

Eldritch Witchery

Spellcraft & Swordplay



by Timothy S. Brannan

A RETURN TO OLD SCHOOL!

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Monsters, Demons & Devils.

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Everything you need to add Witches, Warlocks and Demons to your Spellcraft & Swordplay game!



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ELDRITCH WITCHERY

*RULES FOR WITCHES, WARLOCKS & DEMONS FOR
SPELLCRAFT & SWORDPLAY RULES*

BY TIMOTHY S. BRANNAN

This work is dedicated to all the people that have supported my work over the years. This is for you.

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FORWARD

I rather enjoy writing about Witches.

After all the books and blog posts I have written over the last few years, this should be obvious. What isn't obvious is how much more I learn and enjoy with each book.

Eldritch Witchery is something of a homecoming for me. Like many, I started out playing the "Basic" set of the late 70s-early 80's and then moved on to the "Advanced" version of the world's most popular role-playing game. At some point I learned of this "other" version, an *original* version. It came in little brown books with names like Men and Magic. One day, I was going through the mail-order hobby catalog I used to get and saw a copy of this game. It was, of course, beyond my means to get at the time, but there was a supplement called *Eldritch Wizardry* and I knew I had to get it.

Eldritch Wizardry introduced demons, the druids and psionics to the Original game, and to my 12-13 year old self heavily into all things paranormal this sounded like a treasure trove. Well the book I got was not what I expected, but I was still so glad to have it.

Eldritch Witchery, then, is my chance to write the book that my 13 year old self wanted to buy. There are some obvious parallels with that original book; this book features Witches naturally, but also some demons and things that I think made the late 70s and early 80s an interesting time in gaming.

To fully capture what I want, I am writing this for the *Spellcraft & Swordplay* rules. S&S is a great little game that is a prime example of economy of rules, just like I pictured the Original Rules were. Plus it has given me the chance to work with Jason Vey, creator of the game.

Eldritch Witchery is written to help recapture that sense of wonder of the unknown. Designed to be both familiar and yet brand new at the same time.

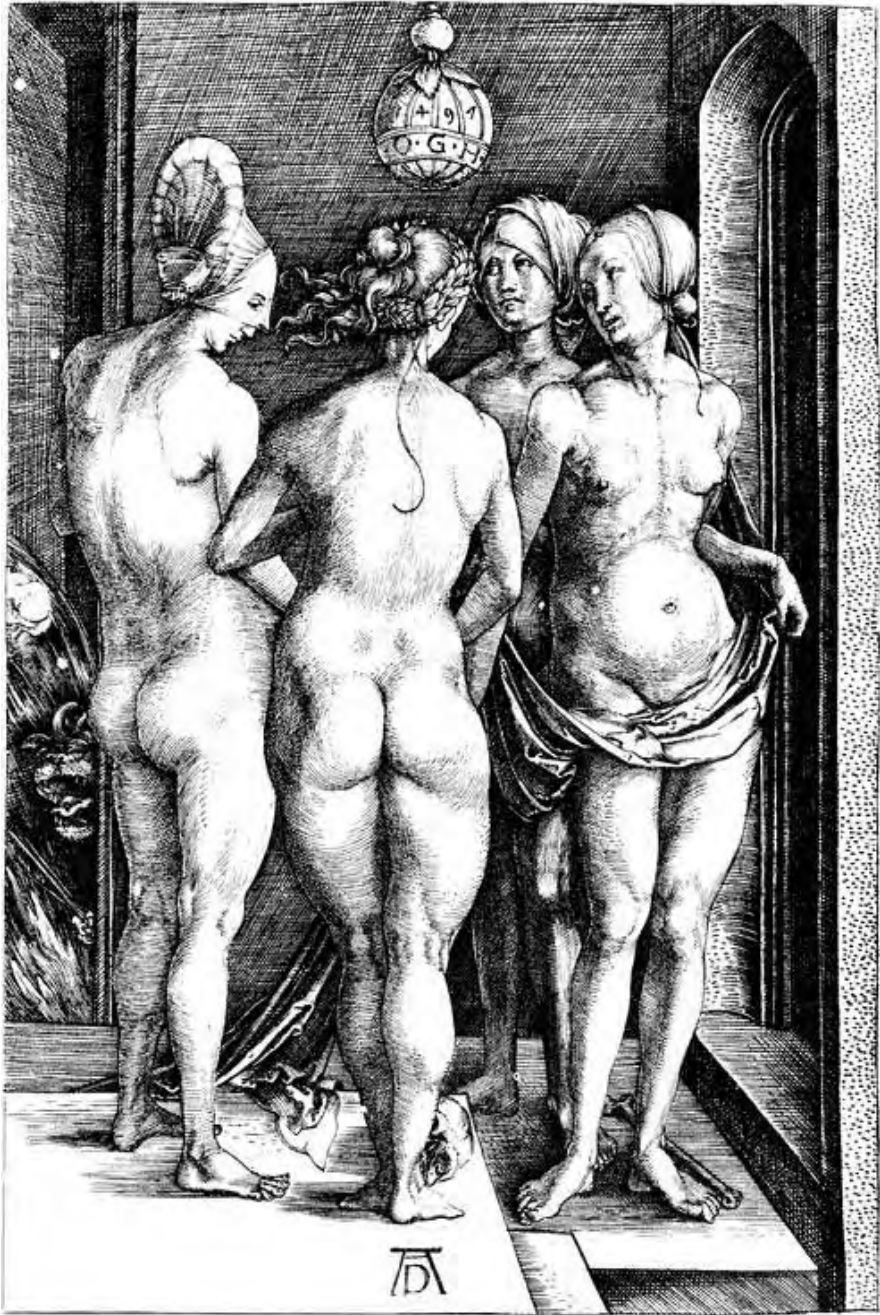
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Albrecht Dürer - The Four Witches

BOOK ONE:
WITCHES & WARLOCKS

INTRODUCTION

An old hag, a mysterious wise woman, a cunning and alluring maiden... All of these and more are the guises 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.

Despite stereotypes, Witches may be either female or male, though there are typically more female Witches than there are male Witches. Contrary to popular belief, "Warlock" is not the masculine form of Witch. Witches, either male or female, are referred to as Witches. Warlocks are a different breed, focusing more on the arcane aspects of their magic rather than their connection to the divine forces around them. Warlocks, like the Witch, can be male or female, although males do predominate. It is entirely possible, then, to have a male Witch and a female Warlock.

Notice and Disclaimer

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

Just so we are all clear. This is a game. This is not an effort to be a factual overview of Witches, Wicca or history.

The Witches here are the Witches of fantasy, fairy tale, folklore and myth, not Wicca or the Witches of the real world. This game book won't make you into a Witch or let you cast spells.



There are plenty of great books on real world Witches and Wicca as well as the Witches of the European Witch craze.

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WITCHES AND WARLOCKS

Witches are practitioners of a magical style known as Witchcraft. Witchcraft is a blending of old magical practices, so called “pagan” rituals, and followers of ancient gods and religions often referred to as “the old ways”.

The word “Witch” comes from the Old English *wicce*, pronounced “wiche” or “wikke” and *wicca*, which are in turn derived from the root *wikk*, which applies to magic and sorcery. Many Witches say Witch means “wise” or “wisdom”, so a Witch is a wise person, and Witchcraft is the Craft of the Wise. *Wicce*, however, comes from the Germanic root *k wic*, which means “to bend” or “to turn”, which does apply to Witchcraft, in the sense that Witches bend or control forces to effect changes. The masculine of *wicce* is *wicca*.

Witches can be of any alignment, although neutral is the most common. Witches form covenants or more simply, covens. Witches worship a variety of deities and powers, which they often refer to as “the Goddess” and her consort “the God”.

Warlocks are stereotyped as evil, though neutral is the most common, and very few are good. There are tough enough evil Warlocks to keep the image alive. Warlocks serve

lost gods, demons, devils, and sometimes even dragons, the denizens of the Fae, or even abstract ideals made real by will alone; any powerful being that can teach it magic. Warlocks form cults, which function like a Witch’s coven.

Witches may be either female or male, although there are typically more female Witches than there are male Witches. Contrary to popular belief, “Warlock” is not the masculine form of Witch. Witches, whether male or female, are referred to as Witches. Warlock is a word meaning “peace-breaker” or “oath-breaker” and is considered to be a vulgar insult to a Witch.

Also, unless it is specifically noted in the text, anything true for Witches is also true for Warlocks.

Regarding the Schism

At some time in the distant and unrecorded past, Witches and Warlocks were one in the same. Little is known or spoken of the schism, but this much is repeated. At some point a group of Witches sought greater power from entities other than the Goddess and God of the Witches. For their betrayal, the remaining Witches branded their former members “Warlock” meaning “oath-breaker” or “betrayor”. Warlocks, of course, deny this and claim that they left the narrow-path of Witchcraft to follow greater truths.

There is still quite a bit of antipathy between Witches and Warlocks. Most feel it is due to their different outlooks on magic or the constant mixing of the two in the minds of the common people. Though what most Witches and Warlocks will only begrudgingly admit, and rarely to anyone on the outside, is that Witches and Warlocks used to be one and the same. Warlocks betrayed the Witches for greater power and the schism between them has only grown wider in the centuries since it happened.

POWERS AND ABILITIES

Both Witches and Warlocks have a number of powers they can use in addition to their spells. These powers are granted by their Patrons. They can also be removed if the Witch or Warlock acts in a way that displeases their Patrons, or does not follow their Patrons' schemes and desires. Some Witches even refer to this as karma, destiny, or simply avoiding personal gain. In truth the Patrons, Goddess and Gods, have their own agenda and often it will coincide with those of the Witch or Warlock. Otherwise,

they would not have chosen that person to serve them. Demon lords, arch devils, powerful nobles of the Faerie Courts, and even strange and powerful creatures from beyond the stars also seek out Witches and Warlocks to serve them to further their own needs in mortal realms. Ignored by mainstream priesthoods, these beings offer power, at a price.

The Witch

Unlike other classes, one does not wake up one day and decide to become a Witch. 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 or certain knowledge out of the blue that this is her path; other times it is

happstance: the would-be Witch finds an old book or a teacher. Still other times, the Call is quite literal; the potential Witch actually hears the voice of their Goddess calling out to them. One constant is that the



prospective Witch, called the Initiate, will almost always hear the Call at a young age.

All Witches belong to a Tradition (defined as a style of Witchcraft) and a Coven (meaning groups of worship). A Witch that does not belong to a geographic Tradition is sometimes 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 usually 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 usually must learn the craft on their own.

Upon entering the coven, the highest-ranking Witch (who, regardless of actual level, is known as the High Priestess) will invite the young initiate to learn all she can from the coven's Books of Law. Some covens require a year and a day before the initiate can fully join; only then will the new Witch be taught the magic and ritual of being a Witch.

If a coven is not found, then the initiate might become a Solitary. Often the Solitary may learn from an old book of a forgotten coven, or she may receive direct or indirect information from some agent like a familiar, who brings instruction directly from her Patron.

Unlike priests, who commune to their gods for the people, there is no middle ground between the Patrons and Witches. Also unlike priests, Witches, even evil ones, do not attempt to convert others to their faith. Witches believe one must be worthy to receive the Call of the Goddess and God.

Non-Witches will often misunderstand the practice of Witchcraft; this is one of several factors that have led to distrust of Witches.

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

Other Witches believe that there are two deities, a male and a female, a God and a Goddess.

All Witches follow what they believe to be the correct path. Often, the Goddess influences this. Witches take a more personal and direct view of their relationship with their Goddesses than normal priests. It is not so much faith for the Witch as it is experience.

Witches and Warlocks that follow other powers also believe they are on the correct path. Often this due to these powers finding these Witches as youths where they are more

easily swayed to the Patron's point of view.

Adventuring Witches

Witches on the whole tend not to be adventurers. Many Witches are terrified of the prejudice and persecution Witches face in the world at large; others feel a close association to their homeland, their families or their covens. There are others, though, for whom the lure of adventuring is too much to ignore.

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

Life Death and Rebirth

Central to the 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 defines the magic the Witch can perform.

For the most, part a Witch will never have access to spells that raise the dead or create powerful undead. To do so would violate this fundamental

tenet of their beliefs and they would cease to be a Witch.

The cosmology of the Witch differs from that of the typical character. Most Witches do not believe in an afterlife of eternal rewards or punishments; most Witches instead believe in reincarnation.

When a body dies, the spirit is sent to rest for a time at a place known as the Summerlands. Once there the soul reflects on her previous life, until it is time for the soul to return to the earthly realm and begin the cycle again.

Typically a Witch does not regard the Spirit Realms or Outer Planes as relevant on a daily basis. She will, of course, know that they are important places of power where many gods, fiends and spirits reside and serving as the abodes of the afterlife. The Witch deals with spirits, supernatural forces and her Goddess on a daily basis, although most of her concerns will be with the realm of the living and in the here and now.

New Elite Paths

Following are two new Elite Paths for starting player characters: the Witch and the Warlock. Like all elite paths, these gain all of the benefits and follow all restrictions of their parent class, except where noted, and advance on the same experience table as their parent class, unless noted otherwise, but require an

additional 10% experience per level to advance as a result of the extra capabilities they gain.

Referees may notice that Witches and Warlocks are a bit more complex than other Elite Paths, in that they allow for a degree of customization not explored previously in *Spellcraft & Swordplay*. Still, they should be 100% compatible and balanced with other Elite Paths. If the Referee wishes to eliminate the complexity involved with these Elite Paths, but still wishes to include Witches and Warlocks in game, he should feel free to “Standardize” Traditions, Lodges, Covens, and Cults, restricting bonuses and abilities gained to one such combination of his choice, or could simply eliminate the concept of Traditions, Lodges, Covens, and Cults, and make all powers and abilities available to all Witches and Warlocks, as appropriate.

A Note about Saving Throws

Some of the class abilities and occult powers of Witches and Warlocks allow saving throws against spells, using various ability score modifiers.

In the original *Spellcraft & Swordplay* rules, characters of mid-to-high levels will rarely fail saving throws against spells. Referees can rectify this issue by having all saving throws suffer a penalty equal to the caster’s level bonus (+1 at first level, and +1 per every multiple of 3 thereafter) and appropriate ability modifier. This means that a spell which

allows a Dexterity-based save that is cast by a sixth level Wizard who has a Dexterity bonus of +2 would suffer a total penalty of -5 (-3 for the caster’s level bonuses, and -2 for his Dexterity bonus). The victim, of course, adds their own level-based modifiers to the check as standard, which will help to offset the penalties slightly.

Witch (Elite Priest Path)

Also sometimes known as a “Witch Priestess”, Witches are most similar to priests in terms of their abilities and advancement.

Only humans and elves may become Witches. To enter this Path, a character must have Wisdom of 17, an Intelligence of 15, and a Charisma of 13. Witches use the same weapons and armor list as wizards, but may also wield the scythe and sickle, as can Druids (on the weapon type vs. AC chart in S&S, p. 54, sickles attack as hand axes and scythes as morning stars, although the latter requires two hands to wield). She may also wear leather armor if she chooses to do so with no penalty to her spellcasting.

Witches have special powers based on their Tradition (described later herein). A Witch chooses her tradition at 1st level and remains so throughout her career. A Witch without a Tradition is considered to be an “eclectic” Witch.

An Eclectic Witch chooses which occult powers she wants at 7th, 13th and 19th levels from any of the other traditions. The Referee's approval is required. An eclectic Witch can choose a lower occult power in place of a higher one. For example at 13th level an eclectic can choose a 7th level power, but not a 19th level one.

Charm: The Witch adds half her level to seduction-(or intimidation-related ability checks in addition to the normal +1 per 3 levels for ability checks.

Familiar: The Witch can gain a familiar at 1st level. The number of familiars the Witch can have is equal to her Max number of hirelings (based on Charisma). Familiars are detailed on page 30.



Herbal Healing: As the Druid, the Witch can heal via the application of herbs. 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 ($5 \times 3 = 15 - 2 \times 3 = 9$ points).

Occult Powers: The Witch gains occult powers based on their Tradition. The Witch gains a new Occult Power every sixth level after 1st (7th, 13th, and 19th). These powers are detailed with each Tradition.

Read Magic: The Witch can read Witch (and Warlock) magic as per a wizard. They cannot read spells that have been specifically coded for wizards.

Spell casting: Witches cast divine spells as do priests; however, they have their own spell list from which to choose and may not choose spells from the normal priest list. Witches learn their spells via instruction from their Patrons, the Goddess and God. Sometimes this is learned directly or through various mediums. The means and methods will vary, it could be via a familiar, learning from older generations or even from the spirits of the world of the faerie. Once the Witch learns the spell she records it in her own version of a spell book called a Book of Shadows. To relearn the spell, the Witch consults her books. In addition, the Witch casts spells as though she were a wizard; she consults the *Wizard Advancement Table* (S&S p.27)

to determine the number of spells per level that she can access each day, rather than the priest table.

Coven Spells

The Witch has access to certain spells that may only be cast in conjunction with members of her coven. The number of members required are listed in the spell description.

The Warlock

Like the Witch, one does not simply decide to become a Warlock, but rather the path is something they feel born into. Also like the Witch, the Warlock will feel some call toward learning magic.



Warlocks belong to Lodges (how they learn their magic) and may even form a Cult, which is a small group of like-minded Warlocks. The parallels between Tradition-Lodge and Coven-Cult are obvious, but they do have somewhat different functions in the lives of the Warlock.

There are solitary Warlocks as well.

To the Warlock, a Patron is less someone deserving of worship because they are divine and more someone or something to be learned from because they are powerful. A Warlock sees their relationship with a deity, arch-fey, demon or some unnamable entity from beyond the stars as one of teacher and student, or even one of quid pro quo. The Warlock acts as an intermediary in a world where the Patron may not have much in the way of physical power. To accomplish their own ends, the Patron utilizes the Warlock and teaches him powerful magics.

One thing that's true about Warlocks: nobody seems to like them.

Wizards typically view a Warlock as a dangerous dabbler in the arcane, as someone with neither the patience nor the skill to learn "proper" magic. Witches see Warlocks as betrayers of the teachings of the Patrons. Priests distrust and dislike them for their views on the divine as mere tools for personal gain. The Warlock cares little for the attitudes of others since he is focused on learning more magic and occult secrets.

While the stereotypical evil Warlock in league with foul creatures from the lower planes has its basis in some fact, there are more neutral Warlocks that are simply looking for the answers to various occult questions. There are even some good Warlocks that use their knowledge and power to fight the very creatures most often associated with them.

Warlocks and Witches naturally distrust each other, even when their goals and even Patrons are aligned. Of course, it's difficult to assume anything about Witches or Warlocks; both classes are self-serving in their way, and they will work together and even form powerful alliances when a mutual threat or goal presents itself.

Warlock (Elite Wizard Path)

These spellcasters are also known as an "arcane" or "eldritch" Witch since Warlocks focus more on the arcane path of their magic. They are very similar to wizards in terms of abilities.

Only humans and elves may become Warlocks. To enter this Path, a character must have an Intelligence of 17, Wisdom of 15 and a Charisma of 13. Warlocks use the same weapons and armor list as wizards, but may also wield the scythe and sickle, as can Witches. In fact, other than the nature of their magical

practices, Witches and Warlocks share a great number of similarities.

Warlocks have special powers based on their Lodge. Similar to a Witch, a Warlock chooses his tradition at 1st level and remains so throughout his career. A Warlock, though, does not need to choose a lodge. A Warlock without a lodge chooses powers in a manner similar to an Eclectic Witch.

A Warlock without a lodge is much more common than the Eclectic Witch. A Warlock without a lodge chooses which occult powers he wants at 7th, 13th and 19th levels from any of the other lodges. The Referee's approval is required. Like an eclectic Witch, the Warlock can choose a lower occult power in place of a higher one. For example at 13th level an eclectic can choose a 7th level power, but not a 19th level one.

A Warlock without a lodge though is seen as a dangerous and rogue element among other Warlocks. A Warlock Lodge may not tolerate such a Warlock operating in their area.

Arcane Blast: The Warlock can cast a bolt of arcane energy from their hands as a ranged attack. This attack is modified by Intelligence rather than Dexterity. The attack will do 1-3 points of damage per hit. The Warlock can cast a number of these per day equal to their own level. The

Warlock needs to prepare this attack as he would a spell; every day the Warlock does not spend preparing he loses 1 use of his Arcane Blast.

Familiar: Like the Witch, the Warlock can gain a familiar. The number of familiars the Warlock can have is equal to his Max number of hirelings (based on Charisma). Familiars are detailed on page 30.

Hexes: The Warlock can add his Charisma modifier to a hex (or curse) he can cast against a target. This hex will result in "bad luck" against the target. The next roll the target makes is then penalized by the amount of the Warlock's Charisma bonus. The target gets a standard Charisma-based save to resist this curse.

Occult Powers: The Warlock gains occult powers based on their Lodge. The Warlock gains a new Occult Power every sixth level after 1st (7th, 13th, and 19th). These powers are detailed with each Lodge.

Spell casting: Warlocks cast arcane spells exactly as do wizards; however, they have their own spell list from which to choose and may not choose spells from the normal wizard list. Warlocks learn their spells via instruction from their Patrons, either directly or through various mediums. The means and methods will vary; learning could be via a familiar, learning from older generations or even from the spirits of the world of the

faerie. Once the Warlock learns the spell he records it in his own version of a spell book called a Grimoire. To prepare the spell, the Warlock must consult his books.

Rules for Books of Shadows and Grimoires are covered on page 40.

Traditions and Lodges

Witches and Warlocks belong to a number of organizations that help define who they are, what they can learn and who their friends and enemies are. Traditions and lodges also determine what occult powers the Witch or Warlock will gain.

The Traditions

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

Craft of the Wise

Witches of the Craft of the Wise, or more commonly Craft Witches, are the most common and typify what most people

think of the pagan, country dwelling Witch. She is the village wise-woman, healer and herb-wife. She often acts as mid-wife, presides over fertility and harvest rites. These are the Witches that are most frequently encountered in fairy tales.

Craft Witches are more community based and have a strong belief in the Goddess and God 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 the Goddess in this world.



Familiars: The familiar most often associated with Craft Witches are normal animals. These animals are usually the brightest of their kind and can speak with the Witch in a language they share.

Craft of the Wise Witches have the following occult powers:

7th Level, Of the Land: Once per day, the Craft Witch can invoke a rite that conceals herself and 1 other creature per 2 Witch levels from view. This functions as per the spell Mind Obscure, but affects all humanoids.

13th Level, Visage of Another: The Craft 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.

19th Level, Witch's Blessing: The Witch can place on one subject (or herself) the combined effects of Bless (2nd Level Priest spell), Remove Curse (3rd Level Priest spell) and Heal (5th Level Priest 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.

Craft Witches are represented by the element Spirit.

Tradition of the Magna Mater

Worship of the Great Earth Mother is likely to be the oldest of all the Witchcraft traditions; the others are

merely offshoots of this once great religion.

Witches of this tradition can only be female and no man may enter this tradition. This attitude of superiority further extends beyond their own traditions and covens to all other Witches. These Witches generally believe that no man should be allowed to be a Witch regardless of Tradition. A Magna Mater Witch will always refer to a male Witch as a Warlock.

Despite stereotypes, not all Magna Matter Witches are man-haters. Some are happily married with children. This is not seen as a problem for these Witches as Diana is also viewed as the Patron of children and of women in childbirth. They just believe that men should not be Witches. Others need to

remain virgins since some believe the source of their power is their pure connection to the divine Mother.

There are rare Magna Mater covens which allow men as member. However, they generally require male Witches to undergo physical alterations to render them androgynous.

Familiars: The familiars associated with the Magna Mater are spirits of the Earth. Often these can be invisible spirits, similar to an Invisible Stalker, only benign. They can also appear as spirits of other elements such as fire, earth or water. These familiars are like a minor elemental, but they stay with the Witch voluntarily. The Witch may keep her fire elemental familiar in her hearth, a water familiar in a bucket and an earth elemental familiar as a pile of stones



outside her home. She will consult with these familiars when she is using her occult powers and learning her spells.

Magna Mater Witches have the following occult powers:

7th Level, Gift of Prophecy: Once per day, the Witch of the Magna Mater can call upon the gift of prophecy. This allows her to re-roll any roll she chooses and take the most favorable outcome. At 13th level she may do this twice per day and at 19th level thrice daily.

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

19th Level, Charge of the Goddess: The Witch at this point is such a force for her Patron that she can summon the Goddess' own power into herself. The Witch radiates an aura of Fear at 15' to all her enemies. She gains a bonus of +2 to all her saves and AC. She also gains +3 to all offensive attack methods, spells or weapons. This charge lasts for a number of rounds equal to the Witch's Wisdom score. It may be performed once per day and takes one full round to perform.

Witches of the Tradition of the Magna Mater are represented by the element Earth.

Demonic

Witches of the demonic tradition are quite frightening, not always in appearance, but in action and deed. These Witches have subjected themselves to one of the lords of the lower planes. They have asked their demonic prince or princess for power and guidance in spellcraft.

Demonic Witches serve as the chaotic element in nature. They try to destabilize areas, nations, relationships, etc. They do this through the judicial use of the powers at their command. Unlike Warlocks or others diabolic spellcasters, demonic Witches are much more motivated by whim than the will of their patrons. While they do follow their patrons as do all Witches, the demonic Witches are given even freer reign. Their goal is to create as much chaos, disorder and evil, or at least ill-will, as they can.

This tradition is usually seen as the dark side of the Craft of the Wise. While many Craft Witches would argue the Malefic Witches give all Witches a bad name, most would agree that the universe is balanced between good and evil, and these "dark" Witches serve a purpose in that balance. Many Witches, even Craft Witches, however, still do not get along with the demonic Witches.

Familiars: Demonic familiars are commonly called imps and are the least of demonkind. Sent to instruct the Witch in the ways of magic, they also act a conduit between the Witch and her demonic master. The imp can appear as a small demon of any sort or as a vile animal.

Demonic Witches have the following occult powers:

7th Level, Curse: Once per day, the demonic Witch can bestow a curse as per the spell of the same name. At 13th level she may do this twice per day and at 19th level thrice daily.

13th Level, Touch of Evil: Once per day, the demonic Witch can Detect Good, as per the spell, at will, as a free action. The demonic Witch can then attack the identified good victim with a +1 to hit and added damage equal to her Wisdom bonus. This power only works on victims of good alignment the Witch identified with her Detect Good power previously. If the Witch does not know a victim's alignment (with respect to good vs. evil) she does not gain the bonuses to hit or damage

19th Level, Demonic Apotheosis: The Witch becomes more demon-like and gain powers like that of a demon. She no longer requires food or water, but still needs air to breathe. She gains darkvision. She gains some of the demonic

immunities: half damage to Cold, Fire, Gas, and Lightning. She still takes full damage from magic and silvered weapons. She is still affected by sleep spells and toxins. She gains a limited version of the demonic telepathy which allows her to communicate with others, but only other humanoids and demons.

Demonic Witches are represented by the element Fire.

Faerie

Faerie Witches appear to be living in solitude, usually in a sylvan setting by themselves. Typically no other members of their race will living near them for many, many miles. In reality, they usually live in large communities of fey, animal and plant creatures serving as an ambassador to travelers moving through the area.

Faerie Witches are usually very attractive women who have a very unnatural aura about them. They may also, however, simply have an Imposing Charisma and appear as frightful hags. Sometimes they will change their appearance to that of an old woman or young maiden to trick passers-by. The Faerie Witch's clothing varies from Witch to Witch. Some of them choose to dress down, and others dress with a flair for the bizarre. Their homes look welcoming, but also very unnatural in the forest setting. The homes are typically well

maintained with splendid gardens outside.

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

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

Familiars: The familiars associated with the faerie tradition are the most fantastical. These will be normal animals with something fantastical about them, such as a cat with wings or a squirrel that speaks with an extravagant accent and wears glasses. All these animals will be able to talk and have human intelligence.

Faerie Witches have the following occult powers:

7th Level, Glamour: The faerie Witch can cast a glamour (as per the spell) a number of times per day equal to 4 plus her Charisma modifier.



13th Level, Human Control: The Witch can enthrall a person in a charm-like state. She can enthrall a number of humans equal to the number of retainers she could have due to her Charisma score; those these humans are separate from retainers. Targets of this ability get a standard Wisdom-based save against the effect.

19th Level, Fae Immunity: The faerie Witch gains some of the immunity of the fair folk. They become immune to Sleep, Hold and Charm spells, potions and effects. These powers do come with a price; the Witch becomes vulnerable to the effects of cold iron and takes an extra point (+1) of damage on any hit from weapons forged from this substance.

Faerie Witches are represented by the element Air.

Gypsy

The wandering gypsies of the world have often been believed to be consorting with dark powers or fell magics. While this is untrue for nearly all

gypsies there is the gypsy Witch, also known as Chovihani. The Chovihani will consort with both dark and light powers, feeling the world is made up of both light and dark. Their travels expose them to various forms of magic, belief and worship.

Gypsies tend to be aloof, almost xenophobic, and the Witches of their tribes are more so. A Chovihani Witch is always given great respect by the other members of the tribe and normally feared by those outside of it. She may not necessarily be the leader of the tribe, but she will be among its most powerful individuals. Typically a tribe may have one high (above 10th) level Witch and two or three lesser Witches as novices. The high-level Witch will almost certainly be very old, while the novices may be anywhere from youth to late adulthood. Many times the old Witch may adopt an orphaned child and raise her as her own and as a Witch. Because of this it has become a myth in many areas that Gypsies or Witches steal small children.

Familiars: The familiar most often associated with the gypsy Witch are the spirits of the Witch's ancestors and other spirits bound by those ancestors. These familiars are not "kept" as are the spirits of the Tradition of the Magna Mater, but are summoned from beyond as needed.

Gypsy Witches have the following powers:

7th Level, Prophecy: The gypsy Witch is gifted with the Sight; foreknowledge into events that have yet to come. The gypsy Witch may once per day look into the future. She can use this power to foretell some future event as either good or ill. For example, she can use it to determine the best path to take in a forest or dungeon. Or she can discover whether a particular quest will be beneficial or deadly. Alternately, she can use this power to re-roll any one die roll for an action she makes and take the more favorable of the two outcomes.

13th Level, Evil Eye: The most infamous of the gypsy Witch's powers. The evil eye places a minor curse on one victim. The curse lasts a number of days equal to the Witch's level and has the following effects: - 1 on all combat related rolls and a +1 penalty on all saves. Victims gain a Charisma-based saving throw to resist the Evil Eye; otherwise, these effects can be removed with a Remove Curse spell.

19th Level, Gypsy Curse: This devastating power is feared by all. The gypsy Witch can bestow a powerful curse on one victim that if not removed, can follow them into unlife or be passed down to their children. The curse is limited only by the imagination of the Witch, but generally it conforms to the Bestow Curse

spell. If the victim fails their save, the only way to remove such a curse is to meet the conditions of the Witch casting the curse or via a Remove Curse spell (see S&S page 48) cast by a 20th level Wizard.

Gypsy Witches are represented by the element Water.

The Lodges

The Warlock also has communities to which he belongs and from where he has learned his craft. The Lodge is a secret order that often only admits a few Warlocks at a time. Each Lodge has their own methods of instruction for their potential Warlock and these are a closely guarded secret. While a Witch may leave the lands where she learned her tradition from her sisters, Warlocks join a Lodge for life.

The Lodge is also the physical meeting place, sanctuary and library of the Warlock. Each order has its own lodge. Lodge meetings take place for all members on the Solstices and Equinoxes. Typically, this is when new probationers are admitted. The ceremonies are very formal and full of rote and ritual. After the main ceremony follows a grand feast where matters mundane and magical are discussed. Lesser ceremonies, such as level advancement are also held at the member's lodge. These ceremonies do not require the full attendance of all members.

Most Lodges are located in cities, with the largest cities having many lodges, and the largest, most powerful lodges having presence in many cities. Lodges are usually clearly marked and identified. Knowing where a lodge is and gaining admittance, however, are two very different things.

Warlocks without access to a Lodge cannot learn any 6th level spells and can only learn up to 5th level. Slots for 6th level spells are simply lost.

The Dark School of the Scholomance

When one thinks of a Warlock it is usually a Warlock of the Dark School that one imagines. The Dark School of the Scholomance, or more simply the Scholomance, lies somewhere deep in a nearly impassable, mountainous country, far removed from the civilized areas of the world. Referees should choose an appropriate place within their own campaign world. It should be remote and in the mountains.

Wherever it lies, one thing is agreed on: "the Devil", himself, holds classes to teach the best and the brightest the darkest of the dark arts. Thirteen will enter, but only twelve will leave to become the most dangerous Warlocks in the land. What becomes of the thirteenth is a mystery. Some say the unlucky 13th becomes the Devil's own personal servant. Others though speculate a far worse fate on the 13th Warlock.

Who is "the Devil"?

In your game world you may or may not have a devil or even The Devil. We introduce a Baalseraph named Astaroth (see page 165) who would certainly fit the bill. Others, of course could take on the title of "the Devil" and there may even be more than one. Referees should decide who is in charge of the Scholomance based on what that particular being wants or needs from this school.

Warlocks of the Scholomance gain access to many dark, evil spells they may never have had access to before.

7th Level, Curse: Once per day, the Warlock can bestow a curse as per the spell of the same name. At 13th level he may do this twice per day and at 19th level, thrice daily.

13th Level, Summon Demon: The Warlock may summon a Type I or II demon to perform

a task. The demon is compelled to service by years of pacts with the Lodge and must obey the Warlock. If the demon is killed before being released from service, then the Warlock may not summon another demon for 3 days.

19th Level, Demonic Apotheosis: The Warlock becomes more demon-like and gains powers like that of a demon. He no longer needs food or water, but still needs air to breathe. He gains darkvision and partial demonic immunity: half damage to Cold, Fire, Gas, Lightning and



from normal weapons. He still takes full damage from magic and silvered weapons. He is still affected by sleep spells and toxins.

The Warlocks do gain demonic telepathy of a limited sort which allows them to communicate with

other humanoids and demons.

The familiars of the Scholomance are imps. The

imp chooses the prospective student.

The Dark School vs. Demonic Tradition

The Demonic Tradition typically deals demons of the Calabim, Shedim and Lilim families. The Scholomance deals almost exclusively with the Baalsraph. While the differences are mostly academic, these are the academics that make those distinctions.

Fraternity of the Bones

One of the oldest Lodges and one of the most secret, the Fraternity of the Bones seem on the outset to be a kind of necromancer, but it is not the secrets of undeath that fascinate these Warlocks, but the secrets to life after death and beyond. The members of this Lodge receive their instruction directly from the spirits of members that have passed on into "The Outer Darkness". Lodge halls and meeting places are decorated with the skulls and bones of long dead members and members are expect to have their own bones displayed in such a matter. Member Warlocks spend long hours in contemplation with the bones of the former members and the bones and spirits of others that would grant them knowledge; even if those spirits are less than willing to impart their secrets.

The lodges and homes of these Warlocks are quite often haunted. While they care little for the material and corporal undead, they will usually have

skeleton and zombie guards and servants. These are never made from former members, only the "lower" castes are used for this.

Adventuring Fraternity Warlocks often seek the bones of long dead wizards, sages and priests to return to their lodge. They hold such artifacts can be used to channel even great magics and knowledge.

A Fraternity Warlock that dies away from the lodge is often sought after by others of his lodge to return his bones back to the lodge. To these Warlock the greatest of all deaths is to die in a fire. The ashes of the dead are capable of imparting any of their lost knowledge.

Fraternity of Bones Warlocks have the following occult powers:

7th Level, Necromantic Spell use: The Warlock may use spells that appear on the Necromancer spell lists (*Spellcraft & Swordplay Deluxe Rules*, p. 56). They do not gain the additional powers of the Necromancer class though.

13th Level, Summon Spirit: The Warlock may summon a 9HD Spirit (treat as a Ghost) to perform a task. The spirit is compelled to service by years of pacts with the Fraternity and must obey the Warlock. If the spirit is destroyed before being released, then the Warlock may not summon another demon for 3

days. This spirit cannot be turned or compelled into service by another.

19th Level, Summon Greater Spirit: The Warlock may summon a greater spirit (15 HD) to perform a task.

The familiars of the Fraternity are spirits. When needed they can manifest as a floating skull.

Goetic

Legend states that the Goetic Lodge was founded by a wise and powerful king; one who bound demons, angels and even arch-fey to do his bidding by discovering their secrets. Goetics follow the recorded history as laid down in the sacred writings of this king often known as "The Keys of Wisdom". Goetics have been known to converse with angels and summon demons when the need arises. Their magic is very ceremonial and has strict rules of conduct. For instance, one must not ever wear a head covering when summoning the Prince of Demons. Despite of, or because of, that, their lodges are less strict and structured than the other Warlocks. Magical texts are typically written in ancient and arcane languages known only by scholars.

To learn and use their magic the Goetics summon various demons, spirits and other such creatures to bring about a spell's effect. For example, when a Goetic Warlock casts Fireball, he summons a fiery

demon or fire elemental who produces the fireball for him.

There is no danger to Warlock, as long as he remains a member of the lodge. Warlocks that have left their lodge may find themselves at the mercy of the creatures they once called upon.

Goetic Warlocks have the following occult powers:

7th Level, Summon Elemental: The Goetic may summon a 6HD elemental to perform a single action once per day. Typically this action is mundane, but can include fighting a foe. If the elemental is killed before being released, however, then the Warlock may not summon another elemental for 3 days.

13th Level, Summon Demon: The Warlock may summon a Type I or II demon to perform a task. The demon is compelled to service by years of pacts with the Goetic Lodge and must obey the Warlock. If the demon is killed before being released, then the Warlock may not summon another demon for 3 days.

19th Level, Summon Demon or Greater Elemental: The Warlock may summon a Type III, IV or V demon or a greater elemental (15 HD) to perform a task. The demon or elemental is compelled to service by years of pacts with the Goetic Lodge and must obey the Warlock. If the demon or elemental is killed before being released, then the

Warlock may not summon another demon for 3 days.

Warlocks that constantly summon creatures from the other planes only have them killed may discover that they will lose these powers altogether, and have to deal with their masters, this at the Referee's discretion.

The familiars of the Goetic Lodge Warlocks tend to look like normal animals but are in fact elemental spirits in animal guise. Special familiars will be imps regardless of the alignment of the Warlock.

