

Basic Era Games

The Craft of the Wise



The Pagan Witch Tradition

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

by Timothy S. Brannan

So Mote it Be!

“A witch is not what you do. It is what you are.”

Aradia. Bodhmall. Morgane Le Fey. Scáthach

These are the pagan witches of old. The ones that defended their way of life against the coming of the new god. Now you can take up their fight.

Introducing the Pagan Tradition, witches dedicated to the “Old Ways.”

- The Bándruí and Followers of Aradia covens
- 100 Spells and Rituals for witch and non-witch characters
- 28 Monsters to challenge or be allies
- 4 Non-player characters to challenge the mightiest characters

Fully compatible with Old-School Essentials™ and other Basic-Era games.
Fully compatible with other witch books from The Other Side.

Requires Old-School Essentials Core Rules

The Craft of the Wise The Pagan Witch Tradition

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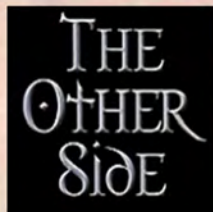


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FOREWORD

It was 40 years ago. 1979.

The 70s were ending, and I was excited for the coming of the new decade of the 80s. It promised to be a great decade of home computers, new music, and for me, looking forward to Junior High and High School.

It was also a watershed year for my involvement in D&D and witches.

1979 was the year I was introduced to D&D. I have told the story before; I learned from a poorly Xeroxed copy of Holmes Basic and an AD&D Monster Manual. That formed what became my D&D incubator. I would later move on to the Moldvay Basic rules. What D&D *IS* to me was formulated at this time.

1979 was also the year that two books that would become central to what people considered witches to be were released. *Drawing Down the Moon* by Margot Adler and *The Spiral Dance* by Starhawk. Both books were published on October 31, 1979, and became best sellers. Both authors were very influenced by the works of Margaret Murray (*The Witch-Cult in Western Europe*) and Gerald Gardner (*Witchcraft Today*). While the archeological and historical scholarship of Murray and Gardner has been rightfully dismissed, the mythology of all these works is captivating.

The witches I started playing back then, Luna, Cara, Marissia, and soon Larina, were based on these and other sources. I gathered notes, began my own classes; The Witch became the front runner and my favorite.

October 31, 1999. 20 years after my start and the publication of Adler's and Starhawk's books, I released the *Complete Netbook of Witches & Warlocks*. My very first book on witches for the D&D (then AD&D 2nd Ed) game. In the grand occult publishing tradition, I went under the pseudonym "Web Warlock." I clicked "OK" on the upload while sitting in the hospital three days after my first son was born.

October 31, 2019. Twenty years later again, I present you this book. It is something of a milestone for me. It is the penultimate release of my "Back to Basics" series of Old-School Witch books. It is also the one that cleaves the closest to how I was playing in those long lost days. And as a special treat, my son, who was only three days old when I released my first book, is now 20 and contributed some spells to this book.

I am looking forward to seeing where I go in the next 20 years.

Timothy S. Brannan
October 31, 2019
Samhain

Updated: I did not make my target October publication, but I think this delay serves this book better. Gave me the chance to do a little more writing, editing, and, most of all, playtesting. My October publication date was well served with my Pumpkin Spice Witch. Some material that was meant for this book went into the Pumpkin Spice Witch book instead. I think both books gained from this.

Tim Brannan
March 17, 2020
Ostara



JEFF-DEE-2019

PART 1: INTRODUCTION

The wise woman moves among her clan. She dispenses wisdom, healing, and maybe not a small amount of fear. The hunter takes his spear and arrows to the old man of the wood. He blesses the weapons to strike well, making ancient pacts with the spirits of animals to ensure a good hunt. The tattooed priestess calls down a storm on foreign invaders. A man in a horned mask holds a branch of holy high, and his clan cheers knowing the new year has come, and its arrival has been blessed.

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. Myth and story, though, do not always need to be ancient or even old.

Go back 40 or more years, and you can see the change we have brought onto the witch character. When I was little “the Witch” was Margret Hamilton in green face paint. As I grew up, she became the young college coed who discovered she had psychic powers among older people wanting to take advantage of her power, or she was Stevie Nicks, or she was that cool girl with weird symbols on her notebook that no one (but me it seemed) wanted to talk too. Today she could be Sabrina, Hermione, Piper, Tara, or Macy, to name a few.

The witch of fantasy RPGs, as I have written her in the past, has always been more about what our current perceptions of what the witch is or was than maybe what it actually was. This book and this class is not a historical exploration of the witch, but a modern interpretation of that witch archetype.

A Note About Gender

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

What is a Witch?

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

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

Witches and Wizards

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

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

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

Witches and Clerics

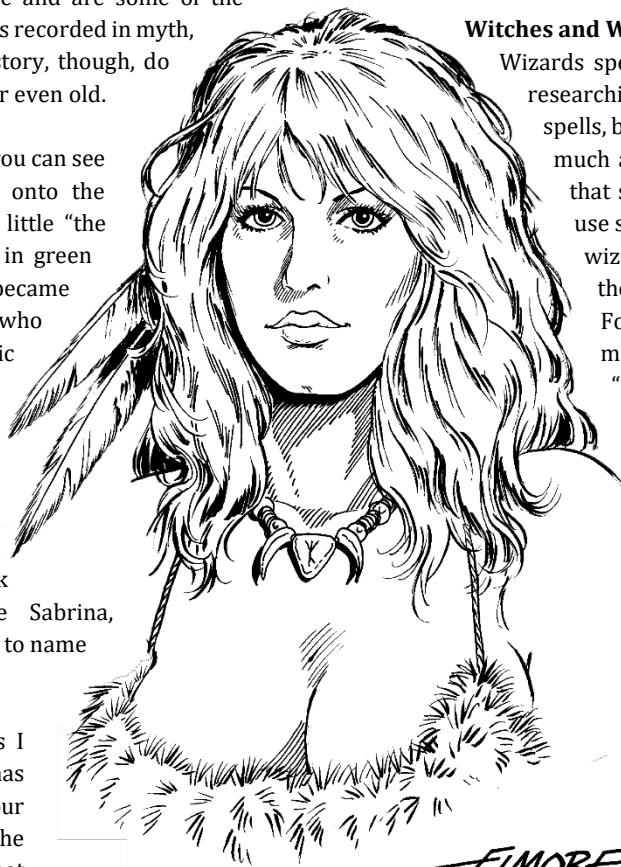
Witches and clerics have historically shared a very adversarial relationship.

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

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

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

The relationship between witches and clerics of the same God, Goddess, or Patron will be determined partly by that Patron or can be decided by the Game Master (GM), but generally, Lawful



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

Druids and Pagan Witches

Druids, bards, barbarians, and other types of pagans are often found in the same regions and the same periods. So it is understandable that some of their practices are related. Bards gained druid spells and were often thought of as a triumvirate of bards, druids, and ovates.

Witchcraft, the religion of witches, has much in common with the faith of the Druids. As a pagan-related practice, witches are most related to druids. Druids and witches, though, are very distinct in their philosophies and practices. Like druidism, witchcraft fosters a belief in the cycles of nature and the Life-Death-Rebirth cycle. While ancient (historical) Druids were almost a caste of priestly leaders, witches tend to be more individual.

Witches, in their religious practices, emphasize the Goddess, sometimes known as the Earth Mother. Druidism places equal emphasis on the Earth, Sea, and Sky. (otherwise known as the Three Realms.) Witches have two deities, The Goddess (in her triple maiden/mother/crone aspects) and her consort, The Horned God. Druidism has many gods, who are not aligned in polarity but exist independently. Druidic triple goddesses are not linked by matrilineal line (like maiden/mother/crones) but by generation, as sisters: Morrigan /Macha /Babd (war & battle goddesses), Banba/Fodla/Erin (land & earth goddesses) for example.

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 the main driving force in what I wanted to do here. Instead, I am focusing on the best Basic Witch I can present to you.

Who Were the Pagans?

Pagan, from the Latin *pāgānus*, meant "country dweller" and generally referred to anyone who lived outside the Roman Empire and was not a Christian. Or anyone that did not practice Christianity. In the 4th Century CE, this was still quite a lot of Europe and lands beyond. The term was roughly co-equal with "Barbarian," a term used by earlier Romans to describe basically the same people. The name came from the Greeks, in particular the Athenians, thinking these people could not speak and could only grunt and say "*bar bar*."

In most cases, the Pagans still followed their "old gods," continued their pre-Christian ways of life, and did not keep a lot of records as compared to their neighbors to the South and East. What we know of the "pagans" is scattered, and there are many gaps.

This book is not an attempt to discuss the historical or archeological evidence of the life of the people living outside the Roman Empire. This book is an attempt to make a playable class based on the pagans of romance tales, fairy tales, and semi-modern interpretations. In the original Player's Handbook, Gary asked us to think of the druids as a class surviving into the middle ages; I will ask you to do the same here with these witches.

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.

A final note. This tradition also has some different rule details than other witch books I have done in the past. This is to reflect the nature of the Pagan Witch tradition. For example, some level limits for species other than humans differ. Even from classes that I have overtly designed for the same rule-set. In any case, follow these rules when playing a Pagan Witch and other rules when playing the other witches. As in all things, the final say in the matter is in the hand of the Game Master.

PART 2: THE WITCH CLASS

Witches are humans that have heeded the call of some otherworldly patron power. This power can be an ancient and forgotten goddess, a powerful being of the Faerie Realms, an ancient elemental Primordial, or even a darker power from beyond our reality. 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.

Unlike other witches, the Pagan Witch does not keep a Book of Shadows. Writing was uncommon in the times and lands of the Pagan Witch, and many witches were either illiterate or, at the very least only semi-literate. Do not confuse illiteracy with ignorance. The witch, much like bards from this time memorize all their sacred material to be recalled later. A pagan witch can still only cast her number of spells as listed on her Witch Experience table below.

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

All witches are knowledgeable in the use of herbs. A witch of 2nd level or higher can make a healing ointment, balm or poultice out of local herbs. The witch needs to make an Intelligence Ability check to find the herbs and a Wisdom Ability check to make the herbs into a useful balm. These balms heal 1d4 + the witch's level divided by 2. So a 2nd level witch can heal 1d4 + 1 hp per use of herbal balm. A person (character, animal, or even monster) can only take benefit of one such balm per day. The witch may only prepare up to 3 such doses of balms per day.

ADVENTURES: Witches, on the whole, tend not to be adventurers. Many have terrifying memories of what some

people will do to witches; others feel a close association with their homeland, their families, or their covens. There are others, though, for whom the lure of adventuring is too much to ignore. Witches that adventure do so for a variety of reasons. Many are searching for more magnificent magical or universal truths, or to recover a unique artifact or spell component. A small number seek, like many adventurers, fame, and fortune. Still, others desire to be away from the closed minds of their homelands and search for others like themselves. And some seek things known only to themselves and their Patron.

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

ALIGNMENT: Despite stereotypes and rumor, witches can be of any alignment. Many witches believe in "The Three-fold Law," which 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. To the pagan witch, this is even truer. It is said that "a witch is not something you do, but something you are." 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 PAGAN 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 this is done, she may recall that spell at any time after this spending

some time meditating. The witch may also research spells, as does the magic-user.

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

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

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

BACKGROUND: To become a witch, one must first hear "the Call." This is the moment in the would-be witch's life that she understands that she will become a witch. Sometimes the Call is symbolic, such as sudden realization after many days, weeks or months of conjecture; other times it is happenstance, the would-be witch finds an old book or a teacher; and still other times the Call is actual, the initiate actually hears the voice of their Patron calling out to them.

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

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

STARTING FUNDS: Unless otherwise determined (by a Game Master), the witch starts out with a number of gold pieces equal to her Charisma times 10.

Cowans

Witches, as a rule, are not fighters nor particularly suited for combat. Often a witch will take on a companion that is a bit more than a trusted retainer. Someone with combat skills who will protect the witch

Cowans are normal, which is to say non-magic using humans that aid the witch in her goals. Often they are members of the

same communities as the witch and share her belief systems, but they do not, as a rule, consider themselves to be witches.

For the expenditure of 50 XP, a normal human can become a cowan. A 1st level fighter (and barbarians or rangers if the Advanced options are used) can become a cowan by spending 200 XP. Thieves (and assassins) may become cowans by spending 100 XP. Bards, clerics, druids, illusionists, magic-users, and paladins are incapable of becoming a cowan to witches.

This can only be done before obtaining the 3rd level by the prospective cowan.

The witch, when she accepts the cowan, she also loses 200 XP.

The witch and the potential cowan must spend time together, usually part of the same community or adventuring party. Once chosen, the witch and the cowan are bonded. This bond can be set to "forever" or particular solar or lunar events, or even the more traditional "a year and a day." If the bond is dissolved, the witch and the cowan can re-bond with no penalties and at any level.

The cowan gains the following benefits.

- Any witch spell that has the Range of "self" or "the caster" can also include the Cowan.
- Cowans can assist in Ritual Spells. They act as an additional participant towards the number of participants required, but they do not add any levels to the spell.
- Cowans can also cast "level 0" witch rituals. They must be able to learn the rituals first.
- Any healing magic used by the witch on a cowan gains a +1 per level of the witch for healing HP.
- Any harmful magic cast by other witches on a cowan has a +1 bonus for the cowan to save.

When witches and cowans are fighting together, they gain certain boons.

- When attacked by magic, the cowan or witch may use whoever's saving throw is better.
- The witch gains a -1 bonus to her armor class.

For these benefits to occur, the witch and the cowan must be within 5 feet of each other.

Cowans are sometimes called "human familiars," but this is something non-witches use to slander witches.

Player Character Cowans

If two players, or one player with two characters, opt for a witch-cowan relationship, it must first be cleared with the Game

Master. The relationship between these characters is much more than that of the witch and other characters, or even of that of the witch and her familiar.

Non-player Characters

A cowan works well if they are thought of as a personal, or an executive, hireling. Though the relationship should be similar to that of the witch and a player character.

Familiars

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

A witch starts at 1st level with a familiar. This familiar will show up when she first becomes a witch. The nature and form of the familiar will often be dictated by the circumstances of her becoming a witch. She may add other familiars as she progresses in level. The maximum number of familiars a witch may have is equal to her number of Retainers based on CHA. She may also only call a new familiar once every other level. So a witch with a CHA of 18 can have a max of 7 familiars at a time.

As the witch gains a 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 three levels she can attempt to summon a new one, so at 1st, 4th, 7th, 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 the 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 Familiars (Pagan Witch)

1d12	Familiar	Additional Powers to the Witch
1	Badger	+1 to Constitution Rolls
2	Cat	Night vision
3	Dog / Hound	+1 to Charisma Rolls
4	Fox	+1 to Intelligence Rolls
5	Frog / Toad	+1 to Poison and Paralysis saves
6	Hare	+1 to Spell saves
7	Hedgehog	-1 bonus to AC
8	Stoat / Weasel	+1 to Dexterity Rolls
9	Raven / Crow	+1 to Death saves
10	Viviparous lizard	+1 to Poison and Paralysis saves
11	Wolf	+1 to Wand saves
12	<i>Special</i>	All add and additional 2d6 hp
1	Brownie	+1 1 st level Cleric spell
2	Jackdaw	+1 additional language
3	Pyewacket	+1 1 st level Magic-user spell
4	Spectral	Reroll and gain a spectral version

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.

Special familiars are usually very intelligent and provide additional powers to the witch, such as added hit points and spells.

Witch (Pagan 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: 14

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					Saving Throws					Spells / Level					
Level	XP	Hit Dice	THACO	Occult Powers	D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	20	Least	12	14	13	16	15	1	-	-	-	-	-
2	2,600	2d4	20		12	14	13	16	15	2!	-	-	-	-	-
3	5,200	3d4	20		12	14	13	16	15	2	1	-	-	-	-
4	10,400	4d4	20		12	14	13	16	15	2	2!	-	-	-	-
5	20,800	5d4	20		12	14	13	16	15	2	2	1	-	-	-
6	40,000	6d4	18		10	12	11	14	13	3	2	2!	-	-	-
7	80,000	7d4	18	Lesser	10	12	11	14	13	3	2	2	1	-	-
8	160,000	8d4	18		10	12	11	14	13	3	3	2	2!	-	-
9	320,000	9d4	18		10	12	11	14	13	3	3	2	2	1	-
10	440,000	10d4	18		10	12	11	14	13	4	3	3	2	2!	-
11	560,000	10d4+1	16		8	10	9	12	11	4	3	3	2	2	1
12	680,000	10d4+2	16		8	10	9	12	11	4	4	3	3	2	2!
13	800,000	10d4+3	16	Minor	8	10	9	12	11	4	4	3	3	2	2
14	920,000	10d4+4	16		8	10	9	12	11	5	4	4	3	3	2

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



PART 3: THE PAGAN TRADITION & COVENS

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 to. When Traditions are linked to families or groups of witches, they are sometimes called a "Family Tradition." These are often handed down from mother to daughter. Traditions are also usually tied to a geographical area, philosophy, or (in some cases) a race.

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

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

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

Tradition Description

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

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

Role: What is this tradition known.

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 Craft of the Wise: Pagan Witch Tradition

The Pagan Witch consists mainly of believers in "The Old Ways" or of old, and possibly forgotten, Gods and practices. These types of witches are known worldwide and maybe one of the most common types of witch. This is because there is no single Pagan Tradition, but many sub-traditions that have some similarities. The witches of the various sub-traditions of Pagan Witchcraft are known by many names, and each has their own sets of beliefs. There are many similarities with all these sub-traditions, but also some significant differences.

Pagan witches are more community based and have a strong belief in the supernatural as real and active forces in their lives. For these Witches, magic and the casting of spells is secondary to their role as the hands of their Patrons in this world.

Pagans and pagan witches feel they have a strong connection to the natural world and its cycles. Since the growth and husbandry of food is the central act of all pagan communities,

the pagan witch sees herself as the guardian of these times. High days or holy days are always dictated by solar and lunar events. The sowing, care, and harvest of seeds and plants drive their yearly lives.

For pagans, "belief" is not as important as it is to characters like clerics, paladins, and others. Pagans don't *believe* they *know*. Thus actions and deeds mean more to them than words or thoughts.

Pagan Witches from Our World

These witches from the Pagan Traditions of our own world. You can use these as the basis for your own campaign world. Many of these practices are similar to each other or even to other witchcraft traditions. It must be remembered that similar practices are not necessarily related to each other but rather related to the same seasons and harvest times as others.

Asatru: The pagan beliefs of the Norse and northern Germanic tribes. Found in Norway, Sweden, Iceland, and the northern tip of Denmark.

Benandanti: Mostly Lawful witches from the central and southern parts of Italy. They are believed to have battled evil sorcerers.

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

Hellenic: Pagan witches of the lands that had been settled by the Greeks. Very similar to Classical Witchcraft and covens in these areas may include both.

Pow-wow: Germanic traditions with a strong emphasis on healing magic.

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

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

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

Stregheria: Also known as Strix, or Strega, these witches are from northern Italy. They are very matriarchal.

Táltos: A witch of Hungarian origin. Often a solitary witch and are born with teeth, an extra finger, or a caul.

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

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

Role: Pagan witches come in many different types. The critical element that separates one sub-tradition from

another is geography. Generally, you will not find two pagan sub-traditions within the same geographical area.

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

Pagan 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.

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



Occult Powers

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

1st Level: Familiar. The Pagan Witch gains a familiar. This familiar will be a creature that is common to the area the Pagan Witch lives. It can appear as a normal animal, but there could something different or off about it. Examples of these

familiars might be larger than usual cats, rabbits with odd colored fur, or talking dogs. The “specialness” of the familiar in question will never be something great, but it will set them apart from others of their kind.

3rd Level: Herbal Healing. Not an occult power, but the Pagan Witch learns to brew balms, potions, and philters from natural substances to heal. The Witch may heal up to 3 points of damage per day. She can divide these healing points among three people or less, but never more. The Witch must spend an hour each day finding her herbs, preparing her healing balms, and brewing elixirs. Each day the Witch does not prepare; she loses the ability to heal three points. So a 5th level Witch that has not prepared her herbs for two days can only heal a maximum of 9 points of damage (5x3=15 - 2x3 = 9 points).

7th Level: Of the Land. Once per day, the witch can invoke a rite that conceals herself and 1 other creature per 2 Witch levels from view. The affected creatures are not invisible, but they are unseen by others. Often this rite is used to conceal hunters looking for prey or can hide the witch from being hunted herself.

Note: If the witch has a coveen, they can be hidden as well, and they do not count toward the number of people the witch can conceal.

13th Level: Visage of Another. The Pagan Witch can use the spell *Alter Self* once per day to change her appearance and then back to her own. The Witch can appear as anyone else she desires, even if she had only seen them once.

Special Benefits and Restrictions: The pagan witch is often limited by what is available in her geography and what her sub-tradition will allow. The GM can limit any spells or powers the pagan witch can have access too. Additionally, it is not uncommon that the pagan witch would have access to other spells limited to other traditions or classes if those spells can be considered “local.”

