d4 fauns among them.

Fauns can advance as clerics of the god Pan or Fanus.

GHOUL, DEMONIC (Ghūl)

AC: 4

HD: 5d8

Move: 30

Attacks: 2 claw, 1 bite, + Paralysis and Ghoul Fever

Damage: 1d4 x2 (claw), 1d6 (bite)

XP: 345

Alignment: Chaotic Evil

Treasure: 10 (0)

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

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

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

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

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

Demonic Ghouls are undead and turn as Mummies.

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

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

in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

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

GOLEM, BRASS

	Small	Medium	Large
AC:	7	5	3
HD:	2d8	6d8	10d8
Move:	40	30	20
Attacks:	1 bite	1 fist	1 bash
Damage:	2d4	2d6	2d8
XP:	80	460	1,800
Alignment:	Neutral		
Treasure:	0 (0)		

Golems are magically created automatons of great power. Constructing one involves the employment of mighty magic. As such, they are created by exceptionally powerful witches and magic-users. All golems are unaffected by ordinary weapons. In addition, golems have no true intelligence and are thus unaffected by hold, charm, or sleep spells. Since they are not truly alive, they are unaffected by poison or gases.

Brass Golem: Taught to her witches by Athena herself these intricately detailed golems are made of brass. They can come in a variety of sizes and shapes since brass is an easier metal to work with.

Small Brass Golems tend to be animals or fantastic creatures. They act like the animal they are fashioned after. They are often given as gifts by Athena or other gods.

Medium Brass Golems are fashioned to appear as examples of human physical perfection. Often modeled after Apollo, Aphrodite, or even Zeus their perfection gives them a sort of spontaneous life.

Large Brass Golems can appear as large humans, animals or even monsters.

The secrets of making these golems have been lost but it is believed that artisans and artificers such as Pygmalion and Daedalus have recovered and recorded these secrets. Others were created by the gods themselves.

HAG

	<i>Green</i>	<i>Sea</i>
AC:	-1	6
HD:	9d8	11d8
Move:	120,	swim 120
Attacks:	2 claw + 1 bite + special	
Damage:	1d8 x2 (claw) + 1d6 (bite)	
XP:	1,900	2,700
Alignment:	Chaotic Evil	Chaotic Evil
Treasure:	13 (0)	13 (0)

Although each different type of hag varies in its habitat and powers, they all take the form of hideous crones. Their aspect is not quite completely human, however, and few would mistake their monstrous visages for those of even the homeliest human. Hags are monstrously strong, are naturally resistant to spells, and can cast magic of their own. They have infravision allowing them to see up to 60' distant.

Green Hag: Green hags are found in desolate swamps and dark forests. A green hag is usually about the same height and weight as a female human. They prefer to attack from hiding, usually after distracting foes (such as mimicking cries for help and so on). They may change their appearance at any time. They can also cast darkness, invisibility, light, ventriloquism, and water breathing as the spells of the same name, any number of times per day. They can move silently and hide in forests (90% chance).

Sea Hag: The sea hag is found in warm waters (fresh or salt) with heavy plant growth. They are the ugliest of the hags, colored to blend into their murky aquatic environment (although they are in fact amphibious and can survive indefinitely on land). A sea hag is about the same height and weight as a female human. Sea hags usually remain in hiding until they can affect as many foes as possible with their horrific appearance. The sight of a sea hag is so revolting that anyone who sets eyes upon one must succeed on save vs. Spell or be weakened from fright and horror (lose 1/2 Strength points for 1-6 turns). The gaze of the sea hag causes any meeting the gaze to be killed immediately if a save vs. Poison or Death is failed. Unlike the other hags, the sea hag is so noisome as to be shunned by all intelligent creatures, although they occasionally make pets of giant crabs and other aquatic menaces.

All hags advance as witches.

KERES

AC:	4
HD:	8d8
Move:	60, fly 240
Attacks:	2 claw + 1 bite
Damage:	1d6+4 x2 (claw) + 1d6 (bite)
XP:	850
Alignment:	Chaotic Evil
Treasure:	0 (0)

Keres are the daughters of Nox, the personification of Night and are the Sisters of Death. They are spirits that inhabit battlefields to carry off the newly dead to Tartarus. They can be attacked, but only with magic items. Any magic that affects demons also affects Keres.

Keres will attack mortals if they attempt to stop their business of carrying off souls. They are very fond of human blood.

There is a possible relationship between these demons, the demoness Vanth, and the Erinyes. All appear to be similar creatures; female demon-like monsters with dark feathered wings. Some scholars even point to their relationship among the Greek/Roman Gods for their similarity.



LARES FAMILIARES

AC: 9

HD: 3d8

Move: 20

Attacks: None

Damage: None

Special: Adds protection to a home

XP: NA

Alignment: Neutral

Treasure: 0 (0)

Lares Familiares are house spirits. They are invisible save for special holy nights. They do not attack anyone within the home as long as the occupants pay the spirit the proper respects in daily rites. If this is done the home and its occupants act as if they have a blessing placed on them; +1 to all saves

If not appeased the lares will begin to cause small disruptions in the home; spoiled milk and food, missing items, increasing tensions in the home. To remove disruptive lares a witch will first attempt to appease the spirit or, if that fails then remove it via a remove *curse spell*.

NAGA, DARK

AC: 8

HD: 5d8

Move: 30

Attacks: 1 bite or spell

Damage: 1d6 + poison or spell

XP: 265

Alignment: Chaotic Evil

Treasure: 15 (8)

Nagas are an ancient species, old even in the eyes of the elves. Dark Naga live underground away from the light of the sun, which blinds them. They can cast spells as witches of 5th level. They appear as dark scaled snakes with a woman's head in place of the snake's head. They enjoy lounging and making others do their work for them. They are not above impersonating or implying that they are a god to lesser creatures.

The poison of a naga puts victims to sleep on a failed save. They are immune to poison themselves, both magical and normal.

NYMPH

AC: 9

HD: 3d8

Move: 30

Attacks: None

Damage: None

Special: Sight causes blindness or death

XP: 50

Alignment: Neutral

Treasure: 17 (0)

Nymphs inhabit the wild and untrammelled places of the earth, spots of beauty and calm. They are stunningly beautiful female fey creatures that closely resemble elven women. They live in a variety of temperate sylvan settings, far from civilization. They have the ability to dimension door 1 time per day. Their appearance is so striking that anyone who lays eyes on a nymph must save versus spells or become permanently blind. If the nymph is nude, a failed save means death. Nymphs have the spell-casting abilities of a 3rd level witch. They have their own language and speak common.

Nymphs are not powerful in and of themselves, but harming a nymph almost always brings down vengeance of some sort from the gods.

