

The Green Witch

for Swords & Wizardry
by Timothy S. Brannan



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Forward

Tim and I met over our mutual love - witchcraft. As a child witches and (what I believed was) magick got me through hard times. The idea that there was more to the world we live in, that I had power to change and affect the world by means more powerful than the mundane ones available to everyone else. As an adult, I have grown and my concept of the world and the power inhabiting the world have changed. However, my love for witches and occultism remains.

As roleplayers witches inhabit a special niche in our gaming culture, they are often used in stories, but then overlooked as playable character options. They are replaced with wizards, sorcerers, warlocks, all people with power, but none of them truly a witch. None of them with the dynamic spirit and flexibility of magick the witch has.

What we miss in many settings is the woman who whispers secrets into the dark, tears root from earth—who with grit and grime, spit and spite, toil and trouble—brews, conjures, and cajoles the fabric of reality with her very being.

When Tim told me he was working on his Basic Era Witch for the new edition of Swords and Wizardry I was ecstatic. What better way christen the new edition than with the arts of a true magic-user?

Elizabeth Chaipraditkul
Author, *WITCH Fated Souls*
Yule
December 19, 2016

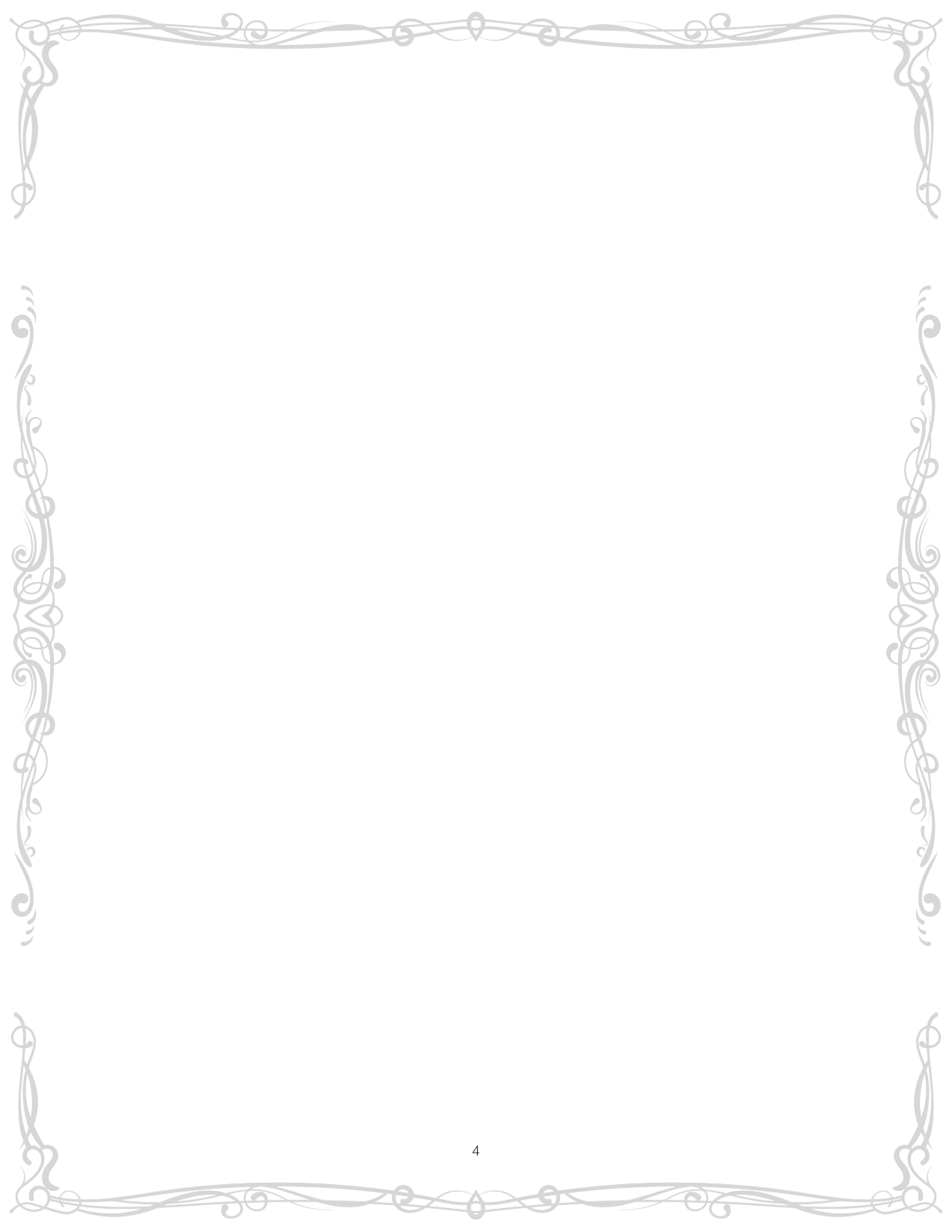
The Green Witch (2017) Timothy S. Brannan

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The Green Witch

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."