Equipment: Pagan witches tend to use the pentacle as their personal symbol, as do many witches. They will also add a moon-shaped symbol to reinforce their association with the feminine forces of the moon. Of the ritual tools, the cauldron and wand are the most common.

Preferred/Barred Covens: Pagan witch covens are usually deeply connected to their tradition or sub-traditions and to their local village. All witches in the coven will be known to each other before joining the coven, often having grown up with the same members. Pagan covens are also likely to have as many men in their membership as women.

Occult Powers Past 14th Level

19th Level: Witch’s Blessing. The Witch can place on one subject (or herself) the combined effects of Bless (2nd Level Cleric spell), Remove Curse (3rd Level Cleric spell), and Heal (5th Level Cleric spell). She gains the following The total benefits: +3 to attack, +2 to Wisdom saves, +4 to any ability, 19+1d6 additional temporary hit points, and heals all but 1d6 hit points. This lasts a number of hours equal to the Witch’s level. The Craft Witch can use this ability once per day.

25th Level: Fascination. The power of fascination may be used once per day. A witch merely has to concentrate on exercising this power. Any individual who merely looks at the witch and fails to save vs. spells faithfully serves the witch as long as the fascination lasts (a number of days equal to the level of the witch). Service while fascinated is nearly absolute, stopping just short of following suicidal orders. The witch can have a number of fascinated subjects equal to her Charisma score.

31st Level: Shape Change. The witch can change her shape at will into a variety of creatures. In each form, the witch gains the characteristics of the creature. Thus, turning into a dragon actually allows the caster to use the dragon’s breath weapon. The witch might then choose to turn into a raven, then a frog, or whatever other creature is chosen. It is not, of course, required that the witch use more than one shape-remaining as a dragon for the duration of the spell works perfectly well. The shape change ability will last for 6 hours. After this time, the witch can not shape change until the next day.

Relationship to the Patron: Pagans and witches worship these deities under various names. The Goddess is the female ideal, as represented by Nature. This is the same Goddess worshipped by druids. The Horned God, or the Black Man, or the Green Man, is her male counterpart. He, however, is not worshipped directly, but His name is used in the rituals, and He is equally as important. The Horned God is not a devil or a demon, but something much older. He corresponds to Cernunnos, the Leader of the Wild Hunt for druids. He is the lord of life, death, and the underworld. Being the God of the Sun to the Goddess of the Moon as he alternates with her in ruling over life and death. With her, he cooperates in continuing the cycle of life, death, and rebirth, or reincarnation. His own life is said to be circular. The Horned God is born at the winter solstice, marries with the Goddess at Beltane (May 1), and dies at Samhain. His death represents a sacrifice to life.

A note: while there is significant overlap in the views of the patrons of the witches and those of the druids, the means of their worship are different.

Sacrifice: Witches of the Pagan traditions often believe that blood sacrifice is also required. To sacrifice means literally to “make sacred.”

A ritual may require the sacrifice of an animal. This sacrifice, will often be similar to the sacrifices made by Classical Traditions. The animal is sacrificed, and the bones, entrails, and skin are burned. The meat is then cooked and served to be eaten by the ritual participants. The Pagan witch never forgets that they are part of nature and that which is provided by nature is still a gift.

Other times items of exceptional craftsmanship and wealth were sacrificed. A sword encrusted with jewels, gems, and gold may be tossed into a sacred pool. No one of the pagan community would dare steal such an item out of fear of bringing down the wrath of the Gods.

Sometimes, in times of great need, the pagan communities will also sacrifice humans. Often these are criminals found guilty of a capital crime, and thus their life is forfeit. Other times the sacrifice is an honored individual, often taking the place of the God in the fertility rites where the old God must die so the new God may live. Such sacrifices are usually treated like kings, and their families accorded honor and richly rewarded.

Note: Not all pagan societies practiced this form of ritual sacrifice.



Source/Views of Magic: Magic comes from the celebration of Life and the things that make it worth living. The movement of the sun, moon, and seasons of the year give the pagan witch understanding of her world and her place in it. Through this understand comes her relationship to the natural cycles of the world and universe and her powers and magic. Her patrons

grant her magic, but so do the spirits of the dead, elementals and spirits of nature.

Each day, either at dawn or dusk, the pagan witch performs her dedication ritual. This ritual allows her to regain her spells for the day (or the next day). The implication here is that a witch is always a witch, not just at certain times of the day.

The pagan witch typically does not have a written Book of Shadows as other witches do. Instead, she gains her spells via her familiar, communication with her patron, and her insights into the world around her. This also includes observations of the sun, moon, planets, and stars.

A pagan witch will always know the phase of the moon. This is not knowledge she needs to check for, she knows it as she knows the courses of her own body.

Archetypes: The archetypal pagan witch is the village “wise woman” or “cunning folk.”

Pagan Covens

Pagan witch covens are often small gatherings of women of the local villages. These witches gather together during the high days of the harvest and solar holidays. They also meet during esbats based on the cycles of the moon.

The Bándrui

The bándrui are a coven of witches that include pagan witches, Green witches, and even druids. What makes the bándrui different is that only women are allowed in these covens. They resemble the “Grand Covens” of the Earth Mother found amongst Green Witches and Druids, but their gatherings are more intimate, and the line between “witch” and “druid” is even more blurred.

Members: The Members of the bándrui coven are the bándrui themselves, witches and druids that have merged into a new sort of spell caster. The coven will also include several cowans that stand outside the covenstead to guard the coven. Since bándrui can only be female, it is quite often that their cowans are male and their spouses.

Traditions Supported: Mostly Pagan witches, but also female Green Witches and Druids, are welcome.

Additional Powers: The bándrui can at 7th and 13th take the Druid’s Animal shape ability instead of her normal occult powers.

General Alignment: The bándrui Coven is predominantly Neutral in alignment, but some are Lawful.

Patrons: The Great Mother Goddess. Members of this coven see the Earth Goddess as the one true Goddess. All other Goddesses are part of her, just as all other Gods are her consort.



Sabbats and Rituals: This coven celebrates on the Equinoxes and Solstices.

Common Traits: This coven arises in areas that have both druids and pagan witches.

Ardaynes: Protect the community and the natural things that give it life. Honor the Goddess and her Consort in all things. Attend the Sabbats to

ensure there will be good growing seasons and harvest.

The Followers of Aradia

*"'Tis true indeed that thou a spirit art,
But thou wert born but to become again
A mortal; thou must go to earth below
To be a teacher unto women and men
Who fain would study witchcraft in thy school"*
- Diana to her daughter Aradia

Aradia is considered by many to be the first witch. She was the daughter of the Goddess of the Moon Diana and her Brother Lucifer, the Light Bringer. She was born to be the first witch and to teach others witchcraft. While she was born of two divine beings, she herself was mortal.

The teachings of Aradia were revealed to her witches in "Aradia, Gospel of the Witches." Here witches learn about their Classical Tradition past and how they have moved into a new time of witches and witchcraft.

Members: This coven ranges from three to thirteen members. Members can be male or female and of any species.

Traditions Supported: Typically, only other Pagan witches that revere Aradia. These are more common among the Stregghia and Benedanti. Witches of the Classical Tradition may also join these covens if they too revere Aradia.

Additional Powers: At 1st level, the Aradian can cast Light once per day.

General Alignment: The Followers of Aradia are generally Lawful or Neutral aligned.

Patrons: These witches honor Aradia and the Goddess Diana. Some covens even honor a syncretized version of Aradia and Diana, known as "Tana." Followers of Tana act pretty much the same as followers of Aradia and Diana.

Sabbats and Rituals: The Followers of Aradia usually meet at night under the crescent moon that is a symbol of Diana. Their meetings are known as "Treguendas," and they involve worship, ritual, and the eating of a communal dinner.

It is said that "Aradia teaches us that Nature is the Great Teacher and that by participating in the seasonal festivals, we come to know the higher ways of the Spirit." Their sabbats and festivals coincide with the times of other pagans, they have different names.

Pagan Sabbat	Aradia Treguenda	Date
Samhain	Shadow Fest/La Festa Dell' Ombra	October 31
Yule/Winter Solstice	La Festa dell'Inverno	December 21/22
Imbolc	Lupercalia/Festa di Lupercus	February 2
Spring Equinox	Equinozio della Primavera	March 21/22
Beltane	Tana's Day/La Giornata di Tana	May 1
Summer Solstice	Summer Fest/La Festa dell'Estate	June 21/22
Lughnasadh	Cornucopia	August 1
Autumn Equinox	Equinozio di Autunno	September 21/22

Common Traits: While the followers all can come from all walks of life, they all share a universal veneration for Aradia and Diana. They all believe that a "New Age" of witchcraft is near, and they must prepare the way for these new witches.

Principles: "Follow the teachings of Aradia and Diana. Aradia was the first witch, and through Her, we can understand witchcraft and ourselves."

Ardaynes: The ardaynes and laws of Aradia are laid out in the Gospel of Witches. Follow these to follow her.

Life as a Pagan Witch

The pagan witch can be an adventuring witch, but many choose to stay in or around a village where they can serve as the local midwife, healer, or wise woman. Often there is no conflict between the white witch and the villagers/townsfolk, even ones that might otherwise hunt down other witches assuming they are all evil.

As the local witch, the pagan Witch can charge for her services if she sees fit. Often these prices are adjusted by the size of the village and the ability of the villagers to pay. More than one witch has accepted a chicken in return for her midwife duties.

In an affluent village, the witch can charge as much as 100 gp per level of the spell she casts for others or as little as 1 gp. In any case, a village witch will receive XP for this sort of casting.

Here are some guidelines:

Task	XP Earned
Healing	1 XP per HP healed
Live birth	150 XP
Casting a spell for others	10 XP per level per person
Casting a ritual for others	25 XP per level per person
Performing a "Smudging"	10 XP per level of the house
Developing a new spell	100 XP per level
Developing a new ritual	1000 XP per level
Divinations	300 XP base

The witch can usually charge up to 10x the XP value in gold pieces.

Typical jobs or roles of a village witch are:

Birth/Natal Care: Few are as wise in the ways of bringing children into the world than a hedge witch or white witch. In situations where a healer or doctor is unavailable, the witch may be the only thing separating a joyous event from a tragic one.

Cleansing and Smudging: These are two different methods for keeping evil influences at bay.

Smudging is the burning of sage or another cleansing herb while walking around the home or place to cleanse. This is used when the malign influences are not easily identified and are of the weaker sort.

Cleansing is more specific and more active. These services often involve a Protection from Evil spell or something similar. Here the malign intent is more distinct and identifiable. Such cases would include a boggart, a minor spirit, or a poltergeist.

Divination: Next to potions and healing, divination is the most requested service. The most common form of divination asked of the witch is who a future husband will be. Oomantia is the practice of suspending an egg white in a glass of water to see the name of the future intended. Other forms uses are the card or tarot readings, Ouija or spirit board sessions, and tea-leaf readings.

Healing: With her combination of magical and herbal healing, a witch is often the next best thing to a cleric. While a witch cannot replace a healer or cleric in this respect, she can heal most of the wounds and injuries the ordinary villager is likely to come against.



Lore Master: Witches are often assumed to be masters of various occult topics. In truth, they usually know quite a lot; it is based on their intelligence and wisdom, much like everyone else. While they will not be true masters of lore like the Bards (unless they study), they are often the only ones around since wizards seek out larger cities with libraries they can use.

Potions: As a local healer, the witch can be expected to produce potions, poultices, and ointments. She can provide these for sale, but most often, she gave them to those that are in need of them.

Priestess of the “Old Ways”: Witches feel they have a closer connection to the supernatural and their Gods and Goddesses. They consider themselves the Keepers of the Old Ways, knowledge, and practices that are now lost, forgotten, or ignored by others. The witch always welcomes those that want to know more about these ways, even if they have no desire to be a witch themselves; witches do not proselytize.

Protector of these Lands: There is another role that witch also claims as hers. She is the protector of the lands she has chosen. Whether the locals see her like this or not, that can be assured that if a White Witch has taken up residence in their village, a hamlet, or town, it will be defended from supernatural, occult, and mundane creatures.

The witch may act reclusive and adopt an unassuming persona, woe to anyone that threatens what she considered “hers.”

Keeper of the Wheel of the Year: In many rural communities where the way of life is still driven by the seasons, the witch becomes an essential figure in the passing of one season to the next. She assures fertility in the spring, not just in crops but in people and animals. She prepares the way for a good harvest and a hunt. She helps in the protection against the oncoming winter, and when the veils between the worlds are the thinnest, she is there to guide the dead on and the living to stay.

The witch may be responsible for marriages (hand-fasting), preparing newborns to enter society (new-born blessings), and be there in the form of the Crone for death rituals and world partings.

Cosmology

The cosmology of the witch differs from the typical cleric or other characters. Most witches do not have 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, until it is time for them to return to the earthly realm and begin the cycle all over again.

Typically a witch does not regard the Immortal Planes as important. She will, of course, know that they are important places of power where many gods, fiends, and people reside. As abodes of the afterlife, she will more than likely not care about. The witch deals with spirits, supernatural forces, and her Goddess daily. Most of her concerns will be with the realm of the living in the here and now.

Places and Times of Power

Life among the pagan peoples is ruled by the planting and harvest times of the year. They are more connected to the natural cycles of the world because they need to be to survive. When milking the ewes, when to sow the seeds, when to harvest, when to plan festivals. These all depend on the circular nature of the wheel of the year. Pagans know these times; they are ingrained in their culture at a deep, profound level.

Witches are even more in tune with these times.

The Game Master can decide that particular places or times are particularly powerful for the Witch and can grant a -1 or even up to a -4 for spell-based saving throw rolls. Typical locales are standing stones or a confluence of magically powerful Ley Lines. The Witch’s covenstead should always be a place of power. Times can be as frequent as the full or new moon or as rare as an eclipse. In general practice, the more unique the place/time is, the more power it should confer.

There can even be magic-weak and even magic-dead areas that penalize +1 and even as much as +4 on opposing saving throws.

Places and times of power for one Witch, coven or tradition may not be the same for others.

Typical Times of Power and their Saving Throw Bonuses

Full Moon -1

Equinox/Solstice -2

Eclipse -3

A conjunction of favorable planets -4

These effects can be combined. So an eclipse at a set of standing stones could grant a bonus of up to -8! But Referees can set a cap at -5. Note. Some places of power already incorporate many other features. For example, a set of standing stones might be there because there were already ley lines crossing there. A house might be haunted because it was a place of power to start with.

Sabbats

There are four solar celebrations, the two equinoxes, and the two solstices that many (but not all) pagans will recognize. Additionally, there are also the four Cross-Quarter days that fall in between the solar celebrations.

These are times of great celebrations and observances by all in the community since they are the touchstone times in preparations of sowing or harvesting crops or taking animals to breed or slaughter. Some, like Samhain, is set between the Autumn Equinox and the Winter Solstice, are used to celebrate the coming of the new year, and is considered the last of the harvest festivals. Imbolc, set between the Winter

Solstice and the Spring Equinox, let the people that the lambs are beginning to lactate and spring is on its way.

Esbats

These are the nights of the full or new moons. Different traditions and covens have their choice of celebrating on the new or full moon. Typically there are 13 of these per year. They are smaller celebrations designed for the witch and cowans only. They renew the bonds of friendships and community and are usually a mixture of religious festivals and rituals, as well as a gathering and feasting time. Though not as expansive as the Sabbats.

Some sub-traditions refer to their esbats as "blots." These meet at different times and may, or may not, be associated with the moon.

Typical Places of Power and their Bonuses

- Faerie Ring -1
- Haunted House -1 to -2
- Witch's home -1 to -3
- Crossroads -2
- Covenstead -2 to -4
- Standing Stones -3 to -4
- Magic "Strong" Areas -4
- Ley Lines -1 per intersecting lines

These effects can be combined. So an eclipse at a set of standing stones could grant a bonus of up to -8! But Referees can set a cap at -5. Note. Some places of power already incorporate many other features. For example, a set of standing stones might be there because there were already

ley lines crossing there. A house might be haunted because it was a place of power to start with.

The Moons of our World

- These are the moon celebration as celebrated on our world.
- Wolf Moon – January.
- Horning Moon – February.
- Storm Moon – March, the beginning of spring storms.
- Seed Moon – April, when planting begins.
- Hare Moon – May, first appearance of new rabbits in the fields.
- Mead Moon – June, when mead for honeymoons is made.
- Fallow Moon – July.
- Barley Moon – August, when barley is ready for harvest.
- Wine Moon – September, when grapes are ready for harvest for winemaking.
- Blood Moon – October Samhain.
- Snow Moon – November, first snowfall.
- Oak Moon – December, celebrations of the Oak King (Yule).
- Elder Moon – The Blue moon or 13th moon of the year.

Different Worlds; Different Moons

What about worlds with longer years or shorter months? Or even what about worlds with more than one moon? The examples here are from our own world and our own past as a means of being able to communicate what these times are. My homebrew world has three moons, and every tradition and coven has a relationship with a different moon. One is even tidal-locked so that the same side always faces the world, as our own moon does.



PART 4: SPELLS & SPELLCRAFT

Magic is the lifeblood of all witches. Manipulating the forces of arcane and divine magic is what sets the witch apart from other mortals, even other spellcasters. To a witch, magic is everywhere and in everything. For many witches, magic is often the same word as life. In the witch's mind, magic is not merely a way of attaining practical ends; it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess and beliefs. In this respect, magic often merges with religion, and indeed the line between the two is frequently blurred. While a priest and wizard view magic and religion as distinct, the witch sees no such differences. Without magic, a witch is no different than the mundane people around her.

The theoretical foundation for most magical practices is a belief in correspondences or hidden relationships among entities within the universe, especially between human beings and the external world. According to this view, the application of the right colors, objects, sounds, or gestures in a given context can bring about the desired result. The theory of correspondences affirms the power of thought to confer reality on products of the imagination, mainly when these thoughts are expressed through significant symbols. Witches, therefore, will always use some sort of Material Component when casting a spell. The nature of this component will change from spell to spell, coven to coven and tradition to tradition. The most common types are listed with the spell. If a material component is not listed with a spell, it is assumed that the witch will need some sort of focus device such as a wand, 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 spellcasters. Most see a division between Arcane (wizard) and Divine (cleric) magic. While these divisions are academic to most everyone else, to the spellcasters, they define how they see reality. To the witch, Arcane and Divine are only facets of the totality of magic. As described above, magic is the lifeblood of all witches regardless of alignment, coven, or tradition. Witches create magic for the same reasons that bards create songs; as a natural outlet for their own creativity. To a witch discussing magic as something separate from the world or as "supernatural" is as absurd as considering water or air as something different 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. The witch may learn any spell listed below, but the GM may put restrictions on certain spells based on the witch's tradition or coven.

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

Reversed Spells

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

Spell Descriptions

DURATION: This indicates how long the spell will last, typically in Turns (10 minutes, 60 Rounds) or Rounds (10 seconds).

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

In every case, unless otherwise indicated, each spell will need 1 round to cast. This would be the only action the witch can take that round. In cases where it is noted that concentration is required, then the witch must spend the rounds after than concentrating on the spell, and she can take no other actions. Many, if not most, witch spells require material spell components. These will be indicated in the spell description. Witches should be required to use the material components listed. Other classes, including magic-users, are not required to use them.

Spell Research

Witch characters can research and create new spells and magical items when they attain the 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.

First Level Spells

Call Spirits of the Land

Duration: 1d4 hours

Range: The Caster

Call Spirits enables the witch to gather local spirits of the dead and elements, which appear to the caster as small ghostly disembodied heads, and listen to their tales about the surrounding land and people.

- Characters listening can make an Intelligence Ability check to learn something about the local area.
- Characters who fail the check by five or less hear nothing but endless ramblings and chattering, possibly in an unknown or ancient language, that have nothing to do with the subject at hand.
- Those who fail by more than five hear nothing.
- A roll of a natural 20 provides completely false and maliciously misleading information.

Material Components: The caster must pay for the information with offerings of food, alcoholic beverages, incense, song, and pleasant conversation. The offering should total at least 1 gp.



Charm Person

Duration: One or more days (see below)

Range: 120'

A single, humanoid creature must save versus spells or be charmed, as follows:

- Friendship: The subject regards the caster as its trusted friend and ally and will come to the caster's defense.
- Commands: If they share a language, the caster may give the charmed creature commands, which it will obey.
- Alignment: Commands that contradict the charmed creature's nature or alignment may be ignored.
- Suicidal commands: An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Humanoids of greater than 4+1 HD and undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- INT 3–8: The creature gains a new save once every month.
- INT 9–12: The creature gains a new save each week
- INT 13–18: The creature gains a new save once every day

Material Components: The witch crushes some herbs in her hands.

Except as noted, this is the same as the First Level Magic-User Spell.

Color Spray

Duration: Instant

Range: 20' long cone, 20' wide at the end

A flurry of clashing, rainbow-hued colors erupts from the caster's hand.