The Hermetic Lodge

This Lodge is open to anyone who can aspire to their own heights of potential and the Lodge's secrets are the reward. Their name comes from a great philosopher God. This entity is believed to have gained the secrets of the universe and thus became a God, or part of the God Mind. These Warlocks feel they can approach this ideal as well.



To become a member, a full lodge member must sponsor the Probationer. This lodge

member is responsible for teaching the Probationer what they need to know to gain an audience with the Inner Lodge, or ruling body. The Inner Lodge will vote on the Probationer's qualities (a fine opportunity for role-playing and clever Game Mastering). If the Probationer is accepted then she becomes a Neophyte. Neophytes learn from the books of the Lodges libraries. An unsuccessful Probationer may come back in one year's time for re-evaluation.

Members refer to each other as "Frater" (brother) or "Soror" (sister). The head of the lodge is called Pater (father), if male, or Mater (mother), if female.

Hermetic Warlocks gain the following occult powers:

7th Level, First Circle Arcana: The Warlock of the hermetic lodge may recover one 1st and one 2nd level spell they have cast already. This recovery requires only a brief meditation in a non-combat, resting situation.

13th Level, Second Circle Arcana: Like First Circle Arcana, but the Warlock may recover a one 3rd and one 4th level spell per day.

19th Level, Third Circle Arcana: Like First Circle Arcana, but the Warlock may recover a one 5th and one 6th level spell per day.

Familiars of the Hermetic orders are usually creatures of pure thought. They have no

physical body and thus are not harmed by physical attacks. Nor do they benefit from spells such as Enlarge Familiar (see page 81). They can however be attacked magically. For combat purposes they resemble a small 5 HD elemental.

The Secret Masters of the Invisible College

This esoteric lodge believe they are the foundation for all arcane study, not just Warlocks, but wizards and Witches as well. Their vaulted halls contain the wisdom of the ages and spells never before seen. Only those of the highest (18) intelligence maybe admitted and then a rigorous training program must begin. Only when the Warlock has proven himself (10th level) will he be allowed access to the Deeper Mysteries and Hidden Knowledge of the Akashic Records. The location of this great store of knowledge is one of the best kept secrets in the world.

Invisible Collegiates gain the following occult powers:

7th Level, First Circle Mystery: The Warlock may swap, on the fly, any one 1st level and one 2nd level spell they have in their grimoire. The Warlock still needs to memorize their spells as normal, but they may change any non-cast spell with one they have in their spell book once per day for 1st and once per day for 2nd level spells.

13th Level, Second Circle Mystery: Like First Circle Mystery, but the Warlock may exchange one 3rd and one 4th level spell per day.

19th Level, Third Circle Mystery: Like First Circle Mystery, but the Warlock may exchange -one 5th and one 6th level spell per day.

The Familiars of the Invisible Collegiates are creatures of pure thought energy in the form of a very simple animal, often an insect. Crickets, grasshoppers and mantises are most common. These familiars grant a +1 to all Intelligence based rolls, including saves, and cannot be killed. If they are reduced to 0 or less hitpoints that body will die and they will recombine a new body the following sunrise.



Familiars

Familiars are as much identified with the stereotype of Witches and Warlocks 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 link is a mental and empathic one, but it is usually described as speech.

This link also allows the Witch to communicate with animals of the same kind. With their familiar present, the Witch can talk to any animal of the familiar's type, and understand what is being said. Some familiars also have a chance to know another language, which the Witch then will know.

A Witch starts at 1st level with a familiar. This familiar will show up when she first becomes a Witch. The nature and form of the familiar will often be dictated by the circumstances of her becoming a Witch. She may add other

familiars as she progresses in level. The maximum number of familiars a Witch may have is equal to her number of Retainers based on CHA. She may also only call a new familiar once per year and a day (alternately this can be once per level). This is for an additional familiar or to replace one that had been killed

(familiars do not die of old age like natural animals). So a Witch with a CHA of 18 can have a max of 7 familiars at a time, but will take her a minimum of 7 years (or levels) and 7 days to obtain them all.

Each familiar adds 1 or

more spells of a spell level that the Witch can learn. Each familiar translates into one level's worth of bonus spells, which can be combined or separate. Thus, a Witch with a single familiar can learn an extra 1st level spell, while a Witch with three familiars can learn any combination of three spell levels, be it a single 3rd level spell, one 2nd and one 1st level spell, or three 1st level spells. If the familiar is killed then the Witch loses these bonus spell levels.



As the Witch gains levels the familiar also grows in power by gaining 1 hit point per level the Witch gains, and their armor class improves by 1 per three levels.

Anytime a familiar is killed or if the Witch releases it, she must make a saving throw vs. Constitution or lose a number of hit points equal to that of the familiar.

Summoning a Familiar

At 1st level the Witch gains her first familiar automatically. Every time she gains a level she can attempt to summon a new one.

Summoning a new familiar is not something that can be done lightly. The Witch needs to spend a day in deep meditation and purification. The day must begin at sunrise with the Witch participating in a ritual bath and cleansing that must be complete before the sun clears the horizon. She then spends 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 cat, meats for a dog or wolf, and so on. She then must 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 additional items for the familiar, to appeal to the

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 at least 100 gp; the price can go higher, at the Referee's discretion, and based upon the type of familiar being summoned.

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

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

The Witch may also gain additional familiars once per level after 2nd level. The Witch has a base chance of obtaining an additional familiar on an 11 or more a 2d6. Her chances increase by +1 per level.

The Witch can only have a maximum number of familiars equal to her maximum number of retainers (based on CHA score). She may also only have 1 special familiar at a time.

Special Familiars marked with a * are detailed in *Book Three: Monsters and Maleficia*.

Table 1: List of Familiars

Roll 2d6	Familiar*	Additional Powers to the Witch
2	Ferret, Weasel	+2 bonus to Intelligence saves
3	Coyote, Dog or Fox	Surprised only on a roll of 1 on a d6
4	Lizard	+1 to Intelligence and +1 to Dexterity checks
5	Bat	+2 to Dexterity checks
6	Crow or Raven	+2 bonus to Wisdom based saves
7	Cat or Frog	Night vision (night is treated like a light spell)
8	Owl	+2 bonus to Wisdom checks
9	Mouse, Rat	+2 to Dexterity checks
10	Snake	+1 to Intelligence checks,+2 to Heal
11	Rabbit	Surprised only on a roll of 1 on a d6
12	Special Familiar	See below

Table 2: Special Familiars (Choose)

Familiar	Alignment	Additional Powers to the Witch
Batling*	Neutral	Improved hearing and +2 Constitution save bonus
Bendith mamau* ý	Neutral	Improved hearing and a +2 Wisdom save bonus
Blink dog	Good	Witch may dimension door once per day as the blink dog's power.
Brownie*	Good	+3 bonus to all Dexterity based rolls and effects
Cait Sidhe*	Neutral	+3 to Wisdom saves
Dire Animal	Neutral	Twice the bonus as a normal animal of it's kind
Elemental, small	Neutral	Gain +5 to saves to the Elemental element
Floating Skull	Evil	+3 to Armor class and saves vs attacks from Undead
Imp*	Evil	Regenerate 1 hp per day
Sprite	Good	+2 bonus to all Dexterity based rolls (including AC)
Winged Cat*	Any	+2 bonus to all Dexterity based rolls (including AC)
Winged Monkey*	Any	The Witch may <i>Fly</i> once per day as per the spell.

Covens

For the Witch, the coven is her family. It is where she learns her magic, her craft and it is what makes her a Witch. Covens can have any number of Witches. Typically, there is a minimum of three and can number as high as 13 in most cases, though some covens may even number as many as 19. Under most circumstances, when not adventuring a Witch may spend a great deal of time with her coven. Like a priest and their church, the coven is the center of the Witch's religious life. Covens become a second, or sometimes first, family to the Witch. The coven often contains members of the same family. It is no wonder that Witches from the same coven will refer to each other as "sister" or "brother".

Witch Player Characters should be handled with great care. Witches, like wizards, start out in the game relatively weak. But also like their wizard brothers, they grow in power. Like wizards and priests, Witches should be looked to as sources of wisdom and insight. If there are more than one or two Witch characters in an adventuring party, it should be assumed that they are members of the same coven. Covens guard their secrets and spells very carefully; a Witch is not likely to work with another Witch of a different coven. Even

similarly aligned covens are often wary of each other.

Duties of the Coven

Witches are usually their patron's direct representation in the mortal realms. They further their patron's name through actions and deeds, not in words as priests might. Needless to say the Witch does not spend a great deal of time educating or preaching to the flock of worshippers. Common rites performed by a Witch are birth rites, marriage rites (known as Handfastings), changes of the season, and death or funeral rites. A village Witch may also provide spells for a service or payment. Any Witch can provide their potions for sale or use. Most common potions are for healing, telling fortunes and casting love or curse spells for others.

The Covenstead

The area where the coven physically meets is known as the Covenstead. Here, the altar and other magical tools will be found. A covenstead may be a permanent building or a temporary space. The differences depend on the wishes of the Witches that make up the coven.

Permanent

Creating a permanent home for the coven has many advantages and a few disadvantages, as well. To begin with, a permanent covenstead can house all of the items required by the Witch to perform her duties

of worship. Consecrated items and the coven's *Book of Law* may be stored here for all of the Witches' use. Plus, the coven can place great spells of protection here to guard these items. In addition, well-equipped covens may even have room for a small library or research area.

A permanent covenstead gains the following benefits after time. Time is measured from the second full day that the coven has stood.

On the disadvantage side the longer a permanent covenstead has stood, the more likely it will also be found by others. Also once a covenstead is found then the Witches who belong to it may be found as well.

Temporary

A temporary covenstead lacks many of the features found in the permanent covenstead listed above. Since it is temporary the chance that any consecrated item kept there will be defiled or stolen is far less.

Other Types

Some covens may meet permanently in one spot, but that may not be the only function of the physical locale. Examples include a room in a house which is used for things outside of coven business or a "sky thatched temple" which is outside. These areas gain the benefits and drawbacks of a permanent covenstead only when at least 3 Witches are

present. Otherwise, these areas are treated as temporary.

Witches without a Coven

Under certain circumstances, there will be a Witch or Warlock that exists without a coven. These Witches can be grouped into two basic categories, solitaries and renegades. In either case, Witches without covens do not have access to Coven spells.

Solitaries

Sometimes a Witch will not be able to connect with a coven or one may not exist in her area. These singular Witches are known as solitaries. Often they perform the same kind of rituals and ceremonies of their coven sisters, just by themselves. Solitaries receive their instructions of how to worship and gain spells, as do their sisters, from a patron deity.

Other Witches of the same alignment may feel sadness for their sister's solitude, while those of a differing alignment will likely react with contempt or disgust. A good coven may try to convert a solitary to their fold through invitations to witness and participate in their worship. Neutral covens will usually leave the solitaire alone, perhaps with a few scathing or sympathetic remarks, depending upon the coven in question. Evil covens may either try to convert the solitary by force, may seek to

destroy the solitaire outright, viewing her as a threat or simply with base contempt, or may simply walk away from her—chaos is, if nothing else, unpredictable.

Evil powers often tempt to convert solitaires. Because they are so preyed on by other covens and evil gods, solitaires will reluctantly trust others. Consequently those unaware of the Witch’s status as a solitary will be more likely to believe that the Witch is evil or at least up to no good.

Renegades

Any Witch who is removed from her coven and continues to practice as a Witch is considered a renegade. Mostly, renegades have been accused or convicted of some crime against the coven. Some, though, have left their covens due to differences of opinions or philosophies. Sometimes these Witches have left their coven and have become members of another coven, or started their own. While they may still be advancing as a Witch, their former coven-sisters may consider them as renegades and no longer Witches. It has been

suggested by some that the first Warlocks were renegade Witches.

Notes on Creating a Coven

When trying to build a coven, these questions should be answered:

What Patron does the coven represent?

What purpose does the coven serve?

Can this purpose be carried out by that Patron’s normal clergy?

Remember that not every deity will have a Witch coven or even need one, but every deity will have a clergy of some sort. Witches take a lot of the deity’s time and work (not to mention the Referee’s!), and a deity will not recognize a coven unless She absolutely needs it.

When Witches are to be added to the campaign the Referee must first decide which Patrons will have Witches and which will not. The Referee must then determine the nature of the coven, its members, its laws and rules, its spells and its worship.

Table 3: Covenstead Benefits

Time Covenstead has stood	Benefits
1 month	Adds +1 to spell casting rolls
3 months	Protection extends to Ethereal
1 year	Protection extends to the Astral
10 years	Protection extends to 1,000’ in any plane that touches the covenstead’s home plane

TOOLS OF THE CRAFT

Witches rarely accomplish their goals on will alone. Most, if not all, Witches depend on tools, both mundane and magical. Certain tools are used in Witchcraft for ritual purposes, such as to invoke their patrons, banish negative influences and cast circles. While not all of these tools are necessary to practice Witchcraft, the Witch will have at least one item that she has chosen as a spell focus. This item is helpful in increasing concentration and directing power. Most tools correspond to particular elements of nature, such as Earth, Air, Fire and Water, and are particularly helpful when performing rituals centering on that particular element. Some of the tools may be difficult to find, but the right one eventually comes to the Witch.

Other tools are periphery in nature, allowing the Witch to complete other duties of her craft.

Ritual Tools

Tools are simply a way to direct and focus energy for magical workings. They have no power except for what the Witch gives them. Tools should be consecrated, or cleansed, before use in a circle, to clear them of any negative energy.

Witches are expected to treat their ritual tools with the utmost care. These items do not give the Witch with power, but only allow them

to focus the energies of their patron.

A Witch can craft her ritual tools with appropriate materials and time. Most of the items are very simple, such as a broom or a staff. Others require more skill and materials (metal wand, cauldron). Special items like an engraved athamé, bolline or a chalice require the aid of a craftsman or other expert. Some items will need to be made from the finest quality materials if they are to be enspelled. Some items may be purchased instead, such as a cauldron or broom. Wands, staffs and athamés need to be made by the Witch to be properly used.

Heirloom items can also be used and, in fact, often are used within family-based traditions.

A Witch or Warlock needs a properly crafted ritual tool in order to cast her magic. A Witch without a ritual tool is at a -2 to her spellcasting roll. Some tools can be enchanted that they provide a +1 to spellcasting rolls, but two such tools do not “double up” for a +2, they only provide a +1.

Athamé: The athamé (pronounced *ah-thah-may*) is a magical knife that is commonly used in Witchcraft. It is never used for cutting or combat purposes, or for any purposes outside the coven or spell-work. The athamé is used in ritual to direct energy

and is an instrument of power and manipulation. The blade is often dull and double-edged and the handle is black or some other dark color to absorb power. They are very fine quality and normally have to be specially made. Normal or magical knives, daggers or swords created for combat cannot be used.

Every Witch will own her own athamé for ceremonial purposes. The knife will have the Witch's personal symbol of power and that of the coven somewhere on the handle.

A Witch becomes very connected to her athamé. Since athamés are used in all of the Witch's mundane and magical rituals it begins to absorb a bit of magical power. The Witch can always locate her athamé as if it had a permanent

Locate Object

spell cast on it. A Witch without her athamé may not be able to cast some spells. Of course the Witch may not *want* to cast any spells without her athamé. Also due to its

magical focusing power, the athamé cannot rust and makes saves as if it were a +1 dagger of fine quality.

The athamé is the tool of the East and is associated with the element of Air. In some traditions it is the tool of Fire. The athamé is also phallic in nature and is therefore a masculine tool and linked to the God.

Some Witches have taken to using a bolline, or a white knife for practical purposes. It is sharp and is used as a normal knife or dagger. It is also used in rituals, but it is kept separate from the athamé. Losing one's bolline is an inconvenience, but not worrisome to the Witch.

Broom: The broom, or *besom*, often is used to purify space before a circle is cast. It is related to the element of Water and is used in many water spells involving cleansing. It also historically has been used to protect the home by laying it across the door.



To create a magic broom, it is recommended that you use an ash staff, birch twigs and a willow binding. Ash is protective, birch cleansing and willow sacred

to the Goddess. The coven would use woods or elements sacred to their Goddess. The broom is associated with Earth and is sacred to both

the God and Goddess. Unlike the athamé, the broom can be used for mundane purposes.

Cauldron: Nothing better conjures up the stereotypical image of a Witch than a cauldron. The cauldron is a symbol of the Goddess and corresponds to the element of Water. It is used in ritual as a container in which magical transformations can occur and is usually a focal point of a ritual. During spring rites, it can be filled with water and fresh flower petals and in winter, fires can be lighted within the cauldron to symbolize the rebirth of the Sun. It can also be filled with water and used for scrying into the future. Cauldrons often are three-legged and made of iron. They come in all sizes ranging from a few inches in diameter to several feet across.

The cauldron is the tool of the West and is associated with Water. The cauldron is feminine in nature and represents the Goddess, fertility and femininity. Unlike some of ritual items, the cauldron can be used for mundane matters as well.

Censer: The censer, or incense burner, represents the element of Air. It can be a big, swinging metal contraption like those used in churches or a small wooden stick incense holder, whichever coven requires. The use both the stick holders and the

metal ones for powdered incense are fairly common.

If the Witch can't find a suitable censer, a bowl filled with sand or salt works fine. The sand or salt absorbs the heat from the charcoal, or incense sticks or cones can be pushed into it. Many Witches find that incense greatly increases their concentration and is especially useful in meditations or scrying.

The censer is a tool of the element Air.

Chalice: The altar chalice symbolizes fertility and is related to the element of Water. They are usually used to hold the ritual wine that is imbibed at the end of a rite. It can also be used for holding water for scrying or other ritual purposes. The chalice can be made out of any substance, from silver or brass to wood or soapstone. When not in use, the chalice should be stored away for safe keeping or displayed on the altar.

Pentacle: Of all the symbols and tools used Witchcraft, this is probably the most misunderstood. The pentacle is usually a flat piece of metal or wood inscribed with a pentagram, a five-pointed star. When making a metal pentacle, gold or brass is often preferred. The pentacle came from ceremonial magic and has been used in ritual and magic for thousands of years. It is

used to represent feminine energy and to consecrate objects such as amulets and charms. The pentacle is also a traditional symbol of protection and is one of the official symbols of many Witch traditions. Since the pentacle is feminine in nature it represents the Goddess. The pentacle, as used by good Witches, has a single point of the star pointing up, which is not to be confused with the malefic version which is inverted (two points up). The pentacle is the tool of the North and is associated with Earth.

Wand: The wand, an instrument of invocation, corresponds to the element of Air. It is sometimes used to direct energy, to scratch magical symbols in the ground or to stir the contents of a cauldron.

Woods such as willow, elder, oak, hazel and apple are traditionally used for the wand, but any fairly straight piece of wood can work. Many Witches carve special symbols into the wood to personalize the wand. It is not uncommon to see some truly beautiful wands made out of crystal with gems and stones set into them.

These wands are normally mundane with only a trace amount of a magical aura.

The wand is the tool of the South and is associated with Fire. In some traditions, it is the tool of Air. The wand is phallic in nature, is a

masculine tool and is sacred to the Gods.

Other Tools

These are some of the other tools that are used by Witches. For a few of these tools, it is believed by some that they are a direct result of the persecution of Witches over the centuries. Take the sword, for example. A sword is long, cumbersome, and very visible. During the darkest years of Witch-hunts, for a villager, especially a woman, to possess a sword would be very suspicious. Some believe that to blend in, to assimilate if you will, the sword became the dark-handled knife (the athamé). It was not unusual for all walks of life to possess daggers. The same applies to the staff. The staff is several feet high and again, very visible. Some believe the wand is a direct result of “shrinking” the staff to a stick, something that could be found in every home in one form or another.

Bell: The bell is used for summoning spirits and for starting vibrations. Bells can either be rung by the Witch or by the spirits she summons. It is believed that spirits and fairies will ring bells when they enter a room. Bells are rung to ward off bad spirits or to signify the beginning or end of a ritual. The bell is a feminine symbol and is often used for summoning the Goddess.

Mortar and Pestle: The mortar is the cup and a symbol of the Goddess. The pestle is used to grind the ingredient into powder and is the symbol of the God. Witches that use these as their spell focus, grind the material components in the mortar and focus the spell with the pestle like a wand. The pestle maybe used to draw symbols on the ground, or anything that a wand may do.

These tools can be used for mundane purposes, but most often the Witch has another set for cooking.

Staff & Distaff: The staff directly relates to the wand and has the same attributes and uses. Witches use staves very frequently. Staves are generally considered to be the tools of mages and wizards.

The distaff is an item that is almost exclusive to women. The distaff is used in weaving to hold wool that is being spun. Over the years, Witches have used the distaff in a manner similar to the staff as a ritual tool. Unlike the staff, no one is suspicious of a woman carrying a distaff.

Stone: The Stone is used in much the same way as the pentacle and relates to it in many ways. It is a tool of the North and represents the Earth. For those of the Faerie Tradition, the stone has a very rich history. Again, the stone is another tool that is often thought to be a trade-off for many Witches. Where

a pentacle can be an inflammatory symbol, much misunderstood, just about everyone has rocks lying around in some form or another.

Sword: The sword directly relates to the athamé and has the same attributes and uses. The sword is still used by many Witches in ritual and magic. Like the athamé, the sword must be dull and never used for combat purposes.

The Witch's Tome

Of all the tools mentioned, nothing is more important to a Witch than her personal tome. They are often referred to in mystical names such as *The Book of Shadows* or *The Grimoire*. They are also written in the coven's own set of symbols and language. This book is much more than a mere spell-book, although it serves that function as well. A Witch's tome is very personal. Within its sacred pages are written her spells and ceremonies. Rituals are recorded for later study and memorization. A Witch may also include her personal thoughts, her feelings, even things that will not share with her coven. To be invited to read its contents is the utmost gesture of trust. Initiates copy from the coven's *Book* by hand as part of their entrance to the coven. A solitary may also keep a *Book*.

Any Witch without her tome cannot memorize new spells or perform any of her official or ceremonial duties. She can continue to cast and re-memorize spells she already has learned. A Witch cannot advance in levels or gain experience points past a new level until her tome is recovered.

Any other character that has possession of the Witch's tome has found a powerful weapon against the Witch. Of course such a character may find themselves in great peril as well. Many tomes are cursed or somehow magically trapped to prevent such interference. *Curses*, *Symbols*, and *Wards* may be employed to keep the tome safe. Familiars or other guardians may be physically present. A Witch's familiar can track down a stolen Witch's tome even if the tome is ethereally or astrally projected. Once the would-be thief has the tome reading it may be a different manner. Many tomes are disguised with a special script, both mundane and magical.

Since the Witch is intimately familiar with her tome, any spell that the Witch can use to locate it always has a 100% chance of success. And heavens help the thief who has angered the Witch in such a personal manner.

Typically, Witches use a "Book of Shadows" and Warlocks use a "Grimoire".

Contents

Every tome will be different and unique as the Witch who

owns it. There are some common elements that would normally be included in every tome. The tome will also include prayers and devotionals, as well as instructions for proper meditation.

The Book of Law

Just as the Witch has her own personal tome to reflect her worship and relationship with the coven, the coven has its own tome, *The Book of Law*. The coven's tome will be very similar in nature to the Witch's personal tome. It is likely to be placed in very sacred place for the coven and it usually left in the charge of the high Priestess or the highest-ranking coven member. It also includes all of the coven's ceremonies and rituals. It also, regardless of the coven's alignment, includes the laws, ethos and organization of the coven. It may also include stories of the deity. It is treated much like that of any other cannon of a religious order. The coven's *Book of Law* will also radiate a faint magical aura. Stealing one from a coven should be considered a suicidal act.

The Referee is of course encouraged to create any other number or nature of rituals and ceremonies to suit the campaign world. Players should also be encouraged to record the rituals required of their Witch character. Although they are referred to as tomes, the official cannon and the Witch's personal

writing could be in nearly any form, as long as it a written medium.

Magical Circles

Magic Circles are used for focusing magic, summoning creatures and protection. Like the magical correspondences, the appropriate circle is needed under different occasions. Often the Witch uses a magical circle during rituals, sabbats or other ceremonies. They can be used to focus spellcasting and they are essential when summoning spirits, fiends or divine aid.

Most circles will be drawn on the ground with chalk, charcoal or some other powdery substance. Circles are drawn clockwise for white magic and counter-clockwise for black or evil magic. The exact nature of the spell or ritual may require other, rarer materials. Often the circle is drawn with other symbols of power, including the Witch's own personal symbol. The materials that make up the circle will also be of significance to the function for which it is being used. For maximum effect, the Witch will use oils, powders and spices from the lists above.

To construct a circle, the Witch needs to know what she is going to do (summoning a demon, conversing with her Goddess, etc.), what materials will be appropriate and what symbols she needs to use. All of this

can take hours to days to prepare and months or years to research. Generally speaking, the simpler the function of the circle, the easier it will be to construct and the cheaper the cost. Simple things like monthly rituals and communing with her Goddess should be relatively easy for the Witch. These will be found in the coven's *Book of Law*. Adventures can be built around solitaries and Witches looking for other types of rituals and the materials needed.

The lines on a magic circle are normally double lines spaced far enough apart for the Witch to inscribe symbols and runes within. Most importantly, great care needs to be taken by the Witch when drawing such symbols, as incorrectly drawn symbols are useless.

Whenever a Witch begins preparing a spell, she usually creates a magic circle around her. The type of magic circle varies with the type of spell being prepared. Simply drawing in the dirt, sand, or spreading salt or another substance around the Witch typically creates magic circles. Simple magic circles of these sort require the Witch to make an Intelligence check. A failed check means the circle is incorrect or inaccurate in some manner, but the Witch will still believe that it is correct.

More experienced Witches will sometimes create larger magic circles to aid them. Creating an enhanced magic circle

takes 1 minute per foot radius. Unless otherwise noted, an enhanced magic circle affects only the Witch who created it. A magic circle can be created by any means, ranging from an extensive tile design created into the floor or to drawing in the dirt with a stick, but if the magic circle is ever disturbed even the slightest bit, the powers granted by the magic circle cease working.

An enhanced magic circle adds +1 to spell casting rolls.

Thaumaturgic Circle: This Magic Circle can be used when preparing any sort of spell. A Witch who created a thaumaturgic circle gains a +1 bonus to successes for spells cast within the circle, for a number of times per day equal to the Witch's wisdom modifier. The magic circle is used for spell focusing during her rituals and sabbats.

Triangle: The Single Triangle is used when preparing spells related to change, including most evocation or transmutation spells. A Witch standing within a triangle magic circle can cast one spell at double the duration. This is also known as the Elemental Triangle or Thaumaturgic Triangle.

Pentagram: The most common magic circle is the pentagram, also known as a pentangle. This is a five-pointed star. Good or

neutrally aligned Witches will use it with the point of the star facing up or forward. Evil aligned Witches use an inverted pentagram. Often, Witches will adopt the pentagram as part of their own personal symbols.

The Star Shaped pentagram is used when preparing healing and other beneficial spells. Witches standing within a Pentagram treats all healing and protective spells with a +2 to their spell casting rolls.

Inverted Pentagram: The Inverted Pentagram is used when preparing damaging and other harmful spells. A Witch standing within a Pentagram treats all harming with a +2 to their spell casting rolls.

Hexagram: Two triangles are placed in a circle to create a six-pointed star. The upright triangle represents the male energies of the universe. The inverted triangle represents the feminine energies. The Hexagram is used when preparing charm like spells. The Witch inside a properly prepared Hexagram can cast charm spells at +2.

Combined Circles

The Witch may try combining the various circles for additional benefits. One such example would be a Cabalist Magic Circle, a combination of the Triangle and the Pentagram.



Linda maestra - Francisco de Goya y Lucientes

BOOK TWO:
SPELLS & SPELLCRAFT

INTRODUCTION

Magic is the lifeblood of all Witches. The means by which she manipulates the forces of arcane and divine magic is what sets the Witch apart from other mortals, even other spellcasters. To a Witch, magic is everywhere and in everything. To many Witches, magic is often the same word as life. In the Witch's mind, magic is not simply a way of attaining practical ends; it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess or Patron 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, particularly when these thoughts are

expressed through significant symbols.

SPELL CASTING

Spells are organized by complexity, or spell level, which is different than character level. To cast a spell, a Witch or Warlock rolls 2d6, adding her Wisdom or Intelligence ability check modifier (as appropriate), and attempts to equal or better a casting threshold based upon the complexity of the spell (See **Table Spell Casting**, below). This roll may be further modified by magic circles or other ritual tools.

Three results are possible:

1. If the spell casting roll achieves a result of "Immediate" the spell goes off immediately, at full effect, as intended.
2. If the spell casting roll achieves a result of "Delayed" the spell will go off one round after casting is complete.
3. If the spell casting roll fails (rolls lower than the target for a delayed result), the spell fizzles and is erased from memory. The spell cannot be used again until the Witch engages in her daily spell book studies the following morning. Note that even if a Witch is guaranteed success, such as a tenth level Witch casting a first level spell, an unmodified "natural" result of 2 ("snake eye") on the spellcasting roll still results

in the spell being forgotten, though in this case it will function normally before being erased.

Table 1: Spell Casting

Spell Level	Witch and Warlock level (Immediate/Delayed)									
	1	2	3	4	5	6	7	8	9	10
1	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2	2
2	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2
3	-	-	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3
4	-	-	-	-	-	11/9	10/8	9/7	8/7	7/5
5	-	-	-	-	-	-	-	11/9	10/8	9/7
6/ Coven	-	-	-	-	-	-	-	-	-	11/9

Coven Casting

The Witch casting spells with her coven gains benefits when casting. For each member of the coven the Witch can add +1 to her casting roll. This bonus can be applied to coven spells, as well, but only for members above and beyond what is listed.

Ritual Tools

Witches and Warlocks both require ritual tools to cast their spells. These tools do not add anything to the spellcasting roll, but rather a Witch or Warlock without the proper tool is at a -1 to their spellcasting rolls. Magical tools can add bonuses, and these are detailed in Treasure.

Places and Times of Power

The Referee can also decide that certain places or times are particularly powerful for the Witch or Warlock and can grant a +1 or even up

to a +4 for spellcasting rolls. Typical locales are standing stones or a confluence of magically power Ley Lines. The Witch's covenstead should always be a place of power, as are Warlock lodge houses. Times can be as frequent as the full or new moon or as rare as an eclipse. In general practice, the rarer 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.

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

Touch Attacks

Some spells require the caster to touch her target. Such spells, when used upon an unwilling target, require a "touch attack." There are two ways to handle touch attacks.

Unarmed Combat Method:

Using this method, making a touch attack is the same as making an unarmed attack against an opponent wearing no armor (that is, even if the target is wearing plate and carrying a shield, this armor does not protect him from a touch; he is considered AC 1 regardless of armor worn).

When making a touch attack the Witch always gains a bonus equal to her Dexterity bonus (if any), and the opponent always penalizes her attack by an amount equal to the opponent's Dexterity bonus (if any). This is an exception to the rule limiting the use of Dexterity to affect combat to warriors; anyone can try to jump out of the way of being touched.

The advantage to this method is that it works on the same table as all other types of combat, keeping combat all under the same system of rules.

Opposed Ability Method: This method, while it uses a

different subsystem than combat, is probably the more intuitive method for handling touch attacks. In this system, the two parties involved make opposing rolls; the Witch

makes a Dexterity Ability Check to touch her intended victim, while the victim makes a Dexterity-based Saving Throw to avoid being touched. The higher result wins. Note that the fact that a Saving Throw is used to avoid the touch makes it a bit harder to touch Thieves and their Elite Paths; this is how it should be.



SPELL LISTS AND DESCRIPTIONS

The spells used by the Witch and Warlock are very similar and have a number of the same spells. In addition they share a number of spells with wizards, druids, priests and necromancers. While the spell might have the same name and affect, the spell itself in its written form might be completely indecipherable to other classes. For example the spell Light is

often one that is common among spellcasters. The wizard version might involve the heating of air or luminescent particles. The priestly version could be a benediction for light to remove the darkness. A Druid version might involve the summoning of many fireflies. The Witch version could include magnifying the light already available and the Warlock version could involve the summoning of an extraplanar creature that brings light with it. In the end the means of the spells might all be very different and there is no reason to assume that a character of one class can cast the spells of another.

Spells are listed below alphabetically with the level of the caster listed.

New spells from this text are *italicized*. Spells from the Spellcraft & Swordplay core book are indicated by page number (e.g. SS40 for page 40).

Note: A large number of spells are presented for the Witch and Warlock characters. Not all spells may be available to any given Witch/Warlock, area or tradition/lodge. The Referee can decide on which spells are available and which ones are not.