Nymph Types

Greater, can turn into bears, hinds. Other animals.

Celeniads, moon nymphs

Hyades, rain nymphs

Hesperides, nymphs of sunsets

Pleiades, nymphs of the sky

Oread, mountain nymphs

NYMPH, LAMPAD

AC: 9

HD: 3d8

Move: 40

Attacks: None

Damage: None

Special Attacks & Defenses: Cause feeble-mindedness, malaise and death

XP: 65

Alignment: Neutral

Treasure: 16 (0)

Nymphs are stunningly beautiful female fey creatures that closely resemble elven women. The lampad are nymphs

of the underworld and desolate places. They appear similar to drow (dark elves), with grey ashen skin and long white hair. Anyone that sees a lampad must make a save vs. spells or become feebleminded as per the spell. If more than one lampad is present the victim is instantly killed on a failed save.

Lampads have the spell-casting abilities of a 6th level witch. They have their own language and speak common and the languages of the infernal realms.

Tears of the Lampad: These tears are extremely magical if a tear touches a mortal (not an elf though) they must make a save vs. poison at -4 or enter into a depression so deep they are unwilling to move or do anything. A victim will starve to death before they attempt to bring themselves out of this malaise. Only a remove curse spell will allow them to return to their normal life.

NYMPH, WATER

AC: 9

HD: 6d8

Move: 30

Attacks: 1 dagger

Damage: 1d4 dagger

Special: Sight causes blindness or death

XP: 34

Alignment: Chaotic Good

Treasure: 17 (0)

Abilities: +1 Dexterity

Naiads and Nereids are fresh and saltwater nymphs respectively. Like the nymphs of the forest, these “water nymphs” are nature’s personification of the beauty, grace and mystery of the sea.

They are described as having pale skin and golden hair, but others are described as having skin colors from white, to dark tan, to seafoam blues and greens. Her hair also can range from blonde, to dark brunette, to varying shades of blue, green and coral pink. Also some water nymphs are described as having the legs of a mortal woman or even the fins of a mermaid.

Naiads occupy freshwater bodies, such as streams, rivers, lakes and such. Even a small brook or marsh can contain a naiad. Historically nereids were believed to be the daughters of Nereus who reside in the Mediterranean Sea and were said to be helpful to sailors during storms.

Naiads and nereids will avoid combat whenever they can, preferring to swim away. They do have some supernatural abilities to aid them when needed. Like their terrine cousins they can cause blindness or death to those that view them.

These nymphs can cast spells as a 4th level witch. These spells will be ones native to their underwater environment — no fireballs for example.

NYMPH, WINE

AC: 9

HD: 1d8

Move: 0

Attacks: None

Damage: None

Special: intoxication, charm

XP: 5

Alignment: Neutral

Treasure: 0 (0)

Wine Nymphs are a special sort of nymph that only lives in the bottles of very fine wine. Not all wines have these nymphs, but the ones that do are especially coveted.

The nymph spends her time swimming and frolicking in the bottle of wine. They appear to be tiny pixie-like creatures;

exceptionally beautiful but no wings.

As the bottle is drained the nymphs inside shrink in size. Once the bottle is empty the nymphs are gone as well. They have no attacks and cause no damage. Their dancing and semi-disrobed flocking though act as a weaker *Charm Person* spell (victims gain a +2 bonus to their rolls). Once charmed the victims have only one desire, to drink the bottle of wine.

While the antics and stories of the wine nymphs feature in many tales from bards and skalds, some occult scholars believe that wine nymphs are actually a form of imp or



demon, compelling us to drink and partake in wanton revelries.

PSYCHOPOMP

Psychopomps are lesser servants of gods, powerful demons and titans. They bring the souls of the dead to their master for whatever dark designs they have for it.



Vanth, Psychopomp of Orcus

AC: 2

HD: 11d8

Move: 60, fly 240

Attacks: 1 sword

Damage: 1d10+4

XP: 2,700

Alignment: Chaotic Evil

Treasure: 0 (0)

Vanth is the vassal of Orcus. Responsible for bringing him the choicest souls to be corrupted into foul undead. Vanth is never far from Orcus then and she always keeps her face toward her master.

Vanth shares a role similar to that of Charon. She brings the souls of departed to the underworld. She has a torch to light her way, a key to unlock the gates of the underworld, a scroll with the information on the deceased and a sword. According to myth Vanth appears as woman, much like an Erinyes and described as young and vibrant. There are other demons similar to Vanth such as Culsu, Charun and Tuchulcha.

SCORPION MEN

AC: 2

HD: 10d8

Move: 45

Attacks: 2 claws + 1 sting / 1 weapon

Damage: 1d6 (claw) x2 + 1d4 (sting) / 1d8 (weapon)

Special: Sting save vs. Poison 4d8 (half with save)

XP: 1,700 (2,200 XP for Scorpion Women)

Alignment: Chaotic Evil

Treasure: 11 (0)

Abilities: +2 Strength, -3 Charisma

Climb Surfaces +15%, Hear Noise +5%, Read Languages +5%, Read Scrolls +5%, Use Wand +5%

Scorpion Men (and Women) are horrid creations from the dawn of time. Believed to have first been created by the Goddess Tiamat, they have since moved on into the service of other gods. Set is known to employ many of these creatures and ones that are less evil serve Hedetet. Standing over 7 feet tall and 9 feet long these creatures are large and strong.

They can attack with their claws or weapon as some (50%) have scorpion claws for hand and others (50%) have humanoid hands that can hold weapons. All possess a stinging tail like that of a scorpion that can sting one attack per round. The attack does 1d4 points of damage plus poison. The poison of the attack can do 4d8 points of damage or half with a save vs. poison/Constitution. Those immune to poison attacks take no poison damage.

Scorpion Men are often used as elite guards. They typically armed with a long spear, a khopesh sword or a longbow.

Scorpion Women: These creatures appear as their male counterparts save for a scorpion's head on top of a female torso. Their lower parts are still that of a scorpion.

Due to their connection to both Tiamat and Hedetet, they make excellent magic-users and witches.

They may cast spells as a 7th level witch or magic-user. Scorpion women are much rarer than males, being outnumbered 1 to 10.

SKELETON, HEROIC

AC: 2

HD: 6d8

Move: 45

Attacks: 2 sword

Damage: 1d8 x2

XP: 350

Alignment: Neutral

Treasure: 0 (0)

These skeletons are more advanced than your average animated skeleton. They had been heroes in their life, but now they are only bones. They still retain a few their memories on how to fight and can swing old swords for two attacks per round.

Their swords are ancient and any natural roll of a "1" on an attack roll causes the sword to break, reducing their attack to 1 per round.

A skeleton without weapons can only do 1d6 hp of damage per attack.