- Targets: 1d6 creatures in the area of effect. The effect: Depends on the HD of each target, relative to the caster:
- HD less than or equal to caster: Knocked unconscious for 2d4 rounds. (Creatures of 6HD or greater may save versus spells.)
- HD up to 2 greater than caster: Save versus spells or be blinded for 1d4 rounds. A blind creature cannot attack.
- HD 3+ greater than caster: Save versus spells or be unable to move, attack, or make other actions for one round.

Creatures that cannot see: Are unaffected by this spell.

Material Components: A small glass prism the witch holds in her dominant hand.

Except as noted, this is the same as the First Level Illusionist Spell.

Create Corn Dolly

Duration: 1 day per level

Range: One crafted Corn Dolly and see below

During the harvest festivals, the witch will gather rushes and other bits of discarded plant life from corn, wheat, and barley. What many do not know, but the witches know all too well, is that the spirits of the harvest remain in these discards.

The witch can fashion a rough poppet that the witch can then animate. This corn dolly can then be sent out to spy for the witch. With concentration, the witch can hear through this dolly. The range is limited to 100 yards + 10 yards per level of the witch.

The dolly can't move, it has to be placed by the witch. The dolly has 2 hp and takes double damage from fire.

Material Components: Rushes from the previous harvest festival. Material older than a year will not work. A repeated rhyme over the corn dolly.

This spell is also usable by Druids.

Cure Light Wounds (Cause Light Wounds)

Duration: Instant

Range: The caster or a creature touched

This spell has two uses

1. Healing a living subject: Restoring 1d6+1 hit points of damage. This cannot grant more hit points than the subject's normal maximum.
2. Curing paralysis: Paralyzing effects are negated.

Reversed: Cause Light Wounds

Inflicts 1d6+1 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Material Components: A bit of willow bark (cure) or poison ivy (cause).

Except as noted, this is the same as the First Level Cleric Spell.

Detect Magic

Duration: 2 turns

Range: 60'

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.

Material Components: A bit of ruby-colored quartz.

Except as noted, this is the same as the First Level Magic-User Spell.

Empathic Senses

Duration: Instantaneous

Range: 60' + 10' per level

The caster senses the emotions of all persons within the range of the spell.

- Only emotions are detected, with no thoughts.
- The effect is instantaneous, the witch only learns the emotions being experienced at that moment and a rough estimate of the number of people.

Material Components: The witch holds a small crystal in her hand with her eyes closed.

Faerie Fire

Duration: 1 turn

Range: 60'

Selected objects or creatures in the range are outlined with a lambent, green fire.

- Targets: The caster must be able to perceive or detect the targets.
- Size of targets: If the caster is below the 5th level, a single object or creature of approximately human size (or smaller) can be affected. At 5th level, two human-sized targets or one target up to 10' tall can be affected. At 10th level, three human-sized targets or one target up to 15' tall can be affected. At 14th level, four human-sized targets or one target up to 20' tall can be affected.

- Harmless: The faerie fire does not cause damage.
- Counters invisibility: The flickering fire makes invisible targets visible.
- In low light conditions: Attacks on targets gain a +2 bonus to hit.

Material Components: A small flame that the witch blows out.

Except as noted, this is the same as the First Level Druid Spell.

Glamour

Duration: 2d6 rounds +2 per level

Range: The caster

The caster is wrapped in an illusion, taking on the outward appearance of another humanoid. Two variants are possible, chosen as the spell is cast:

1. Imagined form: The caster takes on a form that they imagine.
2. Duplicate individual: The caster copies the form of a living individual whom they touch. An attack roll is required if the target is unwilling.

Stipulations: The following apply:

- Height: The illusionary form may be at most 1' taller or shorter than the caster's normal form.
- Weight: Apparent weight may be altered in any way.
- Gear: Clothing or items may be altered in any way.
- Observers: If the spell is used to copy another's appearance, those familiar with the copied individual may save versus spells to detect the ruse.

Material Components: A bit of smoked glass.

Except as noted, this is the same as the First Level Illusionist Spell.

Light (Darkness)

Duration: 6 turns +1 per level

Range: 120'

This spell has three usages:

1. **Conjuring light:** In a 15' radius. The magical light is sufficient for reading but is not as bright as daylight. The spell may be cast upon an object, in which case, the light moves with the object.
2. **Blinding a creature:** By casting the spell upon its eyes. If the target fails a saving throw versus spells, it is blinded for the duration. A blind creature cannot attack.
3. **Canceling darkness:** Light may cancel a darkness spell (see below).

Reversed: Darkness

Creates a 15' radius area of magical blackness, preventing normal sight (but not infravision). Like light, it may alternatively be used to blind creatures or to dispel a light spell.

Material Components: A pinch of phosphorous (light) or a pinch of charcoal (darkness).

Except as noted, this is the same as the First Level Magic-User Spell.

Mending

Duration: Instantaneous

Range: Object touched

The witch can use this spell to fix minor damage to inanimate objects.

- Minor repairs to clothing, leather, or hide armor, most items made of wood or natural materials.
- Can "heal" 1d6+1 of structure damage to objects such as armor or arms.
- Can't be used to heal living creatures.

Material Components:

The witch cups her hands over the object to be mended.

Salving Rest

Duration: Special

Range: The caster or a creature touched

This spell allows its subject to enjoy soothing, peaceful sleep, free of pain and sorrow, whenever she slumbers. As a result of this salving rest,

- The subject of the spell will heal an extra 1d3 hit points during each day of complete rest.
- The spell ends when the subject stops completely resting or if she takes any damage.

Material Components:

A tea made from valerian root and lavender.

Toad

Duration: 6 turns

Range: 60'

The caster points at one living corporeal target within range and utters a terrible curse that can transform the target into a filthy toad. While in toad form, the subject is nothing but a slimy amphibian, and also has the physical and mental characteristics of one; once the duration ends, he returns to his usual self. A save vs. spells negates this effect.

Material Components: The eye of a toad or frog.

Second Level Spells

Animal Messenger

Duration: 1 day per level

Range: 30 feet

The witch can compel a small animal to go to a spot they designate. The most common use for this spell is to get an animal to carry a message to witch's allies.

The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions.

Material Components: The witch whispers the destination to the animal while tying the message to a leg or whatever is appropriate.

Bless (Blight)

Duration: 6 turns

Range: 60'

May be used in one of three situations:

- **Battle:** Allies within a 20' square area who are not yet in melee gain a +1 bonus to attack and damage rolls and a +1 bonus to morale.
- **Hunt:** Allies within a 30' square area who have not yet engaged in the hunt gain +1 to attack and damage. Tracking animal prey is also easier, a +2 to any ability check to locate and track.
- **Ritual:** Casting Bless may also form part of rituals of purification or consecration, at the referee's discretion.

Reversed: Blight

- Battle: Enemies within a 20' square area who are not yet in melee gain a -1 penalty to attack and damage rolls and a -1 penalty to morale.
- Ritual: Can be used to deconsecrate an area.

Material Components: The symbol of the witch's faith and pure (holy) water.

Except as noted, this is the same as the Second Level Cleric Spell.

Blindness / Deafness

Duration: Permanent

Range: 30'

A single creature is afflicted by a phantasm, which nullifies either its visual or aural sensory input (as selected by the caster), rendering it blind or deaf.

- Saving throw: The target may save versus spells to avoid the phantasm.
- Removing: As the blindness or deafness caused by this spell is illusory, it cannot be removed by magic that cures disease. The affliction may be removed by spells that dispel magic or illusions.
- Canceling: The caster may cancel the spell's effect at will.

Material Components: A bit of hogweed.

Except as noted, this is the same as the Second Level Illusionist Spell.

Chameleon

Duration: 1 turn per level

Range: Touch

This spell allows the character touched to blend into her surroundings to the point of becoming nearly invisible. The character gains a +4/+20% to *hide in shadows*. Characters affected by a chameleon spell can always hide in shadows with a skill of at least a 25% chance. This spell is used to create elven cloaks.

Material Components: The scale of a chameleon or a bit of skin from a cuttlefish. Alternately a bit of multi-colored cloth will also work.



Fascinate

Duration: See below

Range: 30'

This glamour causes a single creature to perceive the caster—whatever their normal appearance—as utterly captivating.

- Restrictions: Creatures of less than animal intelligence are not affected.
- Saving throw: The subject may save versus spells to avoid the effect.
Affected subjects: Behave as follows:
- Besotted: The subject follows the caster wherever they go as if besotted unless doing so would present a serious danger.
- Obedience: If the caster can communicate with the subject (even if only by gestures), it may obey requests. Each time a request is made of the subject, the caster must make a CHA check (possibly penalized, if the request is against the nature or best interests of the subject). If the check fails, the spell is broken, and the target's perception of the caster becomes one of horror, rage, and hate.
- Animals: An animal remains fascinated for 1d4 days, after which it may either attack the caster (if it has been mistreated) or simply leave. If the caster treated

the animal well, there is a percentage chance equal to the caster's CHA that the animal will henceforth remain by the character's side of its own free will.

Material Components: A bit of colored glass made into a mirror.

Except as noted, this is the same as the Second Level Illusionist Spell.

Inscribe Tattoo I

Duration: Permanent

Range: One willing target

With this spell, the caster inscribes a tattoo onto a willing subject. Only three such tattoos can ever be placed on one subject.

Tattoos have different abilities.

- Battle protection: +1 bonus to AC. Tattoo must be visible to have an effect.
- Become animal: Allows the subject to shift into a normal animal, chosen at the time of inscribing. The animal's HD

must be equal to or less than the subject's level. The subject can only shapeshift once per month.

- **Guardian Familiar:** A tattoo of an animal is placed on the subject's body. The animal can then be summoned to fight for the owner of the tattoo. Regardless of the type of animal, it fights as a 2 HD creature with 2 claw attacks (1d6 each). If killed, it can not be summoned until the next day. The animal can only be summoned once per day.
- **Magical Protection:** +1 to saves vs. magic. This can be from spells, wands, rods, or magic-like effects.
- **Magical Affinity:** Used by spell casters, this gives a -1 penalty to target's saves.
- **Spell Tattoo:** The witch inscribes a special tattoo the can cast one spell of 1st level on another person. The spell must have a Target of "Self" or "Touch." A subject can only have one such tattoo, and the witch can not tattoo herself.
- **Strike True:** The subject gains a +1 to hit/damage. Magical creatures can be hit with this magic.

Similar tattoos do not add their effects, so two *Magical Protection* tattoos do not prove +2 protection. Only higher-level tattoos can.

The caster cannot tattoo herself.

Material Components: Special tattoo pens, needles, and inks are required. Each application requires 50 gp worth of material.

Knock (Lock)

Duration: 1 round

Range: 60'

The knock spell opens stuck, barred, or locked doors, gates, chests, and so forth.

- **Magically held doors:** Are affected (e.g., hold portal, wizard lock).
- **Secret doors:** May be opened, but they must be known to the caster.

Reversed: Lock

A lock spell magically locks a door, gate, similar portal, or any item that has a lock.

The magical lock is permanent but may be bypassed as follows:

- The caster: Can freely pass her own lock.
- A knock spell Allows passage.

Unless dispelled, the Lock is permanent.

Material Components: The witch knocks on wood. It can be a nearly silent rap if needed.

Except as noted, this is the same as the Second Level Magic-User Spells "Knock" and "Wizard Lock."

Locate Object

Duration: 2 turns

Range: 60' +10' per level

The caster can sense the direction (but not distance) of an object. One of two types of objects may be located:

- **General class:** An object of a general class (e.g., a stairway, an altar, etc.). In this case, the nearest object of the type is located.
- **Specific object:** A specific object known to the caster.

Restrictions: This spell cannot be used to locate creatures.

Material Components: A divining rod.

Except as noted, this is the same as the Second Level Magic-User Spell.

Loosen Bowels

Duration: 1 round per level

Range: One target 60' +10' per level

The witch chooses one target she can see and points. The target must make a saving throw vs. spells. On a successful save, the target experiences nothing.

The first round on a failed save the target is hit with severe stomach cramping and pain. In the following rounds, the victim experiences the full effects of the spell. Their bowels open, and they are incapacitated for the duration of the spell.

Material Components: The witch takes the leaves of a potato plant and chews them into a paste.

Magic Broom

Duration: 10 minutes plus 2 mins/level

Range: 1 broom

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

Material Component: A Witch's broom. The broom can be reused for other applications of this spell or continue to be used as a mundane item.

Obscuring Mist

Duration: 1 turn per level

Range: 10' per level around the caster

A cloud of misty vapor emanates from the ground, filling an area centered on the caster.

- **Height:** The mist is 10' high.

- Vision: The mist blocks normal vision and infravision. Creatures that can see invisible things can see faintly through the mist.
- The caster: Can see faintly through the mist.
- Strong winds: Reduce the spell's duration by three quarters.

Material Components: A drop of water the witch blows on.

Except as noted, this is the same as the Second Level Druid Spell.

Pins and Needles

Duration: 1 round per level

Range: One target 10' per level away from the caster

This spell causes numbness, so the attacker drops whatever they are holding, including weapons, and they begin to vomit up pins and needles.

- The target must make a Saving Throw vs. Spells. Success means they only drop what they were holding.
- Failed saves cause the victim to take 1d6+3 hp of damage from the pins and needles they expel.
- Also, on a failed save, the numbness in the victim's hands until the duration is over.

Material Components: A pin and needle the witch swallows. She comes to no harm in this since the pins and needles are transferred to the victim.

Second Sight

Duration: 12 turns

Range: 60'

This spell grants the caster the ability to perceive and understand the thoughts of other living creatures.

- Focus for 1 turn: To pick up thoughts, the caster must focus his or her concentration in one direction for one turn.
- After this turn: The thoughts of all creatures within range in that direction can be perceived.
- Multiple creatures: If multiple creatures are within the range in the direction being focused on, their thoughts mingle into a confusing jumble. The caster must spend an additional turn to sort out one creature's thoughts.
- Meaning: The caster understands the meaning of all thoughts even if he or she does not share the creature's language.
- Obstructions: The ability to perceive thoughts is obstructed by a thin layer of lead or by rock of 2' thick or greater.

Material Components: A bit of blessed oil to anoint their third-eye.

Except as noted, this is the same as the Second Level Magic-User Spell "ESP."

Third Level Spells

Bestow Curse

Duration: Permanent

Range: Touch

A devastating spell where the witch can bestow a curse on another creature.

- The witch doesn't need to choose the curse they learn; it can be selected 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 particular 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 *remove curse* spell.

Material Components: The witch needs an item relating to the person she is attempting to curse. A bit of nail, hair, blood, or a poppet of the target.

Call Lightning

Duration: 1 turn per level

Range: 360'

The caster directs the violent energies of a storm, causing lightning to strike the ground at points of the caster's choice.

- Storm clouds: Must be present in the sky above the point to be struck by lightning.

- Number of strikes: One lightning strike may be summoned per turn of the spell's duration.
- Area: A lightning strike affects a 10' radius area.
- Damage: All creatures in the area suffer 8d6 damage (save versus spells for half damage).
- If the storm dissipates: The spell ends prematurely.

Material Components: A small copper rod. Can be reused for other castings.

Except as noted, this is the same as the Third Level Druid Spell.

Cause Fear

Duration: Instant

Range: 60' cone, 30' wide at the end

Conjures a cone of magical energy that terrifies those within it.

- Effect: Creatures in the cone are struck with terror and will flee from the caster at maximum speed for one round per level of the caster. (A save versus spells negates the effect).
- Dropping items: Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1.

Material Components: A dried spider, bat, or rat.

Except as noted, this is the same as the Third Level Illusionist Spell "Fear."

Clairaudience/Clairvoyance

Duration: 12 turns

Range: 60'

The caster gains the ability to see through the eyes or hear through the ears (chosen at casting) of other living creatures.

- Focus for 1 turn: To establish a connection with a creature, the caster must focus his or her concentration in one particular direction for one turn. Here the caster chooses to see or to hear.
- After this turn: The visual/audio perceptions of one creature within range in that direction are relayed to the caster.
- Switching: Once a connection is established, the caster may choose to maintain it or to change to another subject. The mode of clairsentience, though, is maintained.
- Obstructions: The spell is blocked by a thin layer of lead or by rock of 2' thick or greater.
- Natural Senses: this spell does not allow spell or supernaturally enhanced senses to work through it.

Material Components: A bit of clear quartz.

Except as noted, this is the same as the Third Level Magic-User Spell "Clairvoyance."

Fly

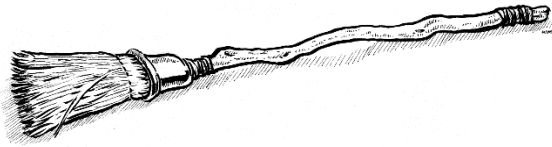
Duration: 1d6 turns +1 per level

Range: The caster or a creature touched

The subject gains the ability to fly with a movement rate of up to 360' (120'). Free movement in any direction is possible, including the ability to levitate and to hover in mid-air.

Material Components: A bird feather or a bit of fur from a bat.

Except as noted, this is the same as the Third Level Magic-User Spell.



Growth of Animal

Duration: 12 turns

Range: 120'

One non-magical, normal animal is doubled in size and strength when this spell is cast upon it.

- **Damage:** The damage inflicted by the animal's attacks is doubled.
- **Load:** The amount of weight the animal can carry is doubled.

Restrictions: This spell may be used on giant versions of normal animals, but intelligent animals and fantastic monsters are unaffected.

Material Components: A bit of pure water mixed with honey.

Except as noted, this is the same as the Third Level Cleric Spell.

Hold Person

Duration: 1 turn per level

Range: 120'

This spell causes one or more humans, demihumans, or humanoid monsters to be paralyzed if they fail a saving throw versus spells. It may be cast in two ways:

- **Against an individual:** The target's saving throw is penalized by -2.
- **Against a group:** 1d4 individuals in the group are targeted.

Restrictions: Humanoids of greater than 4+1 HD and undead are not affected.

Material Components: A small sting, tied into a knot.

Except as noted, this is the same as the Third Level Magic-User Spell.

Hopping Doom

Range: 60 feet

Duration: 1 turn/level

The witch can summon 1d10 x 1,000 slimy wet bullfrogs to a spot designated (crawling out from rocks, nooks, and crannies, or otherwise dropping from the ceiling or sky). They jump madly about, getting underfoot, and croak at a deafening volume that prevents conversation within the area of effect. The distraction is such that spellcasters must save (spells) before they can cast, and missile users roll to hit at -2. Movement within the area is halved.

- There is a base 10% chance (+5% per level) that 1d10 poisonous frogs will be in the group.
- They will attack non-frog targets within the area of effect, forcing them to save (poison) at +2 or die. The poisonous frogs are colorful but otherwise identical to the rest.
- The caster can move the mass of frogs by telepathic command, at a maximum speed of up to 60 ft per round.
- The area of effect is determined by the number of frogs summoned (10 ft² per 1,000 frogs).

Material Components: A small fly.

Malice

Duration: 6 turns

Range: Touch

Malice weakens the target creature's attacks: each time the target creature inflicts hit point damage on an enemy (by any means), damage dice must be rolled twice, and the lesser result used.

Material Components: The witch must be able to touch the target while giving a word of power.

Phantom Steed

Duration: 6 turns per level

Range: 10'

A quasi-real, shadowy, horse-like creature is conjured by this spell to carry the caster (or another, designated person) upon its back.

- **Appearance:** The steed is deep black in color and has ghostly hooves that make no sound as it runs.

- **Loads:** The steed refuses to carry any load beyond that of the rider and their possessions.
- **Stats:** The steed has 12 hit points, AC 8 [11], and a movement rate of 30' (10') per level of the caster.
- **If the steed is killed:** It evaporates into smoke.
Special abilities: The phantom steed gains additional abilities, depending on the level of the caster:
- 8th level: The steed is unhindered by unstable ground (e.g., mud or bog).
- 10th level: The steed may walk across water.
- 12th level: The steed may walk upon air and is thus able to cross chasms and pits.
- 14th level: The steed can fly.

Material Components: A nail from a horseshoe.
Except as noted, this is the same as the Third Level Illusionist Spell.

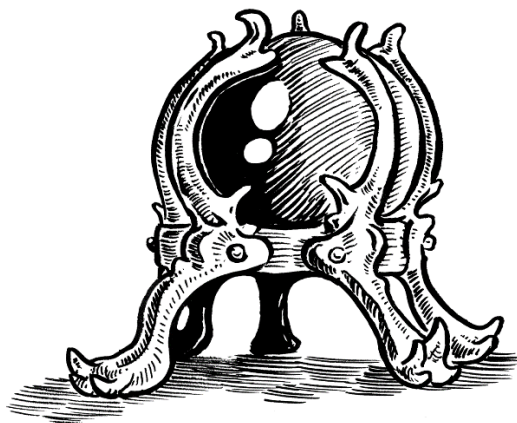
Plague of Shadows

Duration: 1 turn per level
Range: 10'

From a deep well of shadow, the caster calls forth a plague of 2d4 shadows to serve her. The summoned shadows are hostile to the caster, but as long as she concentrates on controlling them, they will be forced to do her bidding.