No tradition of witchcraft better typifies this better than the Green Witch.

Found on the edges of civilization or in small rural areas, the Green Witch practices her craft. Her ultimate purpose is to protect the Wood from human intrusion and protect humans from the Wood.

Being a Green 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 knowledge out of the blue that this is her path; other times it is happenstance: 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.

Green Witches belong to the **Green Witch Tradition**. Often they are solitary practitioners, usually only tended by a Huntsman. Other belong to a Grand Coven consisting of other witch Traditions such as Craft of the Wise, Faerie, and Aiséiligh traditions. Even Druids, like-minded Clerics, and Green Knights join this large coven.

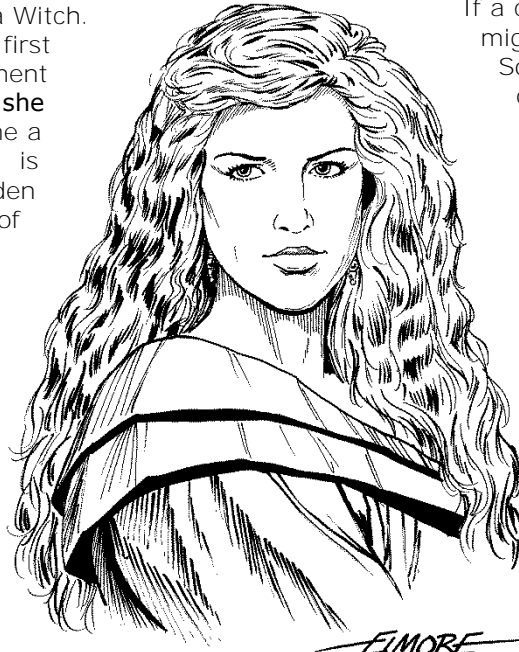
Upon entering the coven, the highest-ranking Witch (who, regardless of actual level, is known as the High Priestess) will invite the young initiate to **learn all she can from the coven's Books of Law**. Some covens require a year and a day before the initiate can fully join; only then will the new Witch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

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.

The Grand Coven of the Earth Mother

The grand coven of the Earth Mother is a large coven primarily consisting of Green Witches and Druids. The philosophies and religious practices of both groups find a welcoming counterpart in the other. The sense of cooperation and working towards a common goal extends to others as well.

Members: Members of this Grand Coven include Witches and Druids as part of the "Inner Circle." The Outer Circle members include clerics of the Earth Goddesses, good-minded Faerie Pact warlocks, Green Knights, and Huntsmen. Often only the witches, druids and clerics will be part of the religious practices, sabbats, and rituals. A notable exception to this is the Green Knight. A Green Knight will stand outside the circle, not directly participating, but guarding the members.

General Alignment: The Grand Coven is predominantly Neutral in alignment.

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

Sabbats and Rituals: This coven celebrates on the Equinoxes and Solstices. The ceremonies are held with a Witch as High Priestess/Goddess and typically a Druid or Cleric as High Priest/God.

Common Traits: This coven grows up in areas that have both druids and green witches. Other witch traditions may also be present such as the Faerie and Craft of the Wise Traditions. Often all members of the local community are part of the larger congregation. If there is a cleric involved in the coven often, this person will be in charge of the laity members and **might even act as the "Face" or a representative of the people to inner circle and the congregation as a whole to the outside world.**

Ardaynes: Protect the community and the natural things that give it life. Honor the Goddess and her Consort in all things. Attend the Sabbats to ensure there will be good growing seasons and harvest.

Witch (Green Witch Tradition)

Prime Attribute: Charisma

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level.

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

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

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

Races: Elves, Forest Gnomes, Half-elves, and Humans may be Green Witches.

Green Witch Table 1: Witch Experience by Level

Level	XP	Hit Dice (d4)	Saving Throw	Occult Powers	Spells / Level*								
					1	2	3	4	5	6	7*	8**	
1	0	1d4	15	Power	1	-	-	-	-	-	-	-	-
2	2,600	2d4	14		2!	-	-	-	-	-	-	-	-
3	5,200	3d4	13		2	1	-	-	-	-	-	-	-
4	10,400	4d4	12		2	2!	-	-	-	-	-	-	-
5	20,800	5d4	11		2	2	1	-	-	-	-	-	-
6	40,000	6d4	10		3	2	2!	-	-	-	-	-	-
7	80,000	7d4	9	Power	3	2	2	1	-	-	-	-	-
8	160,000	8d4	8		3	3	2	2!	-	-	-	-	-
9	320,000	9d4	7		3	3	2	2	1	-	-	-	-
10	440,000	10d4	6		4	3	3	2	2!	-	-	-	-
11	560,000	10d4+1	5		4	3	3	2	2	1	-	-	-
12	680,000	10d4+2	4		4	4	3	3	2	2!	-	-	-
13	800,000	10d4+3	4	Power	4	4	3	3	2	2	1	-	-
14	920,000	10d4+4	4		5	4	4	3	3	2	2!	-	-
15	1,040,000	10d4+5	4		5	4	4	3	3	2	2	1	-
16	1,160,000	10d4+6	4		5	5	4	4	3	3	2	2!	-
17	1,280,000	10d4+7	4		5	5	4	4	3	3	2	2	1
18	1,400,000	10d4+8	4		6	5	5	4	3	3	3	2	1
19	1,520,000	10d4+9	4	Power	6	5	5	4	4	3	3	2	1
20	1,640,000	10d4+10	4		6	6	5	5	4	4	3	3	2
21	+120,000	+1 hp/level	4		6	6	6	5	5	4	3	3	2