These skeletons can be turned as a 6th level creature.



SPHINX, ANDROSPHINX

AC: 0

HD: 12d

Move: 40, fly 120

Attacks: 2 claws

Damage: 2d6 x2 (claw)

Special: Spells, roar

XP: 2,500

Alignment: Lawful (LG 75%, LE 25%)

Treasure: 16 (5)

The noble androsphinx has the bearded head of a man, the body of a lion, and the wings of an eagle. The roar of an androsphinx (3/day) is mythic: the first roar causes Fear within 400ft (saving throw), the second roar causes paralysis (saving throw) for 1d4 rounds within 300ft, and the third roar causes the loss of 2d6 points of strength (saving throw), within 200ft, with strength points recovered at a rate of 1 per round. Creatures within 20ft of the third roar must also make a saving throw or be stunned for 2d6 rounds.

Androsphinxes are spell casters, casting clerical spells (2/2/1/1). A common spell list is: level 1: cure light wounds x2; level 2: hold person; level 3: remove curse (or, cure disease).



SPHINX, GYNOSPHINX

AC: 1

HD: 8d8

Move: 40, fly 120

Attacks: 2 claws

Damage: 1d8 x2 (claw)

Special: Divination, dispel magic at 8th level (3/day)

XP: 1,250

Alignment: Neutral

Treasure: 17 (5)

A gynosphinx has the head and upper torso of a woman, the body of a lion, and the wings of an eagle. The female human arms become lion legs by the point of the forearm. Gynosphinxes are probably smarter than other varieties of sphinx (enjoying riddles), but they are quite willing to consider humans as prey. The gynosphinx can cast dispel magic (at 8th level) three times per day. They also have considerable powers of divination, being able to answer most questions posed to them – but for a hefty price. Gynosphinxes can advance as magic-users or witches.

WOOD TROLL

AC: 2

HD: 8d8+4

Move: 30

Attacks: 1 bite + 2 claws / 1 weapon

Damage: 1d6 each / 1d8

XP: 1,200

Alignment: N (50%), CG (30%), CE (20%)

Treasure: 13 (0)

Abilities: Strength +1, Dexterity -1

Wood Trolls are intelligent and remarkably passive creatures for the most part. They stand anywhere from 9' to 16' tall (with some rare cases of 30' tall varieties). Their skin and hair appear to be made up of wood. Their skin is hard inflexible and their hair looks like twigs and sticks. Wood Trolls, as their name implies, live in deep woods. They try to avoid other creatures when possible.

Wood Trolls are often thought to be the more malevolent Earth Troll. These trolls tend to be less evil than other trolls. 50% of these trolls are Chaotic Neutral in alignment, 30% are of the chaotic good variety and the remaining 20% are chaotic evil.

These trolls prefer to eat wild pigs with only the evil ones resorting to eating children.

Like all trolls they can regenerate, likewise, they are also vulnerable to fire. More so than other trolls; taking double damage from fire.



PART 6: MAGIC ITEMS

Magic items are highly prized by the classical witch. Each one is considered special and takes a significant amount of time and effort to create. Some of these items are unique and they are separated from the others.

Alrune Statues

These magical statues were created by great clerics to protect their homes from witches. However their understanding of what a witch was misguided due to the cultural norms of the time. The statues, while they provide no protection against witches, do protect homes against demons.

These statuettes resemble small female demons and can be anywhere from a few inches high to 7 feet. However large the statue, they provide the following powers when placed in a home (or encampment) to a 25' radius.

- *Bless*
- *Protection from Evil*
- Plus no demon can enter the home unless invited.
- All inside the home gain a +2 to all saves vs. magic spells cast by demons.

Note that other than the Protection from Evil power, these statues do not affect elementals or any undead.

Ankh of Life

This magical holy symbol of life and renewal is usable by any cleric of good alignment. These symbols can add +1, +2 or +3 towards any roll to attempt to turn undead and the number of undead turned. It will also add the appropriate bonus to any healing spell, adding the bonus to the total number of hp healed.



Arachne's Distaff

This distaff will allow any witch to cast a *spider climb* or *web spell* as if she were a magic-user of the same level. The witch may cast both spells once per day.

Arrows of Love

The legendary Eros is said to have arrows that inspire love in those who they hit. The love of his arrows is true. These arrows are but a pale imitation, but are still effective. When hit they cause no damage but will cause the person to be *charmed* as per the Charm Person spell.

Arrows of Sleep

These magical arrows are a true magical wonder. They are used as a normal arrow and can hit targets that require magic to hit. But instead of doing damage they put the target to sleep on a successful hit (save vs. spells) as per the *sleep* spell.



Atalanta's Sandals

These sandals appear to be made of rough sewn natural hides. They appear to be small but will accommodate any size foot. When donned they double the speed of the wearer as per a *haste* spell.

Books of the Dead

These books contain spells for the protection of the dead. The spells included are *bless*, *detect evil*, *protection from evil*, *protection of the dead*, *speak with dead*, and *speak with undead*. 50% of these books are written for clerics, 30% for magic-users and 20% for witches. Regardless of the class the spells are for only the class the book is written for can use it. They can use any spell in the book as long as they are reading from the book.

Bowl of the Sibyls

This bowl, when filled with water, will act as a *crystal ball* For 1d6 rounds. This bowl is usable by magic-users, witches and clerics.

Caduceus (Staff of Healing)

This staff is carried by the God Hermes and is also associated with Hermes Trismegistus and the great healer Aesculapius. This staff will heal 1d6 hp of damage per charge in the hands of a cleric. The staff typically has 6d8+2 charges.

Cap of Invisibility

This simple cap will confer invisibility to any that wear it. Some are a gift from Hermes, other from Hades and a few are created by Set. The wearer is invisible until they attack or are standing in direct sunlight.

Cord of Protection

This special cord is wrapped around the witch to serve as a belt or a close for a tunic or other garment. It grants the witch protection of +2 to her AC and +1 to any saving throws.

Eye of Horus

This holy symbol of the God Horus will aid in healing magic by clerics or witches. Any healing spell heals an additional 1hp per level of the caster.

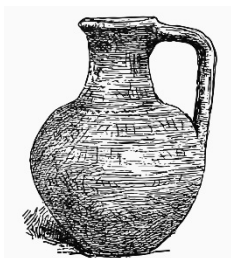
Flying Ointment

This oily rub is made from the fat of a consecrated animal. The ointment is rubbed over the witch's body and it allows her to fly as per the Fly spell.

It is noted that many non-witches believe that witches actually use rendered babies to make this potion adding to the distrust of witches.