- The shadows remain for one turn per caster level and then blend back into the surrounding shadows. If the caster's concentration is broken before the end of the spell's duration, the shadows will attack the caster out of spite, or, if she is not alive, the nearest living target.
- May only be cast in the dark or underground, where shadows are deep enough to draw shadow-monsters out of them; it will not work in the wilderness by day nor even in bright moonlight.

Material Components: A piece of smoky quartz.



Scry

Duration: 1 hour per level
Range: See text

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

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

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

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

Knowledge	Bonus/Penalty
Subject on another world	-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 effigy	+2%
Possession or garment	+5%
Body part, lock of hair, bit of nail	+10%
Per level of the witch	+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 is discovered, the witch can't read the mind of the subject but can get a general idea of 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.

Telepathy

Duration: Concentration

Range: 90'

This spell allows the spellcaster to read the thoughts of any creature within 90' at will.

- Full concentration: the spellcaster may not move or take any action.
- Telepathic communication: The caster can send a telepathic message to anyone whose surface thoughts she is reading (allowing two-way communication).

This spell is used to create helms of telepathy.

Material Components: A small crystal.

Fourth Level Spells

Charm Monster

Duration: One or more days (see below)

Range: 120'

This spell places a charm upon either 3d6 creatures of 3 HD or less or a single creature of more than 3 HD. Each subject must make a save versus spells or be charmed as follows:

- Friendship: The subject regards the caster as its trusted friend and ally and will come to the caster's defense.
- Commands: If they share a language, the caster may give the charmed creature commands, which it will obey.
- Alignment: Commands that contradict the charmed creature's nature or alignment may be ignored.
- Suicidal commands: An affected creature never obeys suicidal or obviously harmful orders.

Restrictions: Constructs, Elementals, and Undead are not affected.

Duration: The charm lasts indefinitely, but the subject is allowed to make further saves versus spells at intervals, depending on its INT score. If one of these saves succeeds, the spell ends.

- INT 3–8: The creature gains a new save once every month.
- INT 9–12: The creature gains a new save each week



- INT 13–18: The creature gains a new save once every day.

Material Components: A bit of food or treat.

Except as noted, this is the same as the Fourth Level Magic-User Spell.

Confusion

Duration: 12 rounds

Range: 120'

This spell causes 3d6 subjects within 60' of one another to become confused, making them unable to independently determine what they will do.

- Subjects of 2+1 HD or greater: May save versus spells each round to resist the spell's effect, acting with free will that round if they make the save.
- Subjects of 2 HD or lower: May not make a saving throw.
- Behavior: Roll on the following table separately for each affected subject each round to determine how that subject acts that round:

Confusion: Subject Behavior	
2d6	Behavior
2–5	Attack caster's group
6–8	No action
9–12	Attack subject's group

Material Components: A coin or small round mirror the witch spins between her fingers.

Except as noted, this is the same as the Fourth Level Magic-User and Illusionist Spells.

Cure Serious Wounds (Cause Serious Wounds)

Duration: Instant

Range: The caster or a creature touched

The caster's touch heals 2d6+2 hit points of damage in one living subject. This cannot grant more hit points than the subject's normal maximum.

Reversed: Cause Serious Wounds

Inflicts 2d6+2 hit points of damage to a touched creature. In combat, a melee attack roll is required.

Material Components:

Except as noted, this is the same as the Fourth Level Cleric Spell.

Emotion

Duration: Concentration

Range: 10' per level

All creatures in a 40' square area within range must save versus spells or be afflicted by an emotion of the caster's choosing:

- **Fear:** Subjects are struck with terror and will flee from the caster at maximum speed. Affected creatures have a 60% chance of immediately dropping anything in their hands. The chance is decreased by 5% for each level or Hit Die above 1.
Fear counters ongoing rage effects.
- **Hate:** Subjects gain a +2 bonus to attacks, damage, saving throws, and morale.
Hate counters ongoing hopelessness effects.
- **Hopelessness:** Subjects are utterly demoralized and will dejectedly follow enemies' orders (e.g., to surrender or leave). In combat, there is a 1-in-4 chance of a subject doing nothing each round, and a 1-in-4 chance of them retreating.
Hopelessness counters ongoing hate effects.
- **Rage:** Subjects go berserk, gaining a +1 bonus to hit and +3 to damage. Subjects fight without thought for their own lives and will not use shields. Subjects also gain 5 temporary hit points. These may take a subject above its normal maximum, but disappear when the spell ceases. Rage counters ongoing fear effects.
- **Concentration:** Is required to maintain the projected emotion. If the caster moves or loses concentration, the spell ends.

Material Components: The witch draws a sign of a rune in the air for the emotion she wants to create.

Except as noted, this is the same as the Fourth Level Illusionist Spell.

Inscribe Tattoo II

Duration: Permanent

Range: One willing target

With this spell, the caster inscribes a tattoo onto a willing subject. Only three such tattoos can ever be placed on one subject.

Tattoos have different abilities.

- **Battle Protection:** +2 bonus to AC. Tattoo must be visible to have an effect.
- **Become Animal:** Allows the subject to shift into a normal animal, chosen at the time of inscribing. The animal's HD must be equal to or less than the subject's level. The subject can only shapeshift once per week.

- **Guardian Familiar:** A tattoo of an animal is placed on the subject's body. The animal can then be summoned to fight for the owner of the tattoo. Regardless of the type of animal, it fights as a 4 HD creature with 2 claw attacks (1d8 each). If killed, it can not be summoned until the next day. The animal can only be summoned once per day.
- **Magical Affinity:** Used by spell casters, this gives a -2 penalty to target's saves.
- **Magical Protection:** +2 to saves vs. magic. This can be from spells, wands, rods, or magic-like effects.
- **Spell Tattoo:** The witch inscribes a special tattoo the can cast one spell of 2nd level or lower on another person. The spell must have a Target of "Self" or "Touch." A subject can only have one such tattoo, and the witch can not tattoo herself.
- **Strike True:** The subject gains a +2 to hit/damage. Magical creatures can be hit with this magic.

Similar tattoos do not add their effects, two Magical Protection tattoos do not prove +2 protection. Only higher-level tattoos can.

The caster cannot tattoo herself.

Material Components: Special tattoo pens, needles, and inks are required. Each application requires 100 gp worth of material.

Instant Karma

Duration: Instant

Range: One target

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

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

Instant Karma only works for one attack.

Material Components: A small polished mirror.

Mud Man

Duration: Until sunset

Range: Touch

This spell animates a temporary golem. The witch prepares a mojo stick from a fresh elder wood branch that has been whittled and carved with mystic runes and then touches any wet ground with it. The soul of a murderer is drawn into the ground and animates the mud. Once animated, the mud man rises from the mud in the exact likeness of the murderer.

Mud man: Mv 90 ft, AC 5, HD 6, #at 1, dam 2d6, takes half damage from cutting or thrusting weapons.

The mud man has the soul of the murderer, but not the mind. It is completely unintelligent and will obey the witch's commands to the letter. It is not undead and cannot be turned, but is immune to mind-affecting magic, sleep and charm spells of any kind.

On command, the mud man can turn to thin mud and seep under doors, through gratings, etc. It can also be commanded to reconstitute itself on the other side.

Material Components: A specially prepared (mojo) stick. This stick has been blessed in the ritual.

Nondetection

Duration: 1 hour per level

Range: Touch

This spell protects the creature touched from being spied on by crystal balls or any type of ESP. The spell's magical protection also prevents a crystal ball from spying on the items the recipient is wearing and his present location. A character attempting to spy upon the recipient will learn he is magically protected, but will not gain any other information. This spell is used to create amulets versus crystal balls and ESP.

Material Components: Tin that has been hammered very thin and fashioned into a hat.

Polymorph

Duration: Permanent (Others) / 6 turns +1 per level (Self)

Range: 60' (Others) / The caster (Self)

The caster or another living subject is changed into another type of creature, as chosen by the caster:

- HD: The spell fails if the new form's HD is more than twice the subject's HD.
- Hit points: The subject retains the same number of hit points.

- Abilities: The subject truly becomes the new form: all special abilities are acquired, along with behavioral patterns, tendencies, and intelligence.

When cast on herself:

- HD: The spell fails if the new form's HD is more than the subject's HD.
- Stats: The caster retains his or her own intelligence, hit points, saving throws, and attack probabilities.
- Non-physical special abilities: (e.g., immunities, breath weapons, spell casting) are not acquired.
- Casting spells: While polymorphed, the caster is unable to cast spells.

All recipients of the spell:

- Specific individuals: The spell cannot be used to duplicate a specific individual.
- Reversion: If the subject dies, it returns to its original form.
- An unwilling subject: May save versus spells to negate the effect.

Material Components: A bit of clay the witch shapes into the desired form.

Except as noted, this is the same as the Fourth Level Magic-User Spells "Polymorph Others" and "Polymorph Self."

Remove Curse

Duration: Instant

Range: The caster or a creature touched

Remove curse instantaneously removes one curse from a target. It may allow a character to discard a cursed magic item.

Material Components: Purifying oils and water.

Except as noted, this is the same as the Fourth Level Magic-User Spell.

Sympathetic Creation

Duration: 6 turns per level

Range: Touch

For one turn, the caster weaves a semi-real but tangible object from a tiny piece of constituent matter.

For example, a semi-real rope could be formed from a strand of hemp fiber.

- Non-living: Only objects of non-living vegetable matter may be created (e.g., fabric, rope, wood, etc.).
- Size: The object may be no larger than one cubic foot per level of the caster.
- Food: While it is possible to create food, its semi-real nature means that it provides no nourishment.

- When the duration ends: The conjured item disappears. The piece of matter from which it was woven remains.

Material Components: The small piece of matter that the new creation is formed out of.

Except as noted, this is the same as the Fourth Level Illusionist Spell Minor Creation.

Temperature Control

Duration: 1 turn per level

Range: 10' around the caster

The caster can control the surrounding temperature in a limited radius.

- **Temperature Range:** The temperature may be raised or lowered up to the full range of temperature variance in the natural world. (e.g., down to arctic cold or up to tropical heat.)
- **Control:** The caster can adjust the temperature at will while the spell lasts.

Material Components: A small bit of animal fur.

Except as noted, this is the same as the Fourth Level Druid Spell.

Venus Glass

Duration: Instantaneous

Range: One glass of water

The witch sends a prayer out to the spirits of her ancestors and to the spirits of those not yet reborn for a vision. A question is asked to give her a vision of a face. Typically the witch casts a venus glass for a maiden hoping to see the face of her future husband.

She then cracks an egg and suspends the egg white in a glass of water

She can then see the future; usually, the face of someone important to the witch or whomever the witch is asking about.

- **Face:** the face of someone will appear. It may be indistinct or quite clear.
- **Portents:** If the egg has blood in, it means that the person they seek wishes to bring them death.
- **Visage of Death:** If the face switches from normal to a skull face, then the person they seek will die.
- **Unclear:** No face is revealed. The witch may try again the next night.

Material Components: An egg from a hen taken at or just before the dawn and a clear glass of pure water.

Fifth Level Spells

Commune with Spirits

Duration: 3 turns

Range: The caster

The caster calls upon divine powers to seek knowledge.

- **Questions:** The caster may ask three questions per casting. Once per year and a day, the caster may instead ask six questions.
- **Answers:** Each question receives a simple “yes” or “no” answer.
- **Usage limit:** Commune may only be cast once per week. If the referee feels this spell is being overused, its usage may be limited to once per lunar month.

Material Components: The witch closes her eyes for the casting of this spell to relax.

Except as noted, this is the same as the Fifth Level Cleric Spell Commune and the Fifth Level Druid Spell Commune with Nature.

Control Weather

Duration: Concentration

Range: 240 yards around the caster

By concentrating (no movement allowed), the caster causes one of the following conditions to manifest around them. This spell only functions outdoors.

- **Calm:** Clears bad weather (though side-effects—e.g., mud after rain—remain.)
- **Extreme heat:** Dries up snow or mud (including *transmute rock to mud*). Creatures in the area move at half normal rate.
- **Fog:** Visibility drops to 20'. Creatures in the fog move at half their normal rate.
At the referee's option, they may also have a chance of getting lost.
- **High winds:** Movement rates are halved. Missile fire and flight are impossible.
- **High winds may be used to increase the sailing speed of ships by 50% if they travel with the wind. In sandy areas, it may cause a sandstorm, reducing visibility to 20'.**
- **Rain:** -2 penalties to missile attacks. Mud forms in 3 turns, halving movement rates.
- **Snow:** Visibility drops to 20'. Movement rates are halved. Bodies of water may freeze. After the snow thaws, mud remains and still impedes movement.
- **Tornado:** The caster can direct the tornado, which moves at 120' per round.

The tornado can be directed to attack (see stats below). Ships caught in a tornado have a 75% chance of suffering 12 points of hull damage.

Tornado:

A whirling column of air, 24' high and 6' across that wreaks havoc for flying creatures and ships.

AC 0 [19], HD 12* (54hp), Att 1 × blow (2d8), THAC0 10 [+9], MV 360' (120') flying, SV D6 W7 P8 B8 S10 (12), ML 10, AL Neutral, XP 1,900, NA 1 (1), TT None

- Whirlwind: Creatures with less than 2HD swept aside (save versus death).
- Mundane damage immunity: Can only be harmed by magical attacks.
- Harm flying creatures: Inflict extra 1d8 damage.

Material Components: A drop of water that the witch blows off of her fingertip.

Except as noted, this is the same as the Fifth Level Druid and Sixth Level Magic-User Spells.

Decimate

Duration: Instantaneous

Range: Cone 50' + 5' per level

The witch speaks a word of power while pointing her finger at a group of creatures or objects.

- Creatures: All creatures within the cone effect of the spell will automatically lose 1/10th of their maximum hit points. If this loss brings them below 0 due to other damage, then they will die. All living creatures, constructs, and undead can be affected.
- Objects: One-tenth of all the objects of the same sort are destroyed. These have to be inanimate, mundane items.

Material Components: The witch learns the secret word of power.

Flood of Tears

Duration: Instantaneous and one round per level

Range: Cone 60'

The witch begins to cry and creates a flood to wash away her foes.

- In the first round, the tears flow creatures caught in the flood must make a save vs. paralysis or take 1d6 hp of damage for every two levels of the witch (max 7d6). Save for half.

- For the rounds, after this, the area remains inundated with water and the flotsam and jetsam of debris. Movement is reduced to half in this area.

Material Components: The witch must cry.

Healing Sympathy

Duration: 1 round/level

Range: 60'

This spell enables the witch to cast beneficial spells on a poppet, which will affect the poppet's living counterpart, providing he or she is within range. Thus, the witch could hide around the corner while healing another adventurer who is in melee with a monster.

- Detrimental spells will not work via Healing Sympathy.

Material Components: The witch must have a poppet of the target to be healed. Poppets are created by the Create Poppet ritual.

Hold Monster

Duration: 6 turns, +1 per level

Range: 120'

This spell causes one or more creatures to be paralyzed if they fail a saving throw versus spells. It may be cast in two ways:

1. Against an individual: The target's saving throw is penalized by -2.
2. Against a group: 1d4 individuals in the group are targeted.

Restrictions: Constructs, Elementals, and Undead are not affected.

Material Components: A loop of string the witch manipulates between her fingers into a complex knot.

Except as noted, this is the same as the Fifth Level Magic-User Spell.

Looking Glass

Duration: 1 round per level

Range: Touch

A finely wrought, silver mirror is enchanted to act as a scrying device, allowing the caster to fleetingly view any place or object that is brought to mind:

- The clarity of the vision: Is dependent on the scryer's familiarity with the subject.
- Casting spells: It is not possible to cast spells through the mirror into the viewed scene.

Material Components: The mirror enchanted by this spell must be of at least 1,000gp value.

Except as noted, this is the same as the Fifth Level Illusionist Spell.

Send Fetch

Duration: 5 minutes

Range: Unlimited

This spell sends an apparition to deliver a message to a named subject.

- The apparition: Takes the form of a ghostly figure of sinister or beguiling aspect, as the caster wishes.
- The message delivered: May be up to 5 minutes long.
- Sympathetic item: The caster requires an item of close personal connection to the subject (e.g., a ring, commonly worn garment, lock of hair, etc.).

Saving throw: If the subject is unwilling, they may save versus spells to prevent the visitation.

Material Components: A smoky glass mirror.

Except as noted, this is the same as the Fifth Level Illusionist Spell Visitation.

Song of Discord

Duration: 1 round per level

Range: 100 ft + 10 ft per level

This spell causes those within the area to turn on each other rather than attack their foes.

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

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

Telekinesis

Duration: Concentration (up to 6 rounds)

Range: 120'

By concentrating, the caster can move objects or creatures by the power of thought.

- Weight: Up to 200 coins of weight per level of the caster may be targeted.

- Movement: The target may be moved up to 20' per round, in whatever direction the caster wishes (including vertically).
- Save: If a creature is targeted, it may save versus spells to resist the spell.
- Concentration: If the caster's concentration is broken, the target will fall.

Material Components: The witch must be able to see and concentrate on the object.

Except as noted, this is the same as the Fifth Level Magic-User Spell.



Threefold Aspect

Duration: 24 hours

Range: The caster

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

- Maiden: Gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom.
- Mother: Gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity.
- Crone: Gain a +4 enhancement bonus to Wisdom and Intelligence but take a -2 penalty to Strength and Dexterity.

As enhancement bonuses, these combine with any bonuses or penalties the witch may have from their actual age the bonuses granted by this spell represent their idealized form in this threefold aspect rather than simply duplicating their ability scores at any one particular age.

True seeing reveals their natural appearance overlaid with that their aspect, recognizing both as part of their true self. Individuals who study the witch closely and have interacted with her at another apparent age recognize a resemblance (as though family). *Threefold Aspect* does not alter their clothing or equipment and does not heal any deformity or injury unrelated to age.

Material Components: A cord tied into three interlocking loops.

Ward of Magic

Duration: 5 rounds

Range: The caster + 5' per level

Spells of no higher than the third level cast from outside the area of effect are absorbed and dispersed harmlessly by this spell. There is one exception: a Dispel magic spell cast on the Ward will remove it (no saving throw).

Spells cast from within work as normal.

Material Components: The witch must draw the ward in the air in the secret language of magic.

Witch Jar

Duration: Special

Range: The caster

The caster's body enters a comatose trance as his or her life-force is transferred into a receptacle (any inanimate object within 30'), known as a witch jar.

From there, the caster may attempt to possess the bodies of other creatures.

When the caster's life-force is in the witch jar:

- **Possession:** The caster may attempt to possess the body of another creature within 120'. The victim may save versus spells to resist possession. If the save is successful, the caster may not make another attempt to possess that victim for one turn. If the save fails, the caster's life-force leaves the witch jar and enters the victim, possessing it.
- **Returning:** The caster may choose to return to his or her own body at any time, ending the spell.
- **If the witch jar is destroyed:** The caster dies.
- **If the caster's own body is destroyed:** His or her life-force is stranded in the witch jar.

When the caster's life-force is possessing a victim:

- **Control:** The caster gains full control over the victim's body, but is not able to make the victim cast spells.
- **If the witch jar is destroyed:** The spell ends and the caster's life-force is trapped in the possessed body.
- **If the possessed victim is killed:** The caster's life-force returns to the witch jar.
- **Dispelling:** Dispel evil forces the caster's life-force back into the witch jar.

- **If the caster's own body is destroyed:** His or her life-force is stranded in the body of the creature being possessed.

Material Components: The "jar" the witch will use to house her spirit.

Except as noted, this is the same as the Fifth Level Magic-User Spell "Magic Jar."

Sixth Level Spells

Conjure Animals

Duration: 2 rounds per level

Range: 30'

The caster can summon normal mammals to attack enemies designated by the caster. The number of animals that appear is directly related to the caster's level.

- The caster summons 1 hit die of animals per level of experience of the caster, and each +1 is calculated as 1/4 of a hit die. For example, a 9th level witch can summon 9 hit dice of animals that could consist of nine 1 HD animals, or three 3 HD animals, or two 4+2 HD animals.
- Summoned animals will fight to the death or until the duration of the spell ends.

Material Components: The witch makes a call, so she must be able to speak.

Crawling Swarm

Duration: 1 turn/level

Range: Caster

The caster transforms her own body into a swarm of spiders (90%) or centipedes (10%). There will be 100 such creatures per level of the witch.

- In this form, the caster is immune to all attack forms, except for area of effect attacks such as fireball or flaming oil—but area of effect attacks will inflict double damage.
- The Crawling Swarm can move at 30 ft, and can climb sheer surfaces or through tiny gaps. It can attack creatures subject to non-magical weapons, taking one round to fully engulf the target, and then inflicting 4d6 hp of bite damage per round until the target dies; but most creatures will easily be able to outrun the swarm.