Witch Spells

Level 1

Analgesia
Bewitch I
Black Flames
Bless Growth
Blight Growth
Block the Seed
Blue Flame
Calling Candle
 Charm Person [SS40]
 Chill Ray [SS56]
Control Face
 Cure Light Wounds
 Dancing Lights [SS41]
 Detect Evil [SS40]
 Detect Magic [SS41]
Detect Spirits
Direct Gaze
Dowse
Drowsy
Empathic Touch
Enhanced Taste
 Faerie Fire [SS70]
Fey Sight
Foolish
Ghostly Hands
Ghostly Slashing
Glamour
Hold Winds
Increased Sex Appeal
Lay to Rest
 Light [SS41]
Love Identity Candle
Luck Stone
Magic Circle Against Evil
Minor Curse
Money Stone
Moonstone
Pop Corn
Protect Familiar
Protection from Spirits
Quicken Healing
Raptor's Eyes
 Read Languages [SS42]
Shattering the Hourglass
Sickly
Silver Tongue
 Sleep [SS42]

Sonic Blast
Soothe
Sour Stomach
Spirit Dart
Synthesis
Tattoo
Twisting the Heartstrings I
Vertigo

Level 2

Agony
Alter Self
Augury
Bewitch II
Biting Blade
Blast Shield
Broca's Curse of Babel
Burning Gaze
Candle of the Wise
Cloud Runes
Continual Flame [SS42]
Death Armor
Defoliate
Detect Invisible [SS42]
Discord
Ecstasy
Enhance Familiar
Escape of the Snake
ESP [SS42]
Everlasting Candle
Fever
Ghost Touch
Guard Watch
Head Strong
Invisibility [SS43]
Jumping Flame
Knock [SS43]
Levitate [SS43]
Locate Object [SS43]
Magic Broom
Magic Circle Against
Elementals
Magic Circle Against Spirits
Mind Obscure
Nausea
Opinionated Outburst
Phantasmal Spirit
Prosperity Candle
Rite of Remote Seeing
Rose Garden

Speak with Animals [SS65]
Spell Missile
Twisting the Heartstrings II
Virgin Innocence
Weaken Poison
Witch Writing
Youthful

Level 3

Aphasia
Arctic Grasp
Astral Sense
Aura Manipulation
Bestow Curse
Bewitch III
Body of Eyes
Calm Air
Cause Fear [SS46]
Circle of Respite
Clairaudience [SS44]
Clairvoyance [SS44]
Cleanse Air
Control Winds
Dance Macabre
Dispel Magic [SS44]
Enlarge Familiar
Feral Spirit
Fly [SS45]
Ghost Ward
Haste [SS45]
Hesitate
Hold Person [SS45]
House Spirit
Illness
Improved Faerie Fire
Insect Swarm
Invisibility, 10' Radius [SS45]
Lame
Lesser Strengthening Rite
Lethe's Curse
Liar's Curse
Lifebond
Locate Thief
Love Attraction Candle
Magic Circle Against Undead
Memory Candle
Mind Rash
Precognition
Protection from Evil, 10'
Radius [SS 46]

Protection from Normal
Missiles [SS46]
Scry
Slow [SS46]
Spirit Avalon
Stinking Cloud
Stop Thief
Toad Mind
Twisting the Heartstrings III
Warning
Water Breathing [SS46]
Witch Fire
Witch Wail
Wizard Lock [SS44]

Level 4

Abomination
Analyze Magic
Animal Growth [SS49]
Bewitch IV
Charm Monster [SS47]
Cleanse
Cloudburst
Cone of Cold [SS46]
Confusion [SS46]
Continual Fire
Dimension Door [SS47]
Elemental Armor
Enhanced Mirror Image
Ethereal Projection
Famine
Fiery Breath
Fire Charm
Fluid Mastery
Hold Monster [SS72]
Infravision/Nightvision [SS45]
Instant Karma
Magic Circle Against Evil, 10'
Radius
Martyr's Cry
Masque
Mind Over Body
Mirror Talk
Moonlit Way
Narcolepsy
Neutralize Poison [SS66]
Phantom Lacerations
Plant Growth [SS47]
Polymorph Others [SS47]
Polymorph Self [SS48]

Remove Curse [SS48]
Spiritual Dagger
Steal Youth
Tears of the Banshee
Undead Destruction
Vomit
Withering Touch

Level 5

Animate Dead [SS49]
Antimagic Candle
Antipathy/Sympathy
Bewitch V
Blade Resistance
Break Enchantment
Breathe Poison
Bull of Heaven
Cackle
Calm Weather
Cloudkill [SS49]
Conjure Elemental [SS49]
Contact Higher Plane [SS49]
Control Weather [SS53]
Death Candle
Death Curse
Divine Power
Dreadful Bloodletting
Enchant Item [SS53]
Endless Sleep
Eternal Charm Person
Feeblemind [SS50]
Geas [SS54]
Gnawing Pain
Greater Ethereal Projection
Hold Monster [SS50]
Immunity
Itcheweed
Magic Cauldron
Magic Jar [SS50]
Make Fertile
Overlook
Passwall [SS51]
Primal Scream
Shriek
Song of Discord
Telekinesis [SS51]
Teleport [SS51]
Wall of Bones

Coven Spells

Anchoring Rite
Animate Objects
Antimagic Shell
Break the Spirit
Call the Restless Soul
Death Blade
Ethereal Banishment
Evaporate Fluids
False Memory
Holy / Unholy Steed
Live Oak
Mass Agony
Mass Ethereal Projection
Scry, Greater
Wall of Roses

Warlock Spells

Level 1

Bane [SS56]
Black Flames
Charm Person [SS40]
Chill Ray [SS56]
Control Face
Dancing Lights [SS41]
Detect Evil [SS40]
Detect Magic [SS41]
Detect Spirits
Direct Gaze
Dowse
Drowsy
Empathic Touch
Enhanced Taste
Fey Sight
Foolish
Ghostly Hands
Ghostly Slashing
Light [SS41]
Magic Circle Against Evil
Minor Curse
Minor Fighting Prowess
Money Stone
Protect Familiar
Raptor's Eyes
Read Languages [SS42]
Sickly
Silver Tongue
Sleep [SS42]

Spirit Dart
Vertigo

Level 2

Agony
Augury
Biting Blade
Blast Shield
Broca's Curse of Babel
Burning Gaze
Cloud Runes
Continual Flame [SS42]
Death Armor
Defoliate
Detect Invisible [SS42]
Discord
Enhance Familiar
Escape of the Snake
ESP [SS42]
Ghost Touch
Head Strong
Invisibility [SS43]
Jumping Flame
Knock [SS43]
Levitate [SS43]
Locate Object [SS43]
Magic Broom
Magic Circle *Against*
Elementals
Mind Obscure
Phantasmal Spirit
Protection from Evil [SS43]
Rite of Remote Seeing
Speak with Animals [SS65]
Spell Missile
Witch Writing

Level 3

Arctic Grasp
Astral Sense
Aura Manipulation
Bestow Curse
Calm Air
Cause Fear [SS46]
Clairaudience [SS44]
Clairvoyance [SS44]
Control Winds
Dispel Magic [SS44]
Enlarge Familiar
Fly [SS45]

Ghost Ward
Haste [SS45]
Hesitate
Illness
Immunity
Improved Faerie Fire
Invisibility, 10' Radius [SS45]
Insect Swarm
Lame
Lesser Strengthening Rite
Liar's Curse
Locate Thief
Magic Circle Against Undead
Precognition
Protection from Evil, 10'
Radius [SS 46]
Protection from Normal
Missiles [SS46]
Slow [SS46]
Speak with Dead [SS59]
Stinking Cloud
Water Breathing [SS46]
Wizard Lock [SS44]

Level 4

Arcane Eye [SS46]
Analyze Magic
Bone Arrow
Charm Monster [SS47]
Cone of Cold [SS46]
Confusion [SS46]
Continual Fire
Dance Macabre
Dimension Door [SS47]
Elemental Armor
Enhanced Mirror Image
Ethereal Projection
Famine
Fire Charm
Hold Person [SS45]
Infravision/Nightvision [SS45]
Instant Karma
Magic Circle Against Evil, 10'
Radius
Mind Over Body
Mirror Talk
Phantom Lacerations
Polymorph Others [SS47]
Polymorph Self [SS48]
Remove Curse [SS48]

Scry
Spiritual Dagger
Steal Youth
Tears of the Banshee
Vomit

Level 5

Animate Dead [SS49]
Bad Luck
Break Enchantment
Breathe Poison
Calm Weather
Cloudkill [SS49]
Conjure Elemental [SS49]
Contact Higher Plane [SS49]
Control Weather [SS53]
Death Curse
Dreadful Bloodletting
Endless Sleep
Feeblemind [SS50]
Gnawing Pain
Greater Ethereal Projection
Hold Monster [SS50]
Magic Cauldron
Magic Jar [SS50]
Overlook
Passwall [SS51]
Telekinesis [SS51]
Teleport [SS51]
Wall of Bones
Wave of Mutilation

Level 6

Anchoring Rite
Animate Shadows
Antipathy/Sympathy
Anti-Magic Shell [SS52]
Blade Resistance
Break the Spirit
Call the Restless Soul
Control Weather [SS53]
Death Blade
Disintegrate [SS53]
Enchant Item [SS53]
Ethereal Banishment
Evaporate Fluids
False Memory
Geas [SS54]
Holy / Unholy Steed
Information Network

Itchweed
Lower Water
Mass Agony
Mass Ethereal Projection
Mirror Walk
Move Earth [SS54]
Part Water [SS55]
Primal Scream
Scry, Greater
Shriek
Wall of Roses

New Priest Spells

Level 1

Analgesia
Bless Growth
Lay to Rest

Level 2

Head Strong

Level 3

Lifebond

Level 4

Analyze Magic
Undead Destruction

Level 5

Bull of Heaven
Immunity
Information Network

New Druid Spells

Level 1

Bless Growth
Block the Seed
Dowse
Fey Sight
Hold Winds
Moon's Heart
Moonstone
Synthesis

Level 2

Defoliate
Fever

Level 3

Evaporate Fluids
Insect Swarm

Level 4

Cleanse
Elemental Armor
Moonbow

Level 5

Calm Weather
Itchweed
Live Oak
Synthesis
Wall of Roses

New Necromancer Spells

Level 1

Ghostly Hands
Ghostly Slashing
Sickly

Level 2

Death Armor
Ghost Touch
Magic Circle Against Undead
Nausea

Level 3

Arctic Grasp
Ghost Ward

Level 4

Animate Shadows
Bone Arrow
Dance Macabre
Narcolepsy
Phantom Lacerations
Undead Destruction
Withering Touch

Level 5

Call the Restless Soul
Death Candle
Death Curse
Dreadful Bloodletting
Endless Sleep

Gnawing Pain
Wall of Bones
Wave of Mutilation

Level 6

Antipathy/Sympathy
Death Blade

New Wizard Spells

Level 1

Analgesia
Lick Stone
Moonstone
Silver Tongue

Level 2

Phantasmal Spirit
Rite of Remote Seeing

Level 3

Scry
Stinking Cloud

Level 4

Analyze Magic
Enhanced Mirror Image
Magic Circle Against Evil, 10'
Radius

Level 5

Break Enchantment
Wave of Mutilation

Level 6

Antipathy/Sympathy
Information Network
Scry, Greater



SPELL DESCRIPTIONS

Unless otherwise noted spells last a number of rounds equal to the Witch's level.

Abomination

Level: Priest 5, Warlock 6, Witch 4

The spell for which some Witches are infamous, abomination will allow the Witch to experiment upon the form of a child within a womb. Much like the *Polymorph Others* spell, the Witch can make any permanent alteration to the form of the fetus. However she can't change its overall dimensions, or its fundamental composition—the Witch cannot turn a human fetus into a dragon hatchling, for example. A successful saving throw by the mother will resist these alterations. Note the save is optional.

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

Material Component: A live animal egg.

Agony

Level: Warlock 2, Witch 2
The Witch creates the illusion of blinding pain for one creature. The creature is stunned for the duration of the spell, and find it difficult to take any actions because of the pain. Target creature has a -2 penalty to all die rolls and checks, including attacks, saving throws, and other types of ability check. Flying and swimming creatures affected by *agony* must concentrate to remain aloft or afloat, rolling a Wisdom-based ability check (remember, at -2) each round, and thereafter every time they do anything besides simply remaining aloft or afloat—if a flying creature afflicted by this spell makes his check to remain aloft, but then decides to attack, he must first roll a second Wisdom check at -2, or fall out of the sky.
This spell lasts a number of rounds equal to the Witch's level.

Material Component: A needle or pin

Analgesia

Level: Priest 1, Wizard 2, Witch 1
This useful spell negates any and all penalties associated with physical pain (but not mental pain). *Analgesia* renders the subject completely immune to such things as *salty wounds* spells, physical torture or childbirth.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A toadstool or piece of willow bark.

Analyze Magic

Level: Priest 4, Warlock 4, Witch 4, Wizard 4

The Witch can learn certain things about the Witch or creator of a spell or magic item.

The Witch must make an Intelligence ability check, with modifiers per the condition table below. At the Referee's discretion, other modifiers may apply.

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

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

Material Component: An eye must be drawn on the Witches forehead, between her eyes with blue ink. The eye disappears when the spell is complete.

Anchoring Rite

Level: Warlock 6, Witch 5

This spell prevents a single victim from leaving the plane

that they are currently on.

They cannot become astral, ethereal or phase shifted by any means. This also prevents the affected person from dying or using *Teleport* or *Dimension Door*.

The Witch can also use the spell on herself. The spell may also be cast on a dead person to prevent them from becoming undead, or to be *Raised* or *Reincarnated*.

This spell lasts for 24 hours or until dispelled on a living person and a number of

years equal to the Witch's level on a dead body.

Material Components: The Witch's athamé, which is not consumed, and a small lead weight on a silver thread (10 GPs worth), which is consumed.

Animate Shadows

Level: Necromancer 4, Warlock 6

This spell affects an area in a 40 foot radius around the target point. All shadows and darkness within that area animate and become hostile to all but the spellcaster.

Anyone entering the area must make a saving throw vs. Dexterity or be immobilized by the grappling shadows, suffering a -4 on all attack rolls and a 4 point penalty to their armor class. Even those making the saving throw have their movement rates halves and suffer a -2 penalty on attack rolls while within the area of effect.

This spell lasts 1 round per level.

Material Components: A bit of meat thrown into the shadows.



Antimagic Candle

Level: Witch 5

When an antimagic candle is burned, it has the effect of ending all spells or spell like effects currently in operation within a 10-ft. radius, or of preventing the casting of spells or operation of magical devices within that area for a period of 1 hour per level or until the candle is blown out. It cannot end a spell with an instantaneous duration; for example, lighting an antimagic candle will not repair the damage done by a *lightning bolt* or a *fireball*, though it may prevent such a spell from being cast in the first place. In order to use a spell or invoke any kind of magic while in the antimagic candle's area of effect, the Witch/user must make a successful Wisdom save. The target number of this save is the same as the total casting roll of the Witch who cast the antimagic candle spell. If this save succeeds, the spell or magic is invoked as normal; if it fails, the spell fails and is lost or the magic effect fails to function while in the candle's effect. Note that magic items make their saves based upon the level of their creator, not their wielder.

Material Component: A turquoise candle.

Antipathy/Sympathy

Level: Wizard 6,
Necromancer 6, Witch 5,
Warlock 6

The caster causes an object or location to emanate

magical vibrations that repel or attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by the caster. The kind of creature to be affected must be named specifically, or specific alignment to be repelled must be named.

Antipathy - Creatures of the designated kind or alignment feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels extremely uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 1 point per round, to a maximum of 4 points.

Sympathy - Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If a saving throw is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 turns later. If this save fails, the affected creature attempts to return to the area or object.

Material Components: A glass rod rubbed with either silk or wool.

Aphasia

Level: Witch 3

Aphasia is a disruption of the speech centers of the brain. Subjects of this spell must make an Intelligence based saving throw or suffer from an inability to use or understand language, whether written or spoken. Subjects can still speak words and hear the words of others, they simply cannot form sentences or understand the sentences of others. They know what they are trying to say; the words are simply all jumbled up. For example, a person afflicted thus may wish to refer to a knife, but the first time she does so, she says "pencil," then the second she says "tree." Aside from the obvious effects of *aphasia* on communication, this spell also disrupts any spells with verbal components for spell casters, although command words still have a 50% chance (1-3 on d6) of working due to their brevity.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A page from a book, ripped out and crumpled up.

Arctic Grasp

Level: Necromancer 3, Warlock 3, Witch 3

The spell causes the Witch's hand to glow a bright light blue until the spell is discharged into another individual. When discharged, the spell deals 1d6 cold damage per level (max 10d6). If the target fails their Constitution based saving

throw, they are considered slowed and can only take partial actions for 1 round per 2 caster levels.

Material Component: A piece of solid crystal.

Astral Sense

Level: Warlock 3, Witch 3

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

This spell lasts a number of rounds equal to the Witch's level.

Material Component: Blue woad dye that the Witch uses to draw an eye on her forehead.

Augury

Level: Warlock 2, Witch 2

This spell allows the Witch to ask about one particular action and find out if the results will be positive or negative. The base chance for receiving a meaningful reply is a 9 or higher on a 2d6, with a +1 per every 3 levels. This roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, the Witch will get one of four results:

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

If the spell fails, she will get the “nothing” result. A Witch who gets the “nothing” result has no way to tell whether it was the consequence of a failed or successful augury.

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

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

Ritual Benefits: The Witch can choose to cast this spell during the Witching hour after Midnight. Doing so will add an extra +1 chance of a meaningful reply. Casting in a coven also will add a +1 to the reply roll.

Aura Manipulation

Level: Witch 3

The Witch can alter the aura of herself or another, disguising the target's

alignment, level or whether or not the person is telling the truth or a lie. This spell will fool any magical detection, such as the Witch's own Aura Reading. This spell will also fool any other types of magical or psychic means of discovery such as Analyze Magic. A Witch attempting to see through Aura Manipulation must succeed at a spell casting roll whose target number is set by the results of the roll to cast this spell. This spell lasts a number of rounds equal to the Witch's level.

Material Component: a piece of ruby quartz crystal.

Bad Luck

Level: Witch 5

The Witch can target a single creature up to 60' away, but must be able to see the target. If the target fails her saving throw against this spell, every time he makes a saving throw in the future she must make two saving throws and take the worst result. This spell remains in effect until the target makes a number of saving throws equal to the Witch's level.

Bestow Curse

Level: Warlock 3, Witch 3

Witches are well known for their curses. This spell is one of their means of laying a variety of curses. The Witch doesn't need to choose the curse they learn, it can be chosen at the time of casting to fit the needs of the situation.

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

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, and ability checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- The target becomes unlucky. Every non-combat role receives a -5 penalty.
- The target is cursed with embarrassing themselves in all social situations. Inappropriate bodily noises, devices fail to work, spill drinks, food.
- The target can't help but shout everything they are trying to say.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him.
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), nose grows to twice it's original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin,

or just about any other unpleasant cosmetic features the Witch desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interaction skill checks).

- The target is inflicted with a form of lycanthropy of the Witch's choice. The Witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus good Witches cannot create wererats or werewolves and evil Witches cannot create werebears.

- One of the target's descendants suffers the effects of the curse. For example, a caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.

- Most food becomes difficult to digest and tastes horrible. Raw sea food is an exception, preferably regurgitated.

- Verbal articulation becomes very difficult, requiring another speaker of a shared language to make Intelligence checks each round to understand what is said.

- Hands become clubby with the four fingers to the side of the thumbs fusing together into two wide digits that grant an additional +2 circumstance bonus to swim checks but make manipulating most objects difficult (Dexterity check for picking up or grasping anything).

- Toes begin fusing together and feet become more club like, increasing in size and making it impossible to wear normal humanoid footwear.

- A previously-cast curse effects the target's family line instead.

- A previously-cast curse has a delayed onset or will only begin under certain circumstances.

- A previously-cast curse can only be removed under special circumstances.

Witches are rather famous (or infamous) for their curses. Witches may also invent their own curses, but these should be no more powerful than those described above.

The *curse* bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment* or a *remove curse* spell.

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

Bewitch I

Level: Witch 1

This spell functions similarly to the spell *charm person*, except it has the additional benefit of romantically enamoring the target. The victim must be able to see the Witch for the spell to take effect. They are allowed a Wisdom based saving throw but they are penalized by the amount of the Witch's Charisma modifier. So a Witch with an 18 Charisma would cause a victim to have

a -3 on his saving throw roll. If failed, the victim will drop everything they are carrying and go to the Witch in hopes of seducing her. He will ignore all others and will attack anyone that tries to stop him.

After the first round the victim is granted another, unmodified save. He may attempt to make saves before the spell's duration is up. The total number of attempts, including this first one is the same as his Wisdom modifier. This spell has no effect on characters who normally could not feasibly become attracted to the Witch, a heterosexual male could not become enamored to a male caster, nor could a homosexual female become enamored by a male caster, nor could it work on asexual beings like Oozes or Elementals. Undead and spirits are likewise not affected.

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

This spell lasts a number of hours equal to the Witch's level.

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

Bewitch II

Level: Witch 2

This spell is the same as Bewitch I, save that any creature at 5 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Bewitch III

Level: Witch 3

This spell is the same as Bewitch I, save that any creature at 9 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Bewitch IV

Level: Witch 4

This spell is the same as Bewitch I, save that any creature at 13 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.



Bewitch V

Level: Witch 5

This spell is the same as Bewitch I, save that any creature at 18 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Biting Blade

Level: Warlock 2, Witch 2

With this spell the Witch may enchant one blade to cause extra slashing or piercing (based on weapon type) damage on a successful hit. On a successful hit, the weapon deals an additional 1d6 points of damage +1 (max +10) per Witch level. After a single strike, the spell ends. This spell has no effect on undead or constructs.

Material Component: The blade itself.

Black Flames

Level: Warlock 1, Witch 1

This spell allows the Witch to create an immobile source of heat with black flames, emitting no light but providing warmth equivalent to a small campfire in a 10-ft. radius. The fire is a diffuse source of heat that is not sufficiently focused to ignite combustible materials. It can be used to slowly cook meals or boil water, although doing so always requires double the amount of time required with a normal campfire. The flames are uncomfortable to the touch, but they will not cause any burn damage. They can be extinguished in the same manner as a normal fire.

The fire lasts as long as it has fuel to burn.

Material Component: A piece of lampblack and a 1-lb. lump of coal.

Blade Resistance

Level: Warlock 6, Witch 5

By casting this spell the Witch makes herself or whomever she touches immune to metal blades. This spell lasts until 10 points of damage per level (maximum 100 hp) has been prevented. It then discharges and ends.

Slashing or piercing weapons not made of metal or natural piercing or slashing attacks are not affected by this spell (presuming the attacker is not made of metal). This spell also provides resistance against the spells *Biting Blade*, *Ghostly Slashing*, *Phantom Lacerations*, *Dreadful Bloodletting*, and *Wave of Mutilation*.

Material Component: The Witch's athamé is required to cast this spell.

Blast Shield

Level: Warlock 2, Witch 2

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

around the Witch and fade from sight.

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

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A small metal shield on a chain.

Bless Growth

Level: Druid 1, Priest 1, Witch 1

This spell can be used in three ways.

- *Bless Garden* - Growth is improved by 20% during the duration of the spell, when used on a natural garden, they will produce 20% more food. This can be used to affect gardens up to 10 square feet per caster level. This version lasts for a number of weeks equal to the Witch's level.
- *Bless Body* - If cast on a living creature, they will recover an additional hit point for each full night of rest. This version lasts one day per level of the Witch.
- *Bless Mother* - This spell can also be used to increase the chances of a woman getting pregnant, though it's up to the Referee to decide exactly how this works in game.

Material Component: A drop of pure, fresh water.

The reverse of this spell is *Blight Growth*, and works as follows:

- *Blight Garden* - Growth is decreased by 20% during the duration of the spell, when used on a natural garden, they will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level. This version lasts for a number of weeks equal to the Witch's level.
- *Blight Body* - If cast on a living creature, they will recover one less hit point for each full night of rest, or must make a saving throw or catch a minor disease (see *Spellcraft & Swordplay* for information on diseases). What, if any, disease the victim contracts is up to the Referee, who is advised to remember that this is a first-level spell. This version lasts one day per level of the Witch.
- *Blight Mother* - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the Referee to decide exactly how this works in the game.

Material Component: A drop of fetid water.

Block the Seed

Level: Druid 1, Witch 1

The Witch is incapable of getting someone pregnant or becoming impregnated for 1 day per level of the Witch. The Witch is still vulnerable to sexually transmitted diseases unless other protective measures are taken.

Material Component: A lemon rind.

Blue Flame

Level: Witch 1

This spell allows the caster to cause any single source of non-magical flame within 60', such as a candle, torch, bonfire, etc. to burn with a bright blue flame. While the flame burns thus, all saving throws against Witch spells within 120' are made with a -1 penalty, and all effects of spells cast by Witches are increased by +1. The spell will last for 10 minutes plus 1 minute per level of the Witch, and the effect will move with the source of flame, if applicable. If the fire is put out by some means, the effect will disappear.

Material Component: A normal fire.

Bone Arrow

Level: Necromancer 4, Witch 4

Bone arrow creates a magical bone missile that is flung from the caster to any target within range, inflicting 1d6 damage per caster level (maximum of 20d6). A saving throw vs. dexterity reduces the

damage by half. As soon as it strikes, the bolt conjures forth four skeletons to surround the target of the spell. These undead attack the target above all other targets until destroyed or until the spell duration ends, even attacking the victim one he is slain.

The duration of this spell is 2 rounds per level of the caster.
Material Component: A small thin bone.

Break Enchantment

Level: Warlock 5, Witch 5, Wizard 5

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect.

If the spell is one that cannot be dispelled by dispel magic, *break enchantment* works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item *break enchantment* does not remove the curse from the item, but it does frees the victim from the item's effects.

Material Components: The Witch makes a sign of slashing or cutting with her fingers.

Break the Spirit

Level: Warlock 6

The Witch touches a target living humanoid creature and surrounds it with a shroud of dancing black energy that suppresses the life of the creature affected. The Witch must make a successful touch attack to hit the target. If the touch attack succeeds, the

victim immediately loses one energy level, and must make a Wisdom save or become charmed as per the *charm person* spell.

After 1 day, the victim may make a Constitution save. Failure indicates the loss is remains for the day. If the victim survives, and is charmed, he will view the Witch in as friendly a light as possible. In all other aspects this spell functions as *charm person*. Undead are unaffected by this spell.

Material Components: A high quality whip (100 gp) which disappears after casting.

Breathe Poison

Level: Warlock 5, Witch 5

This spell allows the Witch to breathe forth a cloud of poisonous reeking gas in a cloud some 1 yard on a side, thus enveloping anyone in melee with the caster. Any in the cloud must make a saving throw vs. Constitution or take 2d6 h.p. of damage and be set to retching in disgust for the next round (unable to attack, cast spells, move, etc.). Those who make a successful saving throw will not take damage, but will still suffer the effects of wretching.

Material Components: A small vial of specially prepared potion.

Broca's Curse of Babel

Level: Warlock 2, Witch 2

By means of this minor curse the Witch will cause the subject to be able only to speak in nonsense. The subject will believe that they are speaking normally and will

not initially understand why no one understands them. The affected subject will not be able to communicate either by speech or writing, nor will they be able to cast spells. Any spell with a verbal component is stopped or otherwise disrupted. People affected will also believe that their own speech is normal, but all other effected people's speech is babbled. Those not affected can still speak normally, but can't understand those effected at all.

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

Material Component: Snake's tongue that has been tied in a knot.

Bull of Heaven

Level: Priest 5, Witch 5

In Sumerian myths Inanna sent a frightful bull to destroy Gilgamesh. With the use of this spell a caster can gain some of that power.

By casting this spell on any normal, non-magical animal the Witch turns it into a powerful force of nature. The Witch speaks the spell and rubs the animal with a special scented oil. Any normal animal will gain, for the rest of the spells duration, an additional +6 to each of its ability scores. This spell lasts for 1 round per level of the Witch. The animal can follow simple commands, but can't learn to speak no matter what the creature's current

intelligence score is (unless it is a creature which could possibly learn to speak already, such as a parrot or a raven). The animal is also considered to be hasted as per the haste spell.

The animal will perform the action until completion, the spell ends, or either the target animal or the Witch dies. If the animal completes the action or if the spell duration ends then the animal will return to the state in which the Witch encountered it, hit points returned to normal. If the animal is killed, it automatically has the spell *Reincarnate* cast upon it.

This spell lasts a number of rounds equal to the Witch's level.

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

Burning Gaze

Level: Warlock 2, Witch 2

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

As a regular attack action as long as this spell's effects persist, the Witch may direct her burning gaze against a single creature or object within 30 feet of her location. Targeted creatures must succeed at a Constitution-based saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Dexterity save or catch fire for 1d6 rounds.

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

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

This spell lasts a number of rounds equal to the Witch’s level.

Material Component: Eye of a mundane salamander

Cackle

Level: Witch 5

This spell allows the caster to let forth a hideous cackling laugh that strikes terror into most creatures. The exact effect, and range, depends on the experience level or hit dice of those around the caster.

Level/Hit Dice	Range	Effect
5 or less	100 yards	Flee in panic for 2d6 rounds (1-3 of d6 chance of dropping whatever is in hand)
6-8	100 feet	Save vs. Wisdom

		or flee in panic for 1d6 rounds (chance of dropping whatever is in hand. 1-2 on 1d6.)
9-11	30 feet	Save vs. Wisdom or -3 “to hit” and +3 to initiative penalties for 1d6 rounds
12+	10 feet	Save vs. Wisdom or -1 “to hit” and +1 to initiative penalties for 1d6 rounds

Creatures unable to hear are unaffected by the spell.

Material Component: The must be able to cackle.

Call the Restless Soul

Level: Necromancer 5, Warlock 6, Witch Coven (5 members)

The casting of this spell tears the fabric of reality, allowing restless spirits to come through into the world. Undead called in this way will not harm the Witch, but any other living being they sense is subject to their attacks. These undead will not respond to any instructions,

rather they will blindly attack all living creatures within the area, other than the Witch. When the spell is cast, roll 1d6 consulting the table below and refer to **Spellcraft & Swordplay Core Rulebook** for individual monster entries.

Die Result	Called Creature	Quantity
1-2	Shadow	1d6+2
3-4	Wraith	1d6
5	Spectre	1d6-1
6	Ghost	1d6-3

Material Component: A bit of grave dirt.

Calling Candle (Candle of Return)

Level: Witch 1

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

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

Material Component: A blue candle.

How long Does a Magic Candle Burn?

Largely it depends on the construction and the materials in the candle. As a good rule of thumb most magic candles are designed to burn for about 1 hour. No magical candle can be crafted to burn longer than 6 hours. Referees may want to institute a rule that a magic candle can burn as long as 10 minutes per level of the spell.

Calm Air

Level: Warlock 3, Witch 3

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

This spell is instantaneous.

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

Calm Weather

Level: Druid 5, Warlock 5, Witch 5

Calm weather removes any transmutations that affect weather such as *control weather* and *control winds*.

If the effect comes from a permanent magic item, calm weather suppresses the ability for 1 hour/level.

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

Candle of the Wise

Level: Witch 2

This spell grants an increase in Wisdom to the recipient of the candle on which it is cast. When the candle is lit, the recipient's Wisdom is increased by 1d6, along with the normal benefits to ability checks and Wisdom-based saves. Any class can benefit from this candle as long as they are within the light of the candle (30' radius).

This spell lasts 10 minutes per level of the Witch.

Material Component: A purple candle.

Circle of Respite

Level: Witch 3

This spell creates a ward for the Witch's allies when they rest in dangerous lands. The casting of this spell creates a vaporous barrier of mist at the edges of the spell's area. Animals and beasts will not approach this barrier, and all others with 3 hit dice or less must pass an Intelligence-based saving throw to penetrate the mists. Creatures with more than 3 hit dice are unaffected by the spell. The spell lasts a number of hours equal to the Witch's level.

Material component: A thyrsus staff used to draw a circle around those being protected.

Cleanse

Level: Druid 4, Witch 4

This spell works like the *Dispel Evil* spell, but it can

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

Material Component: The Witches athamé and fine incense.

Cleanse Air

Level: Witch 3

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

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

Cloud Runes

Level: Warlock 2, Witch 2

This spell can shape existing water vapors inside the affected area into simple forms. These clouds will remain in place until dispersed

by winds or changes in atmospheric temperature and humidity. If this spell is cast in a location where clouds do not appear, the misty forms will dissolve when the spell expires. In dry, desert conditions no clouds whatsoever can be gathered to form into the desired shape.

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

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

This spell lasts a number of hours equal to the level of the Witch.

Material Component: Wool from a sheep.

Cloudburst

Level: Witch 4

This spell will cause an area some 30' in diameter and 60' high to be struck by a

downpour of rain. A full inch of rain will fall in but a single minute, after which time the spell will have run its course. Even the largest non-magical fires will be extinguished by the time the spell is done, while permanent magical fires will reignite themselves after a minute or two. Small flame-based spells such as burning hands will be rendered ineffectual, while larger area-based fire spells such as flame strike or fireball

will cause an immense cloud of steam some 120' in diameter and 240' high that does 1-3 hit points of damage to most creatures, and twice that to cold-based or cold-using creatures. The steam will last 1d6 minutes under normal conditions, but only a

minute in a strong wind.

In dry conditions, the spell will only operate at half effectiveness; half inch of rain for 30 seconds, all but magical fires put out. In humid climates, the spell will have twice its normal duration. At the freezing



mark, the rain will become ice and sleet, while below freezing up to 10" of snow will fall. There is no electrical component to the spell, and thus it cannot be used to accommodate a call lightning spell. The spell requires a pinch of powdered silver and powdered iodine crystals, which are consumed as the spell is cast.

This spell cannot be cast underwater.

Material Components: Powdered silver and iodine mixed in a bowl and cast out into the wind.

Continual Fire

Level: Warlock 4, Witch 4

By means of this spell the Witch alters the nature of a flame to burn forever. It never grows or consumes it's fuel, but it can't be put out save by magical means or depriving it of air, and even if deprived of air, the flame immediately leaps back into existence the moment there is again air available. Unlike continual flame, this fire does produce real heat, and other objects can be caught on fire with this spell.

A weapon with Continual Fire cast on it deals no extra damage, but it can be used to set things ablaze and functions as a torch.

The material component is a small piece of petrified wood.

Control Face

Level: Warlock 1, Witch 1

This spell allows the Witch to control the facial expressions of the target for 15 seconds. The target must be within

120' of the Witch, and is entitled to a saving throw vs. Wisdom; success indicates that the spell has no effect. If the saving throw fails, the Witch can make the subject frown, stick his tongue out, look puzzled, have a completely blank

Material Component: The Witch must be able to point at the face she is controlling.

Control Winds

Level: Warlock 3, Witch 3

This spell allows the Witch to either increase or decrease the speed of any winds or breezes within 120' per experience level (the area will move with the Witch). Wind speeds may be altered by up to 3 miles per hour per level of the Witch. The spell will remain in effect for 10 minutes per level of the Witch.

Some effects of high winds include:

Speed	Effect
30+ mph	Small flying creatures cannot fly, missile weapons near impossible to use, sailing difficult.
45+ mph	Medium flying creatures cannot fly, some ship damage.
60+ mph	Nothing can fly, small trees uprooted, destroy roofs, could capsize or sink ships, etc.
75+ mph	Hurricane; destroys all but the strongest stone buildings, ships are sunk.

Changes in wind speed are not immediate; every 3 mph change takes one minute to complete; thus changing the winds from 5 mph to 35 would take 10 minutes. The area immediately around the Witch (in a 40' radius) will be calm, but if the spell is used underground, this calm "eye" will be proportionately smaller, depending on the maximum area of effect of the spell compared to the available space underground.

This spell cannot be cast underwater.

Material Component: The Witch blows a feather from her hand.

Dance Macabre

Level: Necromancer 4, Warlock 4, Witch 3

When the Witch casts this spell, any who look upon her are held as though affected by *Hold Person*. Victims of this spell may attempt a Wisdom-based saving throw every other round to shake off the effects. Dance Macabre requires that the Witch dance for as long as they wish their targets be held. This spell can also affect the Undead.

This spell lasts for an extra 1-2 rounds after the Witch has stopped her dance.

Material Component: A small flute.

Death Armor

Level: Necromancer 2, Warlock 2, Witch 2

This spell causes the Witch's skin to become highly acidic. Anyone touching the Witch, via an unarmed attack or

otherwise, receives 2d6 points of Acid damage (Constitution save for half damage). The Witch can make a touch attack with this spell. This spell lasts for 1d6+1 rounds.

The material components for this spell are 100 gp worth of special creams, which must be rubbed over the Witch's arms.

Death Blade

Level: Necromancer 6, Warlock 6

Range: Touch

Duration: 1 hour/per level before use, then 1 round/level once used in an attack

By means of this spell the Witch enchants a special dagger. When a creature is struck by this dagger the blade strikes as normal but then breaks off from the hilt and stays within the victim. Opponents with immunity to normal weapons or who are incorporeal will not be injured by the blade's initial stroke. However, once the blade breaks loose it transmutes into magical force and houses itself in the victim. Thereafter, the blade will continue to damage virtually any foe and cannot be removed by any normal means. Victims with spell resistance have one chance to resist the blade entering their body, and if the spell resistance fails, they will take damage as described below.

Each round the blade is within the victim, he is allowed a Constitution save to expel the blade and thereby end the spell. If the save fails, the blade delivers 1d6 damage that round. On the

first round of magical damage (the round after the dagger first hit), the victim's save is penalized by -1. On each successive round, the penalty is increased by 1. The spell ends when the blade is expelled, when the duration (1 round/level) expires or when the victim dies.

Once created, the dagger can be wielded by anyone.

Material Component: A dagger, boline or athamé of fine workmanship.

Death Candle

Level: Necromancer 5, Witch 5

This dark spell is only used by evil Witches. By linking the life of the victim to the candle, as the candle diminishes so does the victim's vital force, and when the candle is exhausted, he dies. For each hour the candle burns, the victim loses one point of Constitution until he reaches zero and dies (this is treated as temporary Constitution loss unless the victim reaches zero and dies). Every time the candle is relit, the Constitution drain starts all over again and it never burns completely down until the victim's Constitution reaches

zero. Extinguishing the candle halts the spell, unless it is relit, when the effect resumes. Each time the candle is relit the victim must make a new Constitution based saving throw. If successful the candle simply goes out. After three successful saves the candle will lose its magical properties. The candle must be lit within one day of this spell being cast.

Material Component: A candle and a hair from the victim's head, which is incorporated into the candle.

Death Curse

Level: Necromancer 5, Warlock 5, Witch 5

The Witch can place a terrible curse on any one living creature within range by simply pointing at them and pronouncing their impending doom. The spell only affects creatures able to hear and understand the pronouncement (i.e., intelligent and capable of understanding the language the Witch is speaking). The subject is entitled to a Constitution-based saving throw. After a time specified—anywhere from one hour to as long as the Witch wishes—the subject suffers the effects of



the spell. The time interval cannot be changed once the spell is cast. If the subject fails the Constitution save then he dies after the allotted time. Even if the Constitution save succeeds, the subject suffers 3d6 points of damage, +1 point per caster level, so it is possible the subject may still die even if the saving throw succeeds. It is recommended that the Referee make the saving throw in secret, so the player of an affected character does not know whether or not the character will die.

A *death curse* cannot be easily dispelled, but there are several ways to escape before it runs its course. First, the Witch can dismiss the curse at will before it takes effect, and some casters use a *death curse* to blackmail others into doing their bidding. Second, a *remove curse* spell can end the *death curse* before it takes effect, provided the Witch of the *remove curse* is at least two levels higher than the Witch of the *death curse*. Finally, the death of the Witch before the *death curse* takes effect ends the spell. Many cultures consider slaying someone who has placed a *death curse* on them an act of self-defense. *Material Component:* An effigy of person to be cursed.

Defoliate

Level: Druid 2, Warlock 2, Witch 2
 With this spell the Witch instantly slays all minor

vegetation (weeds, flowers, small bushes etc.) in a 20-ft.-radius. If a creature with the plant type is targeted, it takes 1d6 points of damage per caster level (max. 5d6). Creatures that are not plants are unaffected by this spell.

Material Component: The Witch picks a flower and pulls off the petals while chanting the words to this spell.

Detect Spirits

Level: Warlock 1, Witch 1
 The Witch can detect the presence of active and latent spirits, wraiths, ghosts or ethereal creatures within range. The amount of information revealed depends on how long she can concentrate on a particular area:

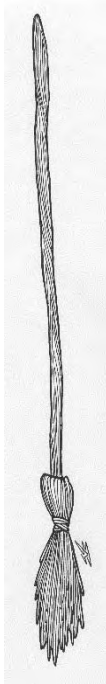
- 1st round: Presence or absence of spirits.
- 2nd round: number of different spirits and the hit dice of the strongest spirit.
- 3rd round: The strength and location of each spirit. This spell does not detect the presence of spirits that currently possess a creature inside the area.

This spell lasts for 3 rounds.

Material Components: A bit of blue stained glass.

Direct Gaze

Level: Warlock 1, Witch 1
 This spell allows the caster to force one or more individuals to look at a particular point



or object for a brief time. Up to 1 person per level of the caster can be so affected, and the gaze will last for 1d6x5 seconds. Only creatures or persons with 5 or more hit dice or experience levels are entitled to a saving throw vs. Wisdom to avoid the effect. All those affected must be within 60' plus 10' per level of the caster. Naturally, this spell will remove any saving throws that a victim might otherwise receive against the gaze of a basilisk, medusa, etc.

Material Components: The Witch points to the direction she wishes the gaze to be directed.

Discord

Level: Warlock 2, Witch 2

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

Common hidden hostilities can include racial, such as humans adventuring with elves and dwarves; moral or ethical along alignment lines, national or even between different character classes. For example, if everyone in a party fails the save, the group may begin to distrust the thief or the elf, or the dwarf and the elf could decide now is a good time to bring up the thousands of years of racial tension between their groups, or the barbarian begins to eye the wizard with more

than a little distrust and suspicion...

Note that this spell does not create tensions where none previously existed, but brings real issues to erupt in sometimes extreme ways. This can make the spell difficult to Referee; much of its effects fall upon the group's players to handle.

After that the initial casting, each affected person must make another save each hour after that. After the first hour the victims gain a cumulative +1 to save. The spell lasts as long as at least one person is still affected.

While arguments will get heated, they will rarely if ever come to blows. The affected members will of course not be able to accomplish anything remotely constructive, including being quiet, during the duration of the spell, as they will be consumed with mistrust and seething anger.

This spell lasts a number of rounds equal to the Witch's level.

The material component for this spell is a pinch of ragweed, cayenne pepper, or some other irritant that can be ground into a powder.

Divine Power

Level: Witch 5

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

This spell lasts as long as the Witch is in a combat

situation. Once the fighting has stopped, the spell ends.

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

Dowse

Level: Druid 1, Warlock 1, Witch 1

By means of this spell the Witch can locate certain items. Typically what is looked for is water, known as Water Dowsing. The water must be in the spell's range. The Witch will know how much water there is and how deep in the ground. The Witch will not know if the water is fit for drinking until she gets to it.

Almost any other type of items may be found in this manner such as edible plants, burnable wood, small gems. However it cannot be used to find people, monsters or specific items. Only one type of item can be dowsed at a time. The nature of the item to be found must be stated on the spell's onset and cannot be changed. If, for example, the Witch wants to find water and edible berries, she must cast Dowse twice. Note that it can sometimes take hours to find what the Witch seeks; in general, use of this spell will require 1d6 hours of time; if the spell takes longer than an hour to succeed, the Witch loses 1 hp at the end of it unless she makes a successful Constitution-based save.