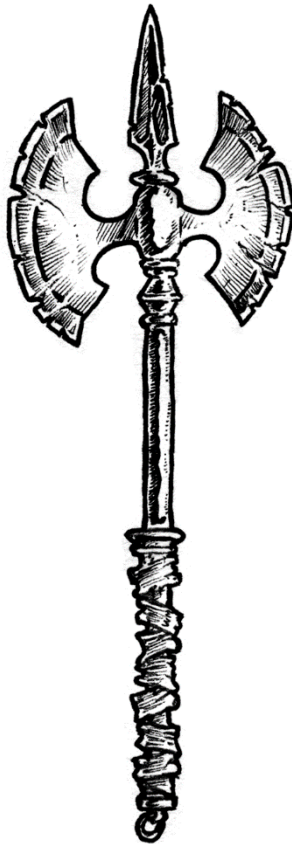
Hathor's Jug

This clay jug features iconography of the Goddess Hathor. When filled with water the water becomes clean, cool and refreshing. It can heal 1hp to any that drink it and if thrown on an undead creature it will act as holy water. The water's effect only happen when taken from the jug, if the water is bottled for later use it becomes normal water.



Hydra's Teeth

This bag contains 3d6 hydra's teeth. When cast to the ground they will form into skeletons. The bag's user can decide how many teeth are used. In one round they will attack whomever holds the bag commands them to fight. The skeletons attack as normal, save they cannot be turned. Once defeated they fall to ground as bones. The tooth can only be used once.



Isis' Talisman of Protection

This talisman confers a +1 protection bonus to saves and AC. Effects last and number of days as per the level of creator. This talisman is usually in the form of a finely crafted gold ankh.

Keys of Hades

These heavy bronze and iron keys can unlock any lock as per the *Knock* spell. They can also lock any door as per the Magic Lock spell as if cast by a 6th level magic-user.

Minoan Labrys

This brass axe is not just a weapon but a holy symbol for fighting-witches. In their hands it acts as a +1 magical weapon.

Lethe Potion

This potion will cause a person to forget the events of the last hour. A *remove curse* or *heal* spell will return the lost memory.



Moly (Potion)

This potion will polymorph any living mortal to an animal that is closest to their base natures. So a greedy man will become a pig. A lazy one will become a sloth and a deceitful one, a snake.

Potion of Animal Control

This potion allows the imbiber to control animals as per the *charm animal* spell for 1d6+6 rounds.

Potion of Honeyed Lips

This potion has the effect of increasing the user's charisma by 5 points when speaking to others. The character is also able to lie convincingly.

Reflective Shield

This highly polished shield can be used to prevent gaze attacks and reflect them back on the creature. The shield allows the wielder to see the shapes ahead of them as thin outlines. Otherwise it acts as a +1 magical shield.

Salve of Heat and Fire Protection

This potion, when rubbed on the skin will protect the user from fire and heat. Their clothing and other items carried will still burn, but they will suffer no damage. The duration is 2d4 hours.

Scrolls of Imhotep

These magical scrolls detail the healing knowledge of the greatest of sages and healers Imhotep. Any cleric or witch that reads these scrolls, requiring one weeks'



time, can improve their own ability to heal by 2 points per level regardless of the means used to heal. So a 5th level cleric casting *cure light wounds* will +6 to the amount healed. A 4th level witch using a herbal healing method will +8 hp healed. The scroll must be studied again after each level increase for a full day to review its contents. Classes other than clerics and witches can also benefit from this scroll. They can learn to heal 1d4 hp after a day's worth of study. No more knowledge of healing can be gained for these other classes from this scroll however.

Sickle of Slaying

This dangerous weapon appears to be a normal sickle for reaping crops, but the crops this sickle reaps is very different. On a natural roll of 20 on an attack the sickle will remove the target's head. The sickle itself normally does 1d4 points of damage and unless the wielder is trained in its use there is a -2 to all attack rolls.

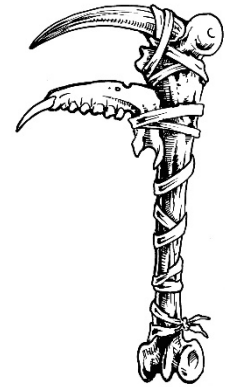


Table of the Sun (Ra / Apollo)

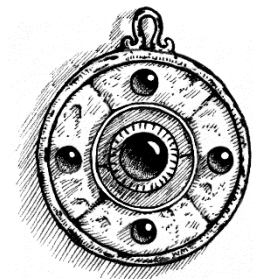
This appears to be a square piece of wood 2 feet x 2 feet. When unfolded it creates a low table 2 feet x 4 feet on 4 18 inch legs. The table will fill with simple foodstuffs (breads, figs, smoked meats) and sweet waters enough for six people once per day when the sun is the highest. The food is magical and will heal 1d4 points of damage after consuming. The table will produce 2d6+7 meals until it becomes non-magical. The table is light, but its awkward size makes carrying it encumber a character as if it weighed twice its normal weight of 10 lbs. (20lbs of encumbrance).

Talaria

These winged sandals allow the wearer to fly as per the spell once per day. They adjust to fit the feet of any who wear them.

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 maybe use. The item is not consumed in the invocation.



Wand of Spell Storing

This wand functions like a normal magic wand in the hands of a magic-user or witch. It also contains 2d4 spells of 1d8

level each. There are wands for witches and wands for magic-users and one does not work of the other. The user can “recharge” the wand by casting any spells into it so long as the total spell levels do not exceed 64 levels.

Note: Combined Magic-User/Witches can use either wand.

Artifacts

These items are unique in nature and will never be found as part of a treasure horde unless placed there by the Game Master.

Apples of Discord

These apples cause discord and strife when tossed to a group. All will stop doing what they were engaged in, even combat, to fight amongst themselves unless a save vs. Petrification is made.

Apples of Immortality

These highly rare golden apples will confer immortality on the one who eats the entire apple (but not the seeds). The consumer will be granted immortality and eternal youth. They can still be killed by normal means but they will not age and are immune to magical aging effects.

The entire apple must be eaten or otherwise the consumer will gain immortality but not eternal youth.

There is no way to tell the difference between the various apples save via magic.