Material Components: A normal insect.

Enchant Item

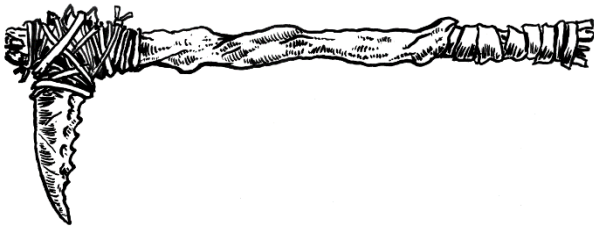
Duration: Permanent

Range: Touch

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, or other efforts the Referee may determine are necessary for the task.

The witch will collect items that have a sympathetic nature to the enchantment. So, for example, a sword used to hunt vampires will have holy sigils lain on it, with fine incense and holy oil to anoint it.

Material Components: Special oils, incense to burn, the item to be enchanted, and any material components from the spell to be applied to the item.



Eye Bite

Duration: 1 round per 3 levels

Range: 25' + 5' per 2 levels

The witch glares at a target.

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

HD	Effect
10 or more	Sickened
5-9	Panicked, sickened
4 or less	Comatose, panicked, sickened

- *Sickened:* Sudden pain and fever sweeps over the target's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws, and ability checks. A target affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a *remove disease* or *cure wounds* spell, but a *remove curse* is effective.
- *Panicked:* The target becomes panicked for 1d4 rounds as if under the influence of a *fear* spell. After the initial effect is over, the target can become panicked again if he sees the witch and fails a saving throw.
- *Comatose:* The target falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the

effect. This is not a sleep effect, and thus elves are not immune to it.

The witch can affect victims for 1 round per three caster levels. Spell effects can last longer than this, depending on the outcome.

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

Geas

Duration: Permanent / Instant (remove geas)

Range: 30'

Geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a *geas* cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

- Examples: Bringing a specific item to the caster, eating, or drinking without restraint, keeping a certain fact secret.
- Impossible or deadly tasks: The prescribed geas must not be impossible or directly deadly—if such a geas is cast, it affects the caster, instead.
- Saving throw: The subject may save versus spells to avoid coming under the spell's effect.
- If the save fails: The subject must follow the stipulated course of action or suffer gradually increasing (and eventually fatal) penalties determined by the referee.

e.g., penalties to attack, ability score reductions, inability to memorize spells, physical torment, and feebleness, etc.

For every 24 hours that the subject chooses not to obey the *geas* (or is prevented from following it), it suffers a -2 penalty to each of its ability scores, up to a total of -8. No ability score can be reduced to less than 3 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the *geas*.

Dispel magic does not affect a *geas*.

Reversed: Remove Geas

Can dispel an active geas spell and any incurred penalties. If the caster of the geas to be nullified is higher level than the character casting remove geas, there is a chance of the spell having no effect. The probability of spell failure is 5% per level the caster is below the caster of geas.

Material Components: The target under the geas and cord bound around the witch's forearm, which disappears in the casting.

Except as noted, this is the same as the Sixth Level Magic-user Spell.

Hex of Pain

Duration: 6 rounds

Range: 60'

This spell affects up to 6 creatures within 60 ft of the caster. Affected creatures are wracked with pain, and can do nothing except writhe and scream for 6 melee rounds. Saving throws are at -6.

A saving throw will negate this spell.

Material Components: An amulet with the magical phrase "ABRACADABRA" printed on it.

Horror

Duration: 1 rd/level

Range: 25' + 5' per level

The witch moans like a banshee or ghost.

- Creatures within range panic and must flee directly away from the caster, not returning until the duration has passed.
- There is a 60% chance they will drop anything they are holding.
- There is a normal saving throw, but undead, golems, elementals, and extraplanar creatures are immune to the effect.

Material Components: The witch makes a moaning noise like a ghost or banshee.

Inscribe Tattoo III

Duration: Permanent

Range: One willing target

With this spell, the caster inscribes a tattoo onto a willing subject. Only three such tattoos can ever be placed on one subject.

Tattoos have different abilities.

- Battle Protection: +3 bonus to AC. Tattoo must be visible to have an effect.
- Become Animal: Allows the subject to shift into a normal animal, chosen at the time of inscribing. The

animal's HD must be equal to or less than the subject's level. The subject can only shapeshift once per day.

- Guardian Familiar: A tattoo of an animal is placed on the subject's body. The animal can then be summoned to fight for the owner of the tattoo. Regardless of the type of animal, it fights as a 6 HD creature with 2 claw attacks (1d10 each). If killed, it can not be summoned until the next day. The animal can only be summoned once per day.
- Magical Affinity: Used by spell casters, this gives a -3 penalty to target's saves.
- Magical Protection: +3 to saves vs. magic. This can be from spells, wands, rods, or magic-like effects.
- Spell Tattoo: The witch inscribes a special tattoo the can cast one spell of 3rd level or lower on another person. The spell must have a Target of "Self" or "Touch." A subject can only have one such tattoo, and the witch can not tattoo herself.
- Strike True: The subject gains a +3 to hit/damage. Magical creatures can be hit with this magic.

Similar tattoos do not add their effects, two Magical Protection tattoos do not prove a +2 protection. Only higher-level tattoos can.

The caster cannot tattoo herself.

Material Components: Special tattoo pens, needles, and inks are required. Each application requires 150 gp worth of material.

Projected Image

Duration: 6 turns

Range: 240'

An illusory duplicate of the caster appears within range.

- Duplicate: The image is an exact duplicate of the caster that can only be differentiated by touch.
- Subsequent spells cast: Appear to originate from the image. (Targets must still be visible to the caster, however.)
- Spells and missiles: The image appears unaffected by spells or missile weapons.
- Melee or touch: If the image is touched or hit in melee, it disappears.

Material Components:

Except as noted, this is the same as the Sixth Level Magic-user Spell

Through the Looking Glass

Duration: 1 round per level

Range: 10'

A finely wrought, full-length, silver mirror is enchanted to act as a scrying device, allowing the caster to view any place or object that is brought to mind:

- The clarity of the vision: Depends on the scryer's familiarity with the subject.
- Casting spells: Through the mirror into the viewed scene is not possible.
- Stepping into the mirror: The caster may step into the divined scene:
- Portal: A faint, spatial distortion exists at the point at which the caster entered the scene. The portal is invisible but may be perceived by the caster or by magic.
- Stepping back through: Anyone who perceives the portal may step out of the mirror and into the location whence the caster originated.
- At the end of the spell's duration, The portal disappears. Any creature (including the caster) that stepped through the portal/mirror and did not return must save versus death or becomes lost in another plane of reality.

Material Components: The mirror must be of at least 5,000gp value.

Except as noted, this is the same as the Sixth Level Illusionist Spell.

True Seeing

Duration: 1 round per level

Range: The caster or a creature touched

The subject sees all things within 60' as they truly are.

- Secret doors: Are revealed.
- Invisibility: Invisible objects and creatures are perceived.
- Illusions: Are seen through.
- Enchantments: Enchanted objects and creatures are made apparent.

Material Components: A bit of rose quartz the caster looks through.

Except as noted, this is the same as the Sixth Level Illusionist Spell.

Unseen Servant

Duration: One mission

Range: Summoned to caster's presence

An invisible stalker/unseen servant (see below) is summoned to the caster's presence and magically bound to perform a mission of the caster's choosing.

- **Wording:** The caster must be careful with the wording of the mission. Unseen servants are treacherous and, unless the assigned task can be easily and quickly accomplished, will follow the letter of the command while twisting the intent.
- **Duration:** The creature is bound to attempt the mission until it succeeds or is destroyed.
- **Banishing:** The spell *dispel evil* will banish an unseen servant, ending the spell.

Invisible Stalker/Unseen Servant

Highly intelligent, magical creatures summoned from another plane of existence to perform tasks for powerful magic-users and witches.

AC 3 [16], HD 8* (36hp), Att 1 × blow (4d4), THAC0 12 [+7], MV 120' (40'), SV D8 W9 P10 B10 S12 (F8), ML 12, AL Neutral, XP 1,200, NA 1 (1), TT None

- Tracking: Without fault.
- Surprise: 5-in-6, unless target can detect invisibility.
- If killed: Returns to the plane of origin.

Material Components: The caster burns specially prepared incense in a bowl or brazier.

Except as noted, this is the same as the Sixth Level Magic-user Spell "Invisible Stalker."

Wall of Thorns

Duration: 1 turn/level

Range: 80 ft

Creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger.

The caster can create a 10 ft x10 ft x 5 ft wall per level of experience, but the "wall" can be shaped as desired by the caster in equivalent volume (such as to block a passage).

Any creature forced into or attempting to move through a wall of thorns takes 8 points of damage per round of movement (if trying to break through the barrier; the creature will break through 10 ft of barrier per round). A creature trapped in the thorns can choose to remain motionless to avoid taking any more damage.

It can also be burned by magical (not normal) fire, which will destroy the wall in 10 rounds.

Despite its appearance, the wall is not actually a living plant, and thus is unaffected by spells that affect plants.

Material Components: A thorn from a rose bush.

Ritual Spells

The witch may also cast Ritual Spells. These spells are harder to cast than other spells of the same spell level (and thus require a slightly higher level) and require more than one witch to cast. The number of witches required and any other special requirements needed for the spell.

Some spells listed above also have a *Ritual Benefit* and can be cast as if they were a ritual spell. Regular 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.

For the determination of effects or ability to cast the highest level witch is used as the primary caster.

Researching and Creating New Ritual Spells

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

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

For example, three witches of the bándru 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 any one 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

Cake and Tea Ritual

Ritual Requirement: At least 2 witches, full tea set, cakes and tea

Duration: 24 Hours

Range: All Participants

This ritual is often performed at the end of the proper worship ceremonies of a coven, but it can also be performed as a means of two unfamiliar witches to break the ground towards friendship. Once complete, the witches in the ritual will gain a +1 to all rolls for the next hour and will act as if they had a +1 to Charisma-based roll for the next 24. The witches also may not harm each other in any fashion or lose all benefits from this ritual.

Material Components: Cakes or cookies and the tea to be served.

Ceremony

Ritual Requirements: The witch, at least two other participants and cast at the proper time

Duration: varies, see below

Range: varies, see below

With this spell, the witch can perform the various ceremonies required by her coven, clan, and/or tradition. If places and times of power are being used, then this ritual must be performed to take advantage of the bonuses.

Any number of ceremonies may be covered by this ritual, the witch alters the casting as needed for the ceremony being observed at the time. The following ceremonies can be observed with this ritual.

- Sabbats: The eight sabbats can be observed and prepared for, this lasts till the next sunrise.
- Esbats: The 12 esbats can be recognized. This lasts till the next sunset.

Other ceremonies include:

- Birth: When cast, the witch blesses the newborn and their family for a year and a day.
- Naming: Another ritual when a name is chosen for the child.
- Coming of Age: A boy or girl enters into adulthood. The boon lasts for a year and a day.
- Handfasting: The witch blesses the union of two adults in marriage for a year and a day. The boon extends to both partners.
- Death: The witch blesses the spirit of a recently deceased person. The boon here is the departed can not be brought back from the dead as an undead creature.

Witches have ceremonies that apply only to other witches as well.

- Initiate: When a new witch joins the coven. They receive a new coven name and, in some traditions, a witch's mark.
- Maiden: When a girl is selected to represent the maiden in the coven celebrations.
- Mother: When a woman is selected to represent the mother in the coven celebrations.
- Crone: When an older woman is selected to represent the crone in the coven celebrations.

- Atonement: A witch or cowan who has committed some grievance against the patrons or community is forgiven and welcomed back.
- Consecration: An altar, covenstead, or ritual tool is prepared for use.
- Cowan: The witch publically names her cowan, and the cowan accepts the charge of the witch.

The boon, unless otherwise stated, is a bonus to all spell saves of +1. Often the boon lasts for a year and a day or until the next ceremony time.

Note: Clerics and Druids have access to a similar spell for their own ceremonies with similar bonuses. They do not have access to the witch-only aspects of this ritual.

Material Components: Will vary, but often food and drink to celebrate with that are appropriate for the celebration and season.

Consecrate Focus Item

Ritual Requirements: The witch and one other subject.

Duration: Special

Range: The item created

With this ritual, the witch creates an item that will work as a proxy, poppet, or effigy for another. The witch typically needs a personal item from the person the focus item is for; hair, clothing, fingernails, or best yet, blood.

The witch then creates an item to suit her purposes. For example, if she wants to cause the focused harm by burning, then she might make a representation of them in paper or straw. If she is creating a bond with a protector so she can heal them from afar, she might make a small sword out of wood to represent their protective nature.

A focus item can only be used once.

Material Components: Will vary, but they always include a physical representation of the focus and some personal item.

Second Level Witch Rituals

Bonds of Hospitality

Ritual Requirements: The witch, at least two other participants, and food.

Duration: 24 hours

Target: The witch and up to 2 other creatures/level

Range: 50 ft.

When the witch provides food or drinks to others, she explains the sacred bonds of hospitality. She and those who accept the refreshment are bound by those rules for the next 24 hours (no save). A creature that is unable to hear or understand the rules being laid forth is not affected by the bonds.

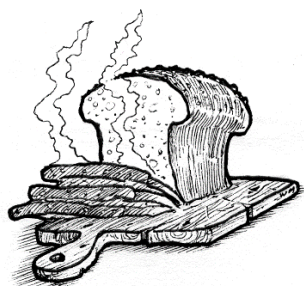
Over the next 24 hours, any affected creature attempting to directly attack another affected creature, even with a targeted spell, must attempt a Spell save. If the save succeeds, the creature can't follow through with the attack. That part of the attack is lost, and the creature is nauseated for one round and then sickened for 1 hour.

- Nauseated - Creatures with the nauseated condition experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.
- Sickened - The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

However, the bonds of hospitality are broken for all parties, and the creature may attack the next round. All parties are immediately aware that the bonds have been broken, though they do not know which creature broke it. If the save fails, the opponent is nauseated for one minute, can't follow through with the attack, and that part of its action is lost.

If the bonds are broken through any means, for example, by the application of dispel magic, the spell ends on all targets.

Material Components: The meal or refreshments served.



Favor of the Gods

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

Range: One Person

Duration: One year and one 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
Balder, Eostre	+1 to any roll involving Charisma
Frey, Lugh	+1 to any healing magic performed by or on the hero.

The Morrigan, Sif, Tyr	+1 to any damage roll, melee or missile
Odin, Oghma, Wotan	+1 to any roll involving wisdom
Bēow, Diancecht	+1 to any saving throws vs. poison or disease
Cerwiden, Frigga	+1 to any saving throw vs. scrying or mind control (charm, hold, sleep)
Loki, Hel	+1 to any saving throw vs. death or paralysis
Freya, Louhi	+1 to any saving throw vs. magic
Goibhniu, Thor	+1 to any roll or check involving Constitution. Any bonus HP earned in this time are permanent
Heimdall	+1 or +5% to check involving sensing objects, motives or hidden, invisible things
Ahto, Manannan Mac Lir, Njord	ability to swim. +1 to all saves vs poison or dragon breath
The Dagda	+1 to all saves

* Gods and goddesses from the Egyptian, Greek, and Roman pantheons are also appropriate.

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

Material Components: Special oils, incense, and items related to the gods involved.

Seven Year Blessing

Ritual Requirements: At least one witch and the target to be blessed that meets the witch's requirements

Duration: Seven years

Range: Within sight of the witch

This blessing requires only one witch, but the conditions must be extremely favorable for that witch and location she is putting the blessing on. For example, a witch can place a Seven Year Blessing on the home of a newly handfasted couple granting them a level of posterity, their crops do not fail, their children are born healthy, no misfortune. She could place one on an inn that sheltered her and her companions for the night to hide them from enemies. In this case, harm would have come to innkeeper if it was known the witch was there, but now this inn will be praised by all, and adventurers will seek out their comfortable beds and fantastic beers and ales. Or on the kingdom of a particularly beneficent ruler. In this case, though,

there should be more than one witch present in the casting. The nature of the blessing is up to the Player and Game Master. Typically they will be intangible sorts of benefits in terms of game mechanics, and the Blessing can't benefit the witch directly. Though a grateful innkeeper or king may offer their finest rooms or lodgings free of charge for the duration.

Material Components: The witch must first gain some benefit or boon from whomever she is placing the blessing on.

Third Level Witch Rituals

Raise the Cone of Power

Ritual Requirements: At least 3 witches and the target

Duration: Per secondary spell

Range: Special

Three or more witches gather in a circle to raise the Cone of Power. This is a magical conduit reaching out beyond the witch to someone one of the witches knows. The target can be anywhere in the same plane as the witches casting the spell, but they will need a focus item connected to the person.

Once raised, the witch that knows the target best can cast a spell to target that person. So anything from healing spells like Cure Light Wounds, to a Curse, to even something that would cause damage.

Once the spell is cast, the Cone collapses, and the witches all take 1d4 hp damage from the magical backlash. Even if the spell is a positive one.

Material Components: The witches need focus tools like an athamé, staff, sword, or wand. Any material components for the second spell and fine incense to be burned valued at 100 pg.

Seven Year Curse

Ritual Requirements: At least one witch and the target to be cursed that meets the witch's requirements

Duration: Seven years

Range: Within sight of the witch

This ritual also only requires a single witch to cast, but the situations in which it can be cast are very rare. The target of the Seven Year Curse must have harmed the witch in a very personal way. A physical attack or other mundane situation is not enough. The potential victim must have harmed the witch to a level of burning her mother/sister/covener/lover at the stake as a witch or caused this to happen. Other situations would be the death of family, members of their coven, the destruction of their home, village, or something as equally tragic.

The witch can level up to seven individual curses as per the Bestow Curse spell.

A Seven Year Curse can only be removed by powerful magic

Material Components: The witch scribes the name of those who wronged them on a specially crafted mirror. The witch then shatters the mirror.

What You Have is Mine

Ritual Requirements: At least one witch and the target to be affected

Duration: See below

Range: Within sight of the witch

This ritual transfers a curse, disease, quest, or geas to another. The witch can move these afflictions from herself or another and place on another victim. She will require a focus item of the person or creature she is transferring too.

A Saving Throw vs. Spells will negate the transfer. If the victim fails, they are subject to the new affliction.

Material Components: The witch uses a focus item for the person receiving the transferred affliction and items relating to the affliction being transferred.

Fourth Level Witch Rituals

Drawing Down the Moon

Ritual Requirement: At least 2 witches

Duration: 1 round per effective level

Range: One witch, usually the high priestess

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

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

This ritual may be one of the oldest rituals known.

Material Components: The items required are the witch's ritual tools. Also required are incense, oils, and other

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

Ríastrad

Ritual Requirements: At least one witch and one warrior

Duration: Ten minutes per level of the witch or until dispelled

Range: One warrior

It is believed that the great witch Scáthach was first to discover the ritual of ríastrad or the *battle frenzy*. The ritual requires a plea to the gods of battle and a deep desire to see one's enemies destroyed.

The witch will invest in her warrior (anyone of a non-spell casting class) superior battle prowess. The ríastrad causes the warrior to grow larger, and their bodies warp as their strength increases.

They gain the following bonuses:

- Strength and Constitution increase by +4. This can take a warrior beyond their normal maximums.
- Gain additional HP at $2d6 + 1$ hp per level of the witches casting the ritual.
- Saves vs. Death, Poison, and Dragon Breath gain a -3 bonus.
- Saves vs. Charm, Hold, and Sleep magic gains a -4 bonus.
- Ríastrad warriors can fight till -10 hp. They do not become unconscious at 0 hp.
- Intelligence takes -4 penalty.

The warrior affected by the ríastrad will fight headless of damage done to others or themselves. Their only goal is to destroy as many enemies as possible. If they do and the ritual has not abated, they will attack allies.

The witch who initiated the ritual can end the ritual, but the warrior will continue to fight for one extra round.

If the damage taken by the warrior will leave them at -10, they will die if healing magic is not used to bring them back to positive HP.

Cowans: If the warrior chosen for the ríastrad is the witch's cowan, they gain an additional $2d6$ hp, and even at the height of their frenzy, they will not attack the witch.

Material Components: Fine incense is burned, and the initiating witch will paint symbols on the body of the warrior.



Wheel of the Year

Ritual Requirements: At least 3 witches

Duration: One season, 13 weeks

Range: Participants in the ritual

Witches celebrate the changing of the seasons as an affirmation of life, death, and rebirth. Spring is time youthful vigor, summer a time of strength, fall a time of harvest and passing on, and winter a time not just of death, but of rebirth and a return to life.

Each ritual is specific and is only cast on the first full day of that season; the equinoxes and solstices.

Rites of Spring: Spring is a time of renewed vigor and growth. Participants in this ritual gain a +2 enhancement bonus to Constitution. This effect lasts until the Summer Solstice. Children conceived during this time gain a +1 benefit to their Constitution for one year after they are born.