Material Component: A dowsing stick shaped like a Y. The Witch holds the stick with both fists, with fingers

up and the single end pointing forward. While the stick does not vanish when the spell is complete, it is unusable for other dowsing attempts.

Dreadful Bloodletting

Level: Necromancer 5, Warlock 5, Witch 5

Like *Ghostly Slashing* (p.[?]) and *Phantom Lacerations* (p.[?]), this spell causes wounds to appear on the target's body. However, these wounds are much larger than the ones caused by *Phantom Lacerations*.

Initially, the target suffers 7d6 damage, +2 damage per level of the Witch (maximum 7d6+20), and must succeed a Constitution save or be stunned (receiving no dexterity bonus to AC, can take no actions, plus attackers receive a +2 bonus to their hit against their target) for a number of rounds equal to the Witch's level. This spell deals no damage to undead or constructs.

The material component for this spell is a slashing weapon of small or greater size.

Drowsy

Level: Warlock 1, Witch 1

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

spell lasts a number of rounds equal to the Witch's level. The material component for this spell is a drop of alcohol.

Ecstasy

Level: Witch 2

This spell will place the target in a state of pleasure so utterly intense that they are incapable of sensible action or thought. The target will collapse to the ground completely enraptured and effectively helpless. This state will continue for one round per level of the Witch. While enraptured the target is completely immune to any pain. Once the sensation of ecstasy has ended, the target will be incapacitated for the next 1d6 rounds and she can perform no action besides fending off attacks.

This spell is highly addictive to its victims. Creatures who fail their saving throw against this spell will have a lower resistance to ecstasy in the future. They suffer a -1 penalty to their saving throw whenever they attempt to resist this spell, cumulative for each time they fall victim to the spell. The ecstasy spell has no effect on plants, undead, and any creatures incapable of feeling pleasure. The material component for this spell is a drop of wine.

Elemental Armor

Level: Druid 4, Warlock 4, Witch 4

This spell creates a suit of magical body armor surrounding the target. The armor is made out of

elemental matter chosen at the time of casting by the Witch. The armor circles the Witch and provides an AC equivalent to chainmail (AC 5), plus provides damage protection against the same elemental type – the Witch takes half damage from any attacks based on the element of the same type as the armor (thus, wooden armor would allow the Witch to take only half-damage from weapons or other attacks made of wood). The armor is flexible to the Witch and she can act as if she is not wearing armor at all, therefore causing no spell failure. This spell does not combine normal armor; use the better AC of the spell or the normal armor. Magical items that enhance AC, such as a ring of protection, on the other hand, still retain their properties to enhance this magical armor.

This spell lasts for a number of rounds equal to the Witch's level.

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

Material Components: A consecrated pentacle and a bit of the element to make up the armor.

Empathic Touch

Level: Warlock 1, Witch 1

As this spell suggests the Witch can touch an object to learn something about it.

The device must be mundane (magical items are immune) and touched with the bare hand. The Witch must touch the object for one round and be able to concentrate. The Witch can learn what the object is or does. On a roll of 11 or above on a 2d6 the Witch may also learn who was the last person to use the object. This knowledge is limited to a vague impression of the person, no name or anything else, just a visual as if in a dream. She can determine the gender and species of the last user and general appearance, but little else. The Witch gains a +1 per level to this roll.

Endless Sleep

Level: Necromancer 5, Warlock 5, Witch 5

This spell causes the target to fall asleep indefinitely. The target will not starve or die of thirst, but until criteria set by the Witch are met will remain asleep. The target of this spell will not age while asleep, but sees their life signs slowed to bare minimum; only the faintest breath and heartbeat exists, the skin is cold, and careless investigators may think the victim dead.

The specific criteria to end this spell must be semi-common. For instance, the Witch may desire to have the target only awakened when kissed by a person of royal blood (or, if you are a romantic, the kiss of "true love"). Other options may require the target to have a particular type of leaf pressed

upon the sleeping target's forehead. The Witch must touch the intended target.

The material components for this spell are the same as the criteria required for the target to be awakened. For instance, if the Witch wished the target to only be awoken if they had the feathers of an owlbear pressed against the target's forehead, they would require the feathers of an owlbear. If they wished to have the target only be awoken by a particular type of person (race, bloodline, or otherwise), they would need a sample of that type of person's blood. The Referee always has final say on what criteria are acceptable. For example, it is unreasonable to bestow the kiss of true love as the criterion if the victim is a horrible person with a Charisma of five and an evil alignment, ugly inside and out, and highly unlikely ever to find true love. The very nature of the spell would cause it to fail if such an impossible criterion is levied. However, a character with a Charisma of five, but who is good-aligned and genuinely kind-hearted and caring may indeed find true love some day; in such a case, the character's true love will be mystically drawn to seek them out in a quest (which the quester may not even realize is their goal) even if it takes 100 years to complete.

Material Component: A special potion that the Witch brews for 1 month. The potion must then be ingested by or injected into the victim. The

potion will remain viable if unused up to one year.

Enhance Familiar

Level: Warlock 2, Witch 2
By touching her familiar, the Witch can grant it a +1 enhancement bonus on attack and damage rolls with its natural attacks for every three caster levels, to a maximum bonus of +5. Among other things, this allows the familiar's natural attacks to attack creatures that can only be hit by magical weapons.

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: The Witch's familiar, which is of course not destroyed in the casting.

Enhanced Mirror Image

Level: Warlock 4, Witch 4, Wizard 4

This spell causes four illusory duplicates to appear around the Witch. These images duplicate her appearance and actions exactly, down to sounds, odors, and body heat (thus fooling infravision). As with the mirror image spell, these images shift position at the end of each round, making it difficult for a foe to

know which to attack. If an image is struck it immediately vanishes. However, these vanished images regenerate at the rate of one new image per round for the duration of the spell. At the end of the spell duration, all surviving images wink out.

This spell lasts a number of rounds equal to the Witch's level.

Material

Components:

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



Enhanced Taste

Level: Warlock 1, Witch 1
This spell greatly enhances the target's sense of taste. The recipient of this spell will be able, by tasting a kind of food, to know what constitutes it. It is also possible to tell the quality of a wine, of drinking water, and other liquids. The spells also allows the recipient to detect poisons very efficiently. With only a single drop of the target liquid, the recipient of the spell will be able to tell if it is poison. Unless specified otherwise, the quantity of poison necessary to be detected is not enough

to cause damage to the imbiber.

This spell lasts a number of rounds equal to the Witch's level.

The material component of the spell is the Witch's symbol or ritual tool.

Enlarge Familiar

Level: Warlock 3, Witch 3

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

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

This spell lasts a number of rounds equal to the Witch's level.

Material Component: The Witch's familiar, which of course is not destroyed in the casting.

Escape of the Snake

Level: Warlock 2, Witch 2

When the Witch casts the spell she becomes as flexible as a snake and she can escape any personal bonds, such as rope, a pillory or a

noose. In game terms, the Witch gains a plus +1 per every two levels to her Dexterity check to escape mundane bonds.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: the shed skin of a snake.

Ethereal Banishment

Level: Warlock 6, Wizard 6

By touching the target creature and uttering a curse, the Witch forces the creature onto the Ethereal Plane and prevents it from returning to the material world. The target of the spell must make a Wisdom-based saving throw; otherwise it becomes invisible, inaudible and intangible to those in the material world, able to see and hear all that goes on, but unable to touch or communicate with material beings without magical aid. Only a *remove curse* will end the effects of the spell and return the subject to the material world.

Material Component: A piece of rose quartz.

Ethereal Projection

Level: Warlock 4, Witch 4

This spell is similar to *ethereal jaunt* except rather than transporting her body into the Ethereal Plane, the Witch sends only her spirit, leaving her body behind in a deep, deathlike trance. The Witch's spirit has all of her normal abilities and ethereal duplicates of everything she wears and carries (except for living creatures, like a familiar). Her body suffers all

of the damage her spirit receives and vice versa, making her vulnerable to harm from both the Ethereal and material planes. If either her body or spirit is killed, the Witch will die.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A piece of smoky quartz.

Evaporate Fluids

Level: Druid 3, Warlock 3

This spell destroys moisture from targets much in that same manner as horrid wilting, but more importantly it can destroy standing bodies of fluids such as acid, oil, water or some other liquid substance. Against a living target, this spell inflicts 1d6 points of damage per level (maximum 10d6). This spell is even more lethal to creatures with the water descriptor in their subtype, causing an additional +1 point of damage per die.

Material Component: The Warlock's athamé.

Everlasting Candle

Level: Witch 2

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

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

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

Famine

Level: Warlock 4, Witch 4

This spell causes all plants and crops to become rotten and inedible. The spell can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. The Witch may also designate areas within the spell that are not affected.

The material components for this spell are a maggot, a fly, and a fresh fruit or vegetable of some kind.

Feral Spirit

Level: Witch 3

The Witch's body changes form, giving her a powerful unarmed attack. The type of damage (piercing, slashing, or bludgeoning) granted is different for each caster. Usually, the spell will mimic the attacks that a familiar might have. For instance, a caster with a ram familiar may grow horns. One with a cat familiar will have small, retractable claws. A bird familiar may cause the Witch to grow a beak to peck with, or a toad familiar may grant

a slapping tongue. If the Witch does not have a familiar, she will grow long animal-like claws. As with all natural weapon attacks, those granted by Feral Spirit do 1d6 points of damage. The Referee determines the type of attack, but it will always be as a dagger (piercing), hand axe (slashing), or club (bludgeoning).

This spell lasts for a number of rounds equal to the Witch's level.

Fever

Level: Druid 2, Witch 2

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

Duration for this spell is 1d6+1 rounds.

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

Fey Sight

Level: Druid 1, Warlock 1, Witch 1

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

This spell lasts for a number of rounds equal to the Witch's level.

Material Components: A living firefly.

Fiery Breath

Level: Witch 4

This spell allows the Witch to send forth a ball of fire from her mouth, completely engulfing anyone within 5". Those in the area of effect will suffer 6d6 h.p. of damage (save vs. Constitution for half). Neither the caster nor her possessions will be affected.

Material Components: The spell requires that the caster swallow either a chili pepper or a small drop of lamp oil.

Fire Charm

Level: Warlock 4, Witch 4

This spell turns an ordinary fire, as from a torch, fireplace, campfire, etc. into an object of deep fascination. The spell may be cast on any fire source within 10' of the caster; any creature looking into the fire must then make a saving throw vs. wisdom. Failure indicates that the victim will remain motionless, staring into the fire for 2 rounds per level of the caster. Creatures so affected are particularly susceptible to suggestion spells, making their saving throws against them at a -3 penalty. The fire charm spell will last until the affected creatures are attacked or are rendered unable to see the fire, or when 2 rounds per experience level of the caster have elapsed..

Material Components: The spell requires a thin square of multi-colored silk which is

thrown into the fire and thus destroyed

Fluid Mastery

Level: Witch 4

The Witch gains control over all liquids within the area of the spell, enabling her to control the liquid's motion and shape. Liquids so affected are those not in a living organism, nor can a living organism constructed out of fluids (such as a water elemental) be affected. Acid, potions, oil or any other fluids may be moved about at a speed of 10 feet per round. The fluid may be directed to surround (and thus drown) a helpless target. Targets who are ambulant and able to defend themselves may make Dexterity-based saving throws against attacks of this nature each round to escape their fluid prison.

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: Athamé and pentacle, where the Witch draws on the surface of the pentacle the motions of the fluids to be directed.

Foolish

Level: Warlock 1, Witch 1

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

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: A drop of wine.

Ghost Touch

Level: Necromancer 2, Warlock 2, Witch 2

Ghost touch gives the creature or item touched the ability to interact with incorporeal creatures as if they were solid. So a character affected by *ghost touch* can grapple or strike, a creature can use natural attacks, a weapon can strike, and armor can protect against incorporeal attacks. This spell affects a living being or one of its possessions, not both. This spell lasts for a number of rounds equal to the Witch's level.

Material Components: A pair of specially prepared gloves.

Ghost Ward

Level: Necromancer 3, Warlock 3, Witch 3

The *ghost ward* is a useful trick for Witches plagued by incorporeal nemeses. The character spends the casting time placing appropriate symbols on all entrances to the warded room. Once the spell is in place, the walls of the room are rendered completely impassable to gaseous, ethereal, astral, and otherwise incorporeal creatures. The symbols provide absolutely no protection from physical entities, magical or otherwise. The spell ends the moment the barrier is physically broken, either by opening one of the entrances

or if any section of the wall, ceiling, or floor is breached.

Material Component: The chalk or charcoal used to mark the room.

Ghostly Hands

Level: Necromancer 1, Warlock 1, Witch 1

This spell brings into existence a pair of disembodied human-sized hands that will do the bidding of the caster. They cannot communicate verbally, but understand speech as if they had an intelligence of 12 (they are able to write, if writing materials are available). The hands are able to engage in ordinary tasks; sweeping, cooking, assisting with dressing, etc. Anything requiring specialized knowledge (fighting, performing spell gestures, etc.) is beyond the capabilities of the hands. The hands can carry a total of 50 pounds and will remain for 2 rounds per level of the caster. Their range of movement is limited to that which a normal human could reach

Material Component: A pair of thin cotton gloves that are destroyed in the casting.

Ghostly Slashing

Level: Necromancer 1, Warlock 1, Witch 1

This spell creates what seems like a ghostly attacker that attacks the target. In fact, the spell only causes an open wound on a person. This spell deals 1d6 slashing damage +1 per level (max +20). The placement of the wound is random. This spell has no effect on the Undead or construct creatures like

golems or druthers. The spell ignores armor, but targets may make a Constitution-based save to negate the damage.

The material component of this spell is a small flake of any kind of metal.

Glamour

Level: Witch 1

This spell can be used in two ways.

- ***Touch of Beauty:*** The Witch can make herself appear to be, simply put, more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. The Witch gains a +2 bonus to Charisma-based checks using this spell in this way.
- ***Touch of Hideousness:*** The Witch can make herself appear hideous. Her skin becomes wrinkled and warty, and becomes otherwise transformed. Using the spell this way grants the Witch a +4 bonus to checks used to frighten or intimidate others.

This spell lasts for a number of rounds equal to the Witch's level.

The material component for this spell is a male bird's feather to use the Touch of Beauty function or a bit of goblin droppings for the Touch of Hideousness.

Gnawing Pain

Level: Necromancer 5, Warlock 5, Witch 5

Upon casting this spell, any creatures within the spell area must make a Constitution-based saving throw or suffer a gnawing pain that slowly spreads throughout their body. During the first round the victims will feel a dull pain that causes a cold sweat. Casting any spells during this round requires making Constitution based saving throw (a second one). On the second round this pain becomes a sharp agony and the target cannot attack. By the third round the searing pain has reached its maximum intensity and the victim cannot move. Each round thereafter the victims must make a saving throw or become wracked with convulsions. They are now completely incapacitated and helpless to defend themselves. The effects of this spell linger in the mind of the victims even after the duration has expired. The targets will feel unnerved for 1d6+1 hours, resulting in a -1 penalty to any Wisdom-based rolls (including magic saves). They will suffer disturbing nightmares during the following 1d6 weeks, making sleeping difficult and reducing the rate of natural healing by one half.

Material Component: A branch of nettles with which the Witch swats her bare arms or legs.

Greater Ethereal Projection

Level: Warlock 5, Witch 5

Like *ethereal projection*, except the Witch can wander the Ethereal Plane for as long as she likes. The Witch's body remains in a state of suspended animation until she chooses to end the spell and return to it. She is still vulnerable to damage to body as well as spirit, and if either one is killed, she will die.

Material Component: I bit of smoky quartz.

Guard Watch

Level: Witch 2

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

The material component of the spell is a bit of special root that the Witch makes into a paste and then rubs

on the eyelids of the spell recipient.

Head Strong

Level: Priest 2, Warlock 2, Witch 2

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

Material component: An owl feather.

Hesitate

Level: Warlock 3, Witch 3

This spell causes the target creature to briefly pause before every action it takes.

Hesitate negates any Dexterity bonus the target may have. Furthermore, this spell also imposes an additional -2 to the subject's initiative rolls. It also imposes a -2 penalty on ranged attack rolls. This spell lasts for 1-2 rounds.

Material Components: The Witch raises her index finger.



Hold Winds

Level: Druid 1, Witch 1

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

The material component is a small piece of paper folded into a fan.

Holy / Unholy Steed

Level: Warlock 6, Witch Coven (2 members)

This spell will summon a winged Unicorn to serve for one day. The Witch must be

outside at night to begin the summoning. This creature can fly at 90' (average).

The Unicorn will serve the Witch as her mount till sunset. At sundown the mount will return to the Celestial Planes.

The reverse of this spell, *Unholy Steed*, will summon 1 Nightmare to serve the Witch for one night.

The Witch must be outside at night to begin the summoning. The nightmare will serve the Warlock as her mount till sunrise. At sunrise the Nightmare will return to the Nether Planes.

The Nightmare uses the same stats as a War Horse but it is evil in alignment.

The spell components for this spell are an old horseshoe and a pinch of silver dust for a holy steed and rust for unholy steed.

House Spirit

Level: Witch 3

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

The house spirit is the same as a brownie.

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

Material Components: The Witch must leave out a oat and honey cake with ale for the spirit to consume.

Illness

Level: Warlock 3, Witch 3

This spell allows the Witch to infect a wide area with a non-fatal, but still debilitating,

illness. The area affected is one square mile per level of the caster, and it will affect up to 10d6 creatures per experience level. **EXAMPLE:** A 7th level Witch could cast the spell, affecting an area up to 7 square miles, and 10d6x7 individuals within that area will contract the illness. The Witch must be somewhere within the area of effect, but will not herself be affected by the spell.

The illness will cause all those affected to lose both 1 point of STR and CON for a period of 1d6 weeks, and most commoners will generally be bed-ridden during that time (preventing most standard economic activities such as construction, harvesting crops, etc.). In order to see if any particular individual in the area was affected, simply divide the total population by the number of people affected.

Material Components: A live rat that the Witch enchants and then releases into the area that is to be infected.

Immunity

Level: Priest 5, Warlock 5, Witch 5

The effect of this spell grants temporary immunity from all poisons and diseases for the duration of the spell.

This spell last a number of rounds equal to the Witch's level.

The material component of this spell is a mandrake root or the eye of an alchemist.

Improved Faerie Fire

Level: Warlock 3, Witch 3

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

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A live firefly.

Increase Sex Appeal

Level: Witch 1

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

This spell lasts a number of rounds equal to the Witch's level.

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

Insect Swarm

Level: Druid 3, Warlock 3, Witch 3

This spell summons a large swarm of crawling, flying, stinging insects in an area some 120' in diameter, centered on a point no more than 360' distant from the caster. Those within the area will be beset by these insects, making spell casting or other similar concentration quite impossible, combat nearly so (-3 penalties "to hit"), and reducing visibility to 30' whether looking in or out of the swarm. Creatures with 3 hit dice or less will automatically attempt to flee from the swarm's area. It will remain for 10 minutes plus 1 minute per level of the caster. Thick smoke or hot flames will drive off the swarm.

This spell cannot be cast underwater.

Material Components: A bit of grain thrown into the wind.

Information Network

Level: Priest 5, Warlock 6, Wizard 6

This spell grants the caster selective clairaudience over a large range, enough to blanket a small city at higher levels. Upon casting the spell, the caster designates words or phrases, no more than 10 total words. When these words or phrases are spoken in any combination, the caster will hear it as if he were in

the room conversing with the speaker and know the location of the speaker.

For example, the caster could designate "kill the king" and would hear anytime those words are spoken for the duration of the spell and know the location where they were spoken.

This spell lasts 1 day per level and extends to a radius of 100ft per level.

Material Components: A bit of folded paper.

Instant Karma

Level: Warlock 4, Witch 4
This spell immediately reciprocates any damage caused by the subject, inflicting a similar amount back upon him. Any successful attack, via mklée, range, or spell made by the subject 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. 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 apply 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.

Itchweed

Level: Druid 5, Warlock 6, Witch 5

Range: Touch

Duration: 1 round/level

This spell has 2 effects. First, it grants immunity to any poisons that the user comes into contact with for the duration of the spell. Second, any poisons that are consumed during the spell can be passed to other targets by touching skins (like *itchweed*) or a successful touch attack for



the remainder of the spell. The new target still must make a Constitution save still. The Witch may only use one poison in this way at a time. The spell does not neutralize poisons that are already in the Witch's system. If someone casts Neutralize Poison while this spell is in effect, the poison leaves the Witch's body but the spell remains in effect, so the Witch could use another poison if they take the time to drink it.

The material component for this spell is a bit of itchweed, which is consumed during the casting. The Witch does not suffer allergic reaction by consuming the itchweed, since she is now immune to poisons for the duration of the spell.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: The poison the Witch drinks.

Jumping Flame

Level: Warlock 2, Witch 2

This spell allows the Witch to cause any source of natural flame within 120' (a torch, candle, lantern, campfire, etc.) to release a sudden gout of fire some 10' long in any direction. This flame will ignite anything flammable such as paper or cloth, and can be targeted against an individual. The Witch must roll "to hit" against the target as if he were physically attacking; if the flame hits it will do 2d6 h.p. of damage and the target must make a saving throw vs. Dexterity.

Failure indicates the flame has struck his eyes and he will be blinded for 1d6 rounds.

The original flame source is extinguished by the jumping of the flame, but anything it sets alight will burn normally. The spell cannot be cast underwater.

Lame

Level: Warlock 3, Witch 3

Upon completion of this spell the Witch renders one or more limbs of the target creature useless. *Lame* affects 1 limb per 3 levels of the Witch. Only living creatures with discernible limbs can be affected by this spell. A disabled limb is typically useless for 24 hours or until 1d3 points of magical healing is received. Victims with a lame arm cannot attack with that arm. Victims with a lame leg cannot run and their movement rate is half. Two lame legs and the victim cannot stand upright.

Material Components: A stick-figure where the Witch breaks the limb to be lamed.

Lay to Rest

Level: Priest 1, Witch 1

Cast on any corpse, this spell prevents it (or the spirit or soul associated with it) from ever being raised as any kind of undead, the same as if the corpse had been buried in *hallowed* ground. *Lay to rest* does not interfere with later restoring the creature to life in any way, such as *raise dead*.

Material Component: A bit of salt that the Witch sprinkles on the gravesite.

Lesser Strengthening Rite

Level: Warlock 3, Witch 3

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

Hit points gained by a temporary increase in Constitution score are not temporary hit points, any loss of hp remains with the target, if this puts them below 0 when the spell ends then they are treated as having less than 0 hp.

This spell last for 4-9 rounds (1d6+3).

The material component for this spell is a few leaves from the Spring Adonis plant.

Lethe's Curse

Level: Witch 3

The Lethe is a magical river in the underworld that robs people of their memories. This spell effects all within a 20 ft. radius of the Witch and she can decide who is and is not affected. The maximum number of hours of memory removed is equal to a number hours equal to the Witches level times 3. The victims will only remember having a feeling of "lost-time" and not recall any thing in the time period in question.

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

number of turns equal to the hours lost.

The spell component is a vial of water taken from an old stagnant river.

Liar's Curse

Level: Warlock 3, Witch 3

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

The liar's curse lasts until it can be removed with a *remove curse* spell.

Material Component: A live cricket.

Lifebond

Level: Priest 3, Witch 3

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

Material Component: A ring a braided gold worth 100 gp.

Liveoak

Level: Druid 5, Witch Coven (at least three members of the coven)

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, the witch can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of the witch's dwelling place, within a place sacred to the caster such as covenstead for the witch or a druid grove for a druid, or within 300 feet of something that the caster wishes to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by the caster, the tree tries to return to its original location before taking root.

This spell lasts for 1 day per the level of the highest level witch casting the spell plus one day per additional witch. For druids the spell lasts for 1 day per level of the druid plus 3 additional days.

Material Component: An oak tree which must be touch during casting.

Locate Thief

Level: Warlock 3, Witch 3

This spell will locate a thief that has stolen a specific item. The Witch, or the person the Witch is casting the spell for, must visualize

the stolen item. The Witch then will use two coins that will grow warmer or cooler as she nears the thief. If the item is lost and not stolen the spell will not function, but there is no way for the Witch to know this.

This spell lasts a number of hours equal to the Witch's level.

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

Love Attraction Candle

Level: Witch 3

Should someone wish to attract love, and be warned, this could cause unwelcome advances from somebody they are not interested in, Witches will sometimes turn to this spell. During the preparation for the spell, three hearts are carved into a red candle with a white-handled knife. Rose petals are sprinkled around the ritual space, preferably ones that have been given to the Witch as a love-gift, then three candles are charged and light. The Witch then concentrates on the person in whom she is interested as the gold candle is lit (see the material components). Once all three candles are lit, the Witch must make percentile roll, add +1 per her level and compare the result to the chart below:

4d6	Result
6 or less	The first member of the opposite sex or appropriate sexual orientation met after this ritual will be attracted to the Witch.
7 to 18	The intended person will look favorably on the Witch.
19 or above	The intended person will pay court to the Witch, for at least 1d6 days, though if he isn't interested after this time, his love will fade.

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

If the targeted individual is not already romantically inclined towards the Witch, he is allowed a saving throw vs. Wisdom against this spell. If this save succeeds, then the spell only has a short duration, after which the targeted individual wonders just why he behaved like that.

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

Love Identity Candle

Level: Witch 1

This spell is used to enable the Witch to visualize her, or another's, future partner. Once charged, a pink candle is lit and the Witch gazes into the flame. She sees either the person she is fated to marry, or something about him/her, in the flame. The Witch then makes a percentile roll, and depending on the result, she gains a certain amount of information concerning person. She can add +1 per her level to her roll.

4d6	Result
6 or less	Vague image, general impression of the individual's profession.
7 to 13	Clear image, but with no indication of location; more detail of concerning what he does.
14 to 20	Complete and identifiable picture, hint to his name or location.
21 to 23	Name or location revealed.
24	Name and location, plus any other details.

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

Luck Stone

Level: Witch 1, Wizard 1

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

Material Component: A smooth river stone to store the luck.

Magic Broom

Level: Warlock 2, Witch 2

This spell allows the caster to turn any ordinary broom into a broom of flying (see *Broom of Flying*, page 189). The broom will hold its enchantment for 10 minutes plus 2 minutes per level of the caster. 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.

Magic Cauldron

Level: Warlock 5, Witch 5

This spell enables the caster to use an iron cauldron filled with water as the equivalent of a crystal ball or a Cauldron of Seeing (page

191) in most respects. The spell will remain in effect for 24 hours.

Material Component: The Witch's cauldron which can be reused for this spell, other spells or mundane purposes.

Magic Circle Against Elementals

Level: Warlock 2, Witch 2

This spell is identical to the spell *Magic Circle Against Evil* except it effects only creatures that are elemental in nature, such as elementals, djinn, effriti and so on, whether they were summoned or native to the plane. Only one type of elemental nature, such as Fire, Air, Earth or Water.



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

This spell lasts a number of rounds equal to the Witch's level.

Material Components: The Witch must draw a circle with chalk.

Magic Circle Against Evil

Level: Warlock 1, Witch 1
This spell will protect the Witch, and typically only the Witch and her familiar, from a variety of creatures that she could deem "evil". It creates a magical barrier that protects the Witch from 1' out from her body (as defined by her circle). The Witch automatically gains a bonus of +2 to her AC and a +2 bonus to her saves.

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

This spell lasts a number of rounds equal to the Witch's level.

Material Components: The Witch must draw a circle with chalk.

Magic Circle Against Evil, 10' Radius

Level: Warlock 4, Witch 4, Wizard 4

This spell is identical to the spell *Magic Circle Against Evil* except a larger circle may be drawn and others may be within the circle. Up to eight (8) companions may be thus protected.

This spell lasts a number of rounds equal to the Witch's level.

Material Components: The Witch must draw a circle with chalk.

Magic Circle Against Undead

Level: Necromancer 2, Warlock 3, Witch 3

This spell is identical to the spell *Magic Circle Against Evil* except it effects only creatures that are undead in nature, such as skeletons, zombies, ghosts and so on.

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

This spell lasts a number of rounds equal to the Witch's level.

Material Components: The Witch must draw a circle with chalk.

Make Fertile

Level: Druid 5, Witch 5

This spell allows fallow ground to be able to produce plant life or allows a barren or infertile woman (or man) the ability to have children. It heals what damage it can and magically augments what it can't.

This spell does not increase the chances of implanting life, but it will remove the hindrances.

Material Components: To make the ground fertile for planting the Witch needs blessed water. It is not necessary for it to be holy water, but that will work, and ritual dung or earth to be cast out onto the land. To make people fertile, the Witch needs walnuts, blessed water (as above) and milk from a lactating ewe. Preferably the milk is collected during the spring or Imbolc.

All components are placed in a chalice (divine focus, symbol of the Goddess) or a bowl, censer, cup or jug sacred to the Witch's god. A plea to the Goddess or God must be made to transfer the life energy of the Witch to the prospective mother.

Martyr's Cry

Level: Witch 4

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

Witches often use this spell when they know death is certain.

Material Component: The death of the Witch.

Masque

Level: Witch 4

By use of this spell the Witch can disguise her looks to appear as anyone the target knows. The Witch can target a number of victims equal to twice her level at one time. If their saving throws are failed then each will see the Witch as someone they love and trust. The Witch need

not act like, sound like or even know the person she is imitating, those details are filled in by the victim's mind. A caster can cast other spells including *Charm Person*, *Beguile*, *Silver Tongue*, and anything else in conjunction with this spell to decrease the saving throw of the target.

This spell has no effect the undead.

The material components for this spell are a dab of perfume and thin gossamer veil.

Mass Agony

Level: Warlock 6, Witch Coven (5 members)

Range: One creature/level, no two of which can be more than 30 ft. apart.

As *agony*, except it affects multiple creatures. The targets of the spell save separately against its effects.

Material Component: One needle or pin per caster level.

Mass Ethereal Projection

Level: Warlock 6, Witch Coven

Range: Touch (see text)

This spell is like *ethereal projection*, except the Witch, and other creatures joined by linked hands, project into the Ethereal Plane. The Witch can bring one additional creature per three caster levels. Once ethereal, creatures no longer need to stay together to maintain the spell's effects. When the spell expires, all affected creatures return to their material bodies.

This spell last 1 round per level.

Material Component: A bit of cobweb that Witch blows towards the group she is casting the spell on.

Memory Candle

Level: Witch 3

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

This spell lasts for 30 minutes to "inscribe" the information and 30 minutes to recall it.

Material component: A yellow candle.

Mind Obscure

Level: Warlock 2, Witch 2

With this spell, the Witch removes herself from the target's mind. She is not invisible. She simply makes herself undetectable through any of her target's senses. Because of this, she can't be seen with a *Detect Invisibility* spell or through any means, though a *True Sight* spell will negate the spell. A *detect magic* spell will reveal a faint magic aura in the area, but will not specify the source of

the problem or the location of the Witch. The target has no chance to see, hear, or otherwise detect the Witch, however, if the Witch engages the target physically through melee or otherwise casts offensive spells against the target the spell is immediately dispelled.

Material Components: A thin veil or smoky glass.

Mind Over Body

Level: Warlock 4, Witch 4

By use of this spell the Witch can remove her need for food, water and sleep for a number of days equal to her level. A 5th level Witch then can go 5 days without food, water or rest. Though when the spell expires after the allotted days the Witch must spend that same amount of time resting and then consuming the same amount of food and drink she would have eaten.

Material Components: The Witch must consume a paste made of ginger root and almonds while casting this spell.

Mind Rash

Level: Witch 3

This spell causes the target to experience horrible itching sensations all over their body. Though not actually inflicted with any real physical ailment, the delusion of itching is so great that the target is unable to perform any action not related to attempting to relieve the persistent suffering. Likewise, the irritation actually causes the target to wound their bodies in the process of

trying to relieve the itch. Any sort of thing to scratch and scrape away at the sensations, including stones, weapons, and bits of metal are used. Each round during the duration of the *mind rash* the target wounds their body for 1 point of damage.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A bit of dried poison oak.

Minor Curse

Level: Warlock 1, Witch 1

This minor curse gives the target a -1 penalty on all dice rolls. A minor curse can be dispelled or removed by any spell or effect that removes the effects of a *bestow curse* spell.

This spell is dispelled automatically by the next sunrise, regardless when it was cast.

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

Minor Fighting Prowess

Level: Warlock 1, Witch 1

By means of this spell, the Witch increases the target's natural fighting instinct. The target gains a +1 bonus per 2 caster levels (max +5) to their attack rolls. The material component for the spell is a miniature metal sword, which is not consumed by the spell. The Witch needs to point a finger at the creature to be affected or she may cast it on herself.

This spell lasts a number of rounds equal to the Witch's level.

The material component for this spell is a tiny metal (toy) sword.

Mirror Talk

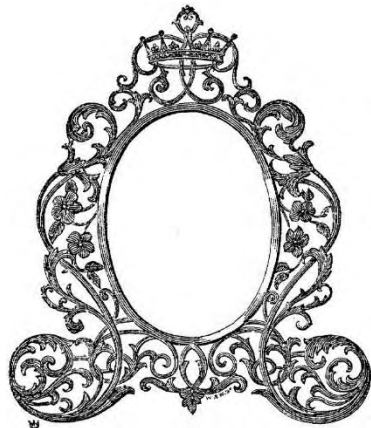
Level: Warlock 4, Witch 4

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

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. The Witch can't cast spells through it for example.

Once active the mirrors can communicate with each other indefinitely.

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



Mirror Walk

Level: Warlock 6, Witch Coven (2 members)

This spell functions as a greater *teleport*, except that it creates a link from the Witch's focus mirror to a second focus mirror elsewhere on the same plane/world. The Witch must have carefully studied the mirror, but need not know where it is located.

Material Components: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirror must be tall enough and wide enough to allow the creatures to pass through it. If either mirror is too small to allow passage for a traveler, she cannot pass through. The same mirrors used for the *Mirror Talk* spell may be used.

Moon's Heart

Level: Druid 1, Witch 1

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

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

Note: If the Witch has a stored Moonstone, then she

may cast this spell at anytime during the month.

Material **Component:**
Moonlight.

Moonbow

Level: Druid 4, Witch 5

This spell can only be cast in the light of the moon. The Witch takes the moonlight (the material component) and forms it into a large opaque composite bow. The bow fires at the rate of 3 arrows per round for a total number of arrows equal to the Witch's level. The arrows are immaterial, but cause 1d6 damage +1 per caster level (max +10) damage per hit. This spell deals double damage against lycanthropes. The *moonbow* may not be given to anyone else to use; only the Witch may fire it.

The only material component for this spell is moonlight. If the Witch has a means of capturing moonlight, such as a *moonstone*, then the spell may be used with that source.

Moonlit Way

Level: Witch 4

With this spell, the Witch can create a ribbon of moonlight between one visible point and another visible point. Both endpoints must touch a solid surface, but there is no need for other points of contact in between. The *moonlit way* is a solid path that can support 500 lb per the Witch's level at any given time. Creatures or objects that exceed the weight limit cannot touch the path and will fall through if they attempt to move onto it. Creatures on the *moonlit way*

can't be forced off the path by strength alone. The *moonlit way* sheds light out to 30 feet from its edges.

Material Components:
Powdered moonstone (50 gp).

Moonstone

Level: Druid 1, Witch 1, Wizard 1

The Witch can store moonlight in a small stone. The stones must be enchanted and then exposed to moonlight. Each stone will last 1 day per level of the caster unless discharged. Once invoked, the moonstone will shed soft light equal to torchlight that gives off no heat. The moonstone does not affect low-light vision and does not cause damage to creatures that would normally be affected by light.

Material Component: A bit of moonstone to store the moonlight.

Money Stone

Level: Warlock 1, Witch 1

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

Material Component: A dark colored stone.

Narcolepsy

Level: Necromancer 4, Witch 4

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

This spell lasts 1 hour per level of the Witch.

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

Nausea

Level: Necromancer 2, Witch 2

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

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

Opinionated Outburst

Level: Witch 2

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

This spell lasts a number of rounds equal to the Witch's level.

Material Components: The Witch puts a finger to her lips.

Overlook

Level: Warlock 5, Witch 5

This spell will cause the target to become seemingly innocuous and readily ignored. She will become effectively invisible to all that look her way. Even those who accidentally bump into the target will merely mumble and move on.

Those who are specifically looking for the target must make a Spells saving throw in order to spot the object of their interest. Vigilant guards can also make a saving throw to attempt to spot the target. The overlook spell is negated versus anybody that observes the target attack a creature, including the subject of the attack. The spell is immediately negated if the target fails a pick pocket attempt. Note that this spell can't be negated with an dispel invisibility, since it is not actually an invisibility spell.

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A handful of dirt.

Phantom Lacerations

Level: Necromancer 4, Warlock 4, Witch 4

This spell causes open wounds to appear all over the targets body. The spell deals 4d6 damage +2 points of damage per caster level (max +20). Creatures that do not bleed are also immune to the effects of this spell. This includes constructs, elementals, and undead. The material component of this spell is a

small metal blade of any size. During the casting of this spell, the Witch must do 1 point of damage to themselves in bloodletting. The components for this spell are the claws of an animal.

Phantasmal Spirit

Level: Warlock 2, Witch 2, Wizard 2

This spell creates a misty, insubstantial, spirit like being to appear in the area of effect, 4" square + 1 foot per level. The being will float around where it was conjured for the duration for the spell. It makes no noise and gets no attacks.

Anyone spotting this phantasm will need to make an Intelligence check in order to determine if it is a ghost, wraith or similar creature. This may be modified per the Referee's wish if the PC's are familiar with the spell or the conditions warrant it.

The spells duration is permanent until someone touches, not attacks, the phantasm. Afterwards, it simply disappears. The Phantasm is not an undead creature.

The material component for this spell is a bit of spider web.

Pop Corn

Level: Witch 1

With this spell, a normal ear of corn will begin to burst with popped corn, shooting all over. Those caught within the radius of the spell receive a -4 initiative penalty, their movement rate is reduced to 1/4, and all attack rolls are

made at -2. This spell lasts for 3 rounds.