Arrow of Apollo

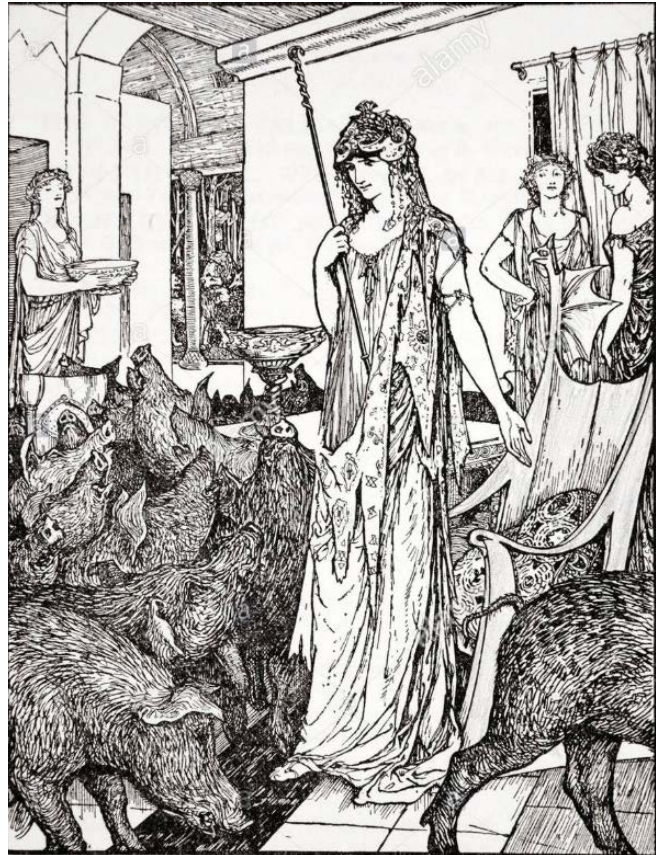
These gold shafted and plumed arrows are hand made by the god Apollo and are very rare. Typically only one is encountered. Once shot the arrow will slay any target it hits, saving throw vs. death is allowed.

Circe’s Wand

The wand of Circe can Polymorph any human to any non-magical animal of the wielder’s choice. The victim must be within the wand’s range of 60’. Anyone so polymorphed is under control of the witch wielding the wand, similar to a Potion of Animal Control. The wand cannot affect normal animals or magical monsters.

The wand can be used to draw a circle around the witch to attack as a circle of *Protection from Evil 10’ radius*.

In Circe’s own hand it also acts as a Wand of Spell Storing. The wand is made of fine ivory and tipped with gold.



The Works of Daedalus

This heavy bound volume is the only remaining copy of the works of the great artisan Daedalus.

Within these pages the reader will find magical and scientific lore long since lost. After a week of reading a magic-user or witch can learn to make the following items.

- Boots of Speed (haste)
- Brass Golems (summon elemental)
- Wings of Flying (fly)
- Talaria (fly and haste)

The magic-user or witch will need the raw materials to construct these items. Those materials and the spells are detailed in the book (listed above).

Zeus’ Thunderbolt

This a rare magical item indeed. One of Zeus’ own thunderbolts, though of a lesser sort. When thrown like a javelin the bolt becomes a bolt of lightning as if cast by a magic-user of 12th level.

PART 7: UNIQUE WITCHES

The following personages can be used as NPCs, as plot points or as the focus of a campaign.

Circe

Witch Queen of Aeaea

Witch (Classical Tradition) 19th level / Magic-User 19th level

Armor Class: 7 (Cord of Protection +2)

Hit Dice per level: 19 (50 hp)

Movement: 30

No. Appearing: 1 (Unique)

Alignment: Neutral

XP: 12,500

Str: 11 Int: 16 Wis: 14 Dex: 13 Con: 10 Cha: 18

Occult Powers

Familiar: Sow (Autolytus)

7th level: Gift of Prophecy

13th level: Drawing Down the Moon

19th level: Charge of the Goddess

Witch Spells

First (6): Foretell, Hecate's Spiritual Dog, Mend Light Wounds, Obedient Beast, Speak with Animals, Witch's Mark (Ritual)

Second (5): Augury, Commune with Genius Loci, Extra-Sensory Perception, Fascinate, Mind Obscure

Third (5): Bestow Curse, Danger Sense, Dither, Scry, Summon the White Crow

Fourth (4): Create Talisman, Divination, Eyes Everywhere, Fate

Fifth (4): Adoration, Baleful Polymorph, Enslave, Maelstrom

Sixth (3): Empower Rod, Staff or Wand, Passion, Legend Lore (Ritual)

Seventh (3): Eternal Charm Monster, Massmorph, Veneration

Eighth (2): Mass Polymorph, Protection of the Goddess (Ritual)

Magic-User Spells

First (7): Charm Person, Dancing Lights, Detect Magic, Feather Fall, Message, Read Magic, Sleep

Second (7): Darkness, Detect Evil, Forget, Inflict Fear, Locate Object, Phantasmal Image, Read Thoughts

Third (7): Clairvoyance, Dispel Magic, Fly, Haste, Hold Person, Suggestion, Summon Creature 1

Fourth (6): Charm Creature, Confusion, Extension 1, Illusionary Terrain, Magic Eye, Polymorph Other

Fifth (6): Animal Growth, Faithful Hound, Feeblemind, Hold Creature, Telekinesis, Teleport

Sixth (6): Control Weather, Enchant Item, Geas, Projected Image, Spell Ward, Transformation

Seventh (3): Banishment, Magic Hand, Mass hold Person

Eighth (2): Mass Charm, Polymorph

Ninth (2): Dispel Enchantment, Shape Change

Circe is the daughter of Helios, God of the sun. She rules her island nation of Aeaea with absolute authority. Few are as powerful as she is when it comes to transferring men into animals and controlling them. It is said that her island is only populated with animals that used to be men that displeased her.

Circe worships the Goddess Hecate and may be one of Her greatest witches. Circe is also believed to be immortal or at least very long-lived. She, her brother Aeetes, and her sister Pasiphae were powerful beings. As children of Perseis, an Oceanid, and Helios, the sun god, their natures were purely divine. As demi-gods, they were free to act according to their whim and were capable of bringing many woes to those who crossed them. While Aeetes and Pasiphae embraced their godly heritage, Circe focused more on earthly matters.

Medea

My magic song rouses the quiet, calms the angry sea,

I move forests, bid the mountains quake,

the deep earth groans, and ghosts rise from their tombs.

Thee too bright moon, I banish...

- Ovid, Metamorphoses.

Witch (Classical Tradition) 13th level

Armor Class: 9

Hit Dice per level: 13 (34 hp)

Movement: 30

No. Appearing: 1 (Unique)

Alignment: Neutral (Evil)

XP: 5,000

Str: 13 Int: 15 Wis: 12 Dex: 14 Con: 15 Cha: 18

Occult Powers

Familiar: Raven

7th level: Gift of Prophecy

13th level: Drawing Down the Moon

Witch Spells

First (4): Hecate's Spiritual Dog, Lucky Charm, Speak with Animals, Witch's Mark (Ritual)

Second (4): Extra-Sensory Perception, Fascinate, Fury of the Sun, Raven Spy

Third (3): Apollo's Blessing, Bestow Curse, Summon the White Crow

Fourth (3): Confusion, Divination, Witch Fog

Fifth (2): Adoration, Bull of Heaven

Sixth (2): Passion, Sirine's Song

Seventh (1): Conjure Hero

Medea is the daughter of King Aeëtes of Colchis and a niece of Circe. She is also the granddaughter of the sun god Helios. She is a powerful witch and a priestess of Hecate. She is also known for her travels with Jason and Argonauts and was key to his recovery of the Golden Fleece. Later she is rejected by him in favor of another woman. This drove her mad and she killed many of their children.