Rites of Summer: Summer is a time of strength, when the Consort, God of the Sun, rules. Participants gain a +2 enhancement to Strength-based rolls during this time and until the Autumnal Equinox.

Rites of Autumn: Autumn is a time of Harvest, the Sun God is weakening, but the Goddess is again gaining strength. Participants gain +2 enhancement to their Intelligence-based rolls until the Winter Solstice.

Rites of Winter: Winter is a time when the land slumbers. It is also a time of renewal, for the Winter Solstice marks the return of the light and a time when the Sun God is reborn to the Goddess. In her mourning, the Goddess gained wisdom, and that blessing is passed on to Her witches. From the Winter Solstice to the Vernal Equinox, participants gain a +2 enhancement to their Wisdom.

Alternately the Coven may choose to honor the Cross-quarter days instead. These may require additional material components.

Imbolc Rites: The pending return of Spring is heralded by the birth of many animals. A newborn may be blessed with +2 enhancement to any check. This lasts until Beltane.

Beltane Rites: A popular choice for marriages, this rite provides a +2 enhancement to any check to newlyweds. This may be

combined with a Handfasting above. These effects last until Lammas.

Lammas Rites: The harvest is nigh, and the bounty is shared with all. This rite provides +2 enhancement to any check for the hosts of the Lammas feast. These last until Samhain.

Samhain Rites: The celebration of the dead. Anyone bereaved or in mourning after losing someone over the last year gains +2 enhancement to all checks. This 'Blessing of the Dead' lasts until Imbolc.

Material Components: In every case, a feast is required. The feast may be paid for by the coven, the participants, or some combination thereof. The Lammas Rite feast is always paid for by the host. These feasts also include music and dancing. The cost is 11-20 (1d10+10) gp per participant.

Fifth Level Witch Rituals

Awaken the Wood

Ritual Requirements: 1 witch and 1 druid

Duration: 1 day/level

Range: 1 mile

The trees live and breathe, but they are sleepy creatures. This ritual awakens the trees of a forest, though it does not control them, so a witch never knows just what the wood will do. Upon completion of the ritual, the forest in which the mage is standing awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. Every turn, the trees will attack those who anger them. Each tree attacks as 4 HD Treant (1d6 damage). The forest is likely large enough that fighting back is effectively impossible for those trapped within, who would be wise to flee instead. The forest may move up to a mile per day.

Material Components: This ritual requires that the witch and druid propitiate the spirits of the wood with a great many offerings throughout the ritual. Just what these offerings are might vary; perhaps the witch or druid drapes rare silks over the branches of the oldest trees, feeds the roots of the youngest with her own blood, and waters the edges with magical spring water of some kind.

Break Curse

Ritual Requirements: At least one witch (one for each level of the witch that cast the curse)

Duration: 1 round per level of the witch

Range: one cursed target

This powerful ritual will break any curse, hex or enchantment cast by another witch. This can even include spells and rituals as *Five Generations Curse* and *Seven Year Curse*.

One witch is needed for every level of the witch that originally cast the curse. So to break a Seven Year Curse (Witch Ritual 3) at least six witches would be needed since the witch that cast it would need to have been at least sixth level. There is no way for the witches though to know how many are required unless one of them personally knows the witch that cast the curse.

Material Components: The target that was cursed, special mirrors, and wands.

Raise the Watchtowers

"Guardians of the Watchtower of the East. Hear my cry!"

Ritual Requirements: At least three witches.

Duration: 13 hours + 1 hour per level of the witches casting

Range: 50 feet radius and 20 feet tall + 5 feet per level of the witches casting

To the mundane eye, the Watchtower is no more than a solidly erected stone tower. To the witch, though, it is far more. First, this ritual works best with more witches since each witch present adds her levels to the total effect of the spell. Once the ritual begins, all witches join hands, and the casting witch must face one of the four cardinal directions. This will determine what sort of Tower is erected.

Direction	Color	Element
North	Black	Earth
East	Yellow	Air
South	Red	Fire
West	Blue	Water

The size of the tower is dependent on the total levels of the witches in the casting. The tower begins as a 50-foot radius circle and at 20 feet tall. Five feet can then be added to either dimension per the total levels of the witches in the ritual. The direction is important since this determines the magical effect. The total number of witches (not levels) effects this.

Example: Larina hears of an army approaching on the eastern border. She and three other witches head to the spot. Facing east, she Raises the Watchtower of the East. There are four witches with a total of 31 levels. Larina decides that height is better, so she raises the Tower to 20 feet + 31 x 5 feet or 171 feet into the air. All four witches stand on top, and each can now cast other spells. Facing east, Larina chooses an "air" spell, *Call Lightning*. The spell will do 8d6 + 10 (her level) + 4 more (number of witches) damage. Additionally, all who need to make a save against this attack have a -4 (4 witches) applied to their saves.

From her, Watchtower Larnia shows that "Good Witches" will still defend what is theirs.

There can only be four total, one of each direction, watchtower in use by a coven at one time. Casting a fifth will cause the others to dissipate.

If the tower is destroyed or the ritual comes to an end, then any inhabitants of the tower will find themselves magically transported to the ground where the tower stood.

Material Components: A ritual item to represent the watchtower to be raised.

Sixth Level Witch Rituals

Brew Storm

Ritual Requirements: At least three witches

Duration: One day + one hour per level of all the witches casting

Range: One mile level of all the witches casting

This rather infamous ritual functions as per the spell *Control Weather*, but with greater range and affect. The witches gather around a cauldron of boiling liquid, typically collected rainwater, and summon wind and storms. The storms are typically sent over the sea to either prevent entering or leaving their lands. A ship in the middle of a Brewed Storm can not land or depart.

Seafaring vessels are treated as if affected by "Gales and Storms."

Land-based storms can reduce visibility to 20' and travel is reduced to half.

During the storm, there will be a 1 in 6 chance that a lightning strike will occur every other turn. The strikes will inflict 6d6 hp of damage in a 10' by 10' area, save for half. Anyone outside that area to 30' will take 3d6 hp of damage or save for no damage.

Material Components: The cauldron used by the witches and filled with water. Rainwater is the best, but if they are sending the storm over the sea, then seawater is also preferred.

Protection of the Goddess

Ritual Requirements: At least two witches up to seven witches

Duration: 1 round per level of all the witches combined

Range: One Dwelling or Covenstead

This spell, once cast and activated, will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on the attacker, spells backfire, or affects the hostile 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 those they choose to protect may not attack others, but they can force out attackers. Any time 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 activated by the witch who cast the spell. Often the coven chooses to activate it once the ritual is cast. After that time, the effects persist a number of rounds equal to the witches' levels.

Material Components: A chant repeated by each witch: "Goddess above, ruler of all, protect their humble servant, as love becomes wall."

Rain of Fire

Ritual Requirements: Minimum 3 witches, see text

Duration: See text

Range: See text

"It is said that only those that give life know the price of taking a life. This is why only witches were originally given the power to destroy." - from the Journal of Larina Nix

The witches of old had powerful rituals both of creating life and creating death. This ritual is very much the latter.

Three or more witches are needed for the most basic version of this horrible ritual, more witches added the more devastating the effects. Each witch must know this ritual.

The witches take a prepared focus item, an effigy made from the same materials of their target. Usually a town or locale. Each witch contributes a bit of blood (1 hp worth) to item's creation since life must be given to take life

Once the ritual has begun, the witches make a plea and summons to dark gods of vengeance, destruction, and fire. The pleas, once heard, will be answered in kind, with vengeance, destruction, and fire.

The witches then burn the effigy, each providing the flame via magic. Once that is done, the fire rains down on the actual location destroying it and anyone in it. Victims can run from the location if they make it out of the area, they will be safe, but a save vs. Spells must be made or take 1d6 hp of damage per all the level of the witches involved, or half on a save.

Witches Participating	Minimum Damage	Area in Square Miles
3	36d6	5
4	48d6	10
5	60d6	25
6	72d6	50
7	84d6	100
8	96d6	250
9	108d6	500
10	120d6	1,000
12	144d6	2,500
13	156d6	5,000

Material Components: The effigy of the place targeted, made with materials from the target. Each witch also uses a rod of ash that she uses to focus her energy on the effigy, then they raise their rods to the sky to direct the energy out to the target. Each witch also contributes 1hp worth of blood in the casting.



Witch Rituals for Non-Witches

Witch Rituals are typically constructed in such a way that some can be cast by non-witches. Often the person casting these Rituals does not even need to be a spellcaster, they just need to meet some minimum requirements.

Under most circumstances, the witch can cast these spells, but often has access to more powerful versions.

In all cases, the person casting these rituals will need to have a printed scroll or books with the rituals and be able to read and understand them. Rituals are typically written in a common tongue (not “Common” however). The closest analogy is if Magic-user spell scrolls are typically written in Latin, then the Witch Rituals are written in English, French, or German.

Cowans have access to a number of rituals equal to their Intelligence modifier. These are “free” rituals they gain as part of their bonding with a witch.

Bless Fertility

Level: Witch Ritual 0

Requirements: Sowing seeds or trying to conceive

Duration: Instantaneous

Range: 250-yard radius or a couple

This small blessing is known to witches and shared with the community she belongs to. This ensures the sowing or growth of a plant, animal, or offspring.

Ensure a Successful Hunt

Level: Witch Ritual 0

Requirements: Must be hunting prey for food

Duration: Until the next sundown

Range: 25 miles radius

This ritual is used by ancient hunters of old. Then they would wear the horns of the Horned God and commence their hunt. Now the hunter merely recites the words of the ritual while imagining how their prey’s natural predators hunt them. So if a hunter is looking for deer, he recites the words and imagines he is like the wolf that hunts the deer.

The hunter gains a +1 to hit on all attacks against that type of prey. This can’t be added to other forms of increasing luck, such as a *Bless* spell.

Merry Greetings

Level: Witch Ritual 0

Requirements: Must be cast before meeting new people

Duration: Until the end of the interaction

Range: Personal, just the caster

Ensures a positive start to any new interaction. If used before a potentially friendly encounter, then the meeting will fare much better. It can also shift a potentially hostile meeting into a more positive one, or at least a neutral one.

Summon a Witch

Level: Witch Ritual 0

Requirements: Must have a need for a witch

Duration: Until the next sundown

Range: 50 miles radius

This ritual is often copied by witches and sent out into the world so that people can find a witch when they need her.

The cast makes the summons saying aloud why they need the aid of a witch while burning a parchment of paper with their own name and location in a fire with burning sage.

The nearest witch will hear the plea and can decide whether or not to respond. Some witch hunters will use this spell as well.

If by sundown the witch has not responded, she is likely not to come.

Witches can also use this ritual to find other witches. They can use a drop of their own blood for a “blood calling to blood” connection. The witch that hears this summons will know that it is another witch calling out to her.

PART 5: MONSTERS

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

Using Monsters in Your Game

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

Reading Monster Entries

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

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

Armor Class: Descending Armor Class is used here as the default. Descending Armor Class starts at 9, and lower numbers indicate better armor. This is based on an 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 is 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. H 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. Hit Points are given as an average in parentheses after the HD. Game Master may wish to adjust this up or down depending on the situation.

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

The amount of damage the attack does per attack is also listed.

THACO: The monster's chance to hit an Armor Class of 0. Presented in brackets is the total bonus to hit or to hit on an Ascending AC.

Movement Rate: This is how much the creature can move. Numbers for wilderness and dungeon movement are given/ Special movement will also be indicated.

Saves: The saving throws of the monster. The number in parentheses gives the level of the monster. Some monsters will save as other classes or as Normal Humans.

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

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

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

Number Appearing: This is the amount of the creature that will be typically encountered. Numbers will also be given for encounters in the creature's own lair.

Treasure Type: 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.

Other information will be included in the description of each creature.

Amphiptere

An aggressive, large, and predatory winged serpent. Found in the same lands where Pagans are found. Considered to be demonic, they are, in truth, distantly related to wyverns.

Armor Class 1 [19]

Hit Dice 6+1 (28 hp)

Attacks 1 × horn (1d6), 1 x bite (2d4), special

THACO 14 [+5]

Movement Rate 150' (50')

Saves D10 W11 P12 B13 S 14 (6)

Morale 10

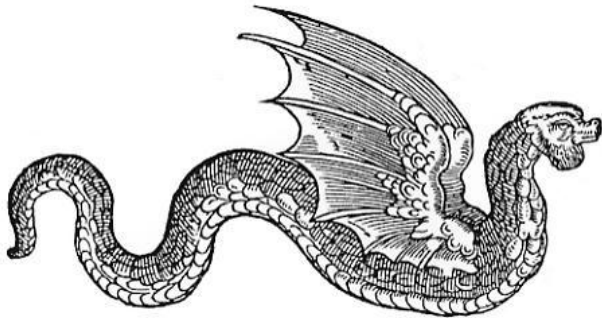
Alignment Chaotic

XP for Defeating 500

Number Appearing 1d2 (1d6)

Treasure Type C (U)

- **Attacks.** The amphiptere attacks with the horn growing from its head. If the horn attack is successful, it will also bite the target.
- **Constrict.** If the creature rolls a natural 20 on a bite attack, it has the target in its jaws and can then constrict for an extra 2d6 per round with no attack roll needed. While it is constricting it cannot attack others.



Bánánach

Semi-transparent specters of witches that haunt battlefields or other areas of great violence.

Armor Class 3 [16]

Hit Dice 5* (23 hp)

Attacks 1 × touch (1d6 +ability drain)

THACO 15 [+4]

Movement Rate 120' (40')

Saves D10 W11 P12 B13 S 14 (5)

Morale 12

Alignment Chaotic

XP for Defeating 300

Number Appearing 1d4 (1d6)

Treasure Type None

- **Undead.** Makes no noise, until they attack. Immune to effects that affect living creatures (e.g., poison).

Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).

- **Mundane weapon immunity.** Only harmed by silver weapons or magic. Half damage from silver weapons. Full damage from magic.
- **Energy drain.** A successfully hit target permanently loses one point of Wisdom. This incurs a loss of all other benefits due to the drained ability (e.g., spells, saving throws, etc.). A person drained of all Wisdom becomes a wraith in one day, under the control of the bánánach that killed him or her.

Brownie

A small brown faerie that looks like a wrinkled little man or elf. They will often live in a home with a family and do small chores for them.

Armor Class 4 [15]

Hit Dice 1/2 (3 hp)

Attacks 1 x club (1d3)

THACO 20 [0]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16 (1)

Morale 6

Alignment Lawful

XP for Defeating 10

Number Appearing 1 (1d6)

Treasure Type None

- **Benevolent.** Brownies prefer not to attack and will avoid combat.
- **Crafty.** Can make small repairs and craft simple items for the households they live in.
- **Familiars.** Can serve as a familiar to special witches.
- **Fey.** Brownies are faerie creatures and are immune to ghoulish paralysis but take double damage from "cold iron."

Brownie, Boggart

Chaotic brownies and tend to undo all the things that brownies do. Their antics are rarely harmful, but there are a few who are actually evil-natured and do intend harm.

Armor Class 6 [12]

Hit Dice 1/2 (3 hp)

Attacks 1 x club (1d3) or by magic

THACO 20 [0]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16 (1)

Morale 7

Alignment Chaotic

XP for Defeating 15

Number Appearing 1d4 (2d8)

Treasure Type None

- Attacks. They have a dagger they can attack with but prefer to use their spell-like abilities.
- Removal. They can only be removed from a house by a *Remove Curse* or similar greater magics.
- Spell-like Abilities. A boggart can cast *Audible Glammer*, *Cause Fear*, *Darkness*, *Faerie Fire*, and *Ghostly Sounds* at will. They may also cast *Phantasmal Image* once per day.

Fetch

An undead duplicate of a person to warn of their death.

Armor Class As the character

Hit Dice As the character

Attacks 1 x touch (1d6 + Ability Drain) Special*

THACO As character

Movement Rate 20' (10')

Saves As character

Morale 12

Alignment Opposite of character

XP for Defeating Special

Number Appearing 1 (1)

Treasure Type None

- Target. The fetch appears as one of the characters. It is, in fact, their ghost from the moment of their death sent back as an omen. Their AC, HD, THACO, and Saves are the same as the target character.
- Attacks. The fetch can only attach the character they are a fetch of. Others cannot attack it nor be attacked by it. The fetch is very slow and always attack last.
- Ability Drain. The fetch's touch drains 1 point of the character's Prime Requisite ability. Any ability reduced to zero (0) causes both the character and the fetch to die.
- Deathly Appearance. The fetch appears as the targeted character as they would appear at the moment of their death.
- Experience of Death. Killing one's own fetch grant no XP, but it does give the character one free automatic saving throw vs. death to be used in the future.

Glaistig

A green-skinned woman with the legs of an ass. Usually found near a body of water.

Armor Class 7 [12]

Hit Dice 9+9 (50 hp)

Attacks 1 x slam (1d6+2) + spells

THACO 12 [+7]

Movement Rate 120' (40')

Saves D8 W9 P10 B11 S12 (9)

Morale 10

Alignment Chaotic (75%) Neutral (20%) Lawful (5%)

XP for Defeating 1,600

Number Appearing 0 (1d4)

Treasure Type Nil

- Protector. Protects her lands and area fiercely. She will attack invaders but can aid those that also protect her lands.
- Fey. Immune to ghoulish touch, sleep, charm, and hold spells. Takes double damage from cold iron.
- Mundane damage immunity. Silver, magic, or cold iron required to hit.
- Witch of the Woods. Can cast witch spells as a 7th level witch.



Goblin Men

“We must not look at goblin men,
We must not buy their fruits:
Who knows upon what soil they fed
Their hungry, thirsty roots?”
- Christina Rossetti (1862)

Larger, fiercer versions of a goblin with a devilish glint of human intelligence in their eyes. Some Goblin-men are so akin to humans as to pass for an ugly human (15%). Most are neutral in temperament, with only a few being truly evil. All though are mischievous creatures not above taking advantage of others when the opportunity presents itself.

Armor Class 7 [12]

Hit Dice 1 (5 hp)

Attacks 1 x weapon (1d6+2 or by weapon type)

THACO 19 [+1]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16 (1)

Morale 9

Alignment Neutral (65%), Chaotic (35%)

XP for Defeating 10

Number Appearing 1d4 (2d8)

Treasure Type R (C)

- Infravision: 60'.
- Hoard. Only have treasure type C when encountered in the wilderness or in their lair.
- Sunlight adapted. Unlike goblins, goblin-men can withstand daylight and take no penalty for fighting in conditions of bright light.

Grim

Mysterious, semi-transparent spectral hounds that guard holy places and haunted ones.

Armor Class 8 [11]

Hit Dice 6 (27 hp)

Attacks 1 x bite (1d6) + cause fear

THACO 14 [+5]

Movement Rate 120' (40')

Saves D10 W11 P12 B13 S14 (5)

Morale 12

Alignment Neutral (if guarding a Neutral or Lawful place)
Chaotic

XP for Defeating 500

Number Appearing 0 (1d4)

Treasure Type None

- Cause Fear. Can *Cause Fear* three (3) times per day as per the spell.
- Mundane weapon immunity. Only harmed by silver weapons or magic.
- Undead. Make no noise until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).

Gwragedd Annwn (Swan-Maidens)

Human maidens capable of turning into a swan. They only have this power while they remain unmarried.

Armor Class 7 [12]

Hit Dice 2 or more (9 hp)

Attacks 1 x weapon (by weapon type)

THACO 19 [+1]

Movement Rate 120' (40') or 150' (50') swim or 180' (60') flying

Saves D12 W13 P14 B15 S16 (2)

Morale 10

Alignment Lawful

XP for Defeating 25

Number Appearing 1 (1d4+1)

Treasure Type U (A)

- Enemy of Evil. Gwragedd Annwn are fierce enemies of evil and chaos and fight it wherever they can.
- Rangers. All Gwragedd Annwn are rangers of a level equal to their HD. They will be equipped accordingly.
- Swan Transformation. Employing a feather token they can transform into a large swan. It is believed that once they take a husband, they must give this token to him. Many are loathe to do that.

Halfling, Trow

Evil, degenerate halflings living in the same areas as dark elves.

Armor Class 8 [11]

Hit Dice 1 (5 hp)

Attacks 1 x weapon (1d6+2 or by weapon type)

THACO 19 [+1]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16 (1)

Morale 6

Alignment Chaotic

XP for Defeating 10

Number Appearing 3d6 (5d8)

Treasure Type V (B)

- Infravision: 120'.
- Attacks. Favor short swords and slings.
- Divine magic resistant. Trow deny the existence of all gods. They believe there are powerful entities, but they are unworthy of veneration or worship. They gain a +2 on all saves vs. divine (Clerical, Druid, or Witch magic), but also healing magic is less effective at -2 hp healed per healing.
- Sunlight vulnerability. Trow are not adapted to light conditions. They take a -2 to hit in bright sunlight.

Horned Women

Ugly old witch-like women with horns growing from their heads.