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

Precognition

Level: Warlock 3, Witch 3

By means of this spell the Witch can view the future, though such visions are fleeting and the future is always moving.

The impressions are such that the Witch may gain a +3 to her next roll in any situation. Alternately she may choose one of two possible futures; she may re-roll any one roll and choose between the two. The spell though is fleeting and must be used for the very next roll the Witch has to make.

The material component for this spell is a small bit of crystal the Witch peers through.

Primal Scream

Level: Warlock 6, Witch 5

This spell is related to *Shriek* and *Witch Wail*. With this spell, the Witch lets loose a scream of profound terror and sadness. Anyone within the area of earshot must make a Constitution save to avoid the full effects. Such is the magic of this spell that even deaf creatures are affected.

Creatures 5 hit dice/levels or lesser must succeed a Constitution save or take 6d6 points of damage, save for half. Creatures greater than 5 hit dice/level take 4d6 points of damage or save for half. Anyone who fails their save is treated as if they

were subject to a *Fear* spell, suffering the -2 to attack rolls, armor class, and skill checks.

In addition, this spell will shatter any glass or crystal object. Magical glass or glass-like creatures are granted a Constitution save to prevent taking 1d6 points of damage per caster level (save for half) regardless of their hit dice.

This spell can affect undead and any creatures that are unaffected by mind effecting spells. However they remain unaffected by the spell's fear effects.

The material component for this spell is a scream let out by the Witch.

Prosperity Candle

Level: Witch 2

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

Material Component: A green candle, a silver coin embedded in its base; a piece of lodestone.

Protect Familiar

Level: Warlock 1, Witch 1

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

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A specially prepared oil rubbed on the familiar.

Protection from Spirits

Level: Witch 1

This spell works like *protection from evil*, except it is only effective against creatures classed as spirits such as incorporeal undead, ethereal creatures that can affect the material plane and incorporeal outsiders. This spell affects them regardless of alignment. Instead of hedging out summoned and conjured creatures, the spell only prevents bodily contact with spirits (even incorporeal ones).

This spell lasts a number of rounds equal to the Witch's level.

Material Component: A circle of salt poured around the Witch.

Quicken Healing

Level: Witch 1

By touching a living creature, the Witch speed the natural process of their healing. The subject regains twice the normal hit points from resting for a day (twice their character level rather than

their character level). This continues for five days or a number equal to the Witch's level, whichever is less. Quickened healing also automatically stabilizes a dying character, although it doesn't restore any hit points right away. It still doubles that character's healing rate. This increased healing rate stacks with the benefits of long-term care from a healer, which allows the character to recover at triple (not quadruple) the normal rate. It does not combine with healing such as the healing granted by changing shape (using *polymorph* or *wild shape*).

The Referee may choose to allow characters under this spell to recover hit points twice per day (their character level every 12 hours rather than every 24 hours) instead of doubling their recovery at the end of the day.

This spell has no effect, beneficial or baneful, on undead, constructs, or other nonliving creatures.

Material Component: A bit of verbena that the Witch uses on the target, either as a balm or in a tea.

Raptor's Eyes

Level: Warlock 1, Witch 1

This spell bends and warps the light entering the eyes of the Witch so that she can see great distances with considerable clarity. The Witch curls her fingers into an "O" shape which she can look through. Her sight is magnified by a factor of one + caster's level. Thus at the

highest magnification allowed at second level everything appears to be at one-third its actual distance.

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

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: Tail or wing feather from a raptor.

Rite of Remote Seeing

Level: Warlock 2, Witch 2, Wizard 2

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

number of months equal to her own level in addition to the normal time to recover her familiar.

This spell lasts for 10 minutes per the Witch's level.

The material component for this spell is a piece of rose colored glass.

Rose Garden

Level: Druid 2, Witch 3

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

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

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: A handful of rose petals.

Scry

Level: Warlock 4, Witch 3, Wizard 3

The Witch can see and hear some creature, which may be at any distance. If the subject makes a Wisdom save then the scrying attempt simply fails.

A 4d6 roll is made to determine the amount of information gained.

Roll 4d6	Information gained
Up to 5	None or too hazy to tell
6 to 10	Audio only
11 to 14	Visual only
15 to 23	Audio and Visual
24	Audio, Visual and general feelings

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

Knowledge	Adjustment
Subject on another plane	-4
No connection or knowledge of the subject	-2
Secondhand (have heard of the subject)	-1
Firsthand (have met the subject)	+0
Familiar	+2

(know the subject well)	
Likeness or picture	+1
Possession or garment	+2
Body part, lock of hair, bit of nail, etc	+4
Per Witch level	+1 per level

If the save fails, the Witch can see or/and 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.

If additional information on general feelings is discovered the Witch can't read the mind of the subject, but can get a general idea what the subject is feeling; anger, happy, sad or even hungry or cold.

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

This spell lasts for a number of minutes equal to the Witch's level.

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

Scry, Greater

Level: Warlock 6, Witch 5, Wizard 6

As per the *Scry* spell but the following additional spells can be cast through a Greater Scry spell: Comprehend Languages, Darkvision, Detect Evil, Detect Good, Detect

Magic, Read Magic, and Tongues.

This spell also lasts for a 10 minutes per the Witch's level.

Material Components: A cauldron filled with clear water (sometimes known as Cerriweden's Cauldron) or a polished mirror (also known as Hathor's Mirror).

Shattering the Hourglass

Level: Witch 1

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

This spell lasts for a number of minutes equal to the Witch's level.

Material Component: A small mirror

Sickly

Level: Necromancer 1, Warlock 1, Witch 1

This spell causes the target creature to suffer from poor health. Witches must succeed at a ranged touch attack to strike the target. Subjects who fail their saving throw suffer a -1d6 penalty to Constitution, with an additional -1 per two caster levels (maximum additional penalty of -5). The subject's Constitution score cannot be reduced below 1. This spell lasts for a number of hours equal to the Witch's level.

Material Component: A dried up dandelion.

Shriek

Level: Warlock 6, Witch 5
Shriek automatically (no save) causes fear (as per the *Cause Fear* spell) in any creature 5th level/hit dice or less. Targets greater than 5th level/hit die can make a Wisdom save for no effect. Targets greater than 10th level/hit die are completely unaffected. This spell can't effect constructs, undead, elementals or outsiders.
The material component is a long scream by the Witch.

Silver Tongue

Level: Warlock 1, Witch 1, Wizard 1
This spell enables the Witch to lie so convincingly that anyone within range will believe anything she says, unless of course their senses tell them otherwise.
This spell will even negate the effects of a *liar's curse*.
This spell lasts for a number of minutes equal to the Witch's level.
The material component of this spell is a holly berry, which juices must cover the surface of the tongue.

Sonic Blast

Level: Witch 1
The Witch releases a scream that causes 2d6 points of damage to anyone within range, deafening the targets for 1d6 rounds. A successful Constitution saving throw is allowed to avoid the secondary effects of deafness. Those who do save still take damage.
Material Component: The Witch must be able to scream

Song of Discord

Level: Witch 5
This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% (1-3 on a 1d6) 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.
This spell lasts for 1-3 rounds.
Material Component: The Witch sings or plays a discordant note.

Soothe

Level: Witch 1
The creature touched feels neither pain nor discomfort for the duration of the spell. This eliminates any penalties the creature suffers due to pain, including the effects of an *agony* spell. The soothing effect is an illusion, however; the creature's physical condition is not improved in any way, just the ability to cope with and ignore pain. Thus penalties due to actual physical damage are unaffected (a creature cannot walk with a broken leg, even if it can't feel it).

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

Material Component: A leaf of chamomile, lavender or valerian.

Sour Stomach

Level: Witch 1

This spell causes the target to have a nervous stomach, thus experiencing severe digestion discomfort and cramping upon the engagement of any event that's

moderately stressful or excitement inducing.

So terrible is this form of indigestion that the target must

succeed a Constitution saving throw or find a means to relieve

their situation within 4 to 10 rounds (1d6+3) or have an "accident" that results in potential embarrassment and



potential discomfort. The triggering event of such inconvenience could be most anything, from running into an encounter to finding treasure of mysterious properties to even meeting some stranger along the road. Each worthy event during the full duration of the compulsive enchantment can cause another potential outbreak of discomfort, thus requiring another save.

Material Component: A drop of soured milk.

Spell Missile

Level: Warlock 2, Witch 2

With a touch the Witch can imbue a spell that she is capable of casting into a missile weapon such as an arrow, crossbow bolt, or sling bullet. The Witch will lose the prepared spell as if it were cast. When the missile hits its

target,

it dissipates harmlessly

(doing no damage) and

the target is struck by the

imbued spell instead. Treat

the missile as the spell's

caster,

meaning that the Witch can

imbue missiles with touch

spells and have them

affect a target

normally. The Witch can only

imbue a missile with one spell at a time. Attempts to imbue

additional spells causes the

missile to harmlessly disintegrate.

Material Component: The missile the spell is to be placed in (which is consumed after it strikes its target).

Spirit Dart

Level: Warlock 1, Witch 1

The Witch creates a dart of mystic energy in his hand that she can throw at any target within range. The dart strikes unerringly and does 1d6+1 damage (half on a successful Dexterity save), and an additional 1d6 damage if the target is noncorporeal. Since it is a magical effect, the dark can hit ethereal creatures like ghosts, but it has no effect on inanimate objects.

For every three class levels beyond 1st, the Witch can throw an additional *spirit dart*, one per attack action, until her allotment of darts is exhausted.

Material Component: A small live bumblebee.

Spirit of Avalon

Level: Witch 3

The Witch may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit will function as a valet, carrying things, opening doors, and the like, but also has one additional benefit. Though the spirit of Avalon will not normally enter combat, should its master be knocked to the ground, rendered unconscious, or be otherwise incapacitated, the spirit will partially materialize and defend its master. The

spirit has an armor class of 3 and 6d6 (32 Hit Points) hit dice, +4 to hit, and deals 1-6+2 damage with a random weapon (damage is always the same, no matter what type of weapon is used). The spirit will not enter the battle at large, only defending its master, and will dissipate should its master be slain.

This spell lasts one day, until the next sunrise.

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

Spiritual Dagger

Level: Warlock 4, Witch 4

This spell is directed through the Witch's athamé and creates an invisible, spiritual dagger up to 10 feet away.

The spiritual dagger acts like a normal dagger and is remotely controlled by the Witch, so her own to hit and damage rolls apply. The spiritual dagger is treated as

+1 dagger with respect to what creatures it can hit. The victim must be within line of sight of the Witch and within ten feet. The dagger attacks on it's own and does not require concentration on it's movement. A spiritual dagger can move no more than 30 feet from the Witch.

Targets that can see invisibility can see the dagger normally. The dagger maybe attacked as a creature. It's AC is 2 (AC 4 for creatures that can see invisible) and has ¼ of the hit points of the Witch controlling it. If it is reduced to 0 hp the dagger is dispelled and the Witch takes half of the damage caused in

the final attack. For example if the dagger had 4 hp remaining and an attack did 6 hit points of damage, the dagger is dispelled and the Witch takes 3 hp of damage herself.

The Witch's own athamé is used as the material component. The athamé is not consumed and it can be used for other spells.

Steal Youth

Level: Warlock 4, Witch 4

A creature that is touched ages 1d6 years while the Witch's physical age is reduced by the same amount. The target of the spell must be a living creature of the same type as the Witch (usually humanoid). Thus a human caster cannot use this spell on creatures such as animals, monstrous humanoids, or dragons, but can cast it on other humanoids such as dwarves, elves, goblins and so forth. Subjects with a long lifespan (such as elves) are particularly useful for this spell.

Steal youth does not affect outsiders or creatures that cannot be magically aged. The spell takes some time to cast (10 minutes), the subject must

be relatively helpless. A successful Death saving throw by the subject means the spell has no effect.

This insidious spell is used only sparingly by the good-hearted—but the infernally inclined often use it to keep the cold touch of death at bay.

Material Component: A common leech.

Stinking Cloud

Level: Warlock 3, Witch 3

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. Creatures are unable to attack, cast spells,

concentrate on spells or do anything else requiring attention.

This condition lasts as long as the creature is in the cloud and for 1d6 rounds after it leaves.

(Roll separately for each nauseated character.) Any creature that succeeds on its save vs. Constitution but remains in the cloud must continue to save each round on the Witch's turn.

Material Component: A rotten egg or several skunk cabbage leaves.



Stop Thief

Level: Witch 3

This spell protects the area the Witch designates against break-in and thievery. Any creatures actively attempting to break into the house or room, or sneak into a campsite, with the intent of theft or harm will suffer -1 penalties to all thief abilities. Stop thief does not affect the Witch personally or her allies. This spell lasts until a *Remove Curse* can be cast on the thief.

Material Component: A bell tied to a string.

Synthesis

Level: Druid 1, Witch 1

When in direct sunlight, the target will heal 1d6 points of damage each round, as long as they remain in sunlight. Unlike most cure spells, this spell will have no effect on undead creatures, though if cast on plants the effects are doubled.

Material Component: A leaf from a green plant.

Tattoo

Level: Witch 1

By use of this spell, the Witch can create a tattoo on any part of her own or another person's body. The recipient must be willing, asleep, or unconscious. The Witch must draw the lines of the tattoo on the desired body part (which, depending on the intricacy of the tattoo, could take anywhere from one to several minutes per square inch - when in doubt, ask the Referee). She then speaks a word, and the colors fill in

and the tattoo becomes permanent. The tattoo can only be removed with a *Remove Curse* spell.

The tattoo itself is not magical.

Material Component: A special quill and ink.

Tears of the Banshee

Level: Warlock 4, Witch 4

This spell calls a thick green mist to roll forth from the earth. The fog completely obscures darkvision and reduces regular vision to 5 feet. All those within the mist are shielded and are at a -5 to hit. Furthermore, those within the area of effect must make a Wisdom save or be scared by the eerie qualities of the fog, as strange sounds such as wailing, laughter and screaming persist for the duration of the spell. Affected creatures suffer a -2 to all attacks and saves, but do not have to flee as if they were panicked.

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: Water from a bog where a childless woman has killed herself.

Toad Mind

Level: Witch 3

This spell causes 1d6 targets (each with a maximum of 3 hit dice/levels) to think that they are normal toads. Their perception is knocked out of kilter and the affected targets hop around on all fours and attempt to catch flies with their tongues in the same manner that many normal toads and frogs do. As the

intelligence level of the target is reduced to 1 point, the creatures affected by the spell cannot be reasoned with by any degree of intellectual and social means. Likewise, targets of *toad mind* are considered to be more or less helpless though a few may reply to attacks against their body with an array of bites.

This spell lasts for a number of rounds equal to the Witch's level.

Material Component: A normal toad.

Twisting the Heartstrings I

Level: Witch 1

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

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

instead he will try to get them to lay down their arms in the name of peace. If at any time the Witch acts in a fashion that could diminish his glory (such as an inappropriate command, or aggressive action towards the target) the victim is immediately freed of the spell. This spell lasts for 10 minutes per level of the Witch.

Material Component: The Witch needs a strand of red string that she twists around her finger.

Twisting the Heartstrings II

Level: Witch 2

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

Material Component: The Witch needs a strand of red string that she twists around her finger.

Twisting the Heartstrings III

Level: Witch 3

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

Material Component: The Witch needs a strand of red string that she twists around her finger.

Undead Destruction

Level: Necromancer 4, Priest 4, Witch 4

This spell allows the Witch to attempt to destroy (and only destroy, not rebuke, turn, or control) undead in the same way a good priest would. The Witch must make a single turning check and may destroy as a priest of equal

level to her Witch level. She may never destroy an undead with an HD greater than her own level, though she can destroy the standard number of hit dice spread out.

The reverse of the spell Undead Enslavement allows the Witch to control undead as a evil priest of the same level. The Witch can control the undead thus enslaved for 1 day per her level.

Material Component: The Witch's ritual tool, athamé or pentacle.

Vertigo

Level: Warlock 1, Witch 1

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

Vertigo lasts 1-3 rounds.

Material Component: The Witch makes a spinning motion with her finger.

Virgin Innocence

Level: Witch 2

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

Material Component: This spell requires a lock of hair from a young maiden. If the Witch is a young maiden herself, her own hair will suffice for the spell.

Vomit

Level: Warlock 4, Witch 4

This spell seizes subjects with sudden spasms of violent regurgitation. Those who fail their saving throw regurgitate helplessly for 1d6 rounds. While vomiting, subjects cannot move more than 5 feet per round and cannot fight or cast spells. For all purposes they are considered staggered. When the spasms end, subjects are overcome with a magical weakness which reduces their Strength by 1d6-1 points. This weakness persists for 1 round per level of the Witch.

Material Component: The Witch sticks a finger down her own throat.

Wall of Bones

Level: Necromancer 5, Warlock 5, Witch 5

A massive wall of bones springs up from the ground for the duration of the spell (1d6+6 rounds). The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of bone is impenetrable to monsters with fewer than 5 HD. Monsters with more than 5 HD suffer 2d6 hit points of damage when they break through the wall. The wall may not be evoked so that it appears where objects are, and it must rest on a solid surface.

Material Components: A handful of small bones cast to the ground.

Wall of Roses

Level: Druid 5, Warlock 6, Witch Coven (3 members)

This spell calls into being an enormous wall of thorny rose bushes. A high level caster could effectively encircle a small city with such a wall, should she choose. The wall rises to a height of only ten feet, but is extremely effective in keeping land based creatures out. The roses are unaffected by non-magical burning. Any creature trying to force or hack it's way through the roses will take 2d6 +1 per caster level points of damage to do so, as the vines tend to swing when disturbed and it is impossible to protect oneself against them. It takes 1d6 rounds to wade through the wall. Note that the wall will snake it's way around pedestrians when forming, so the Witch can't simply cast this spell onto an opposing army, slaying them all in one fell swoop.

This spell lasts until dispelled or the Witch is killed.

Material Component: The material component of this spell is a single live rose blossom.

Warning

Level: Witch 3

Warning detects dangers in the Witch's immediate area and reduces the chance of surprise. Any time the subject of a *warning* spell is about to be endangered they receive a

mental alert. They are not made aware of the specific nature of the danger, only a generalization. This early alert reduces any chance of being caught flat-footed by adding a +6 insight bonus to both Spot and Listen checks. The *warning* cannot be evaded by *invisibility* or hiding. This spell warns of traps as well as ambushes and sneak attacks.

Material Component: A small silver bell on a string that Witch ties to a tree or similar out cropping.

Wave of Mutilation

Level: Necromancer 5, Warlock 5, Witch 5, Wizard 5

This spell sends out a cone of magical energy from the Witch's hand (or athamé). This energy causes all living matter to become twisted, cut, slashed or torn. The wave causes 6d6 points of damage to any within its area of effect, make a Dexterity save for half. Elementals, undead, magical constructs and non-living matter are not affected.

Material Component: This spell uses a drop Pixie blood for its component.

Weaken Poison

Level: Witch 2

By means of this spell, the Witch attempts to weaken the effects of any active toxins in the body of the targets. Once cast the Witch can cause the target to make another saving throw at +4 to their roll to remove the effects of the poison.

This spell will also function against alcohol and other

chemicals that negatively effect the health of the body or abilities of the mind. However it has no effect on magical potions. This spell has no effect on damage done or on characters that have failed their save and have died.

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

Witch Fire

Level: Witch 4

Witches are not well known for their number of offensive spells, but the ones they do have are fierce in their power. The target of the Witch's vengeance must be within her line of sight. Only living and undead creatures can be affected by this spell. The Witch does 1d6 per level fire damage; undead creatures take an additional 2 points of damage per level (1d6+2 / level).

Witch Wail

Level: Witch 3

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

Material Component: The Witch must be able to wail.

Witch Writing

Level: Warlock 2, Witch 2

Witch Writing creates a disguised piece of writing whose true message can only be read under certain circumstances. The Witch can decide on what circumstances will reveal the true writing, and can also decide what the false writing is. Common choices for circumstances are as such: Script can only be read in normal moon light, can only be read on a full moon, the blood of a virgin or an innocent man must be dripped on the writing, a particular command word must be spoken, etc. The Witch can affect a number of pages equal to her level.

At the end of the duration, both the true writing and the false writings become illegible, though the Witch can re-cast the spell indefinitely.

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

Withering Touch

Level: Necromancer 4, Witch 4

Upon casting the spell, roll 2d6. The Witch can subtract this number of the target's Strength and Constitution points in any way as temporary ability damage. So if the Witch rolled the maximum, she could subtract 12 total Constitution points or 12 Strength, or she could subtract any combination that

adds up to the number rolled. The affected creature takes the appropriate loss in hit points and causes less damage due to reduced strength. After the duration the victim returns to normal.

The material component for this spell is a bit of hair from a very old or ancient creature.

Youthful

Level: Witch 2

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

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

The spell lasts for 24 hours.

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





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BOOK THREE:
MONSTERS & MALEFICIA

INTRODUCTION

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



Using Monsters in Your Game

As in any game, monsters are designed to add a challenge to player characters. Some of these monsters are from the literature of the Faerie Tradition. GMs 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.

HOW TO READ THE TABLE

Monster: The name of the monster.

Appear: The numerical range of monsters encountered. A monster with a list of 2-400, for example, can be encountered in pairs, or an entire community will generally have up to 400 members.

AL: The creature's alignment tendency. Note that there are always exceptions to the rule, and it is possible, however unlikely, to encounter a creature that does not behave as per the tendencies of its race, such as a good orc. Alignments are Good (G), Evil (E), Neutral Unaligned (N(U)), and Neutral Balance (N(B)) and

detailed in Volume 1. **SZ:** The creature's size rating: Tiny (T), Small (S), Medium (M), Large (L), Huge (H), Giant (G), Colossal (C), or immense (I). For details on the effects of size, see Volume 2.

AC: The creature's armor class. If a creature has an armor class with a penalty listed after it, this represents the penalty to an enemy's attack roll to hit the creature.

Thus, AC 4 -3 means the creature has an AC of 4, and the attacker subtracts three from all rolls to hit it. This penalty refers to other defenses besides artificial and natural armor, such as the creature's reaction adjustment.

Move: The number of feet per round the creature can move. In combat, creatures can move half their total movement and still make an attack. See Volume 2.

HD: The number of hit dice a monster has. Roughly equivalent to its level of experience, were it a player character. Monsters always make saving throws as warriors, using their Hit Dice to reference the level at which they save. Thus, a 2 HD creature saves as a second level Warrior. For creatures over 10 HD, simply intuit the progression past tenth level. An 11 HD creature saves as 10th, level, and reduce the required save by one point per two HD thereafter. Thus, a 15 HD creature saves at 4. No matter how many hit dice a creature has, a natural roll of 2 will always fail a save. Parenthetical notations give hit points for an average member of the species.

Attacks: The type and number of basic attacks a creature has. Parenthetical notations indicate what weapon type to reference on the combat chart in Volume 2, and non-standard damage (if any). Thus, Bite (dagger)

means the creature has a bite, which is scored as a dagger on the Weapon Type vs. AC chart in volume 2. Attacks separated by commas indicate multiple attacks. Attacks after an "or" indicate other options in lieu of standard attacks. Thus, a creature with "2 claws and bite (2 daggers and short sword) or tail swipe (flail, 3d6)" indicates the creature either can use 2 claws and a bite, OR it can attempt a tail swipe which scores as a flail and does 3d6 damage.

Special: Any special abilities or attacks a creature has. Unless otherwise stated, special attacks are used in lieu of basic attacks, not in addition to.

Treasure: The treasure type the creature possesses. See *Spellcraft & Swordplay Deluxe Edition* p. 177 for details.

XP: The amount of experience points gained for defeating each creature of this type. This is expressed as a base value, followed by a "per hit point" bonus. A creature with an XP value of 5+1 gives 5 experience points, plus one per hit point the creature has. Parenthetical notations are total experience for an average member of the species.

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

MONSTER SPECIAL ABILITIES

Acid: The creature has an acid attack, dealing the stated damage every round until it is washed off (immersion of the affected area in water for at least a round). Characters may save for half damage; the acid will destroy normal weapons, armor and equipment in d6 rounds unless cleansed.

Alternate Form: The creature's normal form is that of a regular human or demi-human. In its natural form, the creature retains any heightened senses or vision capabilities of its alternate form but no others, except where "Improved" is indicated, in which case the human form has all abilities of the creature. These creatures have immunity to polymorph spells.

Animal Empathy (Type): The creature has a special relationship with nature which allows them to communicate with animals of the specified type. The communication is more telepathic and empathetic than it is conversational, though posture and sounds can communicate emotions such as stress and fear. The information communicated must be relatively simple, taking place on the animal's level of understanding and comprehension. Creatures with "Wild" as the type can communicate with all animals and plants. An Improved

version indicates the ability to summon and command 2d6 of the indicated animal type for one turn per hit die of the summoning creature.

Animate (Type): The creature can animate 2-12 otherwise inanimate objects of the indicated type. Treants, for example, can animate trees. Each animated object will obey the commands of the creature and remains animate for one round/hit die of the animating creature, or until destroyed.

Blood Drain: Any hit by all of this creature's primary attacks are bitten unless they succeed at an opposed Strength roll (grant the creature a bonus equal to 1/3 its HD, rounded down) and automatically lose one die of damage per round (though a new Strength check is allowed each round to break free). For every point drained from a victim, the creature heals one point of damage. Creatures with blood drain and energy drain inflict one level of energy drain upon biting and one additional level for every round the drain continues; creatures can save as normal against energy drain.

Breath Weapon (type/damage/usage): The creature can breathe a gout of flame or cloud of frost or gas, or spit a stream of poison or acid, or has another ranged attack delivered from its mouth. The parenthetical notation indicates

the type of attack, the amount of damage it deals, and how often the creature can use it. Thus "Breath Weapon (Fire/2d6/day)" indicates the creature breathes a gout of flame that deals 2d6 damage, once per day. Unless otherwise noted in the creature's description, breath weapons always allow a save with Dexterity reaction adjustment for half damage. A breath weapon is a 25' long cone that is 15' wide at the far end.

Breathe Water: The creature can breathe in water as well as humans can breathe air. Unless otherwise stated, the creature is truly amphibious, meaning it can breathe both air and water.

Burrow: The speed at which a creature moves through the earth by excavating a tunnel.

[Class] Abilities: The creature has the abilities of the given class, at an equivalent level to its hit dice. Thus, a 1 HD creature with Thief Abilities has the abilities of a first level Thief.

Change Size: Twice per day, the creature can alter another creature's size. It can be used to enlarge the creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on

attack rolls due to its increased size. Its equipment is similarly enlarged. Alternately, the creature can be reduced, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls to its reduced size. Its equipment is similarly reduced.

Climb: The creature can move up vertical surfaces. The number indicates the speed in feet per round of climbing speed. Natural climbing ability can be foiled by oily or extremely smooth surfaces, requiring a Dexterity or Strength ability check at the Referee's discretion.

Combat Expertise (type): A deep-seeded racial enmity exists in this species. The creature gains +1 to hit and damage against creatures of the specified type in melee combat (not ranged).

Constrict: The creature can attack by enveloping and/or squeezing the character. Damage is 1 die per round of constriction; breaking free requires an opposed Strength check.

Critical (attack type): The attack type gains an additional +2 to hit and deals double normal damage if it hits.

Darkvision: The creature can see in the dark as well as a dwarf.

Direction Sense: The creature cannot become lost through any means, magical or mundane, and always knows exactly which direction it is travelling.

Dominate: Any who meet the creature's gaze must make a Charisma-based save at -2 or suffer the effects of a permanent *Charm Person* spell, until the creature is destroyed. In addition, victims will obey the creature's command and defend it even unto their own death.

[Elemental] Mastery: The creature has magical abilities related directly to one of the four elements. This includes the ability to summon and command elementals whose total hit dice equal one half or less the hit dice of the monster (1 HD creatures cannot summon elementals). In addition, all attacks based on the element have no effect on the creature, and physical attacks from creatures associated with the element in question suffer a -1.

Energy Drain: The stated attack drains a level of experience or hit die from the target, who loses enough experience points to place him at the mid-point of the next lower level. He loses 4+Con modifier hit points and all associated abilities that were gained at his current level. If level drain takes a

character below first level, he is dead and cannot be the recipient of a *Raise Dead* spell. Those who are subject to energy drain attacks get a Constitution-based saving throw to avoid the effect.

Engulf: The creature attacks by engulfing its victim, or a portion thereof, doing damage per every round the creature is covered. In the case of enveloping oozes such as puddings, the creature or engulfed part must be completely immersed in water or some other solvent for removal to occur. If the creature dies while engulfed, it is assimilated into the mass, doubling its size and adding hit points equal to the engulfed creature.

Entangled: The target is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on all attack rolls and a -4 penalty to Dexterity. An entangled character who attempts to cast a spell must make their spellcasting roll at -2 or lose the spell.

Enhanced (Sense): The creature gains +2 to any ability checks that involve the specified sense.

Fear: The creature emits an aura of supernatural terror. Unless a successful Wisdom-based save is made, panic and terror race through the hearts of those affected by this ability, causing them to flee from the creature as fast as possible. The affected cower in abject horror if cornered, and if forced to confront the caster, any affected creature suffers a -2 penalty to all rolls. It effects a 25 foot x 25 foot area.

Fly: The creature can fly. The number indicates its speed. An indicator such as, "as large" indicates its maneuverability is as a creature of that size.

Forget: The victim of such an attack forgets everything, including his own name. He loses all class abilities (though hit points remain) and becomes an otherwise normal member of his race, with complete amnesia. The effect is permanent; only a priestly *Remove Curse* spell can restore lost memories. Parenthetical notations denote the delivery type for this attack.



Freeze: The creature can stand so utterly still as to appear to be a statue, or other mundane object (treants, for example, resemble normal trees when they freeze). Such creatures surprise others on a roll of 1-5 on a d6 unless a successful Wisdom ability check at -3 is made.

Gaze: The creature has an attack that functions by meeting its gaze. Gaze attacks can only be avoided by not looking at a creature; attacks against the creature are treated as though the attacker is blind but has pinpointed the foe; however, gaze attacks can be reflected back by forcing the creature to look into a mirror.

Heat/Cold: The creature emanates damaging heat or cold, dealing 1 die of damage to any creature that comes within 5' (1") of it per 2 rounds.

Horrific Appearance: The sight of this creature is so revolting that anyone who sets eyes upon one must succeed on a save vs. Constitution or instantly be weakened, taking

1d8 points of Strength damage. This ability loss cannot reduce a victim's Strength score to 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same creature's horrific appearance for one day. They can be affected by other creatures or creatures of the same type.

Immune: The creature is immune to attacks of the specified type. If a fraction is present, the creature is only partially immune, suffering reduced damage as indicated (i.e. "Immune acid ½" means the creature suffers half damage from acid).

Incorporeal: The creature is insubstantial and ghostlike. It may pass through solid objects at will, and any physical attack suffers a 1-3 miss chance. When it attacks, it ignores armor, always attacking as if the target were AC 1.

Ink Cloud: The creature can launch a 20'x 20' cloud of poisonous ink, which obscures all vision (treat any in the cloud as blinded) and all those within must make a Constitution-based save every round they remain in the cloud or suffer 1d6-2 points of damage while within the cloud (zero damage is possible).

Invisible: The creature is invisible, imparting all the

penalties for such as listed on page 110 of *Spellcraft & Swordplay*. If invisibility is marked "improved", the creature does not become visible when it attacks and remains invisible at all times unless it chooses to be visible. Otherwise, the creature may only maintain invisibility until it attacks, at which point it must become visible for at least 1 round.

Light Sensitivity: Whenever in bright light, the creature suffers -2 to all attack rolls, saves, and ability checks.

Light Sensitivity (Full): Means the creature is helpless and utterly repulsed by daylight (but not other forms of light); if caught in an area of daylight it loses its special qualities, cannot attack and must flee to an area of shadow.

Lycanthropy: When bitten by this creature, unless the victim makes a save with Constitution bonus and a penalty equal to the number of bites suffered, he will become a lycanthrope of the same type that bit him on the next full moon. Eating wolfsbane within an hour of being bitten will stave off the disease, but wolfsbane is a class 2 poison (see S&S p. 33-34).

Magic: The creature has spells or spelllike abilities detailed under its text entry.

Memory Loss: This is the ability to erase a target's memories. The memory loss

must be performed as a standard combat action and can take the form of a touch, song or gaze attack. The target gains a saving throw vs. Wisdom. If a saving throw fails, the creature sits quietly and takes no other actions. The duration of the memory loss is specified in the monster's description but typically not longer than 24 hours. The subject retains its skills, languages, and class abilities, but forgets everything else until he or she receives memory restoration with healing magic. Spells memorized for the day are also lost. Whether or not the save is successful, that target cannot be affected again by the same creature's memory loss song for 24 hours.

Mighty: The creature is exceptionally physically powerful. It can wield a heavy (normally 2-handed) weapon in one hand and deals an extra die damage when it hits. Its normal weight limit is tripled, leading most creatures with this ability to be able to easily carry tons of weight with them.

Mind Probe: This creature can peer into the mind of a living target within 60 feet in an attempt to extract some personal information about that target. The target can resist the mental trespassing by succeeding on a save vs Intelligence. If the save fails, the creature has learned the target's secret and can use

that in conjunction with other powers. Target's with an Intelligence score of 2 or less and targets with no Intelligence score are immune to this ability. A target that successfully saves cannot be affected again by the same creature's mind probe for one day.

Nightvision: The creature can see in the dark as well as an elf.

Pack Mentality: The creature is instinctively driven to move in a pack. If it sees a member of its pack injured or endangered, it will leap to the defense of its comrade to the exclusion of all else. This instinct grants a +2 to attack and damage rolls while defending another member of its pack.

Paralysis: The creature's attack will paralyze a creature for 1d6 turns (unless otherwise indicated), unless the creature makes a successful Constitution-based save. Elves are immune to this effect.

Petrify: The creature has an attack that turns the victim to stone unless a successful Constitution-based saving throw is made. The attack with the petrification effect is listed.

Plane Shift: The creature can step into another plane of existence. See individual write-ups for details.

Poison (Class): The creature can inject poison of the

indicated class. For effects, see S&S p. 33-34.

Regenerate (Class): The creature regenerates hit points and limbs. The parenthetical number indicates the number of dice of hit points per round that the creature regenerates.

Render: If the creature strikes with both its claws, it makes an opposed Strength ability check against its adversary. If the creature wins, it deals an extra 2d6 damage.

Rock Throwing: Giant- or larger-sized creatures can hurl boulders as weapons. Treat these as light catapults using Strength instead of Intelligence or Wisdom; the giant gains a bonus to this check equal to 1/3 of its hit dice, rounded down. In addition, by making a saving throw with their Dexterity ability modifier bonus (bonus equal to half its Strength bonus, rounded up), the giant can attempt to catch boulders hurled at him by other giants or siege weapons. If he succeeds, he can hurl the boulder back.

Rot: Unless a successful Constitution based saving throw is made, the victim contracts a rotting disease much like necrosis, gangrene, or leprosy. The only cure for the disease is a *Cure Disease* spell. Victims of the illness cannot heal injuries naturally, and all magical healing is at ½ effectiveness. Further, the victim loses 1d6 points of Charisma per week. When

the Charisma ability reaches zero, the victim dies, a rotted, desiccated husk.

Sleep: The creature can affect a target as per the *Sleep* spell, but with no restrictions on hit dice. Parenthetical notations denote the delivery method (often a drug- or poison-coated weapon).

Spawn: Those killed by this creature (usually by its level drain attack) rise as new creatures of the type that killed them within 2d6 hours. All hit dice and powers are at half the effectiveness of the original creature. Spawned creatures are always utterly subservient to the creature that made them; upon their master's death, the spawn become full-fledged, full powered members of their species.

Spell Resistance: The creature is resistant to magical spells. It may roll 2d6, adding its Spell Resistance bonus, and if it rolls higher than the wizard's spellcasting roll, the spell has no effect. The creature still gains any saving throw allowed even if spell resistance fails. Thus, a creature with Spell Resistance 1 rolls 2d6 and adds 1. A creature with Spell Resistance 0 simply rolls straight 2d6. A creature that does not have spell resistance listed does not have spell resistance.

Spike Launch (type; max): The creature can launch a barrage of spikes or other

ranged weapons from the indicated body part. Treat spikes as short bows for attacking and range; 1d6 projectiles are launched at a time and the parenthetical number indicates the maximum number per day.

Split: If hit with edged weapons, the creature splits into two identical creatures, each with full abilities, but half hit points.

Swallow Whole: On a natural boxcars roll (12 unmodified), the victim must make a save at -6 with Dexterity reaction modifier or be swallowed whole, after which he takes 1d6 crushing damage and 2d6 acid damage every round. Cutting out is generally possible using a slashing weapon to inflict 30 points of damage (against AC 1). If the victim gets out, muscular contractions close the hole and other victims must cut their own way out.

Swim: The creature's speed when moving through the water.

Telepathy: The creature can speak directly into the minds of others and does not need a mouth, though some creatures can still communicate verbally if they choose.

Tracking: The creature has some means, natural or supernatural, to track prey. This is accomplished by rolling 2d6 and adding the creature's tracking bonus. For creatures with ability scores,

this roll is replaced by a Wisdom or Intelligence ability check, depending on whether the creature is relying on natural senses (Wisdom) or training (Intelligence). Bonuses from enhanced senses do add to tracking rolls.

Trample: The creature is large enough to lumber over other creatures of at least 3 sizes smaller without being drawn into combat and its footfall is devastating. Any creature caught in the path of its movement must make a successful save with Dexterity reaction adjustment or take 3d6 points of damage.

Tree Stride: The creature may travel via trees. A creature with this ability may step into any tree and emerge from any other tree within 50'. Each tree-to-tree movement requires one round to accomplish.

Vulnerable (type): The creature suffers double damage from attacks of the indicated type.