Medea is an accomplished, if subtle, spellcaster. She does not rely completely on her magic to complete her ends. She is, for example, prone to use poison, or having a rival murdered.

Medea in later tales was portrayed as evil, have murdered her own children. Though others dispute this claim since the Erinyes or Dirae never claimed vengeance on her. She most certainly a ruthless and cunning witch.

Medusa

Witch (Classical Tradition) 4th level / Cleric 4th level

Armor Class: 9

Hit Dice per level: 4 (14 hp)

Movement: 30

Fly: 90

No. Appearing: 1 (Unique)

Alignment: Chaotic Evil

XP: 300

Str: 10 Int: 13 Wis: 16 Dex:

Con: 15 Cha: 18

Occult Powers

Familiar: Snake

Abilities

Poison, Petrifying Gaze

Witch Spells

First (2): Fury of the Ancestors, Speak with Animals

Second (2): Blur, Witch Sense

Cleric Spells

First (2): Darkness, Inflict Fear

Second (1): Control Animals

The original Medusa was a beautiful priestess of Athena. Like many witches she was semi-divine and her sisters, Stheno and Euryale were immortal. Her beauty was legendary, so much so that she captured the attention of the god Poseidon. While she attended Athena's temple she was raped by Poseidon. Enraged at the blasphemy, Athena cursed Medusa to the horrid form she is most known for. In addition to the powers that are her part of her curse (poison, petrifying gaze) Medusa can fly of great wings and cast spells as a 4th level witch and a 4th level cleric.



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APPENDIX A: SPELL LISTS

Witch Spells by Level

1st Level Witch Spells

Artemis' Blessing
Athena's Blessing
Color Spray
Foretell
Fury of the Ancestors
Hecate's Spiritual Dog
Lucky Charm
Mend Light Wounds
Obedient Beast
Phantom Musician
Snake's Tongue
Speak with Animals
Spider Climb

Protection of the Dead (Ritual)
Witch's Mark (Ritual)

2nd Level Witch Spells

Aqualung
Augury
Blur
Commune with Genius Loci
Demeter's Lament
ESP
Fascinate
Fury of the Sun
Mind Obscure
Raven Spy
Sanctuary
Sun Blessing
Witch Sense

Drawing Down the Sun (Ritual)
Favor of the Gods (Ritual)

3rd Level Witch Spells

Animal Growth
Apollo's Blessing
Armor of Ladon
Bestow Curse
Brittle Bones
Danger Sense
Dither
House Spirit
Scry
Spark of Insight

Summon the White Crow
Third Eye
Tongues

Dance of Lupercalia (Ritual)
Family Curse (Ritual)

4th Level Witch Spells

Confusion
Create Talisman
Curse of Narcissus
Divination
Dryad's Door
Eyes Everywhere
Fate
Fear (Cause Fear)
Polymorph Other
Remove Curse
Sleeping Lucidity
Witch Fog
Witch Power

Astral Temple (Ritual)
Hounds of the Underworld (Ritual)

5th Level Witch Spells

Adoration
Baleful Polymorph
Bull of Heaven
Dome of Deepest Night
Dream
Empower Distaff
Enslave
Flame Strike
Keepsake
Maelstrom
Seeming
Sending
Song of Discord

Access the Library (Ritual)
Pass Through Fire (Ritual)

6th Level Witch Spells

Analyze Dweomer
Anathema
Blood Creatures
Bones of the Earth

Critical Strike
Empower Rod, Staff or Wand
Hydra's Blood
Method of Madness
Passion
Shared Fate
Sirine's Song
Smitten
True Seeing (Part the Veil)

Crossbreed (Ritual)
Legend Lore (Ritual)

7th Level Witch Spells

Achilles Heel
Adoring Crowd
Breath of Life
Chain Lightning
Conjure Hero
Instant Summons
Labyrinth
Magickal Conception
Piper's Call
Scrying, Greater
Sirocco
Teeth of the Hydra
Waxing Health

Death Curse (Ritual)
Lover's Knot (Ritual)

8th Level Witch Spells

Adoration, Overwhelming
Antipathy/Sympathy
Blind
Demand
Discern Location
Eye of the Storm
Mass Polymorph
Mists of Ecstasy
Moment of Prescience
Permanency
Prophecy
Stormbolts
Summon the Fury of Zeus

Protection of the Goddess (Ritual)
Release the Titan (Ritual)

Witch Spells Useable by Clerics per Level

1st Level

Artemis' Blessing
Athena's Blessing
Phantom Musician

2nd Level

Apollo's Blessing
Aqualung
Commune with Genius Loci
Demeter's Lament
Fury of the Sun

3rd Level

Animal Growth
Danger Sense
Scry
Spark of Insight
Summon the White Crow

4th Level

Divination
Fate

5th Level

Access the Library (Ritual)
Curse of Narcissus
Eyes Everywhere
Flame Strike

6th Level

Chain Lightning
Method of Madness
Passion
Shared Fate
Smitten
True Seeing (Part the Veil)

7th Level

Adoring Crowd
Breath of Life
Eye of the Storm
Instant Summons
Piper's Call
Scrying, Greater

Witch Spells Useable by Magic-Users per Level

1st Level

Color Spray
Find Familiar
Phantom Musician

2nd Level

Aqualung
ESP

3rd Level

Bestow Curse
Scry
Tongues

4th Level

Confusion
Danger Sense
Fear (Cause Fear)

Polymorph Other
Third Eye

5th Level

Access the Library (Ritual)
Keepsake

6th Level

Analyze Dweomer
Anathema
Shared Fate
True Seeing (Part the Veil)

7th Level

Scrying, Greater
Sirocco

8th Level

Blind
Critical Strike
Demand
Eye of the Storm
Mass Polymorph
Mists of Ecstasy
Moment of Prescience