Armor Class 3 [16]

Hit Dice 1 (5 hp), 2 (9 hp), 3 (14 hp), 4 (18 hp), 5 (23 hp), 6 (27 hp), 7 (33 hp), 8 (36 hp)

Attacks 1 x claw (1d6)

THACO 19 [+1]

Movement Rate 240' (80')

Saves Witch levels 1 to 8

Morale 10

Alignment Chaotic

XP for Defeating HD 1: 45, HD 2: 70, HD 3: 95, HD 4: 145, HD 5: 255, HD 6: 395, HD 7: 650, HD 8: 950

Number Appearing 1d8 (1d12)

Treasure Type None

- **Compelling Voice.** The horned woman's voice acts as a *suggestion spell*. She may use this once per day.
- **Witch spells.** The horned woman can cast spells as a witch at the same level as her HD.

Initiate

1st level witches on personal quests.

Armor Class 9 [10]

Hit Dice 1 (5 hp)

Attacks 1 x dagger (1d6) or spell

THACO 19 [0]

Movement Rate 60' (20')

Saves D11 W12 P14 B16 S15 (W1)

Morale 8

Alignment Any

XP for Defeating 10

Number Appearing 1d8 (1d12)

Treasure Type U

- **Demi-Human witches.** Elven NPC witches are known as "Kuruni," and Dwarven NPC witches are called "Xothia."
- **Leader.** Groups of 4+ are led by a higher level witch (1d10: 1-4: 2nd level, 5-7: 3rd level, 8-9: 4th level, 10: 5th level). Choose or roll the leader's spells.
- **Person.** Considered a "person" for magical effects.

Jackdaw

Inquisitive birds related to the crow, rook, and raven. It can mimic sounds and even words.

Armor Class 7 [12]

Hit Dice ½ (2hp)

Attacks 1 x talons or beak (1d2)

THACO 19 [0]

Movement Rate 360' (120') flying

Saves D14 W15 P16 B17 S18 (NH)

Morale 7

Alignment Neutral

XP for Defeating 5

Number Appearing 1 (1d6)

Treasure Type None, but 5% of a shiny object that could be valuable.



- **Swoop.** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).
- **Familiars.** Can be special familiars for witches.

Kelpie

Chaotic water spirits that lead mortals to their doom. Can appear as large black horses or beautiful maidens or lads.

Armor Class 3 [16]

Hit Dice 5+2 (25hp)

Attacks Nil (see below)

THACO 15 [+4]

Movement Rate 60' (20'), 120' (40') swimming

Saves D10 W11 P12 B13 S 14 (6)

Morale 8

Alignment Chaotic

XP for Defeating 350

Number Appearing 0 (1d8)

Treasure Type None

- **Amphibious.** A kelpie can move about slowly on land 1-3 hours.
- **Charm.** The Kelpie casts a powerful Charm Person spell. Targets save at -2. If they fail, they will dive down to embrace what they think is a beautiful youth.

- Drowning. Victims that are not rescued will take 2d10 hit points per round from drowning.
- Mundane Weapon Immunity. Silver or magical weapons are required to hit.



Lithobolia

Stone-throwing "demons" summoned by witches to plague homes. They are invisible and intangible.

Armor Class 5 [14]
Hit Dice 5* (23hp)
Attacks 1 × rock (1d4)
 THACO 15 [+4]
Movement Rate 90' (30')
Saves D10 W11 P12 B13 S 14 (5)
Morale 10
Alignment Chaotic
XP for Defeating 300
Number Appearing 1d4 (2d10)
Treasure Type None

- Elemental Spirit. Lithobolia are elemental spirits of the land. They are not undead but can be turned by a Druid as if they were a cleric of the same level.

- Intangible. Lithobolia are spirits and cannot be seen or hit by anything other than magic. A *Detect Invisible* spell will locate them, and they take damage from magic and magical weapons.
- Immune to charm, hold, or sleep spells.
- It can be dismissed by clerics, druids, or witches with *Dispel Magic* or *Dispel Evil* spell. The creature can return after 24 hours.

Mud-Man

A magically created creature made from mud and ancient witchcraft. Looks only vaguely humanoid.

Armor Class 5 [14]
Hit Dice 6 (28hp)
Attacks 1 × fist bash (2d6)
 THACO 15 [+4]
Movement Rate 90' (30')
Saves D10 W11 P12 B13 S 14 (6)
Morale 12
Alignment Neutral
XP for Defeating 750
Number Appearing 1 (1)
Treasure Type None

- Elemental Spirit. Mud Men are elemental spirits of the land. They are not undead but can be turned by a Druid as if they were a cleric of the same level.
- Damage. Takes half damage from cutting or thrusting weapons.

Pyewacket

A sizeable strange cat with odd features. It speaks to you in an intelligent but bored, condescending voice.

Armor Class 7 [12]
Hit Dice 2 (9hp)
Attacks 2 × claw (1d4) + spells
 THACO 18 [+2]
Movement Rate 90' (30')
Saves D12 W13 P14 B15 S16 (2)
Morale 7
Alignment Neutral
XP for Defeating 30
Number Appearing 1d2 (1d4)
Treasure Type None

- Attacks with claws
- Witch Magic. Cast spells as a Witch 2nd level
- Familiars. Can serve as a familiar to special witches.

Rabbit, Killer

Huge (7' tall) intelligent and violent rabbits. Will attack lone travelers and steal all their goods.

Armor Class 8 [11]

Hit Dice 2 (9hp)

Attacks 1 × bite (1d4) or 1 x weapon (1d6)

THACO 18 [+2]

Movement Rate 120' (40')

Saves D12 W13 P14 B15 S16 (3)

Morale 6

Alignment Neutral

XP for Defeating 20

Number Appearing 1d4 (1d8)

Treasure Type See below

- Incidental Treasure. Don't typically keep the gold or coins they steal. Such treasure is often found near their burrows. They are fond of wine, spirits, and pipeweed.
- Opportunistic Fighters. Will only attack if they feel the odds are in their favor. They enjoy attacking traveling clerics since friars, brothers, and other holy men often travel with wine.
- Surprise. Despite their size, Killer Rabbits can hide well and will surprise 80% of the time.

Scarecrow

A patchwork collection of old clothes, straw, and a pumpkin for a head.

Armor Class 9 [10]

Hit Dice 3* (14hp)

Attacks 1 × slam (1d6) + Paralyzing Gaze

THACO 17 [+3]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S16 (3)

Morale 12

Alignment Neutral

XP for Defeating 50

Number Appearing 1 (1)

Treasure Type None

- Construct. Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.
- Fire Vulnerability. Because of their straw bodies, Scarecrow Guardians are incredibly vulnerable to attacks from fire. They take double damage from all fire attacks.
- Paralyzing Gaze. Save vs. Paralysis or be paralyzed for 1d4+1 rounds.



Selkie

Magical seal-creatures that can transform into a human for a time.

Armor Class 5 [14]

Hit Dice 3+3 (17hp)

Attacks 1 x by weapon or 1d6

THACO 17 [+3]

Movement Rate 120' (40') or 360' (120') swimming

Saves D10 W11 P12 B13 S14 (4)

Morale 8

Alignment Neutral to Lawful

XP for Defeating 60

Number Appearing 1 (1d3)

Treasure Type Special

- Shapechanger. With their magical seal skin, they can become seals or back to humanoid shape. This is their only treasure. If they lose this skin, they must remain human.
- Leaders. Selkie leaders will act as 5th to 8th level druids.
- Voice Manipulation. A selkie can alter their voices to sound like different people.

Schreckengeist

The ghost of a former adventurer. Its face is distorted in fear and rage.

Armor Class 3 [17]

Hit Dice 3* (13hp)

Attacks 1 x scream of fear

THACO 20 [0]

Movement Rate 60' (20')

Saves D12 W13 P14 B15 S17 (3)

Morale 10

Alignment Chaotic

XP for Defeating 175

Number Appearing 1 (NA) Only found in dungeons.

Treasure Type None

- Infravision. 60'.
- Intangible. No physical form.
- Scream causes *fear* as per the spell.
- Undead. Not affected by sleep, charm, or hold spells. Silver or magical weapons to hit.

The rumor is that a schreckengeist can happen to adventurers who die on their first adventure, but they can happen to any adventurer who dies before they reach 4th level. Not all adventurers who die though become schreckengeists. The circumstances have to be just right. The victim needs to have died in fear and/or exceptional pain, and their body never recovered.

Sylph

Beautiful nymph-like elemental creatures. Spend their days flying about far from their own lairs.

Armor Class 9 [10]

Hit Dice 3* (14 hp)

Attacks Nil (see below)

THACO 20 [0]

Movement Rate Fly 360' (120')

Saves D12 W13 P14 B15 S16 (3)

Morale 8

Alignment Neutral

XP for Defeating 65

Number Appearing 0 (1d4)

Treasure Type L x10, N

- Friendly. Will approach Lawful groups if no overtures of violence are made. Sylphs can detect alignment.
- Mundane damage immunity. Can only be harmed by magical attacks.
- Non-combative. Sylphs do not attack and prefer to fly away. If they must, they will resort to magic.
- Spells. Sylphs can cast spells as a 7th level witch.

Troll, Wood

Intelligent, massive, and remarkably passive trolls that appear to be made from wood.

Armor Class 2 [18]

Hit Dice 8+4 (40hp)

Attacks 2 × talon (1d6), 1 × bite (1d10)

THACO 12 [+9]

Movement Rate 120' (40')

Saves D8 W9 P10 B10 S12 (8)

Morale 10 (8 if presented with fire)

Alignment Neutral (see below)

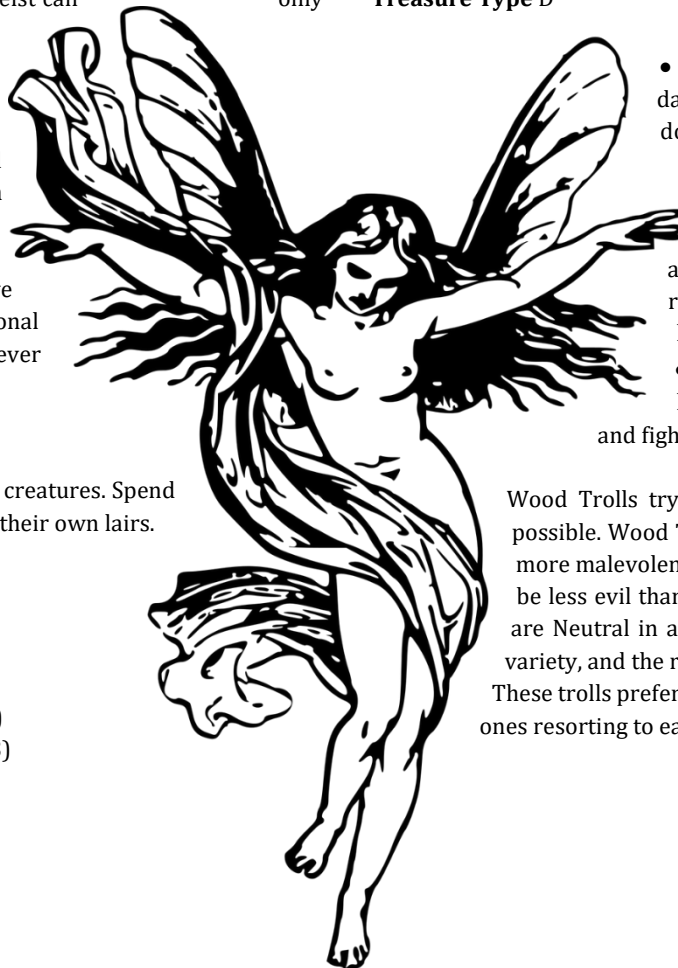
XP for Defeating 1,200

Number Appearing 1d4 (1d6)

Treasure Type D

- Fire. Cannot regenerate damage from fire. Wood Trolls take double damage from fire.
- Fear of fire. Morale 8 when attacked with fire.
- Regeneration. 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.
- Return from death. If killed (0hp), it will regenerate and fight again in 2d6 rounds.

Wood Trolls 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 Neutral in alignment, 30% are of the Lawful variety, and the remaining 20% are Chaotic. These trolls prefer to eat wild pigs with only the evil ones resorting to eating children.



Wight, Barrow

Greater undead of fierce warriors. Often remember their lives from before and move fast.

Armor Class 1 [18]

Hit Dice 6* (27 hp)

Attacks 1 × touch (1d8 +ability drain) or by weapon type

THACO 15 [+4]

Movement Rate 120' (40')

Saves D10 W11 P12 B13 S14 (6)

Morale 12

Alignment Chaotic

XP for Defeating 725

Number Appearing 1d4 (1d4)

Treasure Type B + 25% chance of magic sword or armor (60% +1, 30% +2, 10% +3)

- Ability drain. A successfully hit target
- permanently loses one point of the Constitution. This incurs a loss of any bonus hit points, as well as all other benefits due to the drained ability. A person drained of all strength becomes a wight in 1d4 days, under the control of the wight that killed them
- Mundane weapon immunity. Only harmed by magic.
- Undead. Make no noise until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).



Will-o'-Wisp

Also called a Corpse-Candle or Ignus Fatuus. The souls of people who have died in a bog or marsh. Now they seek to drain the life of others.

Armor Class 0 [19]

Hit Dice 9* (41 hp)

Attacks 1 × touch (1d6 + life drain)

THACO 15 [+4]

Movement Rate Fly 180' (60')

Saves D8 W9 P10 B11 S11 (7)

Morale 12

Alignment Chaotic

XP for Defeating 900

Number Appearing 1 (1d3)

Treasure Type None

- Bewitching. Anyone that sees a wisp feels compelled to follow it. A saving throw vs. spells is needed to avoid this.
- Consume Life. The will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed a saving throw vs. death or die. If the target dies, the will-o'-wisp regains 3d6 hit points.
- Ephemeral and Incorporeal. The will-o'-wisp can't wear or carry anything. The will-o'-wisp can cal move through other creatures and objects.
- Variable Illumination. The will-o'-wisp sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius.

Wind Wraith

Wind wraiths are the spirits of mortals that die in one of the elemental planes and become hopelessly lost and can't move over to the other side.

Armor Class 1 [18]

Hit Dice 5* (23 hp)

Attacks 1 × touch (1d6 +ability drain)

THACO 15 [+4]

Movement Rate Fly 240' (80')

Saves D10 W11 P12 B13 S14 (5)

Morale 12

Alignment Chaotic

XP for Defeating 300

Number Appearing 1d4 (1d6)

Treasure Type None

- Damage reduction. Half damage from silver weapons.
- Ability drain. A successfully hit target permanently loses one point of Constitution. This incurs a loss of all

other benefits due to the drained ability (e.g., spells, saving throws, etc.). A person drained of all Wisdom becomes a wraith in one day, under the control of the wind wraith that killed him or her.

- Mundane weapon immunity. Only harmed by silver weapons or magic.
- Undead. Make no noise until they attack. Immune to effects that affect living creatures (e.g., poison). Immune to mind-affecting or mind-reading spells (e.g., charm, hold, sleep).

Woodwose

Wild-men of the woods. Use their long hair and beards as clothes.

Armor Class 6 [13]

Hit Dice 2 (9 hp)

Attacks 1 × club (1d6)

THACO 17 [+3]

Movement Rate 180' (60')

Saves D12 W13 P14 B15 S16 (2)

Morale 12

Alignment Neutral

XP for Defeating 25

Number Appearing 0 (1d8)

Treasure Type None

- **Attack.** The woodwose will attack any creature it deems a threat despite their size. Woodwose stand about 4' tall but will attack creatures up to and including ogre sized. They will avoid adventurers unless they can outnumber them and elves under nearly all situations.
- **Fey.** Immune to ghoul touch, sleep, charm, and hold spells. Takes double damage from cold iron.
- **Mundane damage immunity.** Silver, magic, or cold iron required to hit.
- **Witch of the Woods.** Can cast witch spells as a 2nd level witch.



Zombie, Bog

The reanimated remains of a human that died in a peat bog. Often through violence or an improper sacrifice.

Armor Class 5 [14]

Hit Dice 3 (14 hp)

Attacks 1 × slam (1d6)

THACO 17 [+3]

Movement Rate 90' (30')

Saves D12 W13 P14 B15 S16 (3)

Morale 12

Alignment Chaotic

XP for Defeating 50

Number Appearing 0 (1d4)

Treasure Type None

- **Attack on Sight.** Whatever eldritch power brought them back makes them angry and they attack any who enter their territories.
- **Bog Zombies** are more preserved in the peat and other bogs. They can gain initiative normally and are faster than normal zombies.
- **Undead.** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).



PART 6: MAGIC ITEMS

Circe's wand, Baba Yaga's Dancing Hut, Cerwedden's Cauldron, and Hathor's Mirror. All are magical items of renown, and all have something to do with witches. Magic items are as much a part of witch's history and myth as spells.

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

Listed below are new magic items that are either usable by witches or items created by witches. Unless specified, the items may be used by any appropriate class.

Note: In the lands common to the Pagan witch, magic items are very, very rare, and each one would have a unique name and special history. Often it will take not just a magic-user or witch to determine if an item is magical but a bard to tell it's history and use.

Armor and Shields

Barkskin Armor

Strips of thin bark woven into a shirt of armor.

- Provides +1 to AC and to all saving throws except against magic effects.
- Usable by any class that can wear leather armor.

Dubán

This small round shield is covered in black leather.

- Arcane Protection. In addition to being a shield +1 (providing +2 to AC), this shield gives a +1 to any directed magical attack saving throw.

Miscellaneous Items

Bagpipes of War

Known as *píb mhór*, these pipes improve morale and bolster bravery.

- Immune to Fear. Allies listening are immune to the effects of fear.
- Bolster. Allies gain a +1 to morale and reactions.

Advanced Options: Bards can increase this bonus to +2.

Beastcloak

This cloak is made from the hide of a large animal like a bear or wolf.

- Animal Transform. Once per day, the wearer can transform into the type of animal the hide it is from.
- Transformation. The transformation lasts for 1 hour.

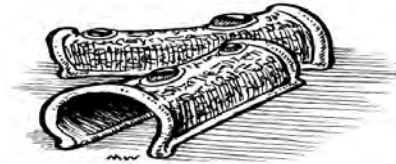
Advanced Options: Druids and Witches can transform twice per day.

Borabu

This rounded, sea-shell like horn appears to be made of fine bronze.

- Summon Fighters. When blown once per day 2d4 fighters of 1d4+2 levels, each will be summoned to fight for the blower. They have maximum hp and an AC of 5.

Advanced Options: Barbarians may be summoned instead of fighters.



Bracers of Armor

Metal arm protectors that magically provide armor protection.

- Both bracers must be worn for the magic to be effective
- No other armor may be worn with the bracers (magical or non-magical). Dexterity modifiers still apply.

Roll d%	AC Granted
01-06	1
07-16	2
17-36	3
37-51	4
52-71	5
72-86	6
87-95	7
96-00	9 Cursed!

- Cursed bracers provide no protection and grant attackers a +1 to hit.

Bracers of Protection

Metal or leather lower armbands that are often worn by witches or others that cannot wear armor.

- Protection. Provides +1 to Armor Class and Saving Throws vs. directed magic attacks.

- Greater Bracers. 10% of all bracers are +2, and 5% are +3.

Brooch of Shielding

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape.

- Mundane. Keeps cloak or cape closed.
- Magical. Can absorb up to 101 hp of damage from magic spell attacks.

Brooms

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

Broom of Flying

A broom that can be commanded to fly, carrying the owner aloft.

- Speed. The broom flies at 240' (80').
- Passengers. An additional passenger may be carried. When carrying two people, the broom's speed is 180' (60').

Broom of Flying, Greater

This broom is in all respects, the same as a broom of flying.

- Speed. The broom flies at 240' (80').
- Passengers. Up to four additional passengers may be carried, and the broom's speed is 180' (60').

Broom of Protection, Threshold

This appears as a normal broom. Its magic is evident when placed across a door as a bar or propped up against a door to hold it closed.

- Doors cannot be opened save via magic.
- If placed across a threshold where there is no door, then no one can pass through also save via magic or by making a Saving Throw vs. Staves.

Cauldrons

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

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

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



Cauldron of the Dead

This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature.

- Animate Dead. One Skeleton or Zombie can be raised per body added.

Cauldron of Plenty

The medium-sized cauldron (50 lbs) has the face of a horned-man surrounded by leaves.

- Create Food. Once per day, this cauldron *Create Food* as per the Cleric Spell cast at the 7th level.

Cláirseach (Celtic Harp)

Fashioned to be like the famous harp of Amerigin the Bard, this harp lends magic to those who play it.

- Magical Aid. When casting spells with this harp, saving throws for targets are given a -1 penalty.
- Magical Protection. When played, saving throws are at +1 to the harpist.

Advanced Options: Bards increase these bonuses to +2

Cloak of Night

A cloak of black material that is light to the touch.

- Hide in Shadows. Adds 50% to hide in shadows attempts.
- Near invisibility. Only spotted on a 1 on a 1d8.