Whirlwind: The creature can turn itself into a whirlwind once every turn and remain in that form for one round per every two hit dice. It can move at its base speed, is 5' wide at the base, up to 30' wide at the top, and 5' high per hit die. All vision, including darkvision and nightvision, is obscured due to whirling debris equal to a 40' diameter surrounding the cloud. Any creature caught in the whirlwind who is less

than half the whirlwind's height must make a save with Dexterity reaction modifier or suffer 1 die of damage per two hit dice of the whirlwind, and if the Dexterity save fails must make a Strength ability modifier save or be picked up and suspended, suffering 1 die of damage per round thereafter. Only flying

creatures may make regular Strength ability modifier saves to escape (1/round). Creatures can act normally, but suffer -2 to all rolls while suspended. The whirlwind can suspend one medium sized creature per hit die, with large creatures counting as two medium-sized creatures, and small or tiny creatures counting as one half of a medium creature. Elementals can create slightly different versions of this ability with the same game mechanics. For Air

elementals it is standard as above. For water elementals it can be either a water spout that stretches into the sky, or a vortex that sucks creatures down, drowning them. For fire elementals the damage is from raging heat, and for water

elementals the debris field deals the damage.

Woodland Stride: The creature can move through wooded areas without leaving any trace; it is impossible to track.



MONSTER DESCRIPTIONS

Baobhan Sith: The baobhan sith (*bavaan shee*, “faerie woman” in Scottish Gaelic) are evil, female fey that feed on the blood of living creatures. By entrancing creatures with their dance, they lure men to their deaths. Baobhan sith are always female; no males of this race are known to exist. These creatures are generally found in remote locations such as unclaimed forests or overgrown and ruined keeps, castles or the like; always a secluded location, but close enough to a populated area that the baobhan sith can feed when hungry.

Nicknamed the “White Woman”, the baobhan sith are often confused with vampires. Even though they are not undead, they do have many of

similarities. Both feed on blood and use seduction in order to lure their prey into their grasp. Baobhan sith also are vulnerable to cold iron, much like a vampire to silver. The baobhan sith avoids bright sunlight, it is

not dangerous to her, but they avoid it all the same.

Local legends claim that when young women fall to the allure of Witchcraft and lie wantonly with men they will die and return as baobhan sith.

Their lairs are typically clean; the monsters having disposed of the rotting corpses of past victims. They are solitary creatures and rarely work in groups. There is, however, a popular tale of a group of four men traveling in a mountainous area who were seduced and attacked by three or four (depending on the tale) baobhan sith working together. Baobhan sith each



have their own hunting ground and to intrude on another’s territory is certain death.

Baobhan sith prefer to use their abilities against male humanoids, particularly elves or humans, and most of all

bards. They generally avoid dwarves and halflings, though if food is scarce they have no qualms about draining the blood of nearly any living creature. They do not drink the blood of animals, no matter how hungry they are, as they see this as primitive and savage.

A baobhan sith stands 5 to 5-1/2 feet tall and weighs roughly 120 pounds. Her hair ranges in color from black or brown to golden yellow. Eye color varies but is usually brown or green. A baobhan sith wears flowing, loose fitting robes or tunics of white or green often tied at the waist with a scarf of red or black.

They speak Common, Elven, and Sylvan.

A baobhan sith prefers to attack a lone target and generally avoids combat with groups, fleeing if confronted by such a party. Stragglers are often the subject of the baobhan sith's attention if the straggler is far enough behind its comrades.

When first encountered, a baobhan sith opens combat with her captivating dance. Creatures that fail to succumb are *entangled* (saving throw vs. dexterity). Only one such victim maybe entangled by a singular baobhan sith. Once she has captivated at least one foe, she moves in and uses her sharp nails to draw blood from the victim's chest or throat and then it drains

the victim's blood. It deals bite damage and drains blood, additional dealing 1d4 points of permanent Constitution drain each round it maintains the hold. At Constitution 0, the victim dies.

The baobhan sith may cast spells as a 3rd level Witch.

If overwhelmed or outnumbered, the baobhan sith uses her *entangle* ability (if she hasn't already used it) and tries to slip away into the surrounding forest.

Leanan Smth: The leanan sith (Leanan Sìdhe, Lhiannan Shee, "faerie mistress") is the Manx (Isle of Man) counterpart to the baobhan sith. This creature can be found all across the British Isles. She has the additional power of being able to turn invisible at will, as a spell like ability (9th level). The leanan sith will typically feed on the blood and life force of young poets. They drain the victims slowly and in a state of ecstasy. Such poets create works of unsurpassed brilliance while in the clutches of these women.

Banshee: The Banshee, or bean sì in Irish, is a type of ghost. She has been alternately described as evil elven female, a female Witch of the faerie tradition or even a type of undead fae. What is known is banshees are usually associated with one site or family. Seeing a Banshee usually means that

death is in store for the family.

The banshee has only one physical attack, a chilling touch that causes 1d8 points of damage, but the mere sight of one can cause fear as per the spell.

Once per night the banshee can emit a mournful wail that can kill anyone that fails their saving throw versus Death.

The Banshee is undead and can be turned as a spectre. Like all undead she is immune to *Sleep*, *Charm* and *Hold* spells. Normally she can only be hit by +1 or better weapons, but given her connection to the faerie realms, as well as, that of death she can be hit by cold forged iron weapons.

Batlings: Batlings are magical crossbreeds of pixies and bats. Batlings look like 1' to 2' tall pixies with bat-like wings and features. Their feet are like those of a bat with small claws for hanging upside down. Their bodies resemble pixies, covered with short soft fur. Their fur ranges from light brown to a deep black. Their faces are also like those of pixies, but with some bat-like characteristics. They have sharp teeth and large ears like a bat. They have smallish eyes and small slightly upturned noses. Batlings can speak with bats and pixies in their own languages. Many have been able to learn elven

or common. Batlings speak with high-pitched voices.

They tend not to wear clothing when young or among their own kind. They have been known to wear clothing similar to that of pixies, only drabber and more functional.

Due to their appearance and origin, Batlings are often believed to be small demons or at the very least evil. However, nothing could be farther from the truth. An insane Witch who was researching new familiar types created the Batlings. He believed that by combining the appearance of the bat with the intelligence of a pixie, he would have a frightening ally. His experiments were a tremendous success; he created a race that could breed true. However, he underestimated the natures of both the pixie and the bat. He produced a race that was both intelligent and good.

Batlings tend not to interact with races other than pixies. This is not out of choice, but necessity. Batlings are usually hunted down because they are believed to be evil. Batlings tend to be a very gregarious race that centers on the extended family. Batlings get along well with other faerie races especially pixies and slyphs.

Like bats, Batlings live in dark places, such as caves. They are nocturnal, which only adds to the superstition that

surrounds them. Batlings come out at night to socialize and feed. An adult Batling can eat 3 to 4 times his own weight a night in flying insects. This helps support their high metabolic rate. Batlings are also found of fruits, especially grapes. They make an extremely potent wine combining grapes and a fungus that grows in their caves.

Batlings mate once a year in the spring and the female gives birth to a clutch of two young after 13 weeks. Batlings usually mate for life. Batlings keep their lair far from humanoid eyes. Usually, they have many regular bats in their lair to keep guard. The young reach maturity in seven years. Batlings typically live 40 to 50 years. Batlings have a type of low-light vision equal to Infravision to 60'.

Bendith Ý Mamau: The bendith ý mamau (*ben-dith uh mo-may*, "The Mother's Blessing") is an unpleasant group of Welsh fairies. This particularly ugly breed is a mix of goblin heritage and fey traits. They are squat creatures with heavy, awkward bones, a grey flesh, and thick, curly reddish-brown hair. Their face is particularly unpleasant to look upon, with pronounced features; a large, bulbous nose; thin, frowning lips and heavy eyebrows. The ears of the bendith ý mamau are oversized, with the distinctive pointed tips of fey creatures.

The bendith ý mamau is a selfish species who care little for the troubles of others. They envy beauty in all its forms and seek it for their own. Jealousy comes easily to this race. They are also frequently grumpy, but can be patient and slow to anger. Their most redeeming quality is the beautiful music they can produce, a gift of their fey-touched blood. They practice music at every opportunity, striving to achieve new levels of talent yet never quite attaining the ability they desire. Bendith ý mamau speak Common, Goblin and Sylvan.



Most bendith ý mamau would rather avoid a fight, even one they could win handily, and are not particularly noted for their martial qualities. They will use weapons when necessary, but prefer to fight at a significant advantage. Their spell-like abilities are put to good use when escaping a fight, or surprising a foe.

Memory Loss: Bendith ý mamau have the unique ability to erase a creature's memories by singing. Starting a memory loss song is a normal action requiring concentration. The song

must be targeted at a foe within 90 feet who can hear the music.

If a saving throw vs. Wisdom fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bendith ý mamau continues to play and concentrate. Whether or not the save is successful, that creature cannot be affected again by the same bendith ý mamau's memory loss song for 24 hours. This is a mind-affecting effect. The duration of memory lost must be specified before the song is completed, and can be no longer than one full day per round of continuous singing. The subject retains its skills, languages, and class abilities, but forgets everything else until he or she receives memory restoration with healing magic.

Boroka: The boroka is a cannibalistic monster related to the hag. She has the head and upper torso of a woman, four legs that end in claws, the wings of an eagle and no tail. Her skin and hair is a uniform bone white. Her human parts are extremely beautiful, and all Boroka have mesmerizing voices. Her skin is cold to the touch. The boroka stands a little over 5' tall and weighs 1,700 lbs. Boroka disdain clothing and instead paint themselves in various colors, often dyeing their long hair.

The boroka prefer not to attack, but their diet brings

them into situations in which combat is unavoidable. When they need to defend themselves, they use their ability to charm and illusion to ward off attackers. She is fond of eating children and will attack to kill any women or children encountered. Males are kept alive via their charm ability.

When entering into combat, the boroka fights with its claws or by weapon type. Typically, they prefer smaller weapons, such as daggers or short swords.

Boroka are believed to be reincarnated from a coven of Witches cursed by their own Goddess. What they did to receive such a horrible punishment is lost to time, but locals believe the Witches were practicing cannibalism and eating their own children.

In order to reproduce, the boroka must charm a human male. Only female children are ever born to these unions. Often the tribe of boroka will charm a male and keep him there for months or even years as breeding stock, until he eventually dies from exhaustion.

Boroka may cast a charm spell as per a Witch of 4th level.

Boroka tend to be solitary, although they can live in small tribal bands of no more than twelve individuals. If more than one boroka are encountered, it is usually a

mother and a daughter. The daughter fights as the mother, but for half damage. If combat is going badly, the mother will not hesitate to abandon her offspring to save herself.

A young Boroka reaches full maturity in 10 years. They typically live to an age of 45 years. Mothers and daughters do not associate with each other after the daughter reaches maturity.

Brownie: Brownies resemble tiny men about two to three feet in height, with brown, charmingly wrinkled skin and shaggy brown hair. They tend to wear drab colors, especially brown, from which they get their names. They have little, flat faces, no finger or toe nails, and pinhole nostrils. They are not particularly attractive creatures, but make up for it with their happy smiles and extroverted nature. Brownies are carefree of their appearance, and are oft wont to dress in shabby attire that they ill-maintain.

While seemingly unarmed, brownies can produce small bows and other weapons that are woven out of magic. Their arrows can be tipped with a toxin that can place even large creatures in a deep sleep (per the *Sleep* spell of a 5th level wizard). Brownies fight craftily and well, but usually not as skillfully as their elven cousins. They are noted for their ability to drive away the evil goblins, and to protect the

families to which they are attached.

Among the many and varied people of the fey, the brownies are often considered the best-natured and most benevolent. They are the farmers and peasants of the fey, and form tight-knit communities with strong family bonds. The brownies have their own unique brand of honor and courtesy, and will loyally serve their friends and those to whom they have formed an allegiance.

Many brownies will choose to dwell among humans in the countryside and can become quite attached to particular places or deserving families. While doing so, however, they take great care not to be discovered by their hosts. Such brownies can be quite protective, especially toward children or the cheerfully innocent, and will work to hinder goblin mischief and drive away evil fey.

Brownies work at night while people are asleep, and are known to perform any needed chores or serve favors without being asked. However, they are quite grateful for any tasty morsels, bowls of cream or sweet food left as a gift, as their appetite can be immense for such small beings. Brownies will also protect cattle and will perform mischief upon lazy servants.

It is common lore among country folk that brownies have a dislike of money and

can become most offended by attempts to hire their services. If offered payment or a gift of a cloak and hood they will most often immediately depart, or may resort to malicious mischief. For the most part this lore is true, especially if the brownie has not attached itself to the household. However, for a family that to which a brownie has taken particular favor, such an offense can be forgiven.

Brownies have a deep understanding of magic and save as if they were a Witch of 4th level.

Bogey: Bogey (also called Boggles and Boggarts) are mischievous cousins of the Brownie. They are often the confused for one another as they appear to be exactly the same. Bogeys are evil and tend to undo all the things that Brownies do. They are known to knock over milk pails, pinch sleeping babies, and basically be a nuisance. Their antics are rarely harmful, but there are a few who are actually evil-natured enough to intend harm.

Many times a bogey will steal small items, mostly coins, to keep. Anytime something goes missing in a home bogeys are to blame.

They can only be removed by a *Remove Curse* spell or similar greater magics. Bogeys thankfully only have the magical ability of a Witch at 3rd level.

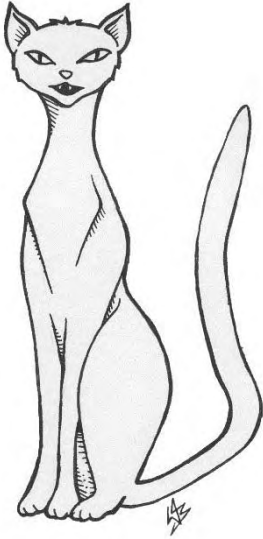
Buckawn: Buckawns (also called Bwca) are larger, more dour relatives of Brownies. They tend to live in the wilds and avoid human contact, whenever possible. Buckawns are neutral, and prefer to be left alone, tolerating neither their Brownie or Bogey cousins. Buckawns like to use daggers as weapons and have been known to poison them with a narcotic that will render even a giant to a long slumber. Any successful hit that causes more than 2 HP of damage must a Constitution-based save or fall into a deep sleep lasting 1d6 hours. Buckawns can cast spells as a 4th level Druid if they choose.

Brownies, Bogeys and Buckawns can speak Common, Elven, and Sylvan.

Cait Sídhe

Cait Sídhe or Cat Sìth (*caught shee*) are magical cat-like creatures that populate the same lands of faeries and other woodland creatures. They appear to be large cats with black fur and a spot of white on their chest. Sometimes they have white paws or even white faces. All cait sídhe have eyes that glow yellow, orange or green.

In the lands they call home, the cait sídhe are often feared to be demons or a Witch in the form of a cat. In any case the appearance of a cait sídhe is a sure sign that a Witch is nearby.



Cait Sídhe make sudden sprints to bring down prey. They prefer to attack small mammals and birds and rarely physically attack humanoids, though it is not unheard of for a cait sídhe to add a pixie or brownie to their diet once in a while.

When dealing with humanoids a cait sídhe can defend themselves physically, but prefer to use their spell like abilities.

Bad Luck: The cait sídhe can target one victim as a recipient of a Bad Luck curse. This is cast as a *Bestow Curse* spell by a 5th level Witch. The victim is at a -2 on all rolls until sunrise the next day. The cait sídhe may do this up to 3/day, but multiple uses on the same target are not cumulative.

Fear: The sight of a cait sídhe is so disturbing to most that it emanates a Fear Aura that acts like a *Fear* spell cast by a 5th level Witch. The difference is that the aura is limited to 5' and the victim must be able to see the cait sídhe.

The cait sídhe has darkvision to 120'. A cait sídhe is capable of speech and can speak any language its intelligence allows. Base language is Elven.

Druther: A Druther is a type of wood golem that can only be created by a Witch. The name comes from an old piece of doggerel often muttered by Witches,

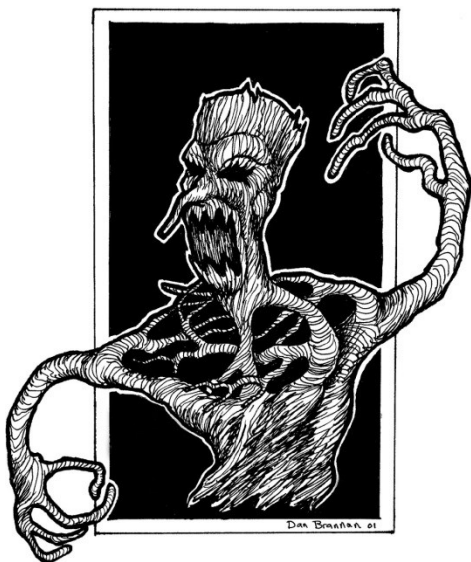
*"If I really had my druthers,
I'd have my wooden druthers
too."*

A "Wooden Druther" is a corrupt form of "wouldn't I'd rathers", or something the Witch doesn't want. So the Wooden Druther performs tasks that the Witch would rather not do herself.

The druther can understand simple command phrases of about 15 words each. Typically druthers are used for menial labor or to perform a task that the Witch cannot or will not do herself, like killing or scaring an enemy. Often a Witch will have a few druthers protecting her home while disguised as trees (Wisdom check at -2 to notice).

A druther cannot communicate at all. Some Witches have used woody reeds in the construction of their druthers. When the wind blows across the druther it sounds like a deep bassoon.

Druthers can appear in any form. Usually they are biped and made of wood. The wood can be carved or a collection of sticks tied



together. The appendages need to be attached separately, if the druther is to move at all. They can be precisely carved to appear as anything the Witch wants, but they typically look like walking bunches of sticks. Legend has it that there was a Witch that had such beautifully carved druthers, they were often mistaken for wood nymphs.

Treants, dryads and wood nymphs view a druther in the

same manner a human views the undead or a flesh golem. Most will attempt to destroy them when they can. Some Witches and wizards value the wood from an inanimate druther for use in making magical fires.

A druther is mindless in combat. It strikes with its wood fists with almost no regard to what else is going on.

As a construct, a druther is immune to mind-influencing effects, poison, disease, and similar effects. It is also not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Arrows or other piercing items, such as spears or thrust daggers, only do 1 point of damage per hit. Water based attacks have no effect on the druther whatsoever. Fire based attacks always do double damage. Cold based attacks do no damage.

Only Witches of 10th level or better can construct a druther. If the Witch has access to a *Manual of Druthers (q.v.)*, then she can create a druther from that work. Otherwise a Witch may opt to create one from scratch. The Witch will need at least 200 pounds of wood, either as sticks, planks or individually carved pieces. She must gather these herself. The Witch will need her consecrated Witch tools and fine incense, which will cost

the Witch 2,000 GP. After creating the body for the druther, the Witch must cast *Bless Growth*, *Feral Spirit*, *Lesser Strengthening Rite* and *Elemental Armor*. The ashes from the burned incense is then sprinkled on the wood. The process takes the Witch one month to create.

Earth Troll: Earth Trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth or in dense forests where the sunlight is easily avoided. Most creatures avoid earth trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of humanoid flesh and usually stage raids upon surface dwellers every month. Because of this, they are often encountered in large surface caves in the sections well outside the reach of sunlight.

Earth trolls are 10 feet tall and weigh about 1,200 pounds with females being slightly larger. They resemble their smaller relatives in most respects. Some accounts though have them appearing as rather large and misshapen gnomes. The earth troll's hide is stone gray or brown, its hair is black or brown, and its eyes dull brown. Like its counterpart, the earth troll's arms and legs are long and thin. Its arms end in sharpened talons, and its legs sport great three-toed feet. Earth trolls will attempt to dress or adorn themselves in

whatever rags, hides and bits of clothing they can find.

Earth trolls are a little bit smarter than their more common cousins. While they still do not have concept of strategy, they are smart enough to speak and to use some simple weapons.

Earth trolls speak the language of all trolls, some have been known to speak orc or goblin, as well.

Earth trolls attack any living thing that enters their territory, usually doing so for food. They will band together for very simple ambush tactics, but that is about the extent of their strategy and planning. Most of the time an earth troll will flail relentlessly at its foes with its powerful claws until either it or its opponent is dead, but some have been known to use a large club and others even a spear or sword.

Regeneration: An earth troll heals only if it is underground or touching dirt or earth. If in contact with the earth it heals 3 hit-points per round. If contact is lost, say the troll is levitated or flying, then the healing stops. Trolls turned to stone heal hit points per normal (but not lost limbs).

Vulnerability to Sunlight: An earth troll exposed to natural sunlight (not merely a spell or magical item that replicates sunlight) is instantly turned to stone (as if by the *Flesh to Stone* spell) if it fails a

Constitution save. This effect is permanent, but can be dispelled if the earth troll is removed from the sunlight and *Stone to Flesh* is cast on it.

Fen Witch: This creature appears as a female humanoid with one nostril, webbed feet and hands, and fiery red eyes. Her body is cloaked in tattered robes of gray or brown. Her hands end in razor-sharp claws and her hair is usually long and unkempt.

The Fen Witch is a creature of legend, found only in the most remote of places. It is a solitary creature and disdains all that invade its realm. A Fen Witch is thoroughly evil and malign, speaking to those she encounters only to learn the true name of one of the trespassers in her realm, so she may utilize her power to slay that individual. Fen Witches speak Common and Sylvan.

The Fen Witch is related to the hag, but the two are never seen together.

Fen Witches rarely engage in combat, relying on their death speak ability to slay a creature almost instantaneously (and hopefully drive off the victim's comrades by instilling fear in any remaining creatures). Failing this, the Fen Witch prefers direct combat to subterfuge and attacks relentlessly.

Death Speak: If the Fen Witch speaks the true name of an individual and the individual hears it, that creature must make a successful save vs. Wisdom or die. Note, the Fen Witch does not need to speak a language the creature understands in order to affect it. If the save succeeds, that creature cannot be affected again by the same Fen Witch's death speak for one day.

The Fen Witch can use this ability three times per day. Whether the Fen Witch's death speak ability is successful or not, the target's name remains fresh in her mind for one day. After that, she must use her mind probe ability again to retrieve a creature's true name.

Horrid Appearance: The sight of a Fen Witch is so revolting that anyone who sets eyes upon one must succeed on a save vs. Constitution or instantly be weakened, taking 1d8 points of Strength damage. This ability loss cannot reduce a victim's Strength score to 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same Fen Witch's horrid appearance for one day.

Mind Probe: A Fen Witch can peer into the mind of a living creature within 60 feet in an attempt to extract the creature's true name. The

target can resist the mental trespassing by succeeding on a save vs Intelligence. If the save fails, the Fen Witch has learned the creature's true name and can use her death speak ability. Creatures with an Intelligence score of 2 or less and creatures with no Intelligence score are immune to this ability. A creature that successfully saves cannot be affected again by the same Fen Witch's mind probe for one day.

Green Jack: The green jack, or jack o' the green, is a primitive fey-spirit of nature with the physical form of a man. It is cloaked with a flesh of oak leaves and has a body made entirely of wood. The green jack dwells alone in the forest, where the trees and other growths are its ward. A single oak among these trees is magically linked to the green jack, and the two share a special bond.

Green jacks speak common and elf. They rarely seek company, although they may occasionally associate with elves, faeries, and other guardians of nature.

The green jack is a reclusive creature that has little desire for combat. He will, however, fight relentlessly to defend his natural ward. He uses his spells and special abilities to confuse or lead astray his foe, only resorting to personal combat when all else has failed.

The green jack is magically linked to a single oak tree. As long as he remains within 100 feet of this tree, he can regenerate 2 HP of damage each round, even if reduced to 0. Only damage by fire and cold iron cannot be regenerated.

The green jack is dealt half of all damage inflicted against the bonded tree, regardless of his current location.

The green jack may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect him.

Hags: Hags are monstrous female humanoid creatures that are possibly related to both the fae and to Witches. Although different hags are unique in appearance and mannerism, they have many aspects in common. All take the form of crones whose bent shapes belie their fierce power and swiftness.

Hags and Witches have often been confused with each other, or at least believed to be in some sort of alliance. Hags gather in coveys and Witches gather in covens, and there is at least some reasoning to believe that the two are related, other than just semantically.

The true origins of hags are an ancient mystery, but the utter hatred that most hags have towards good Witches tends to indicate that some sort of division once occurred between the two. Some believe that hags are the descendants of ancient Demonic Witches whose souls were so dark, their bodies became twisted and wretched.

Hags are highly intelligent and magical beings, and if it is to their advantage to form an alliance with a Witch, then she will do so. It is important to remember that all hags are chaotic and despise all of humanity and ultimately work to humanity's destruction. No good aligned Witch would ever be associated with a hag.

Hags typically embody all the less attractive features of old women: gaunt bodies, pendulous dugs, sharp noses, pointy chins, warts and hairy

moles. This does not bother a hag at all. It is not for beauty that hags live, but for power. Hags look like women but are not. Her teeth are longer and sharper; her skin is harder; she is wiry and tough; and she has an understanding of the forces of nature, so that she is able to manipulate it in accordance with her will. On the whole, hags are deeply hateful individuals, despising the humanoid races with a passion and preying on them whenever the opportunity arises.

Hags frequently adorn themselves with the remains of their victims, wearing the bones, scalps or skins of those who have crossed their paths as horrific trophies.

Hags speak Giant and Common in addition to any other languages they might know due to their high intelligence.



Hags may advance as Witches. Hags also have access to many of the spells and magic items presented in this book.

All hags have a strange affinity for the beasts of their terrain and are able to communicate with any animal, beast or magical beast native to their territory (treat this as the spell-like ability to use speak with animals at will, but only for animals found in their normal terrain). All hags have some spell casting ability and several use charm effects to gather a bodyguard of creatures around them. Hags are also able to brew potions and some may be talented at creating magical items of other sorts.

A hag cannot touch iron and takes extra damage from weapons made of pure or cold forged iron. Weapons made from this material grant an additional +3 damage per hit.

From time to time, a trio of hags gathers as a covey. Usually this foul triune includes one hag of varied type, but this is not always the case. Sages speculate that Hags are more willing to tolerate their "cousins" rather than her "sisters" because hags of the same type remind each other too much of what they themselves have become. There may, of course, be a more practical reason: the differing types often have more complimentary magics and allow for a wider variety in powers.

A covey of hags is likely to be guarded by 1d6+2 ogres or trolls and 1d6-2 evil giants who do their bidding. These

minions are often disguised with a veil spell to appear less threatening and sent forth as spies. Such minions often (1-4 on 1d6) carry magic stones known as hag eyes (see below).

Hag coveys may also cast coven rituals as per a Witch.

Once per month, a covey that does not have a hag eye can create one from a gem worth at least 20 gp. A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has hardness 5 and 10 hit points. Destroying a hag eye deals 2d6 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

A hag stone is a flat pebble with a hole in the center usually found near the feeding grounds of hags. Scholars say they are stones that the hag will suck on till a hole appears, other claim they are naturally occurring. In any case, a hag stone, if threaded and worn as a charm, will provide +1 protection against

the attacks of any hag. Only one may be worn a time.

Annis: The annis is a frightful hag found in desolate cold forests. Her skin is the color of a bruise, all blue and black with molted purples. She is easily the tallest of the hags, standing nearly 8 feet tall.

Physically very powerful, these hags will attack with their steel like talons and their strong powerful bite. These hags often will appear as a simple peasant woman in order to lure unexpected victims closer.

The annis, like all hags, can use spells from the Witches list. They cast spells as a 5th level Witch, preferring spells that hide what they are.

Cavern: Cave Hags spend all their time in deep caves and even some man-made dungeons and caverns. She is completely blind, but has a means of echo-location that acts as if she had infravision 90'. Cave hags are smaller than other hags, standing only 5ft tall or so, and are hairless. Their skin appears to be that of stone, allowing them to hide in their natural surroundings and surprise on an ambush on a roll of 1-4 on a 1d6.

Light, Continual Light and *Blindness* spells have no effect on this hag, but a *Deafness* spell will render her "blind" for the duration of the spell. Cavern hags are also immune

to any illusion or glamour that relies on sight.

Cave hags typically have a couple of trolls guarding their lairs (1-2) and underground scavengers are common near their lairs to feed off of the carrion left behind.

Cave hags cast spells as an 8th level Witch and in addition she can summon 10-60 (10d6) bats to fly around her and blind anyone for up to 3 rounds (1d6 divide by 2).

Green: The dread green hag may in fact be the ugliest of all the hags, that is not a claim to be made lightly. Green hags live in fetid pools of water, streams, ponds even rivers; anywhere where the water meets a dark wooded area. They are equally at home on land and in water and they may breathe normally in any locale.

The green hag's favorite trick is to appear as a beautiful maiden bathing in a pool. Either she will seduce a victim to follow her into the depths or she will pretend to be drowning. In either case, the outcome will be the same. Once she has her victim in the water, she will drag him (almost always a male) down where she will drown him and feed on him later after he has begun to rot a little.

Green hags can cast spells as a 7th level Witch. She may also cast *Water Breathing* on another 3 times per day.

The green hag is commonly attended by large marine carnivores of a particularly evil mien. These can include alligators, crocodiles or giant barracudas.

Ice: In cold, frozen tundras, where ice and snow dominate the world, one can find the Ice Hag. Looking like they were formed of pure ice, this hag is one of the cruelest.

While many hags will adopt a guise of a human or demi-human, the ice hag has no interest in such glammers. Her attacks are swift, fierce and brutal. It is said that an ice hag can smell prey from a mile away and feel the heat of a living heart from half that. In truth, the ice hag can detect the smell of prey and have a good idea of what it is from as far away as 120'. They have infravision up to 90'.

The ice hag will attempt to smash prey into submission, breaking bones and paralyzing victims. She prefers to eat them, bit by bit, while they still live.

The ice hag can emit a breath weapon of frozen wind that can paralyze a person (Constitution save to avoid) or

cause damage (1d6) depending on her mood.

Additionally ice hags can cast spells as a 6th level Witch.

Moon: The fearful moon hag is possibly the most fearsome of all the hags. It is said these hags haunt the night sky itself. In reality they live on mountain tops and only venture out at night where

their cackling and baying at the moon can be heard for miles.

Standing rail thin and near 6' tall with huge yellow eyes, the moon hag is quite fearful.

Rumors abound that their laughs inspire madness and their touch will turn one into a were-beast. Neither is true,

but their touch will stun anyone that does not make a Constitution-based save.

The moon hag can turn invisible at will, appearing to fade slowly in the moonlight. They can't move about during the day and any moon hag in full daylight is powerless.

Moon hags are more social than other hags. While they are still loners, they do gather once a month every full moon for a lunar meet.



Here they share stories of victims and magic.

Mistresses of magic, the moon hag may cast spells as a 10th level Witch.

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

Sea: Tales abound of the old Witch of the sea, the Sea Hag. The sea hag is a revolting creature that mixes the worst qualities of humanoid and sea creature. Her hands are webbed for swimming. Her skin is covered in barnacles, her hair matted with sea weed and slime and she smells like rotting fish. The appearance of the sea hag is such that the first time one looks upon a sea hag they must make a Wisdom save or be frozen in place with fear. This save is only for the first round of contact with a particular sea hag. If the same hag is seen again, then no save is needed. If a different sea hag is seen, then the victim must make a save.

While the Green Hag may live on land and in fresh water, the sea hag is at home only in the sea. She may survive on land for indefinite periods of time, though she will return to the sea at any chance.

The sea hag may cast spells as a 3rd level Witch.

Storm: Storm hags can be found ridding the great storms with lightning escaping their fingers. Their wild hair reminds one of wispy clouds and their storm grey eyes seem almost human, in fact the storm hags are the most "human" of the hag races. Storm hags are typically large and round where other hags are thin, all angles. Storm hags fly and most prefer to do so rather than allow their feet to touch the ground. Storm hags ride the storms that are their namesake. Their laughs sound like the cracks of lightning and thunder. They delight in whipping up storms and causing destruction wherever they go.

Storm hags are more interested in causing chaos



and destruction than actually dealing with other races. Storm hags most often deal with storm and cloud giants

where they can be found trading lightning bolts in battles. Storm hags are also one of the few hags known to use *Cloud Ships of the Mangonians* (qv.).

Storm Hags may also cast spells as 7th level Witches.

Swamp: Deep in the swamps and bayous lives a hag that even the other hags fear and are repulsed by. The swamp hag lives in her hut deep within a dark and evil swamp. She surrounds herself with dangerous animals such as alligators, poisonous snakes and poisonous frogs. Swamp hags also surround themselves with water-breathing versions of the common troll.

Swamp hags' skins tends to be dark green, browns or other dark, earthy colors to better hide in her vegetation thick environment.

The swamp hag is more focused on the religious or divine aspects of her magical practices than the other hags are. They summon up strange spirits and call on strange gods.

Swamp hags can cast spells as an 8th level Witch.

Wood (Makva): The makva, or the wood hag, makes her home in the deepest forests where she feeds on unsuspecting travelers. She is particularly fond of children. Her normal appearance is very hag-like, tall (7' tall) and

green skin with black hair, although some have been spotted with green or red hair. She also has long clawed hands with nails as hard as iron talons. Their mouths are filled with rotting black teeth and foul breath. The wood hag can appear as kindly grandmother or a fetching young wood nymph as she chooses. The wood hag loves nothing more than to tempt men of good character into a wanton embrace and then switch back to their normal form before killing them. She is also fond of attacking people as they sleep in the woods.

The wood hag is more solitary than the other Hags. More often than not a wood hag will be found alone. Wood hags often employ trolls to protect their homes and for mutual protection. At any given time there will be 2 to 12 trolls around the wood hag's home. They will fight for the wood hag, but they are not commanded to do so. They will retreat or flee if the combat goes against them.

Makva are believed to live up to 800 years, but this has never been confirmed. They have been known to keep harpies as pets. Wood hags usually have a grove of Elder trees growing nearby.

The wood hag is very strong (strength 18) and will attack with her claws and a bite.

The wood hag cast spells as per a 6th level Witch.

Imps: Imps are small demons that often take the shape of animals but are also known to take on a more monstrous appearance. In their natural form they appear to be small demons, gargoyle or as a small version of nearly any monster. The one thing that gives them away is that an Imp will always speak a humanoid language. In any form, an imp can cause damage with their claws or a bite. They can cause extra damage via a burning poison in their bite. This poison requires a Constitution based save or it will cause an extra 1d6 HP of damage. The poison will cause damage each round until a successful save is made. Imps are perfectly capable of seeing in the dark (Darkvision 60') and can regenerate 2 HP per round. If their form has wings they can fly 60'. If not, they can switch to a form that does have wings, or add wings to a current form, but this takes 1 round.

Many evil Witches have imps as familiars. This often causes confusion and fear with other Witch's familiars, in particular winged cats and winged monkeys, and leads to the slaughter of many normal animals that Witch hunters believe are imps.

Jack O'Lantern: This creature is a roughly humanoid shaped tangle of vines and leaves with a large

pumpkin for its head. The pumpkinhead bears a leering face that appears to have been carved there, and glows from within with an eldritch fire.

A jack-o-lantern is an animated plant creature brought to life by a combination of druidic magic and fey spirits. The nature of the creature generally reflects the animating spirit.

A jack-o-lantern attacks with its many tendrils, rending and tearing at its prey; a jack-o-lantern will have one tendril strong enough for attacking for every 2 HD it has.

Occasionally one will be armed with a pitchfork or scythe.

Scarecrow: Scarecrows are basic guardians similar to golems, but not nearly as powerful. Like typical scarecrows, their bodies are made of straw and cloth. The stumble about their assigned area poorly and attack most anything that wanders through it. Some scarecrow guardians are bound to a post. A scarecrow can use their paralyzing gaze to imprison any trespassers (Wisdom save, fail means victim remains rooted to the spot).

Scarecrows are assigned to protect a particular area. They never leave the area, even when chasing an intruder. They will attack anything, humanoid or animal like in appearance that walks into its territory unless otherwise instructed by their creator.

A scarecrow is immune to mind-influencing effects, poison, disease, and similar effects. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Fire Vulnerability: Because of their straw bodies, scarecrows are extremely vulnerable to attacks from fire.

They take triple damage from all fire attacks.

In addition, a scarecrow guardian will catch fire easily after any attack that would normally ignite mundane items. A scarecrow on fire receives 2d6 damage each round (do not double this damage).

Strigoi: The much feared strigoi is an undead form of a particularly evil Witch. They are most common among the Witches of the Gypsy traditions. They ways to become a strigoi are varied, but it is believed to be part of a curse. The strigoi

loses her ability to cast spells, but it is offset with her increased strength and speed (treat as 18 in both Strength and Dexterity).

The strigoi leaves her grave at night, usually an unhallowed one, to feed on blood much in the same manner as a vampire. She can transform into a large, evil

looking bird; something akin to a giant owl or crow with sharp teeth in her beak.

In human form, the strigoi can appear much as she did in life. Most strigoi have red hair and blue eyes, though scholars debate on whether these traits were present before the Witch was cursed. Most strigoi do not attempt to hide what they are and retain the pallor and look of death. Grave dirt clings to their clothes and their faces are smeared with gore.



Strigoi are predisposed to return to their loved ones in an attempt to reenter their lives. This often leads to the strigoi destroying her former family.

Weaknesses of the Strigoi:

The strigoi cannot enter a home unless invited in first. A strigoi also cannot pass a line of grain or salt laid out in front of them. Garlic is also effective, as is silver, but mirrors are not.

Strigoi can only be hit with silver or magical items.

Like all undead Strigoi take damage from holy water and avoid holy items. They do not care for light (or *Light* spells), but they are not destroyed by the sun as are vampires.

To kill a Strigoi permanently one must hammer an iron stake or nail through their head and into their coffin. Their heart and blood sac (a

new organ that looks like a second heart but is more akin to a stomach) must be cut out and burned.

Strigoi are turned as are Wraiths.

Living Strigoi: A type of Witch known as a *strigoaică* or a *strigoi viu* is a type of living strigoi. They appear as a normal human Witch with red hair and blue eyes. They are immune to the attacks of other undead, but will become a strigoi on their own deaths. It is rumored that these strigoi retain their spellcasting abilities after their transformation.

Winged Cat: Cats are ubiquitous as familiars and many have special powers and features, but none are as special as the winged cat. The winged cat appears as any normal domestic cat, save for a small set of leathery bat-like wing on its back. When folded the wings are nearly unnoticeable since their coloration is the same as the cat's fur. A winged cat flies about as fast as it can run, but typically does not fly for very long.

A winged cat has the same attacks as typical house cat.