9th Level

Achilles Heel

Alphabetical Spell List

Name	Level	Page	Name	Level	Page
Access the Library (Ritual)	5	55	Fury of the Ancestors	1	28
Achilles Heel	7	46	Fury of the Sun	2	32
Adoration	5	40	Hecate's Spiritual Dog	1	29
Adoration, Overwhelming	8	49	Hounds of the Underworld (Ritual)	4	55
Adoring Crowd	7	46	House Spirit	3	35
Analyze Dweomer	6	43	Hydra's Blood	6	45
Anathema	6	44	Instant Summons	7	47
Animal Growth	3	33	Keepsake	5	42
Antipathy/Sympathy	8	49	Labyrinth	7	48
Apollo's Blessing	3	33	Legend Lore (Ritual)	6	57
Aqualung	2	30	Lover's Knot (Ritual)	7	57
Armor of Ladon	3	33	Lucky Charm	1	29
Artemis' Blessing	1	28	Maelstrom	5	42
Astral Temple (Ritual)	4	55	Magickal Conception	7	48
Athena's Blessing	1	28	Mass Polymorph	8	50
Augury	2	30	Mend Light Wounds	1	29
Baleful Polymorph	5	40	Method of Madness	6	45
Bestow Curse	3	33	Mind Obscure	2	32
Blind	8	50	Mists of Ecstasy	8	51
Blood Creatures	6	44	Moment of Prescience	8	51
Blur	2	31	Obedient Beast	1	29
Bones of the Earth	6	44	Pass Through Fire (Ritual)	5	56
Breath of Life	7	46	Passion	6	45
Brittle Bones	3	34	Permanency	8	51
Bull of Heaven	5	40	Phantom Musician	1	29
Chain Lightning	7	47	Piper's Call	7	48
Color Spray	1	28	Polymorph Other	4	39
Commune with Genius Loci	2	31	Prophecy	8	51
Confusion	4	36	Protection of the Dead (Ritual)	1	53
Conjure Hero	7	47	Protection of the Goddess (Ritual)	8	58
Create Talisman	4	37	Raven Spy	2	32
Critical Strike	6	44	Release the Titan (Ritual)	8	58
Crossbreed (Ritual)	6	56	Remove Curse	4	39
Curse of Narcissus	4	37	Sanctuary	2	32
Dance of Lupercalia (Ritual)	3	54	Scry	3	35
Danger Sense	3	34	Scrying, Greater	7	48
Death Curse (Ritual)	7	57	Seeming	5	42
Demand	8	50	Sending	5	43
Demeter's Lament	2	31	Shared Fate	6	45
Discern Location	8	50	Sirine's Song	6	45
Dither	3	35	Sirocco	7	49
Divination	4	37	Sleeping Lucidity	4	39
Dome of Deepest Night	5	41	Smitten	6	46
Drawing Down the Sun (Ritual)	2	53	Snake's Tongue	1	30
Dream	5	41	Song of Discord	5	43
Dryad's Door	4	38	Spark of Insight	3	35
Empower Distaff	5	41	Speak with Animals	1	30
Empower Rod, Staff or Wand	6	44	Spider Climb	1	30
Enslave	5	42	Stormbolts	8	51
Extra-Sensory Perception	2	31	Summon the Fury of Zeus	8	52
Eye of the Storm	8	50	Summon the White Crow	3	36
Eyes Everywhere	4	38	Sun Blessing	2	33
Family Curse (Ritual)	3	55	Teeth of the Hydra	7	49
Fascinate	2	31	Third Eye	3	36
Fate	4	38	Tongues	3	36
Favor of the Gods (Ritual)	2	54	True Seeing (Part the Veil)	6	46
Fear (Cause Fear)	4	39	Waxing Health	7	49
Find Familiar	1	24	Witch Fog	4	40
Flame Strike	5	42	Witch Power	4	40
Foretell	1	28	Witch Sense	2	33
			Witch's Mark (Ritual)	1	53

APPENDIX B: GODDESSES

The Goddess of the Classical Witch is known by many names, but each is but an aspect of the true goddess. What follows is a listing of Goddesses from Earth's mythologies. In each case, a possible or likely alignment is included as well as areas of domains for clerics and witch spells.

Artemis

Witches who worship the Artemis aspect of the Goddess are on good terms with nature clerics. These witches are common in amazon societies. As a witch of Artemis a woman pledges never to copulate with a man. These witches are both chaste and celibate. These witches may also choose to take the bow and arrow as their weapon. She is part of a trinity of Artemis (maiden), Hestia (mother), and Hecate (crone).

Alignment: Neutral or Chaotic Good

Areas of Influence: Hunting, Moon, Women

Astartë

Astartë (Ah-star TAY) is the goddess of love, fertility as well as war and lasciviousness (lust) to the ancient peoples of Canaan and Phoenicia, she was worshiped as far West as Carthage, Sicily, Sardinia and Cyprus. Her name and cult were derived from Babylonia, whereas Ishtar, she represented the evening and morning stars and was accordingly androgynous in origin. Under Semitic influence, however, she became solely female, although retaining a trace of her original character by standing on equal footing with the male divinities. She represents the productive power of nature. She is also a moon goddess. Her symbol is the crescent moon with "horns" turned up. She is related to the devil Astaroth, some say that she is now this devil, others say that that Astaroth is her son/consort. Astaroth has also been associated with the Canaanite god of Thamudzi/Damuz.

Alignment: Neutral

Areas of Influence: Fertility, Magic

Athena

The Goddess of War and Wisdom sprang fully grown and armored from Zeus', her father, head. She represents wisdom in matters of life and war.

Her worshippers are normally generals fighting just causes. The witches of this sect are usually on good terms with those of Artemis. This witch is favored in the Classical and Craft of the Wise tradition because of Athena's renowned wisdom. They may choose the spear as their weapon.

Alignment: Lawful Good

Areas of Influence: War, Wisdom, Women

Bast

Bast is an ancient Goddess and the mistress of all cats. Nearly every *Find Familiar* spell known invokes her name. Witches of Bast, few as they are, live a cat-like lifestyle. They prefer the comforts and leisure life that cats enjoy. Then spend long afternoons lying in the sun and enjoying the sensuous side of life. Regardless, do not confuse leisure with laziness. Witches of Bast are dedicated fighters of evil, in particular the workings of the minions of Set. Witches of Bast may choose to use one edged weapon such as a dagger, a sword or most often a khopesh. They also gain a +1 to hit and damage when fighting snakes.

Her consort is Aelurus, who appears as a tanned human male with a cat's or lion's head.

Alignment: Chaotic Good or Neutral

Areas of Influence: Cats, Good, Hunting

Cardea

Often called the Roman Hecate, Cardea is the goddess of doors and the knowledge behind those doors. Cardea is a capricious Goddess, often requiring her witches to memorize a section of poetry or building a center of learning in exchange for Her gifts of knowledge. Cardea is open to all who wish to seek her out, but she makes no guarantees that her knowledge will be helpful to the seeker.