Corpse Candle

A candle made from the fat of a murdered man.

- When the candle burns acts as *Protection from Undead 10' radius* for one hour.

Curse Doll

Takes any harmful magic cast the owner.

- Attunement. A hair belonging to the character to be protected must be added to the doll.
- Provides a +1 to all magical saves. Curses cast at the possessor are ignored.

Dwarven War Masks

Dragon or demonic-looking masks made by ancient dwarven witches. Worn by dwarven war parties.

- Fear. Cause Fear as per the spell.
- Flame. Provides protection from fire, +1 to any save.

Dord

A bronze horn with images of skulls and demons carved into the sides. Known as the Horn of Fear.

- Fear. When blown causes fear to all within a cone 100' long and 20' wide to have to Save vs. Spells or be affected by a Fear spell.

Hag Stone

These flat, round stones have a hole in the center.

- Luck. These stones provide luck in the form of +1 to any single roll per day.

Helm of the Hunter

A wooden mask with antlers of a stag. Improves hunting.

- Hunting success increased to 3 in 6 when hunting.
- Missile attacks are at a +1 to hit.

Advanced Options: Rangers can increase this bonus to 4 in 6 and +2.

Hurdy Gurdy of Enchantment

This musical instrument is cranked and eldritch music is made.

- Charm. Anyone who listens within 50' are *Charmed* as per the spell. Normal save applies.

Advanced Options: Bards can increase this range to 100'.

Mirror of Opposition

A reflective surface in a wooden frame where a viewer can see a ghostly version of themselves.

- Summon Fetch. This mirror summons a weaker version of the viewer's own fetch. Half the HD and hp.
- Upon the defeat or destruction of either the fetch or the original, the fetch and its items disappear completely.

Mummer's Mask

Festive design masks used by traveling minstrels.

- Friendly. Hides the face and makes others more friendly towards the wearer. All NPC and Monster reaction rolls are given a +1.

Pipes of the Susurrus

A pipe or flute made from the leg bone of a human.

- Sleep of the Dead. Acts as a *Sleep* spell to undead creatures while played and then that half again that time.

Skeleton Keys

A set of keys made from finger bones.

- Knock. Works as a *Knock* spell.

Witching Gown

A simple cotton spun gown that achieves its full potential when worn by a witch.

- Protection. Provides +1 to AC and saves. +2 for witches.
- Gown of Many Colors. The witch can change the appearance of the gown as she like once per day.
- Spell Reflection. The gown will also reflect one spell of 4th level or lower cast at the once per day.

Uilleann Pipes

These pipes increase the battle prowess of those who hear.

- Battle Dance. All who hear, 100' radius, gain a +1 to hit and damage with melee weapons.

Advanced Options: Bards can increase this bonus to +2.

Witch Bells

Tiny silver bells on a silver chain.

- Hung by a door or opening, they will ring with the sound of a large church bell when any spirit or creature with evil intent enters.

Potions

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

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

Animal Communication

This potion allows the imbiber to talk with the animals.

- **Duration:** 1 hour to speak to any animal with at least an intelligence of 6 or better.

Advanced Options: Druids and witches can extend this to two hours.

Concentration

This potion focuses the mind and calms the spirit.

- Drinker gains a +5 bonus on Wisdom checks for 1 hour.

Philter of Love

The imbiber of this potion becomes charmed by the next creature they lay eyes upon.

- Charm. Acts as a *charm person* spell.
- Duration. 6 + 1d6 turns.

Wassail

A fruity, hearty beverage with a spicy aroma. Found in a sealed crock.

- Be Hale. Heals 1d4 hp of damage.
- Be Of Good Cheer. Improves morale of creatures and reactions of NPCs when offered by +1

Rings

Rings of Connection

Paired Rings that will let the wearers know about the other. Often given to cowans by a witch.

- Sense Danger. The wearer will know if the other is in danger or has taken damage.
- Sense Direction. Will generally know where the other is and can make their way to them.

Rods, Staves, Wands

Pentacle Rod

Prized by cowans, these metal rods can cast a random three (3) 1st level witch spells.

- Witch Spells. Can hold three first-level witch spells that can be cast once each.
- Can be recharged by any witch.

Rod of Witch Detection

A Y-shaped rod of old wood.

- Detection. Will point to a witch when held properly, both hands on the upper portion of the "Y."

Options. Will work on magic-users, illusionists and/or bards.

Wand of Focus

A rowan wand with ancient symbols of witchcraft carved along its length.

- Focused Magic. Any magic-user or witch that uses this wand in casting a spell causes the target to save at a -1 penalty.

Swords & Weapons

Claidheamh Solius

This greatsword is fashioned after the legendary Sword of Light.

- Attack. +2 to hit and damage.
- Undead. Undead creatures are hit a +3 and take an additional 1d6 points of damage.

Caladbolg

A shining sword with lightning dancing on the edges.

- Lightning. When the command word is spoken, this sword +1 also gives an electrical shock of 2d6 three times (3x) per day.

Gáe Assail

This horrible spear becomes a lightning bolt when thrown.

- Attack. The spear is +1 to hit and damage.
- Lightning. When thrown, the spear becomes a bolt of lightning, causing an extra 1d6 points of damage.

Häxanhammer +1, +3 vs. witches

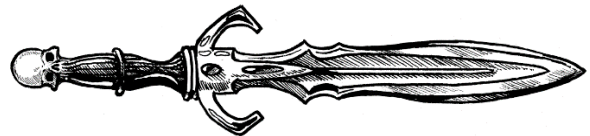
This large hammer is favored by clerics and witch hunters.

- +1 to hit and damage.
- Bonus increases to +3 against all witches

Sword +1/+2, Ghost Touch

A magical blade made of a grayish metal that looks semi-transparent.

- Ghost Touch. This blade can attack all undead, including spirits at +2.
- All other creatures are attacked at +1.



Sword +1, Witchlight

A magical blade that glows with moonlight.

- Witchlight. Sword can glow on command or in the presence of certain creatures (determined by GM)

Longbow +1, Bwa Hir

A magical longbow that turns normal arrows into magical missiles

- Arrows fired become +1 to hit and can hit intangible creatures.

PART 7: UNIQUE NPC WITCHES

The following witches have graced the pages of myth, story and in one case history. They are presented here as potential pagan witches to use in your games.

Bodhmal and Liath

Bodhmal and Liath were the foster-mothers of the great hero Fionn MacCumhail (“Finn MacCool”). Bodhmal is a Bándrui witch and Liath is her Cowan. Additionally they are known for their battles with the Dark Druid.

Bodhmal

*Female Witch 7th level,
Pagan Tradition
(Báandruí)*

Armor Class 8 [11]

Hit Dice/Level 7+ 7 (25 hp)

Attacks 1 × weapon

THACO 18 [+2]

Movement Rate 90' (30')

Saves D8 W9 P9 B12 S11
(Witch 7, Bracers +2)

Morale 10

Alignment Lawful

XP for Defeating 1,250

Number Appearing
Unique

Treasure Type P (J)

Str 10 Int 14 Wis 14 Dex 10 Con 14 Cha 18

Bodhmal has the following witch spells and Occult Powers. She casts as a 7th level witch.

Occult Powers

Familiar: Wolf

7th level: Shape Change

Spells by Level

1st (3): Cure Light Wounds, Empathic Senses, Ceremony

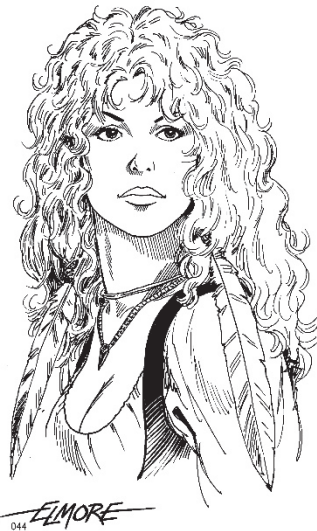
2nd (2): Animal Messenger, Pins and Needles

3rd (2): Call Lightning, Scry

4th (1): Polymorph

Magic Items

Bracers of Protection +2



Bodhmal's father was a druid but she chose the path of the Báandruí. She is the foster mother to Fionn MacCumhail and also his aunt. Fionn is her sister's son. She has been bonded to Liath, the Grey warrior, as Cowan for many years.

Liath Luchara

*Female Ranger 8th level
(Cowan)*

Armor Class 5 [14] +2

Hit Dice/Level 8 + 16 (52 hp)

Attacks 1 × weapon (1d8)

THACO 18 [+2]

Movement Rate 90' (30')

Saves D8 W9 P10 B10 S12
(Ranger 8)

Morale 12

Alignment Lawful

XP for Defeating 1,750

Number Appearing Unique

Treasure Type None

Str 13 Int 12 Wis 14 Dex 16 Con 16 Cha 12

Ranger Abilities

Tracking: 90%

Spells by level

Druid, 1st (1): Animal friendship

Witch, 0 (3): Ensure a Successful Hunt, Merry Greetings, Summon a Witch

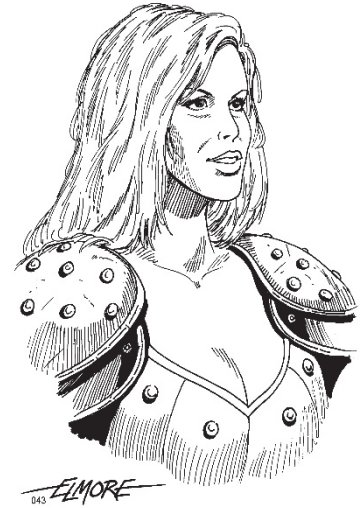
Items

Long Sword, Witchlight +2

Leather Armor

Spear, Gáe Assail

Liath Luchara, the Grey Warrior, has been defending her clan since she was old enough to hold a spear. She has joined with Bodhmal as Cowan to help protect the babe Fionn MacCumhail, who she has started calling “Deimne” because of his fair hair.



Alice Kyteler

Female Witch 13th level, Pagan Tradition

Armor Class 6 [13]

Hit Dice/Level 13+

26 (60 hp)

Attacks 1 × weapon (1d6) or witch spell

THACO 14 [+5]

Movement Rate 90' (30')

Saves D8 W10 P9 B12 S11 (Witch 13)

Morale 12

Alignment Chaotic

XP for Defeating

4,200

Number Appearing

Unique

Treasure Type T (B)



Str 12 Int 14 Wis 16 Dex 12 Con 16 Cha 17

Alice has the following witch spells and Occult Powers. She casts as a 13th level witch.

Occult Powers

Familiar: Robin Artison / Robertum filium Artis (Brownie Familiar)*

7th level: Of the Land

13th level: Visage of Another

Spells by Level

1st (4+1): Call Spirits of the Land, Charm Person, Create Corn Dolly, Consecrate Focus Item, Cure Light Wounds

2nd (4): Blight, Fascinate, Inscribe Tattoo I, Second Sight (ESP)

3rd (3): Bestow Curse, Scry, What You Have is Mine

4th (3): Cure Serious Wounds, Inscribe Tattoo II, Venus Glass

5th (3): Control Weather, Flood of Tears, Ward of Magic

6th (2): Eye Bite, Through the Looking Glass

Magic Items

Bracers, AC 6. Pentacle Rod

Of all of Ireland's many witches, none was more notorious as "Ireland's First Witch" Dame Alice Kyteler.

Alice was the only daughter, and only surviving child, of Flemish merchants who settled in Ireland near Kilkenny. She was married 4 times, but each husband died with poison being the prime suspected method.

Dame Alice escaped her trial, but her chief servant Petronella de Meath (Petronella of Meath) was burned in her stead.

Morgane le Fey

Female Witch 13th level, Pagan Tradition

Armor Class 5 [14]

Hit Dice/Level 13+ 13 (46 hp)

Attacks 1 × dagger (1d6) or witch spell

THACO 10 [+9]

Movement Rate 90' (30')

Saves D8 W10 P9 B12 S11

(Witch 13)

Morale 10

Alignment Neutral (maybe a little Chaotic)

XP for Defeating 4,100

Number Appearing

Unique

Treasure Type T (A)



Str 9 Int 17 Wis 11 Dex 12

Con 13 Cha 18

Morgane has the following witch spells and Occult Powers. She casts as a 13th level witch.

Occult Powers

Familiar: Raven (+2 to Death related saves)

7th level: Of the Land

13th level: Visage of Another

Spells by Level

1st (4): Call Spirits of the Land, Charm Person, Glamour, Ceremony

2nd (4): Chameleon, Fascinate, Obscuring Mist, Favor of the Gods

3rd (3): Fly, Scry, Raise the Cone of Power

4th (3): Confusion, Emotion, Polymorph

5th (3): Control Weather, Looking Glass, Raise the Watchtowers

6th (2): Eye Bite, Brew Storm

Magic Items

Cauldron of Plenty

Morgane le Fey is the half-sister of King Arthur and represents the last stand of the Pagan Ways before the coming of the new religion. Her goal is to convince Arthur to keep Britannia pagan.

APPENDIX A: SPELL LISTS

Witch Spells by Level

1st Level Witch Spells

Call Spirits of the Land
Charm Person
Color Spray
Create Corn Dolly
Cure Light Wounds (Cause Light Wounds)
Detect Magic
Empathic Senses
Faerie Fire
Glamour
Light (Darkness)
Mending
Salving Rest
Toad

Cake and Tea Ritual (Ritual)
Ceremony (Ritual)
Consecrate Focus Item (Ritual)

2nd Level Witch Spells

Animal Messenger
Bless (Blight)
Blindness / Deafness
Chameleon
Fascinate
Inscribe Tattoo I
Knock (Lock)
Locate Object
Loosen Bowels
Magic Broom
Obscuring Mist
Pins and Needles
Second Sight (ESP)

Bonds of Hospitality (Ritual)
Favor of the Gods (Ritual)
Seven Year Blessing (Ritual)

3rd Level Witch Spells

Bestow Curse
Call Lightning
Cause Fear
Clairaudience/Clairvoyance
Fly
Growth of Animal
Hold Person
Hoping Doom
Malice
Phantom Steed
Plague of Shadows
Scry
Telepathy

Raise the Cone of Power (Ritual)
Seven Year Curse (Ritual)
What You Have is Mine (Ritual)

4th Level Witch Spells

Charm Monster
Confusion
Cure Serious Wounds (Cause Serious Wounds)
Emotion
Inscribe Tattoo II
Instant Karma
Mud Man
Nondetection
Polymorph
Remove Curse
Sympathetic Creation
Temperature Control
Venus Glass

Drawing Down the Moon (Ritual)
Ríastrad (Ritual)
Wheel of the Year (Ritual)

5th Level Witch Spells

Commune with Spirits
Control Weather
Decimate
Flood of Tears
Healing Sympathy
Hold Monster
Looking Glass
Send Fetch
Song of Discord
Telekinesis
Threefold Aspect
Ward of Magic
Witch Jar

Awaken the Wood (Ritual)
Break Curse (Ritual)
Raise the Watchtowers (Ritual)

6th Level Witch Spells

Conjure Animals
Crawling Swarm
Enchant Item
Eye Bite
Geas
Hex of Pain
Horror
Inscribe Tattoo III
Projected Image
Through the Looking Glass
True Seeing
Unseen Servant
Wall of Thorns

Brew Storm (Ritual)
Protection of the Goddess (Ritual)
Rain of Fire (Ritual)

Spells Usable by Non-Witches

Bless Fertility
Ensure a Successful Hunt
Merry Greetings
Summon a Witch

Spells Usable by Clerics

First Level

Call Spirits of the Land
Cure Light Wounds (Cause Light Wounds)
Salving Rest

Second Level

Bless (Blight)

Third Level

Growth of Animal
Malice
Scry

Fourth Level

Cure Serious Wounds (Cause Serious Wounds)
Healing Sympathy
Instant Karma

Fifth Level

Commune with Spirits

Spells Usable by Druids

First Level

Call Spirits of the Land
Create Corn Dolly
Faerie Fire

Second Level

Animal Messenger
Chameleon
Inscribe Tattoo I
Obscuring Mist

Third Level

Call Lightning
Hoping Doom

Fourth Level

Inscribe Tattoo II
Temperature Control

Fifth Level

Commune with Spirits
Conjure Animals
Control Weather
Threefold Aspect
Wall of Thorns

Spells Usable by Illusionists

First Level

Color Spray
Glamour

Second Level

Blindness / Deafness
Fascinate
Knock (Lock)

Third Level

Cause Fear
Phantom Steed

Fourth Level

Confusion
Emotion
Nondetection
Sympathetic Creation
Telepathy

Fifth Level

Looking Glass
Send Fetch
Song of Discord

Sixth Level

Horror
Through the Looking Glass

True Seeing

Spells Usable by Magic-users

First Level

Charm Person
Detect Magic
Light (Darkness)
Mending

Second Level

Locate Object
Magic Broom
Pins and Needles
Second Sight (ESP)

Third Level

Clairaudience/Clairvoyance
Fly
Hold Person
Plague of Shadows
Scry
Telepathy

Fourth Level

Charm Monster
Confusion
Polymorph
Remove Curse

Fifth Level

Hold Monster
Telekinesis
Ward of Magic
Witch Jar

Sixth Level

Control Weather
Enchant Item
Geas
Projected Image
Unseen Servant

Alphabetical Spell List

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Bestow Curse	3	24	Inscribe Tattoo III	6	36
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Bless Fertility (Ritual)	0	45	Knock (Lock)	2	23
Blindness / Deafness	2	22	Light (Darkness)	1	21
Bonds of Hospitality (Ritual)	2	39	Locate Object	2	23
Break Curse (Ritual)	5	43	Looking Glass	5	32
Brew Storm (Ritual)	6	44	Loosen Bowels	2	23
Cake and Tea Ritual (Ritual)	1	38	Magic Broom	2	23
Call Lightning	3	25	Malice	3	26
Call Spirits of the Land	1	19	Mending	1	21
Cause Fear	3	25	Merry Greetings (Ritual)	0	45
Ceremony (Ritual)	1	38	Mud Man	4	30
Chameleon	2	22	Nondetection	4	30
Charm Monster	4	28	Obscuring Mist	2	23
Charm Person	1	19	Phantom Steed	3	26
Clairaudience/Clairvoyance	3	25	Pins and Needles	2	24
Color Spray	1	19	Plague of Shadows	3	27
Commune with Spirits	5	31	Polymorph	4	30
Confusion	4	28	Projected Image	6	36
Conjure Animals	6	34	Protection of the Goddess (Ritual)	6	44
Consecrate Focus Item (Ritual)	1	39	Rain of Fire (Ritual)	6	44
Control Weather	5	31	Raise the Cone of Power (Ritual)	3	40
Crawling Swarm	6	34	Raise the Watchtowers (Ritual)	5	43
Create Corn Dolly	1	19	Remove Curse	4	30
Cure Light Wounds (Cause)	1	20	Ríastrad (Ritual)	4	42
Cure Serious Wounds (Cause)	4	28	Salving Rest	1	21
Decimate	5	32	Scry	3	27
Detect Magic	1	20	Second Sight (ESP)	2	24
Drawing Down the Moon (Ritual)	4	41	Send Fetch	5	33
Emotion	4	29	Seven Year Blessing (Ritual)	2	40
Empathic Senses	1	20	Seven Year Curse (Ritual)	3	41
Enchant Item	6	35	Song of Discord	5	33
Ensure a Successful Hunt	0	45	Summon a Witch (Ritual)	0	45
Eye Bite	6	35	Sympathetic Creation	4	30
Faerie Fire	1	20	Telekinesis	5	33
Fascinate	2	22	Telepathy	3	27
Favor of the Gods (Ritual)	2	40	Temperature Control	4	31
Flood of Tears	5	32	Threefold Aspect	5	33
Fly	3	26	Through the Looking Glass	6	37
Geas	6	35	Toad	1	21
Glamour	1	20	True Seeing	6	37
Growth of Animal	3	26	Unseen Servant	6	37
Healing Sympathy	5	32	Venus Glass	4	31
Hex of Pain	6	36	Wall of Thorns	6	37
Hold Monster	5	32	Ward of Magic	5	34
Hold Person	3	26	What You Have is Mine (Ritual)	3	41
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Requires Old-School Essentials Core Rules.



PLAYER



TRADITION

COVEN

PATRON

CHARACTER CLASS

RACE

LEVEL

XP

ALIGNMENT

PORTRAIT/SYMBOL



AC



HP

INT

WIS

DEX

CON

CHA

STR

EQUIPMENT • WEAPONS • ITEMS

SPELLS PER LEVEL

- 1 ○
- 2 ○
- 3 ○
- 4 ○
- 5 ○
- 6 ○
- 7 ○
- 8 ○

TO HIT

AC

9 8 7 6 5 4 3 2 1 0

MODS

POISON

WANDS

STONE

BREATH

SPELLS

COINS • GEMS

POTIONS • SCROLLS





OCCULT POWERS



• FAMILIAR
TYPE:
NAME:

SPELLS

NOTES



Lined writing area for notes and spells.