Winged Monkey: Few creatures indicate the presence of a Witch more than the winged, or flying, monkey. These creatures appear to be normal sized chimpanzees. Their coloration can vary from browns to blacks, but even bright greens and blues

have been reported. The wings of the monkey are feathered and of the same coloration of their fur. Winged monkeys are of low-average human intelligence, but in some rare individuals, human average intelligence has been seen. The more intelligent individuals act as leaders and can speak with others in a humanoid language. Winged monkeys can attack with a weapon sized for smaller races, such as halflings or dwarves, but most prefer to attack with their hands. Winged monkeys are strong fliers and can fly at twice their land speed. They can even carry up to 100lbs with them.

The first winged monkeys were created by an ancient and powerful Witch many jons ago and the secret has been passed down from coven to coven. Some Witches have even learned the secrets of gaining a winged monkey as a familiar.



DEMONS

Demons are vile, evil creatures from other planes of reality. Demons exist only to cause pain, torment and destruction and even the least among them are horrible monstrosities, worse than any terrene horror.

Demons are legion and defy most attempts of classification. Many are wholly unique, but some have been encountered enough to lend some basis of familial identification. Wizards, Warlocks and demonologists differ on opinion almost to a scholar, but some commonalities in powers and weaknesses have been recorded.

There have been many subspecies of demon named; the Baalseraph or the Fallen agents of good, the Calabim or the demons of destruction, the Lilim, or Daughters of Lilith and the Shedim, demons of rage. These last two groups are the most numerous and the easiest to summon. Though many defy association and have appeared in one group or the other depending on the scholar at the time.

Demons themselves rarely care about such associations, save for the Baalseraph and the leaders of the Lillim, who see themselves as above all demon-kind and indeed above all others.

Regardless of familial association demons have certain powers common to all.

Demons do not require food, water or air. Many demons though will eat if it suits them to cause destruction. Others may feel hunger, but do not require food to survive.

All demons have Darkvision at least to 40', most extend to 90' and 120' or more.

Demons take half damage to Cold, Fire, Gas, and Lightning. They take full damage from magic and silvered weapon. Demons are fully immune to the effects of sleep spells and toxins.

All but the least of demons have some magical ability, detailed in their description.

Spell Resistance at +0 (more powerful demons have higher levels)

All demons have telepathy of a limited sort to allow them to communicate with others.

What is Hell?

This book makes no overt assumptions on the cosmology of individual games. To that end, the nature of the home or homes of the demons has been left intentionally undefined.

Generally speaking, such a home has been known by many names; Sheol, Hades, Tartarus, Gehenna and more commonly, Hell. Whether your campaign world has one Hell or many Hells is entirely up to you. You could create a system where the Calabim, Shedim and Lilim are all living in one Hell under the yoke of the Baalseraph. There could even be multiple Hells where each demonic

race dwells and potentially war with the others.

Calabim

These demons are so common that most demonologist call them simply *demons* or even *True Demons*. They are also known as demons of destruction.

Babau: These tall, thin demons are sly and clever. They boast a higher than average intelligence and are quite skilled combatants. They instinctively seek out the most powerful threat in any group and attack to kill them first. They appear a skeletons with a thin leathery skin stretched over their bones. They are covered in scarlet slime making them difficult to grapple. Their oversized hands sport large dangerous claws dealing damage like daggers. Their oversized heads feature a mouth with large, sharp teeth which are equally as deadly. These creatures can summon in others of their kind (1-3), but are obliged to answer summons as well. Babau have the following powers which they can cast as if they were a 10th level Warlock: *darkness 5ft (at will)*, *dispel magic*, *fear*, *fly*, *heat metal*, *levitate*, *polymorph self*, they also have a gaze attack that reduces the victims' Strength and Constitution both by 3-8 (1d6+2). A Dexterity-based save will prevent this attack.

Baalor: The de facto rulers of the true demons are the Baalor. These monstrosities are the things of the worst nightmares and phantasmagorias. Towering 12' over all, they are bathed in flames and darkness. They have full immunity to fire and lightning and can only be hit by magic items. These demons wield great swords engulfed in the flames of their owners and wield great whips made of steal and (reportedly) darkness.

Each of these demons has a proper name and will come if that name is spoken out loud. Unless the summoner is prepared in a magic circle with the proper sacrifices, the demon is more likely to grab the insolent speaker of his name and take them back to the nether realms.

Dretch: These loathsome creatures are the weakest of all the demon-kind. They resemble fat, naked humanoids with small squat heads. Their slobbering mouths are full of rotten teeth. Their dull eyes are devoid of any intelligence. In the Hells, they find themselves bullied by anything stronger than themselves, which is most of the demon-kind. They can, once per day, emit a stinking cloud as per the spell *stinking cloud*. Other daily powers include *darkness* (10-foot radius), *teleport*, and *summon 1d6 giant rats*.

Glabrezu: These beasts exist only for the mindless

destruction and fear they can cause. These creatures are tall humanoids with the heads of various types of dogs. They possess a set of massive arms ending in crab-like pincers, and another set of perfectly formed human arms. These creatures are powerful fighters attacking with claws, bite and even weapons in their human like arms. These creatures can cast spells as a 6th level wizard, but are limited to only spells that can be used to cause fear and damage. Summoning these creatures often involve multiple animal sacrifices, though some texts say the only animal it prefers are humans.



Hezrou: These horrors resemble human-sized toads. What separates them from more terrestrial toads are the human like arms and the rows of shark like teeth filling its horrible maw. They attack with their human like arms and their great toothed

mouths. These creatures are well known for their great stench and anyone within 10 feet of this monster must make a Constitution based save or be nauseated as long as it remains within the 10 feet. Nauseated characters must move away and cannot attack. They are at -2 for all constitution checks and save. A creature that saves successfully can't be affected by the same monster in 24 hours.

Like the Vrock these demons are ridiculously easy to summon, often knowing only the proper names to invoke. Though the would-be demonist should be forewarned, unlike the Vrock they require payment in living flesh. They cast the following spells as a 4th level wizard: *darkness*, *fear*, *levitate* and *detect invisible*. These demons hate all other types of demons. In particular, they hate the Vrocks and will attack them on sight if they have the physical

advantage.

Manes: The creatures are foul human souls given demonic form. Only the most evil souls can hope to rise to even the lowly status of a manes. They are the size of humans, but do not appear as the human did in

life. They appear as vaguely man shaped, with long arms and short legs. Their torsos are broad. They are hairless and sexless. Their faces are malformed but human like. In general they give the impression of a human figure made of wax that has begun to melt.

Marilith: The Marilith are often suspected of belonging to the Lilim family of demons due to their appearance, but these demons share more in common with other demons of destruction than they do with the daughters of Lilith. Plus, the great hatred and physical violence between these demons and Mormo has led many demonologist to believe that they are not related, since the daughters of Lilith rarely resort to violence between themselves to solve their issues.

Marilith appear to be very attractive females with wicked, cruel faces. Here the similarities to Lilith end. This demon possesses six-arms, each with a horrid weapon which she can attack with each per round. Her lower body is that of a giant snake. On a successful hit with all six arms on one target she can also constrict her tail around the target. She can continue to cause constriction damage while attacking other targets. The target must make a Strength Save at a -2 penalty to free themselves. She can also attack as many as four targets at once, such is her prowess in battle.

Marilith can also cast spells as a 10th level wizard. These monsters require the sacrifice of a warrior of at least 2nd level or higher.

These demons are unaffected by fire (full immunity) and can only be hit by magic items.

Nalfeshnee: This nightmare combines the worst aspects of ape and boar into a grotesquery. The upper body is that of a large ape of the most degenerative sort. The hind portions are that of a boar. The head is an amalgamation of both: the general shape of that of an ape, with the features distorted in to a general boar-like mien. The beast has the large tusks of a boar, but the intelligent eyes of an ape. Due to its size and shape this monster can only attack with its powerful bite.

These creatures can only be hit by magical weapons and can hit creatures that normally can only be hit by magical weapons as well. In addition they can cast spells as an 8th level wizard:

The Nalfeshnee can only be summoned with the sacrifice of an elf.

Vrock: These demons come a variety of forms. The most commonly encountered is a tall, 8ft and taller, avian humanoid that blends the worst characteristics of human and vulture. These demons are often the servants of more powerful demons or

even powerful Warlocks and Wizards, whom they hope to kill one day and bring their souls back to the infernal realms in hopes of rising above their lowly stations. These demons have powerful claw and bite attacks, but may also cast darkness spells as a 2nd level wizard. While in flight they can also attack with their talons.

The summoning of these creatures is rather easy, often only requiring a large supply of gems (1,000gp or more) to entice their service. However, to keep their service they need to be fed the flesh of a human. They do not require it as food per se, but it allows them to remain in this realm. These types can also summon other members of their own kind 50% (1-3 on a d6) of the time. Many are loathe to do so, since it means they would now owe that demon or its master a debt of service.

Lilim

These are the daughters of Lilith, the “Queen of Demons”. A title she abhors.

In addition to the common abilities and immunities of all demons, lilim are also fully immune to poison and poses Nightvision instead of Darkvision.

All Lilim have a draining attack, as detailed below. Most Lilim can switch between a “human” and a

“demonic” form. The human form allows them to infiltrate society and collect the souls they require. Any time the Lilim is under stress or in combat she will revert to her demonic form. Both types of forms are detailed in the monster descriptions below.

Lilith and Witches

There is one other group of powerful females that can claim Lilith as their mother; Witches.

Witches have many legends about their origins but two are repeated again and again. First, that Witches are somehow different than other humans, as different as humans are from elves. The other part of this tale is that Witches are a separate race descended from Lilith, whom they refer to as the First Witch.

Some Witches consider themselves to be partial demons because of this. This has no effect on how the Witch needs to be played but GMs can impose the same penalty on Witches as they do with demons. Weapons that harm demons have a similar, though lesser effect on Witches. If this is used then allow a détente to exist between Witches and the Lilim. Neither group will willingly attack the other physically or magically. In these situations, Lilim will refer to Witches as “sister”.

Empusa: These are the daughters of Lilith and the various proto-demons. They are the most “demonic” of all of the Lilim. The Empusae (or “forcers-in”), like all Lilim, can appear as a stunningly beautiful woman or as a demon. The demonic form of the Empusa is the one of the most hideous of all of the Lilim. The body remains mostly humanoid and female, but covered in fine scales. Its legs become like those of a horse or ass and end in hooves that are made of brass or bronze. Its back supports a set of large leathery bat-like wings, similar to that of a succubus. It is its head that features its most horrible transformation. The creature’s long following tresses are replaced with a mass of snakes similar to that of a medusa. Its facial features are blocked by an area of complete darkness, only its glowing eyes are visible. It is said among sages that face of the Empusa is not shrouded in darkness, but it is so horrible that our minds block the vision from us. It is also said that other demons can actually see the Empusa’s face and run in fear from it. Its former delicate hands now end in razor tipped claws. A long reptilian tail completes the picture.

An Empusa can appear as human or it can also shape shift into a large dire wolf (statistics as per Dire Wolf). Unlike the combat shy Succubus, Empusae live for

battle. They can either use their natural claw/claw/bite routine or use a flaming sword that strikes for 2d6 points of damage plus 1d6 of flame damage. Empusa gain to hit and damage bonuses due to their high strength (21) as well.

The touch of an Empusa drains the Intelligence of the victim at 1 point per bare handed, not weaponed, attack.

Lamiae: Lamiae can appear as any female type humanoid they choose. They typically choose to emulate humans and elves of high charisma. Their demonic form is less innocent. The Lamiae has the same upper body of a beautiful woman, but her features have become twisted to show only evil. The lower half of the creature becomes serpentine. This gives them a look similar to the Marilith, much to both races displeasure and distaste. Other Lamiae appear to be women with the lower body of a lion. It is believed they are the offspring of Lilith and various Animal Lords.

Lamiae will most often attack her prey when they are sleeping. They have a song that acts a sleep spell cast as a Witch of 14th level. They may use this song once per day. Lamiae then embrace their victim to drain their wisdom or blood (1d6 hit points). Typically a lamiae will spend many nights corrupting a single man by draining his Wisdom, all the

while laying with other men to drain them of their blood. A Lamiae will not let the corpses stack up to betray her nature.



If forced into combat, a Lamiae can use a weapon or change to her normal form and use a claw/claw/bite routine. A Lamiae will avoid open combat at all costs, except to save her own life. She would rather poison a rival, or better yet, get someone else to do the killing for her.

While a Lamiae can gate in 1-4 Empusa to aid her, she rarely does. Yet, if her life is threatened she can and has a 1-4 chance on a 1d6.

Lamiae drain Wisdom, up to 2 points per touch. The touch must be with their bare hand and not a damage causing hit.

Lilitu: The Lilitu are not only the most powerful of the Lilim, but they may be among the most powerful demons, outside of the Baalor. The Lilitu are the daughters of the Goddess Lilith and powerful spirits. Every Lilitu are millennia old. A Lilitu's human form is unearthly beautiful. Unnaturally tall, they have perfect voices and skins. Their beauty is only matched by their minds; intelligent, witty and full of grace. Their personalities are in a word, formidable. Of course, this is all a facade, as the Lilitu are demonic and should not be underestimated. Their demonic form is very

similar to that of their human form. Their beauty remains, but their unearthliness becomes apparent. A set of large dark feathered wings spring from their back, alternately described as looking owl or crow like. Their once fine fingers curl into razor sharp talons. Their legs are replaced with those of a giant predatory bird complete with claws for feet. Despite appearances Lilitu are not related to harpies and to suggest so to one invites certain death.

Lilitu do not avoid combat. While they would rather have someone else do their fighting, they are perfectly capable of protecting themselves. Lilitu can attack open handed with both hands or with a weapon in both hands with no penalty. They are also preternaturally strong (Strength = 20) and gain the appropriate bonuses to hit and damage. Their touch or kiss can drain 2 points of Strength and 2 points of Constitution per hit.

Lilitu are also known as *Storm Demons*. They may use the following powers 3 times per day as a 10th level caster: *Calm Air*, *Cloud Runes*, *Control Weather*, *Control Winds* and *Lightning Bolt*.

Lilitu may cast spells as if she were a 10th level Witch.

Moromo: The Mormo, or Momolyceia (“frightening wolves”), may be the most frightening of the Lilim. The mormo can appear fair and beautiful, but such forms are only an illusion, their demonic form is horrible to behold. They are tall, 7-8 feet tall and appear much like a type of hag. Their lower half is that of a wolf and they have a set of large bat-like wings on their backs. The Mormo is covered with a fine coat of gray or black hair. Their hands end in long talon like nails and their mouths are filled with large, sharp canine fangs.

The Mormo have no fear of combat, in fact they relish in it. They can fight in their

demonic form with a claw, claw, bite routine. She may also choose a weapon, but rarely do. They can drain Strength points. Typically they withhold this power to use among her victims; draining a point here and a point there to keep them weak in body so that she can work on their wills.

Like the Empusa, the Mormo feeds on human blood and human children.

Night Hags: Night Hags spend much of their time moving between the worlds of men and that of demons. They are the couriers of human souls to their demonic lords and can be found in the employ of any demon greater in power to themselves. Although, Night Hags do have their pride and only sell their services to most power of the demon lords and ladies. Since most Lilim have little regard for their “sisters”, Night Hags are most often found with Shedim or Baalseraph masters.

The Night Hag appears as other Lilim, as a tall humanoid female, but unlike the others they do not have a natural “beautiful” form and must accomplish that with any magic they have. Night Hags can cast as a Witch of 8th level. In addition to the powers in common with all Lilim night hags can cause a deep paralysis so they may drain a victim of their vital essence (Constitution, 1 point per night).

They have a claw/claw attack, but avoid using it since their goal is to drain their victims to 0 Constitution. Night Hags also have a horrible bite that can inflict a disease known as Demon Fever.

This fever causes an additional 1d6 points of Constitution damage and leaves the victim bed ridden.

Night Hags may form coveys with other hags if they choose. Occult scholars have not determined why this might be the case, but many speculate that night hags are the offspring of other Lilim and the more common hags. Night hags claim they are not related.

Succubi: Succubi are the most common of the Lilim. These female demons are not found in great numbers and never work together. These demons, while not physically very powerful, are capable of controlling other demons that are far more powerful. Succubi are charged with the tempting of mortals, a task they relish in. They appear as unearthly beautiful women (or men if needed), in their true form they stand 6ft. high and feature small horns, a tail and large bat-like wings growing from their backs.

A Succubus can cause Darkness 5', have Nightvision, can Dominate any one (1) PC and can become Incorporeal at will. The Succubi lures her victim into acts of passion



and drains their life force with a kiss. This Energy Drain takes 1 life level/hit dice. She can also use the following spells as a Witch of 6th level, *Charm Person*, *Detect Good*, *Continual Flame*, *ESP*, *Clairaudience*, *Hold Person*, and *Polymorph Self*. Succubi also have Spell Resistance against fire based magic. If pressed, they can attack with two claw attacks (dagger -2), if each attack succeeds then she can also grapple for her energy drain attack/kiss.

A Succubus can gate in another demon (except another Succubus), but prefer not to do so since that would compel the succubus to a

service from that demon or its master.

With a touch, kiss or embrace they can drain 1d6 points of Strength and Constitution. Often this accomplished by touch. The Lilitu see humans as little more than animals. As with all Lilim, they choose whether or not their touch will drain life energy or not.

Shedim

The Shedim (both plural and singular) are known as Demons of Rage and even sometimes (along with the Baalseraph) as “devils”. These demons are currently under the yoke of the Baalseraph. They share a number of qualities with both the Calabim and the Baalseraph.

Like the Baalseraph, it is in conjuncture that these demons were also once helpful, even beneficial spirits. Whether they became corrupted on their own or because of the interaction of the Baalseraph no one knows.

In addition to the powers all demons have, all Shedim are fully immune to the effects of fire and fire damage. They also ignore the effects of extreme heat.

Barbazu: These foul demons are often known as “Bearded Devils” due to their long and wiry beards that grow from their chins and cover their whole body. Their large, cruel mouths are filled with dozens of broken and yellowed teeth. One has

the impression of looking at an evil, naked old man when seeing these creatures. Each bearded devil carries a sawtoothed glaive which it uses for two-handed damage (see. S&S p. 96).

A bearded devil stands 6 feet tall and weighs about 225 pounds. Their overall appearance is humanlike as mentioned. In addition to their long beard they also possess a large head with small pointed horns above their yellow eyes. Their skin color is the yellowish gray of a long sick human.

The Barbazu can summon 1-2 more of their own kind (1-2 on d6), 1-3 lesser Shedim (3-5 of d6) or 1 greater Shedim (6 on d6). Doing so puts them in the summoned demon's debt.

Cornugon: These devils look like gargoyles, though far more evil. Their squat, humanoid bodies are semi-bestial. Their faces are filled with malice and their eyes are uniform red that burns like fire. Cornugon are also known as “Horned Demons” or “Horned Devils”, aptly so. From their heads grow massive animal like horns. Nearly every sort of horned animal can be found among the ranks of these demons. Their thick bodies also have large bat-like wings which they can use to fly above opponents.

Such is the countenance of the Cornugon that they cause Fear (as per the spell) as if they were a caster of level 7. Even a successful Wisdom

save will result in opponents striking it at -1. Only creatures immune to fear are not affected.

A Cornugon is just over 9" tall when standing at its full height, but tends to come in around 7" due to its stooped posture and low head.

Erinyes: These frightful demons used to be known as the "Honied Ones", angels of righteous vengeance on evil doers. But a full third of their number turned away from their divinely ordained task and fell with the Baalseraph. Now they seek out vengeance with no regard for mercy. They retain the wings of their angelic nature, only now they appear torn and bloody. They carry a two-handed sword, which they may wield with one hand and a whip in the other. They can see invisible objects and persons and find objects as per the spell. Their whips can paralyze on any successful hit. Once an Erinyes has set a victim in their sight, nothing save their own destruction will stop them. Unlike other demons, Erinyes cannot be summoned. Erinyes may cast spells as a 4th level Priest of evil.

Gelugon: These creatures, also called Ice Devils, live in the deep frozen wastes of the coldest Hells. These creatures appear to be a large frozen beast similar to a herbivore like a deer. It stands on its hind legs with cloven feet much like a man or more closely a satyr. Their bodies

are long and covered in molting, decayed fur. Their arms are long and drag the ground much like that of an ape. Their fingers end in long black claws. Their head is like that of a herbivore with a long muzzle only their mouths are filled with sharp, bloody fangs and large tusks. Their eyes are milky and it appears at first they might be blind, but their keen hearing and sense of smell more than make up for it. Their heads are topped with antler like horns that have grown to a size no mundane herbivore could obtain. Steam issues from their bodies as if they had been frozen and are just now animate. They smell of death and corruption.

A Gelugon typically carries a large spear with a hook on the end, they can use this to damage or capture and then bite their prey (a natural role of boxcars on attack). Others will use their long claws.

These creatures are masters of their frozen wastes and will organize into large hunts to capture and eat anyone that interferes in their realm.

Like other Shedim, Ice Devils can summon 1 more of their own kind (1 on d6), 1-4 lesser Shedim (2-5 of d6) or 1 greater Shedim (6 on d6). Doing so puts them in the summoned demon's debt. They may only do this once per encounter. Typically an Ice Devil will not summon a Pit Fiend if they can avoid it. Gelugon can cast spells as if they were 7th level Druids.

Hamatula: These evil creatures are also known as Barbed Devils. Their human shaped bodies are covered in several thousand barbed spikes. This gives them the look of evil porcupine humanoids. Their mouths are full of small but sharp, thin teeth and their elongated heads support long but thin horns.

They attack with claws and a bite. A successful hit on all three attacks means the demon has grabbed on to a victim and is grappling for extra damage. This damage

does not require a hit roll, but is added on.

Any successful attack by Hamatula will require the opponent to make a save versus Wisdom for Fear (as per the spell).

Like other Shedim, Barbed Devils can summon

1-2 more of their own kind (1-2 on d6), 1-3 lesser Shedim (3-5 of d6) or 1 greater Shedim (6 on d6). Doing so puts them in the summoned demon's debt.

They may only do this once per encounter

Hamatula can cast spells as if they were 5th level Wizards.

Osyluth: The Osyluth, also called Bone Devils, appear to be 9ft. tall skeletons with thin parchment-like skin stretched over their bones. They radiate fear out to 5ft. due not just to their horrific appearance but their otherworldly nature. The bone devil can attack with a bite and two claws as well as a sting that causes damage as well as poisons its victims. The victim needs to make a Constitution based save or

take
2d6

points
of
damage,
save for
half.

These demons are found in the frozen lakes of the underworld and collect souls for their rulers.

Like
other

Shedim, Bone Devils can summon 1-2 more of their own kind (1-2 on d6), 1-3 lesser Shedim (3-5 of d6) or 1 greater Shedim (6 on d6). Doing so puts them in the summoned demon's debt.

They may only do this once per encounter.



Osyluth can cast spells as if they were 3rd level wizards.

Pit Fiend: Sometimes called an Arch Fiend, these creatures blur the line between the Shedim and Baalseraph.

Some were certainly powerful agents of good that fell along with their masters.

Others may have been lesser forms of Shedim that have changed over the untold millennia to become more like their new masters.

They resemble large brutish gargoyles with giant

horns, large bat like wings, monstrous, cruel faces and eyes that burn like fire.

All Pit Fiends can cast spells as if they were 10th level Wizards.

Baalseraph

These demons are the fallen gods and servants of good. Their only commonality is that each one was once considered to be a power of good and they have now become

twisted, and evil. Each Baalseraph demon is unique and are sometimes called "Devils". Baalseraph also are fully immune to Fire or Cold as indicated in their entry and can Dominate. The

Baalseraph have completely subjugated the Rage Demons, also known as Shedim.

In addition to all the powers possessed by all demons and Shedim, the Baalseraph can only be hit magical weapons.

Astaroth:

Astaroth is one of the greatest of the Baalseraph. Once called the Bright Son of Heaven, Astaroth rebelled against the Gods of Light and was cast down with the other Baalseraph.

He is considered to be one of the Dukes of Hell and appears as his station would require. His bearing is regal and noble and he retains his angelic wings, though they are



now rust-brown as if soaked in blood; which they are. His breath is extremely foul and it can be smelled as he speaks. Creatures within 5ft. of him must make a Constitution based save or be forced back 5ft. by the smell.

He rides a great black dragon of the largest size and keeps a cobra coiled around his right arm. Like all Baalseraph he is left handed. Astaroth can also cast spells as a Warlock of 7th level.

He is sometimes summoned in the rites of evil Witches and Warlocks to provide boons and learning. Typical boons include the knowledge of spells or a greater ability to cast spells (adding a +1 to rolls). He can answer up to three questions about the past, present and future truthfully. Though, if the summoner asks a question that is not within the realm

of the question; i.e. she asks a question about the present when she is supposed to ask about the past, then Astaroth considers the contract void and he returns to his realm, moreover, if he can return with the summoner's soul in his possession, then so much the better for him.

Demon Power Types

Demonologist have often found it more useful to rank demons by their relative power than by species or family. These power levels, known most often as Type, ranks demons together by relative power. So for example, all Type II Demons are roughly equal in power and their ability to be summoned.

Baalseraph are not represented here since each one is unique and requires a unique form of summoning.

Table 1: Demonic Summoning

Type	Calabim	Lilim	Shedim
I	Vrock	Succubus	Cornugon
II	Hezrou	Night Hag	Barbazou
III	Glabezu	Mormo	Osyluth
IV	Nalfeshnee	Empusa	Hamatula
V	Marilith	Lamiae	Gelugon
IV	Baalor	Lilitu	Pit Fiend

MONSTER REFERENCE TABLE

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Baobhan Smth	1-3	E	M	7	30'	8 (32 hp)	2 claws/1 bite hand axes, dagger) (2)	Blood drain, Charm, Darkvision	None	1,200
- Leanan Smth	1	E	M	8	30'	9 (36 hp)	2 claws /1 bite (2 hand axes, dagger)	Blood drain, Charm, Darkvision	None	1,300
Banshee	1	E	M	5	45' Fly 90'	7 (28 hp)	2 claw (2 hand axe)	Wail, Fear	None	1,000
Batlings	1-6, 10-60	N	T	8	20' Fly 60'	1 (4 hp)	Weapon (dagger)	Fly 60', Darkvision, Shriek	1	75
Bendith ☉ Mamau	1-3		S	6	30'	1 (4 hp)	Weapon (dagger)	Memory Loss	2	25
Boroka	1	E	L	7	75'	4 (16 hp)	2 claws (hand axe)	Charm, Witch magic	4	200
Brownie	1	G	S	6	45'	1 (4 hp)	1 (short bow)	Sleep, witch	2	15

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
- Bogey	1	E	S	6	45'	1 (4 hp)	1 (short bow)	magic Sleep, Witch magic	4	20
- Buckwan	1	N (U)	S	7	45'	2 (8 hp)	1 (dagger)	Sleep, Druid magic	3	20
Cait Sndhe	1 (1-3)	N (U)	M	6	90'	3+2 (14 hp)	2 claws /1 bite (2 hand axes, dagger)	Bad luck, Darkvision, Fear	None	100
Druther	1	N	M	7	20'	4 (16 hp)	2 fists (maces) or weapon	Vulnerable fire	None	900
Earth Troll	1-3	E	L - H	7	90'	6 (24 hp)	2 claws /1 bite (2 hand axes, dagger)	Darkvision, Rend, Vulnerable sunlight, regenerate 2	5	400
Fen Witch	1	E	M	5	40'	7 (28 hp)	2 claws /1 bite (2 hand axes,	Death speech, horrific appearance,	6	700

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Green Jack	1	N	M	8	40'	3 (12 hp)	dagger) 2 fist slams (maces)	mind probe Regenerate 2, Vulnerable to fire, cold	1	40
Hag, Annis	1 or 3	E	L	8 -3	40'	7+2 (30 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic	7	1,100
Hag, Cavern	1 or 3	E	M to L	8 -3	50' Climb 60'	9+5 (50 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic	8	2,000
Hag, Green	1 or 3	E	M to L	8 -2	30' Swim 30'	9 (45 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic, weakness	8	1,900
Hag, Ice	1 or 3	E	M to L	8	50' Climb	7+7 (35 hp)	2 claws /1 bite	Hag Coveys,	7	1,100

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
					10'		(2 hand axes, dagger), spells	Witch magic, breath weapon		
Hag, Moon	1 or 3	E	M to L	8 -4	60' Fly 60'	10+10 (50 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic, stun	9	2,200
Hag, Sea	1 or 3	E	M	4	30' Swim 40'	4+4 (20 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic, horrific appearance, water breathing	6	300
Hag, Storm	1 or 3	E	M to L	8 -1	40' Fly 80'	9+4 (40 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic, hair grapple	8	1,800
Hag, Swamp	1 or 3	E	M	7	40' Swim	7 (28 hp)	2 claws /1 bite	Hag Coveys,	7	1,200

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
					20'		(2 hand axes, dagger), spells	Witch magic, camouflage		
Hag, Wood	1 or 3	E	M to L	8	40'	8+8 (40 hp)	2 claws /1 bite (2 hand axes, dagger), spells	Hag Coveys, Witch magic, Vulnerable Iron	7	1,500
Imp	1	E	T to S	6	30' Fly 60'	3 (12 hp)	2 claws /1 bite (2 hand axes, dagger)	Poison, Shape shift	None	150
Jack O'Lantern	1-3	N or E	M	3	30'	6 (24 hp)	3 tendrils slams (mace) or 1 weapon		None	600
Scarecrow	1	N	M	1	15'	3 (12 hp)	2 fists (maces) or weapon	Fear, Vulnerable fire	None	100
Winged Cat	1	N	S	4	30' Fly 30'	1 (4 hp)	Bite (dagger)	Fly	None	25

Monster	#	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Winged Monkey	App 2-12	N	S	6	30' Fly 60'	2 (8 hp)	2 claws /1 bite (2 hand axes, dagger)	Fly, Speech	None	50

DEMONS TABLE

Monster	#	App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Calabim, Baalor	1		E	L	8 -8	40' Fly 90'	10+10 (50 hp)	1 sword	Demonic abilities, summon demons, cast Warlock spells,	10	3,000
Calabim, Glabezu	1-3		E	L	8 -6	40'	9 (36 hp)	2 pincers/ 2 claws /1 bite (2 short swords, 2 hand axes, 1 dagger)	Demonic abilities, summon demons, cast wizard spells	8	2,050
Calabim, Hezrou	1-3		E	L	8 -5	30'	8 (32 hp)	2 claws /1 bite (2 hand axes, dagger)	Demonic abilities, summon demons, darkness, fear levitate and detect invisible, stench	7	1,750
Calabim, Marilith	1		E	L	8 -7	40'	9+8 (44 hp)	6 (short or arms sword by	Demonic abilities, summon	9	2,200

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Calabim, Nalfeshnee	1-2	E	L	8 -4	30' Fly 40'	8+3 (35 hp)	1 bite (short sword)	Demonic abilities, summon demons, cast wizard spells	8	2,000
Calabim, Vrock	1-6	E	L	8 -3	30' Fly 50'	7 (28 hp)	2 talons/ 2 claws /1 bite (2 short swords, 2 hand axes, 1 dagger)	Demonic abilities, summon demons, darkness	7	1,500
Lilim, Empusa	1	E	L	8	30' Fly 60'	8+3 (35 hp)	2 claws /1 bite (2 hand axes, dagger) or by weapon type	Lilim abilities, dual forms, Intelligence drain,	8	2,000
Lilim, Lamiae	1	E	M	8 -1	60'	9 (36 hp)	2 claws /1 bite (2 hand axes, dagger)	Lilim abilities, dual forms, wisdom drain, blood drain, sleep song	9	2,200

Monster	#	App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Lilim, Lilitu	1		E	M	8 -4	60' Fly 120'	10+15 (55 hp)	2 claws (2 short swords) or weapon	Lilim abilities, dual forms, Strength and Constitution drain, Witch spells	10	2,600
Lilim, Mormo	1		E	L	7	30' Fly 75'	7+7 (35 hp)	2 claws /1 bite (2 hand axes, dagger) or weapon	Lilim abilities, dual forms, blood (constitution) drain	7	2,000
Lilim, Night Hags	1		E	M	6	45'	7+2 (30 hp)	2 claws /1 bite (2 hand axes, dagger)	Lilim abilities, dual forms, Constitution drain	7	1,750
Lilim, Succubi	1		E	M	5	30' Fly 45'	6+1 (25 hp)	2 claws /1 bite (2 hand axes, dagger)	Lilim abilities, dual forms, level drain	6	1,200
Shedim, Barbazu	1-6		E	L	8 -3	40'	7+5 (33 hp)	1 Glaive Two-handed damage as Pole	Demonic abilities, summon demons, darkness	7	1,500

Monster	# App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Shedim, Cornugon	1-3	E	M	6	30' Fly 50'	6+6 (27 hp)	Arm/Halberd) 2 horns/ claws /1 bite (2 short swords, 2 hand axes, 1 dagger)	Demonic abilities, summon demons,	7	550
Shedim, Erinyes	1 (1-3)	E	M	5	30' Fly 60'	6+5 (26 hp)	1 long sword and 1 dagger	Demonic abilities, summon demons,	6	545
Shedim, Gelugon	1-6	E	M	7	50'	9 (32 hp)	1 spear and bite (spear and dagger) or 2 claws /1 bite (2 hand axes, dagger)	Demonic abilities, summon demons,	9	1,580
Shedim, Hamatula	1-	E	M	6	40'	8+5 (33 hp)	2 claws /1 bite (2 short swords, 1 dagger) And grapple (dagger)	Demonic abilities, summon demons,	8	1,090
Shedim, Osyluth	1-3	E	L	8 -4	90'	8+2 (30 hp)	2 claws /1 bite / sting (2 hand axes, 2	Demon powers, Fear, poison	6	1,075

Monster	#	App	AL	SZ	AC	Move	HD	Attacks	Special	Treasure	XP
Shedim, Pit Fiend	1		E	L	8 -8	45' Fly 90'	10 (35 hp)	daggers poison) 2 sword	Demonic abilities, summon demons, cast Wizard spells	10	2,800
Baalsraph, Astaroth	1 (unique)		E	M	8 -8	45' Fly 90'	15+27 (80 hp)	Weapon (3 per round), or magic spells	Demon powers, Fear, Stench	9, 10	7,300

TREASURE

Witches may use any magic items able to be used by arcane spellcasters

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

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

Specific Weapons

Arrow, Witchfinder: When this arrow is dropped to the ground it will point in the direction of any Witch within 200 yards. The arrow also confers a +1 to hit, but not damage to a Witch. To all others, it is a normal arrow.



Athamé +1, +3 Witchkiller: This dire weapon is made from a common harmless Witch's athamé in order to hunt and kill Witches. It provides a +1

to normal attacks, but against Witches it provides a +3.

Blade of the Sun and Moon:

During the daytime, this longsword functions as a +2 flaming weapon. During the night, it functions as an icy weapon. The fire or ice does an additional 1d6 points of damage.

Cold Iron: While not magical *per se*, weapons made from cold iron, or iron not forged into steel, are useful against all creatures of faerie and even some Witches. A weapon made of cold iron provides no bonus to hit, but can hit faeries that would otherwise only be hit by magical weapons. The weapon also gains a +1 to damage. Cold Iron will not show up as magic via a *Detect Magic* spell, unless it has been enchanted separately.

Cold Iron has a slight magnetic field about it and is most often used in compasses rather than as a weapon. Weapons made from cold iron cost twice that of their steel counterparts and have 50% (1-3 on d6) chance of breaking on any critical miss/fumble.

Note: Some Referees may wish to offset the power of the Witch by making her venerable to cold iron as if she were a creature of faerie.

Dagger +1, Deep Sleep: This dagger appears as a

normal dagger. A *Detect Magic* spell will reveal that it is a +1 dagger. The true nature of this dagger is revealed in combat. Whenever the dagger scores a hit and causes at least 1 point of damage the victim must make a Constitution save or fall into a deep sleep similar to a *Sleep* spell. The sleep lasts for 2-5 rounds.

Diana's Bow: This appears to be a normal bow +2, except when used in direct moonlight it becomes a +4 bow, and deals an extra 2d6 against lycanthropes.

Specific Armors

Armor of the Elements: This set of magic armor (type and bonuses determined randomly) appears normal. However, in addition to its normal magical bonus (+1 to +3) it grants and additional +1 of any one type of elemental energy damage (fire, cold, lightning, sonic, or acid). This plus is added to saving throws and AC

Blade Resistant Armor: This Leather Armor +1 provides an additional +2 against slashing and piercing attacks only (swords and daggers) for a total AC protection of +3.

Death Armor: This black leather armor +1 is often crafted by Witches to be worn by the fighters sworn to protect them. Anyone touching, through grappling or otherwise, the Death Armor

receives 2d6 points of Acid damage.

Magic Cords

Magic cords are typically woven strands of fibers, flax, hemp, threads or yarn. Their magical effect comes when they are tied, either in a knot or around something. A character may only wear one cord at a time, but can wear one and use one that is not worn.

Cingulum: This nine-foot long cord is often wrapped many times around the waist as a belt. Magical varieties confer +1 to +3 luck bonuses to AC. The material to make this cord maybe anything the Witch has on hand (leather, hemp rope, cotton, silk), but the manufacture must be of high quality. The cingulum typically has a number of knots equal to its bonuses. The magic does not become active till it is wrapped around the waist and knotted.

Cord of Binding: Made with items from the person to be bound. Once the cord is made, the Witch needs to tie the items into the cord (typically hair or cloth) three times. The intended victim is treated as if under a *Geas*.

Hag Stone Cord: This cord holds naturally occurring "hag stones", stones that have naturally occurring holes in them. For every stone collected and enchanted the cord provides a level of

protection against hostile magic.

Handfasting Cord: Made of three separate cords, one each made by the couple to be married, the other by the Witch. Once tied around the couple's hands they are treated as if they have a Bless spell on them for a year and a day as long as they are within eyesight of each other. The cord does not need to be on their person, but it should still be intact.

Happiness Cord: A minor cord, this is usually a length of thin rope decorated with beads. Once invoked, it provides the effects of a Bless spell.