Alignment: Neutral or Chaotic Good

Areas of Influence: Knowledge, Paths, Wisdom

Demeter

Also known as Kore. The great Greek Earth Goddess. She is the Goddess of grain and of the harvest. Her witch cults are among the oldest known. She goes down to the underworld to retrieve her daughter. During this time

winter covers the land. Origin of most of the “Descent of the Goddess” legends.

Alignment: Neutral or (any) Good

Areas of Influence: Earth, Fertility, Nature

Diana

Diana is the Roman Goddess of fertility, the hunt and forests. She is the Roman equivalent of the Greek Goddess of Artemis. But unlike Artemis, the witches of Diana are not required to be chaste or celibate. The covens of Diana are often very old and very popular. The Amazon witch is often known as the Cult of Diana because of their fervent devotion to the Goddess.

Alignment: N or Chaotic Good

Areas of Influence: Hunting, Moon, Women

Gaea

Gaea (Gaia) is the Earth Goddess of Greek origin. It is she who is ultimately responsible for all life. It is claimed that she emerged from the darkness and mated with Uranus (the Sky god) and bore the twelve titans.

Alignment: Neutral

Areas of Influence: Earth, Fertility, Nature

Hathor

Egyptian fertility Goddess. She is the celestial cow who created the earth and the sun. As a cow goddess she ruled love, joy, merriment, music and dance. She nourished the living with her milk, suckling Pharaoh and all others. She is also known as the Goddess of love, music, song, and pleasure. In this aspect She has many followers among Lorelei and Tantric witches. She was one of the Egyptian gods that help guide the dead to the other side.

She is a Goddess that represents life, thus all her witches must be forces of life. While some celebrate life, others actively pursue careers to destroy those that threaten or mock life, such as the followers of Set or undead.

Alignment: Chaotic Good

Areas of Influence: Creation, Fertility, Life, Magic

Hecate

Hecate is, in Greek mythology, the Goddess of darkness, magic, and witchcraft. She is the daughter of the Titans Perses and Asteria. Unlike Artemis, who represented the moonlight and splendor of the night, Hecate represented its darkness and its terrors. On moonless nights she was

believed to roam the earth with a pack of ghostly, howling dogs. She was the Goddess of sorcery and witchcraft and was especially worshiped by magicians and witches, who sacrificed black lambs and black dogs to her. As Goddess of the crossroads, Hecate and her pack of dogs were believed to haunt these remote spots, which seemed evil and ghostly places to travelers. In art Hecate is often represented with either three bodies or three heads and with serpents entwined about her neck.

Of all the deities who have covens, Hecate's covens are the most widespread and well known. Hecate was once a fairly benign goddess in early Greek times. She later became the dread Greco-Roman Goddess of ghosts, a close confidante of Persephone and a patron of witches. The brutally wronged Hecuba of Troy was reincarnated as one of Hecate's black dogs, which accompanied her on her night walks. When Hades kidnapped Persephone in the later Greek myth, farseeing Hecate was the only one who witnessed it. Hecate was worshiped at three-way crossroads at night even by ordinary Greek families and could ward off ghosts if properly propitiated. But Romans also believed She had more sinister worshipers; the witches who could coerce even the gods to do their will.

Alignment: Lawful Evil or Neutral

Areas of Influence: Ghosts, Magic, Moon, The Crossroads

Hestia

Hestia is one of the Grecian hearth goddesses. The Romans later called her Vesta. Hestia was said to preside over all sacrifices. One of the prohibitions was that should her fire ever go out, it could not be rekindled by an ordinary fire but only by the sun's rays or by the friction of two pieces of wood. As Vesta, the leaders of her cult were the Vestal Virgins (these were six girls from ages six to ten) who entered her college and stayed there for thirty years. Those breaking their vow of chastity were whipped to death or entombed. Her witches will be the older women who have completed their temple service.

She is part of a trinity of Artemis (maiden), Hestia (mother), and Hecate (crone).

Alignment: Lawful Good

Areas of Influence: Hearth, Healing, Home

Ishtar

Ishtar of the Babylonians, and alternately Inanna of the Sumerians, represent the duality approach to the female

deity, both are to be considered Nature deities; that is, human nature. Both are the chief goddesses of their paths, both are the goddesses of love, and therefore sexuality. Also both are the goddesses of War, and therefore violence. Their witches tend to have mercurial, almost chaotic personalities. Covens tend to be very ancient and set in their ways. Rituals will usually consist of old, lengthy litanies and sacrifices. Ishtar's witches are also as likely to pick up a weapon, as they are to use magic.

Alignment: Chaotic Good or Neutral

Areas of Influence: Love, Nature, War

Isis

Covens of Isis are old and represent ancient powers of the universe. These witches are in tune with the fundamental powers and forces of the universe. Isis' name is called in rights of fertility. She is also the patron Goddess of Magic. There is much rivalry between Hecate and Isis in this category. All of Isis' covens are paramount of good. Isis is also a feminine ideal. With Osiris, Isis and Horus (the divine child) made up a Holy Trinity. She is the Goddess of marriage, motherhood, fertility, magic, healing, reincarnation and divination, to name but a few. Isis is the patroness of priestesses. One myth has Isis poisoning the Sun God Ra, offering to save him only if he would reveal his secret name. At last, at the brink of destruction, Ra gives Isis his heart, with the secret name it held, and his two eyes (the Sun and the Moon). Isis quells the poison and ends up with Ra's supreme power. In time the great Eye was passed along to her son Horus. Proclus mentions a statue of her which bore the inscription "I am

that which is, has been and shall be. My veil no one has lifted". Hence, to lift the veil of Isis is to pierce the heart of a great mystery.

Alignment: Lawful Good

Areas of Influence: Healing, Magic, Women

Tiamat

Tiamat is the great creation Goddess of water and chaos to the Sumerians. She gave birth to all of the Sumerian (Babylonian) gods and ruled them all, until the god Marduk defeated her. He used Her body to create the sky and earth. She was described as a great dragon or a being of chaos. Like so many other destructive Goddesses, Tiamat is a Goddess of creation. It is believed by the Sumerians that she created the world. In Babylonian myths, Tiamat is a huge, bloated female dragon that personifies the saltwater ocean, the water of Chaos. She is also the primordial mother of all that exists, including the gods themselves.

The Cult of Tiamat is extremely far-reaching. The primary duties of her witches are to venerate Tiamat and destruction in any way they can and to spread the word of the cult. Often "spreading the word" implies random acts of violence and attributing them to Tiamat herself. It is her capacity as the dark Goddess of chaos and creation that attracts so many witches to her cult.

Her witches tend to belong to the Classic or Malefic traditions.

Alignment: Chaotic Evil

Areas of Influence: Chaos, Creation, Dragons, Water



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