Witch Knot: This cord is made of woven plant material. It may seem simple at first, but this cord can hold up 3 to 8 levels (1d6+2) of Witch spells. The Witch casts her spell into the cord and ties it up in a knot. To release the spell the knot is untied or cut. Cutting the cord does render it useless for future uses.

Potions, Oils, and Powders

The brewing, distilling and preparation of potions have long been associated with Witches and Witchcraft. Among all the traditions, the making of potions is considered a high art. Witches may use their alchemical skills to create a

variety of potions. Not every potion is quaffed, and this is specifically true for potions made by Witches. Some are applied to the area that needs to be affected. Oils, balms, or poultices should never be consumed. Powders and potions burned off in a special crucible, are applied dry or mixed with a liquid. Careful research means the difference between a useful potion and an upset stomach; or worse.

Any Witch may attempt to make a potion once she reaches 6th level, but she would need to purchase and maintain an alchemist's laboratory to do so. The Witch has a base success of 1 on a d6 + 1 per Witch level - 1 per level of the spell being used. So, a 5th level Witch making a potion that heals as pure *Cure Light Wounds* would have a (1 +5, -1) or a 1-5 on a d6 of making the potion correctly. An incorrect potion is typically inert, but sometimes something unexpected can go wrong. An alchemist aiding the Witch can add +3 to her success at the cost of 1,000gp per level of the spell being used.

Unless otherwise noted the potion lasts 1d6+6 turns.

Animal Tongues: The drinker can comprehend and communicate with animals for up to five minutes after consuming this potion. The animals don't become more intelligent or cooperative,

although friendly creatures may be willing to do small favors or services.

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

Beauty Cream: When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This grants a +2 bonus to any Charisma based rolls where appropriate. The effects of one treatment last for 8 hours.

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

Bravery: This potion banishes fear and fills the drinker with confidence and self-assurance. She gains a +4 saving throw bonus against fear effects for thirty minutes. Additionally, if

the drinker is suffering from a fear effect when she drinks the potion, she receives another saving throw with a +4 bonus.

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

Clumsiness: This potion causes the creature drinking it to drop to a Dexterity score of 1 if the drinker fails a Poison saving throw. The effect is permanent unless removed by *Heal*, or *Remove Curse*.

Concentration: This potion focuses the mind and calms the spirit. The drinker gains a +5 bonus on Wisdom checks for 1 hour.

Confusion: This strange, swirling multi-colored liquid induces a temporary state of confusion in the drinker. The creature must make a Poison saving throw or suffer the effects of a confusion spell for the next 10 rounds.

Contagion: The drinker of this potion is afflicted with a disease chosen by the potion's maker. The creature must make a Poison saving throw to avoid infection.

Enfeeblement: This potion causes the creature drinking it to drop to a Strength score of 1 if the drinker fails a Poison saving throw. The effect is permanent unless removed by *heal* or *remove curse*.

Flying

Ointment: This oily rub is made from the fat of a consecrated animal. The ointment is rubbed over the Witch's body and it allows her to fly as per the Fly spell. It is noted that many non-Witches believe that Witches actually use rendered babies to make this potion adding to the distrust of Witches.

This ointment can be rubbed on the skin along with other such ointments, such as Sky Clad Oil.

Foolishness: This potion causes the creature drinking it to drop to an intelligence score of 1, per the *Feeblemind* spell, if the drinker fails a Poison saving throw. The effect is permanent unless removed by *Remove Curse*.



Final Rest: This oil is used to prepare a corpse for burial. Any one body treated with oil of Final Rest cannot become any sort of undead, nor can the spirit or soul that is associated with it, just as if the body was buried in hallowed ground.

Gullibility: A creature that drinks this potion must make a Poison saving throw or become somewhat befuddled and mildly euphoric. The drinker suffers a competence penalty of -10 on all Wisdom checks and saving throws involving charms, enchantments or illusions for an hour, when the potion's effects wear off.

Lethe Potion: A dose of this potion requires the drinker to make a Poison saving throw or forget up to five minutes of time. The drinker forgets the first memory or experience suggested by someone after they drink the potion. If no suggestion is made within a minute of drinking the potion then the drinker forgets the last five minutes (including drinking the potion). The potion's effects are permanent unless undone by *Break*

Enchantment, Modify Memory or a potion of memory.

Lust: This preparation induces a strong sexual desire in the character drinking it. Anyone attempting to seduce the drinker gains a +5 bonus on their Charisma check. If the imbiber also uses a charm spell of any type, then the target is at a -5 for saving throws. The effects last for 1d6 hour or until the character is successfully seduced, whichever comes first.

Lycanthropy: Any humanoid creature that drinks this potion must make a Constitution saving throw at -2 to avoid being infected with a form of lycanthropy chosen when the potion is made. If the save fails, the drinker becomes a lycanthrope of that type. The lycanthropy caused by the potion is the same as that inflicted by the bite or attack of a lycanthrope and can be cured in the same way.

Memory: A character that drinks this potion has perfect and total memory recall for a period of one hour. The drinker can remember anything she experienced with perfect clarity.

If the drinker is under the effects of a spell or potion that affects his memory (such as *False Memory* or *Lethe Potion*) then this will cancel out those effects. Once the potion's effects wear off, the clarity of the drinker's

memory returns to normal, but any dispelled memory effects are still gone.

While under the effects of this potion a spellcaster can recall 1d6 worth of spell levels already cast that day.

Neutralization: This potion neutralizes the effects of any other potion currently in the drinker's system. It does not neutralize the effects of potions with an instantaneous duration (such as *Cure* potions or a *Potion of Madness*), but it does eliminate the effects of potions with a permanent duration, such as a *Potion of Blindness*. It has no effect on spells or effects from any source other than potions. To neutralize oils, the potion must be poured over the affected creature or subject rather than consumed.

Oil of Death Armor: This oil is rubbed onto the user's body. Anyone touching the user with bare skin must Constitution save or take 2d6 points of damage. This spell lasts a number of rounds equal to 2d6. Many Patrons could consider use of this potion evil.

Polymorph: There are actually two different types of *Potion of Polymorph*. The first allows the drinker to assume the form of a desired creature, per the *Polymorph Self* spell, lasting up to 8 hours. The other forces the drinker to make a Constitution save or be transformed into a form

chosen by the maker of the potion. Frogs, rabbits, and other small, harmless animals are a common choice. The latter potion is permanent unless reversed by *Dispel Magic*, *Remove Curse*, *Break Enchantment*, or a similar effect.

Sky Clad Oil: This oil is rubbed on the body to protect the user from the elements while sky-clad (nude). The oil is only effective on bare skin. The user can survive temperatures of -60 degrees to +200 degrees Fahrenheit, but only when uncovered. Any part of her body covered by clothes will not receive the magical protection.

Any other class can use this oil, but Witches are very secretive about its nature. This oil can also be safely used with any other type of body potion or oil, in particular Flying Ointment.

The oil's effects last 6 hours, typically midnight till dawn.

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

such as elves, constructs, or undead.

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

Weakness: This potion temporarily saps a creature's Strength. The drinker must make a Poison saving throw or suffer a -5 enhancement penalty to Strength for five minutes. The subject's Strength cannot drop below 1.

Talismans

Talismans are small items that can have any spell of third level or lower. The talisman can be made of paper, wood, clay or even metal. Often they are worn and kept till evoked. To evoke a talisman takes only an instant and the effects are instant. The command word or gesture to evoke the talisman is often inscribed on the talisman itself.

Unless otherwise noted a talisman can only be used once.

Dizzying Talisman: This appears to be a normal talisman. Once per day it can be used to create a large, swirling motion of colors directly above the wearer. Anyone who views the swirling must make a

Wisdom save or come under the effects of a *Vertigo* spell as cast by a 5th level Witch.

Hand of Fatima: A small brass talisman in the shape of a hand. Provides protection against any evil spell or spell like effect directed at the wearer, in particular the *evil eye*. These talismans may only be used once per day.

Isis' Talisman of Protection:

This talisman confers a +1 protection bonus to saves and AC. Effects last as per level of creator. This talisman is usually in the form of a fine crafted gold ankh. These talismans may only be used once per day.



Talisman of Good Luck:

This talisman is one of the most often found. This minor magic item provides +1 to any single roll. The talisman must be invoked *before* the action is taken (before the roll is made).

Typically luck talismans are in the form of a four-leaf clover, a rabbit's foot, a horseshoe or a copper coin. Any other small item maybe use. The item is not consumed in the invocation, but it useless after the first use.

Talisman of Protection Against Conception:

Even in historical times there were means of birth control

practiced, and this is one of the magical ones. Worn by tantric Witches during their worship practices, Witches during the rites of Beltane or any woman that wishes to prevent an unwanted pregnancy.

The talisman provides protection for one full lunar month (one moon phase to the next) then it becomes

inert. This is if the talisman is used or not.

Mundane (non magical) pregnancies are completely blocked and magical ones (via a fertility spell) give a +1 to any saves.

Since they only last one month regardless of if it is used or not the materials are often not the highest quality. Also an owner can return to the Witch to have the talisman "recharged" at the same price.

Note: A lot of these talismans are sold that are completely useless. Only with the Witch's reputation, or the ability to detect magic, can one be sure. In places where Witchcraft. is outlawed possession of these talismans is also considered a crime.

Wands, Staffs, Distaffs and Rods

Wands

Wands are a multi-purpose magic tools for Witches. Wands maybe used by Witches or wizards. Some may be used by priests if they mimic the spells usable by priests.

Traditionally, Witch wands are made of wood with a length equal to the distance between the Witch's elbow and fingertips. Favored woods include oak, ash, and fruit-bearing trees of all sorts (particularly apple). Wands are often carved with magical symbols and runes, and may be decorated with precious metals, crystals, or gems, although most wands used by Witches are simple and plain.

Spell Wands: Like spell wands for wizards there are spell wands usable by Witches. The spells are randomly determined.

Wand of Spell Focusing: This wand helps focus the energy of the spell-caster (randomly determined on a d6, 1-3: Wizard, 4-5: Witch, 6: Priest). The wand focuses the energy of the caster and adds +1 to their spell casting rolls. Rarer wands can even increase this bonus from +2 all the way to +5.

Staffs and Distaffs

Few items are associated with women as the distaff. The distaff is used to hold wool or flax when spinning thread.

It is longer than the typical wand but usually shorter than the average staff; typically 2 ft. to 4 ft. long. The top is usually crowned to hold the material for spinning, but some are also flat with a rough surface. Witch staffs are typically made from oak, ash, or fruit-bearing trees such as apple.

A Witch can opt to use a distaff instead of a staff, since there is nothing out of the ordinary of a woman carrying a distaff, but a staff might draw attention.

Production requirements and costs for a magical distaff are the same as for a staff. The differences in size and amount of materials are offset by the rarity of magical distaffs. Otherwise any magical staff might be recreated as a magical distaff.

Broom Staff: This staff is made of hazel and birch and appears to be a normal staff. On a command word (typically "fly") the staff becomes a Broom of Flying. Rarer staffs mimic the powers of other magic brooms.

Staff of the Blade: This metal staff is actually crafted to look like a longsword. However, the blade is dull and can only deal 1d6+1 bludgeoning damage when wielded as a weapon. It allows use of the following spells.

Phantom Charge)	Lacerations	(1
Dreadful Charges)	Bloodletting	(2

Wave of Mutilation (2 Charges)

Staff of Enchantment: This

staff of apple or cherry wood allows use of the following spells:

charm person (1 charge)

sleep (1 charge)

suggestion (1 charge)

emotion (1 charge)

charm monster (2 charges)

mass suggestion (2 charges)

Staff of Transformation: This

staff made of ash is carved with shifting shapes and graceful curves. It allows the use of the following spells:

alter self (1 charge)

polymorph self (1 charge)

polymorph other (1 charge)

massmorph (2 charges)

Treant Staff: This

gnarled oak staff is made from a branch with the bark left on it. It may even have a few leaves, which remain green and vital. When the end of the staff is planted in the earth the staff transforms into a fully grown, huge treant that obeys the commands of the person who spoke the command word, per the *liveoak* spell.



This

consumes one charge. The staff remains in treant form for up to one day, then reverts back to staff form. Likewise, if the treant is killed, it reverts back to staff form and can be summoned again the next day.

Witch's Staff: This staff of

hawthorn wood is topped with a rough-faceted crystal. It is a potent magic item that allows the use of the following spells:

command (1 charge)

sleep (1 charge)

magic circle against chaos/law (1 charge)

polymorph other (1 charge)

veil (1 charge)

bestow curse (2 charges)

eternal sleep (2 charges)

Additionally, the wielder of a Witch's staff has a +2 bonus to AC and all saving throws. The staff itself is a +2 quarter staff and can be used as a weapon in *mklée* combat.

Rods

Rods are magical devices typically made by Witches and give to non-Witch friends and associates, typically known as "the Cowan". Usually anyone other than a Witch can use rods. Some Referees might allow that wizards also can't use these rods.

Rod of Witch Detection:

Favored by Witch hunters of all sorts. This rod will determine if someone is a Witch. The wand will grow warm in the presence of a Witch. The rod will be able

to identify 3d6 Witches, regardless of alignment. The user needs to be able to point the wand at the Witch and be able to feel the warmth; e.g. not wearing thick gloves or gauntlets.

Rune Rod: A rune rod is a long stick carved with runes and magical symbols. It is intended to store a single spell, much like a wand, but a rune rod is good for only one use. After it is expended, it is nothing more than an ordinary stick. The primary advantages of rune rods are that they are fairly simple and easy to make in comparison to regular rods and wands, and they can be used by anyone who knows the rod's command word (usually written as part of the runes), not just spellcasters. Witches often give rune rods as gifts to aid those who have aided them or tools for non-spellcasters. The spells can be determined randomly.

Wondrous Items

Athamé of Spell Focusing:

This ritual athamé focuses the energy of the Witch or Warlock so they may add +1 to their spell-casting rolls. Rarer athamés can even increase this bonus to +2 all the way to +5.

This item is similar to a wand of spell focusing, but the athamé of spell focusing only works for Witches and Warlocks.

Bell of Opening: A bell of opening is a silver bell. It is

similar in nature to the Chime of Opening. When struck, it sends forth magic vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. The chime of opening also automatically dispels a hold portal spell or an arcane lock cast by a wizard of less than 10th level.

The bell must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking. A silence spell negates the power of the device. A brand-new chime can be used a total of 50 times before it cracks and becomes useless.

Book Cover, Magical: This leather-looking book cover will grow or shrink to fit any size book. One place on the book the cover provides +1 magical protection to the book and grants it resistance to fire.

Book of Shadows, Magical: Designed for a Witch to record her spells. The book can only be opened by that Witch or any she invites to open it. If it becomes lost the book will act as if a *Locate Object* spell was cast on it, allowing the Witch to find it. The

book is flame proof and has a +2 protection bonus to any saving throws to prevent the destruction of the book.

Book Page, Magical: This blank page can be inserted into any mundane Book of Shadows or Book of Law. It confers +1 magical bonus to saving throws to the book. Also, two sets of script maybe be recorded on the page, a magical one, only visible by the Witch that owns the book and a mundane one visible to all. Typically the Witch will record something benign on the page while the true text is hidden underneath.

Up to 10 such pages may be added to any one book.

Brooms

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

Broom of Flying: This broom is able to fly through the air as if affected by a Fly spell [SS p.45] for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner as long as she has a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when she speaks the command

word. The broom of flying has a speed of 40 feet when it has no rider.

Broom of Flying, Greater:

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

Broom of Flying, Speed:

This broom is designed for speed and maneuverability. It can fly at a speed of 120 feet and has a maneuverability of perfect. Otherwise it is the same as a normal Broom of Flying.

Broom of Protection: This broom appears to be an ordinary Witch's besom or other mundane broom. It's magic is revealed when the Witch uses it to sweep.

This broom provided protection as a *Sanctuary* spell when the Witch sweeps a clockwise circle around herself and others. The effects last five rounds and may be repeated 3d6 times.

Broom of Protection, Threshold:

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

Candles

Candle, Harmony

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

Both partners are treated as if charmed (as the spell) by one another. If either partner is unwilling for the relationship to continue, he or she is permitted a saving throw, which if successful negates the spell.

Cauldrons

With the possible exception of the broom, few items are more closely related to the Witch as the cauldron. Cauldrons come in all shapes and sizes, from small ones used to brew or distil one potion to true huge ones that can hold three people comfortably. Cauldrons are usually round, made of iron and covered in black pitch. They often have runes or other symbols of power engraved in them. Used for both ritual and mundane tasks the cauldron is associated with the element of water.

Cauldron of Brewing:

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

Cauldron of the Dead:

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

Cauldron of Flying:

This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command the cauldron and up to 500 pounds of additional weight can *fly* through per the spell with an unlimited duration. The cauldron moves under the direction of the person who spoke the command word or phrase to activate it. The

cauldron provides half cover for anyone standing in it. It has an AC of 6 and 60 hit points.

Cauldron of Plenty: This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week it can also be commanded to create enough food and drink for up to twelve people. The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

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

Charm Bracelet: This silver chain is worn on the wrist and has a number of metal charms attached. The number of charms, 1 to 4, indicates the level of protection the bracelet will provide. So 1 charm is +1 to AC and Saves, 2 charms are +2 to AC and Saves and so on.

Charm Bracelet, Luck: This silver chain appears to be a charm bracelet, but instead of providing protection directly it provides a +1 to any one roll. The number of times it can be used in a day is indicated by the number of charms, 1d6. The luck bonus must be announced before the roll is made. It

may only provide a single +1 bonus per use.

Crown of the Spring Maiden:

This crown is made of spring flowers and is similar to the crowns worn by girls and young women during Beltane and May Day rituals.

Anyone wearing this crown (male or female) appears to be as they did at the onset of young adulthood.

The wearer of the crown gains a +1 adjustment to any Charisma based roll and when casting any *charm* based spell the victim is at -2 to save.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Wisdom Save negates).

Crystal Ball Type	Market Price
Crystal ball	42,000 gp
Crystal ball with see invisibility	50,000 gp
Crystal ball with detect thoughts (Wisdom save negates)	51,000 gp
Crystal ball with telepathy*	70,000 gp
Crystal ball with true seeing	80,000 gp

*The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character

may attempt to implant a suggestion (as the spell, Will DC 14 negates) as well.

Certain crystal balls have additional powers that can be used through the crystal ball on the target viewed.

Coat of Darkness: This black coat provides a +4 bonus to hide checks, and once times per day can cast *Intangible Cloak of Shadows* on the wearer.

Dowsing Stick: This appears to be a normal stick similar to that used for a *dowsing* spell. It can cast *dowsing* at will.

Earrings of Timeless Beauty: These earrings are usually very elegant and decorated. The wearer of these earrings is granted a +6 bonus to seduction rolls (based on Charisma), and a +2 bonus to all other charisma based rolls.

Garters

Garters are bits of clothing, usually cloth or leather, but can be made of more exotic materials such as snake skin, used to hold up a pair of stockings or socks. Some garters are also worn without supporting any other item of clothing or on the arm. Only one garter may be worn per appendage.

Garter of Bright Blessings (Honeymoon Garter): Like the *Handfasting cord*, this item was designed for weddings. The magic item

must be worn by the bride on her wedding day. The item is only invoked when it is removed by her chosen groom on their wedding night. Once done either participant may cast a *Locate Creature* that is specific to their spouse 1/day for 1 year and a day after the wedding. The casting is done as a Witch 10th level.

Garter, Courtesan's: The garter makes the wearer more attractive. They gain all the benefits of a *Glamour* spell 1/day as if cast by a 10th level Witch.

Garter of Luck: This colorful garter, worn by both men and women, fits to lower calf of the leg and is used to hold up socks or secure breeches or pantaloons. It provides the effects of *Bless* spell once per day.

Garter of Protection, Goddess Blessed: These garters all confer a level of protection as a personal blessing from the Goddess. The nature of the protection depends on the Name of the Goddess used in the garter's creation.

Goddess(es)	Protection Granted
Aphrodite, Astarte, Brigit	+1 Charisma saves
Artemis, Diana, Nike	+1 Dexterity saves
Bast, Epona, Freya	+1 Strength saves
Athena, Hecate	+1 Wisdom saves

Cardea, Isis	+1 Intelligence saves
Hathor, Hestia, Kali	+1 Constitution saves

These garters often display the personal symbol of the Goddess and are usually worn on the upper arm. There may be other kinds of garter conferring the blessings of other goddesses.

Note: Referees can replace the names of these Goddess with ones that are appropriate for their campaign world. These are listed as example.

Garter of Protection, Red:

This garter is almost always red. It confers a natural armor protection of +1 to +5. Normally worn on the upper arm this garter is made of the finest leather available.

Garter, Snakeskin: This garter is made of the recently shed skin of a large snake (less than 24 hours old). The skin is treated and infused with the Witch's magic. The end product is a bright snakeskin garter that allows the wear to escape any bonds as if they had *escape of the snake* cast on them.

Hand of Glory: This was a right hand of a murderer that was severed while the corpse was still hanging from the gallows. This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). When the hand was

ready, candles were fitted on it between the fingers. These were called the "dead man's candles" were made from another murderer's fat, with the wick being made from his hair. Another method of curing the severed and dried hand was to dip it in wax. After this process the fingers themselves could be lit. If a



magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it him or herself, and it does not count

against the wearer's two-ring limit. The hand can wear only one ring at a time.

Even without a ring, lighting the hand itself allows its wearer to use *daylight* and see invisibility each once per day.

The following phrase is spoken to invoke the hand:

"Let those who rest, more deeply sleep;

Let those awake their vigils keep.

Oh, Hand of Glory, shed thy light

And guide us to our spoil tonight."

Hat of the Archmage

This artifact is quite rare and very powerful. Created by an

ancient archmage that used to joke that he always had another idea under his hat, the hat allows the wizard (and only a wizard) to store a number of extra spells. It is rumored that this hat can hold 100 levels of spells that can be cast when the hat is opened and the proper spell is commanded to come out. The wizard can then cast spells into the hat to be used at a later time.

Another, similar item, is known as the Hat of the Queen of Witches and is only usable by a Witch

Hat of Focus: This hat aids the wizard or Witch when they are performing spell research, learning new spells or otherwise engaged in any work requiring their focus.

This hat when worn will treat the wearer as if they had an Intelligence or Charisma score as one greater (+1) than they currently have. This does not change the number of spells they can learn or memorize based on their ability scores, but it does aid them with learning or creating the new spell.

Hat of Focus, Spellslinger:

This hat is similar to the Hat of Focus save that it adds +1 to the wearer's spellcasting rolls. So this hat could add +1 per die in a fireball's damage or -1 in a Saving Throw, but not both.

Magical Hat (Holding): This hat appears as a crumpled old wizard's or Witch's hat. The inside though is an extra-

dimensional space similar to that of a Bag of Holding. The user may store up to 10 lbs of mundane (non-magical) material inside. Regardless of the contents, the hat will only weigh 10-12 ozs. Typical uses are a place to store spell components and other minor items. The Witch cannot pull the hat down over her head to protect it since the entire item must be enclosed. Any animal placed in the hat will suffocate within 5 minutes much as a bag of holding. Magical Hats react the same to portable holes as do bags of holding.

This hat, despite its name, can be used by any class.

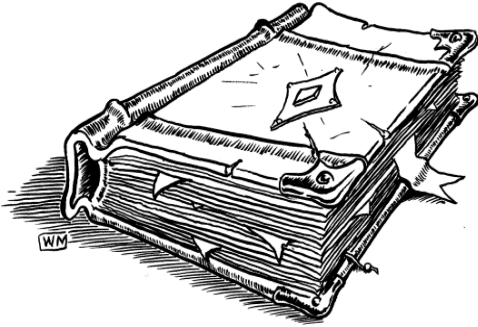
Magical Hat (Holding, Greater):

This hat appears as any other Magical Hat. This hat can hold 25 lbs of materials as well as magical ones.

Mantel of Protection: This leather mantle can be worn over cloaks, coats or armor. It provides +1 protection to AC and a +1 bonus to saving throws.

Manual of Druthers: A druther is a special type of wooden golem that a Witch can create. The druther costs only about 1,000 GP to create and can take any form as long as it is all wood. The druther can be carved from wood or it can be made of wooden twigs and boards attached together. Creation time takes one month.

Once the druther is finished the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the druther, the figure becomes fully animated. The creator of the druther needs to be a spellcaster of 10th level or



higher.

Mask of Beauty: While worn this mask transforms the wearer into an idealized version of beauty. The wearer of the *mask of beauty* gains a +3 bonus to Charisma in regards to reaction rolls and hirelings, but not on XP bonuses for Witches.

Rings of Shared Danger: Ring of shared danger come in batches. They are usually paired, but up to a dozen rings can be linked at any one time. Whenever one of the ring wearers is in danger that would be obvious to a nearby observer (though not necessarily the wearer herself), all other wearers are aware of the endangered character's location and what is threatening her. The rings do not provide any aid in reaching the endangered character. Anyone who knows

what a ring of shared danger is may be reluctant to kill the wearer, however, since all other ring wearers will be able to see the attacker. The ring's power does not provide any bonuses to seeing through disguises, nor does it grant any ability to penetrate illusions.

Sandals of Air Walk:

These sandals hover slightly off the ground, just as though the wearer had the spell *Air Walk* cast on them.

Scrying Crystal: A crystal suspended on a silver chain can be used by a Witch to scry. The chain is spun and the crystal is dropped on a map or a board to spell out answers. Magical scrying crystals add to the level of success by providing a +2 bonus to the spellcasting roll.

Voodoo Doll: This doll is usually crafted to vaguely resemble a particular person, though it can be altered to resemble someone else after its creation. If a personal item is attached to the doll (for instance, the targets ring, or a lock of the persons hair), the Voodoo doll can be used to cast *Ghostly Slashing* as a first level sorcerer on the target once per day, regardless of the distance between the target and the user. A person may only be the target of one Voodoo doll at a time. You may not make yourself the target of a Voodoo doll in order to make

yourself invulnerable to other dolls.

Cursed Items

Evil Witches are well known for their curses. It has been postulated by many sages that the abundance of cursed items to be found are a result of vengeful Witches. Witches often counter that this is nothing more than rumor and more slander against them.

There are though many cursed items that are the result of Witches for whatever the motive.

Apple of Eternal Sleep:

This beautiful red, ripe apple appears fresh and tempting. Should anyone bite into it (even a small taste), they must make an immediate saving throw vs. Constitution or be stricken by the eternal sleep spell. The victim can only be awakened by a casting of *break enchantment*, *remove curse*, or by a kiss from someone of royal blood or their true love.

Broom of Animated Attack:

This item is indistinguishable in appearance from a normal broom. It is identical to a broom of flying by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping him on his head from 1d6+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face

with the straw or twig end and beating him with the handle end.

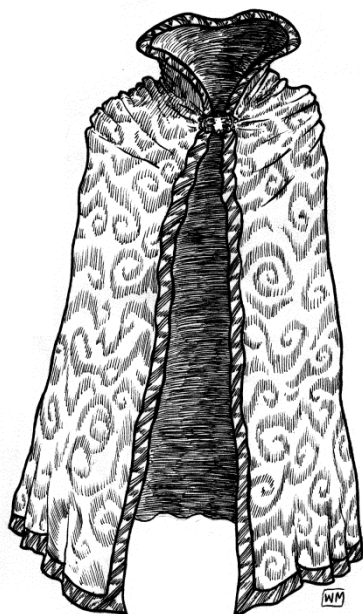
The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 7 and 18 hit points,

Broom of Flying, Cursed:

This broom appears as any other magical or mundane broom. That is until a Witch (no other class) attempts to ride it. The broom then takes off in any random direction at top speed as per a Broom of Flying. The only way to stop it is to cast a *Remove Curse*.

Cloak of Immolation:

This baleful cloak appears to be a finely made normal garment that radiates protective magic when examined using detect magic. The cloak can be handled or examined without harm, but when it is put on, it immediately bursts into flames, which burn continuously but do not harm the cloak, only its wearer. The cloak does 1d6 points of fire damage each round and cannot be removed unless a *remove curse* spell is cast upon it. Submerging the wearer in water can douse the flames temporarily, but the cloak reignites when exposed to air again. Spells



such as endure elements can temporarily protect the wearer against the cloak's flames, but does not remove the cloak.

Crown of Blindness: This fine silver circlet is often set with a milky moonstone (similar to a moon circlet above). When a wearer places it on her head, the stone in the circle goes dark akin to the waning moon and the wearer must make a saving throw vs. Wisdom or immediately go blind, per the blindness/deafness spell. The saving throw must be made each round that the crown is worn (removing it is a move-equivalent action that provokes an attack of opportunity). The blindness can be cured using remove blindness/deafness, break enchantment, or remove curse.

Cursed Candle: This candle is imbued with a baleful spell (commonly bestow curse, but a number of others are possible). The spell affects the first creature to light the candle. Alternately, some cursed candles affect the first creature to spend a set amount of time in the candle's presence (within 10 feet or so, usually about an hour's time). The victim saves against the spell normally. Once the spell has taken effect, the candle flares and goes out and cannot be relit. Other cursed candle spells include blindness/deafness, contagion, and polymorph other.

Cursed Candle - Scarlet Candle of Lust: Anyone who is near a Scarlet Candle of Lust for more than 15 minutes must succeed a saving throw vs. Wisdom or become beguiled to the user, as per the spell.

Hat of Focus, Dunce
This cursed hat looks exactly like the Hat of Focus and any detect magic will reveal that it is in fact a Hat of Focus. This hat though has the opposite effect and lowers the appropriate spellcasting ability score by 3 points. So if worn by a wizard then their intelligence drops by 3 points. The hat can only be removed with a *Remove Curse* spell.

Hermaphromorphic Girdle: This enchanted belt radiates magic of an indeterminate type. When it is put on the

wearer must immediately make saving throw vs. Constitution or be transformed into a member of the opposite sex. The character's abilities, mind, and spirit, remain unaffected (per

The polymorph other spell); only the character's gender changes. The change is permanent unless undone by a use of break enchantment or remove curse.

Mantle of Madness: Anyone who puts on this beautiful and finely embroidered cloak must make a saving throw vs. Wisdom or be stricken with insanity, as per the spell. The save must be made each round the cloak is worn. Only miracle *remove curse* can restore the creature's sanity.

Sack of Rats: A cursed item in the general sense, many have found some use for this. This normal sack appears to all magical detection (except for a detect curse) to be a Bag of Holding. Once a food item though is stored in this bag will its true magic be discovered. Out from the bag will pour thousands of rats that will run in every direction away from the holder of the bag. The bag contains 1,001 rats. A Dexterity save must be made or anyone in 10' feet of the bag will be unable to move due to all the rats. The rats will bite and all within 10' of the bag will take 1d6 hit points of damage.



Witch Adventures

First and foremost Witches should be used to add interest and mystery to the campaign.

Non-Player Character (NPC) Witches will either act as a PC's greatest asset or their worst enemy. Remember that a Witch's motives are not necessarily those of other powerful NPCs. She could simply use the PCs as one small strand in a massive and complex web of intrigue. On the other hand, the Witch may rely on the PCs for the nasty business of monster bashing while she weaves intricate spells to protect and aid her party.

Witch Player Characters should be handled with great care. Witches, like wizards, start out in the game relatively weak. But also like their wizard brothers, they grow in power. Like wizards and priests, Witches should be looked to as sources of wisdom and insight. If there are more than one or two Witch characters in an adventuring party it should be assumed that they are both members of the same coven. Covens guard their secrets and spells very carefully; a Witch is not likely to work with another Witch of a different coven. Even similarly aligned covens are often wary of each other.

Unfortunately, due to the mysterious nature of Witches, many are often hunted and killed. Granted there are chaotic Witches, aligned with unspeakable things from the Infernal Planes, there are also

lawful and neutral Witches. A Witch, if she is known to be a Witch, will be under suspicion from all, save her closest of associates and friends. Many Witches will disguise themselves as priests or wizards. However, disguise is not a Witch's forte therefore she may still be caught. In some areas paranoia of Witches runs so high that actual priests or wizards may be charged with Witchcraft. The GM must design the specifics of his campaign worlds and laws made to deal with "Witches". Of course not all Witches are content to hide in the shadows or under guise. Some Witches are quite open and honest with their craft. This will all depend on the nature, personality, and alignment of the Witch herself.

Witches should add spice and variety to your campaign world, both lawful and chaotic Witches. Many of the details have been left up to the player's and the GM's discretion. For instance, she may wish to design specific daily rituals for his Witch, or she may wish to expand on the Witch's relationship with her patron. Who exactly are they? Where are they? The GM is encouraged to experiment with the Witch class, as long as she avoids the temptation to make her excessively powerful.

Here are some adventure ideas to use with your Witch characters, either featuring the

Witch as protagonists or antagonists. With each adventure seed, alternate plot lines are also discussed.

A Curse on Thee

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

Faerie Tales

The PCs come to a new land and discover that everyone knows everything about them. They are hailed as celebrities, but not as heroes. They discover that a young bard, who is also a Witch, has been telling tales of the PCs for the local children as faerie stories. She had no idea that her stories were based on the true lives of the characters.

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

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

Storyteller's Blues: The storyteller finds that once the

real life adventurers show up, she is no longer needed or wanted. This most certainly will become a big problem for the once very famous and beloved storyteller.

Old City Lady

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

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

Old Lady of the Woods

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

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

What is she doing out there in the woods? She is waiting for children to wander by so she can eat them. She is protecting the local villagers from the things in the woods. She is protecting the woods from the villagers. She is investigating some portal to the lower planes so she can unleash a horde of demons. She is investigating some portal to the lower planes so she can seal it up. She just wants to be left alone.

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



to aid her home.

Potion Mistress

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

but also gather the ingredients for the cure.

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

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

She Bewitched Me

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

Strange Brew

This one is so classic it is cliché. A Witch, whose love was scorned by the handsome prince, is dealing out love potions to all and everyone is falling in love with the wrong person. Panic, confusion, fear and doubt rule the land. The PCs, being new to the

town and not effected (yet), need to help bring order to the town.

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

The Call

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

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

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

The Lost

The PCs encounter two women named Sailliach and Teamhair. They are fleeing their homes, but neither will say why. They have been lost for days and need the PCs to help.

Background and Goal: Sailliach and Teamhair are not only fleeing because they are Witches, but also because they are lovers. The PCs job is to get them to the safety of the Daughters of the Flame Coven.

The Exile

The PCs encounter a lone, young Witch. Her hometown has thrown her out for her 'devil-worshipping' ways. She wishes revenge, and tries to get the PCs to help her.

The Expert

In the course of adventuring, the PCs come into contact with a powerful magical relic. It seems the only one who knows anything about it is an ancient Witch.

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

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

The Orphan

An orphan has come to live with either the PCs or a close friend or relative. The problem is that the orphan is not at all what he seems. The child is beyond acting strange and the PCs are given reason to believe that he might be a demon or some magical creation sent by a Witch to kill its "parents."

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

Twist: The orphan is magical, but not evil. He was sent to protect the PCs from an evil Warlock bent on killing them. This works well if one of the players is a Witch that the Warlock is after.

The Quester

The quester has stumbled upon the ways of the Witch (almost always a solitaire), and wants to learn more about it. She sees the PCs as a good way to help her on her quest.

Alternate: An apprentice 'wise woman' approaches the PCs.

Before she can take her mistress' place in the village, she must continue her learning by broadening her knowledge beyond the boundaries of her village. Going with the PCs should do the trick.

The Witch Trial

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

Twist: Instead of a PC, it is a local woman accused of Witchcraft and not an innocent at all, but a real malefic Witch bent on harm

and playing on the PC's willingness to help.

Court Intrigue

The Queen of Witches is dead! All the members of the court seem to be guilty and all have something to gain. The Princess of Witches has summoned the PCs to act as impartial witnesses or convenient scapegoats.



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Table1: Witch Advancement

Level	Hit Die	Attacks	Spells Granted by Level					Coven	XP Needed
			1	2	3	4	5		
1	1	1	1						0
2	2	1+1	1	1					2,200
3	3	2+1	2	1					4,400
4	3+2	3+1	2	2	1				8,800
5	4	3+2	3	2	2				17,600
6	5	4+2	3	3	2	1			35,200
7	6	5+2	4	3	3	1			71,500
8	6+4	5+3	4	4	3	2	1		137,500
9	7	6+3	5	4	4	2	1		275,000
10	8	7+3	5	5	4	3	2	1	550,000
11*	9	7+4	6	5	5	3	2	1	825,000
12	9+6	7+5	6	6	5	4	3	2	1,100,000
13	10	8+2	7	6	6	4	3	2	1,375,000
14	11	8+3	7	7	6	5	4	3	1,650,000
15	12	8+4	8	7	7	5	4	3	1,925,000
16	12+8	8+5	8	8	7	6	5	4	2,200,000
17	13	9+3	9	8	8	6	5	4	2,475,000
18	14	9+4	9	9	8	7	6	5	2,750,000
19	15	9+5	9	9	9	7	6	5	3,025,000
20	15+10	9+6	9	9	9	8	7	6	3,300,000

Table2: Warlock Advancement

Level	Hit Dice	Attacks	Spells Granted by Level						XP Needed
			1	2	3	4	5	6	
1	1	1	1						0
2	2	1+1	1	1					2,750
3	3	2+1	2	1					5,500
4	3+2	3+1	2	2	1				11,000
5	4	3+2	3	2	2				22,000
6	5	4+2	3	3	2	1			44,000
7	6	5+2	4	3	3	1			88,000
8	6+4	5+3	4	4	3	2	1		165,000
9	7	6+3	5	4	4	2	1		330,000
10	8	7+3	5	5	4	3	2	1	605,000
11*	9	7+4	6	5	5	3	2	1	880,000
12	9+6	7+5	6	6	5	4	3	2	1,155,000
13	10	8+2	7	6	6	4	3	2	1,430,000
14	11	8+3	7	7	6	5	4	3	1,705,000
15	12	8+4	8	7	7	5	4	3	1,980,000
16	12+8	8+5	8	8	7	6	5	4	2,255,000
17	13	9+3	9	8	8	6	5	4	2,530,000
18	14	9+4	9	9	8	7	6	5	2,805,000
19	15	9+5	9	9	9	7	6	5	3,080,000
20	15+10	9+6	9	9	9	8	7	6	3,355,000

*Levels past 10th are detailed in *Monstrous Mayhem*.