* 7th Level Spells usable only by Witches with CHA of 16 or greater

** 8th Level Spells usable only by Witches with CHA of 17 or greater

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

Green Witch Table 2: Witch Attack by Level

Level	Target Armor Class [or Ascending Armor Class]																	
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
24+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18

The Green Witch Tradition

The witch living in the deep of the woods is a powerful archetype; her story has been retold countless times in myth and tale. This type of witch is often a Green Witch. Green Witches appear to be living in solitude, usually in a sylvan setting. If the Faerie Witch is the protector of the wood and the lands of the faerie from humans, the Green witch protects the wood and humans from the actions of the fae. Though admittedly this is a simplistic overview. Green Witches, like Faerie Witches, are typically solitary and are interested in protecting their lands. More often than not their goals and aims are similar. Green Witches, if anything, are closer to the "human" communities than their Faerie Witch counterparts.

The Green Witch's clothing varies from character to character. Some of them choose to dress down, while others dress with a flair for the bizarre. Their homes appear welcoming, but also very unnatural in a forest setting. The homes are typically well kept with splendid gardens outside. Most will, regarding clothing, home, and style, choose something that places them in harmony with nature and natural surroundings.

Role: Green Witches, like many witches, represent a liminal or in-between. She is neither part of the mortal world or the faerie world. She is also part of both. To the Green Witch, the Natural and the Supernatural are the same thing. The Green Witch believes that her magic and power comes from her connections to both the natural and supernatural worlds. They share much in common with druids and other worshipers of nature.

Joining this Tradition: Green Witches join this tradition in a variety of ways. A common way is when a small child becomes lost in the wilderness and an existing Green Witch finding the child. Another Green Witch may receive a vision from her patron to teach a Neophyte Green Witch the traditions. Other times, a person may become divinely inspired, and attempt to seek out an existing Green Witch to train under. The Green Witch must learn Elf or Sylvan as one of their starting languages. The highest holy days for the Green Witches are the Solstices, a period of transition between one season and the other. Since Faerie Witches typically revere the Equinoxes, so a Grand Coven of both types would celebrate all four.

Leaving this Tradition: A Green Witch who ceases to respect her traditions and the Earth will lose all her powers.

Occult Powers: The Green Witch lives in the natural world, but sees even the worlds of magic and the "supernatural" as part of nature.

Least, 1st Level: Familiar. The Green Witch gains a familiar. This familiar will be a creature that is common to the area the Green Witch lives. It can appear as a normal animal, but there could be something different or off about it. Examples of these familiars might be larger than usual cats, rabbits with odd colored fur or talking dogs. The "specialness" of the familiar in question will never be something great, but it will set them apart from others of their kind.

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

Lesser, 7th Level: Speak to Plants and Animals. Three times per day, the Green Witch may speak to plants or animals. The conversation is limited to the intelligence of the creatures involved, but the witch might still discover a great deal about the surrounding land.

Minor, 13th Level: Pass without Trace. The Green Witch is so connected to her natural home that she cannot be tracked by Rangers, huntsmen or other mundane/non-magical means. Three times per day she may also hide from magical detection including scrying and spells like ESP.

Greater, 19th Level: Immunity of the Fae. The Green Witch has spent so much time on the borders of the Faerie Realms that she has gained some of the immunity of the faerie. She ages slower, one month for each year that passes. The witch also become immune to Sleep, Hold and Charm spells, potions and effects. The Green Witch also becomes immune the paralysis effect of ghouls.

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. The Green Witch can also at this point use any item that is restricted to elves.

Special Benefits: Green Witches often have many allies in Sylvan settings. Her ability to speak with the other fey races is often very helpful.

Special Restrictions: Green Witches tend to be more neutral, but no other alignment restrictions are clearly drawn.

Equipment: The tool of this tradition is the wand and the staff. Either is often made from a branch of the oldest tree in the Green Witch's forest.

Preferred/Barred Covens: Green Witches tend to be a bit aloof and are very often solitaries. The ones that do join covens tend to be part of large covens that cover a lot of geographical areas. The Grand Coven. Green Witches along with Faerie Witches, some fey-pact warlocks, druids, Green Knights, and nature priests often join together to form a large Grand Coven. One such coven, the Cult of the Magna Mater, is covered here.

Relationship to the Goddess/Patron: The Green Witch views the Goddess as Nature itself. A Green Witch takes care of the plants and animals around them out of respect to the Goddess. They feel the Goddess does the same for them.

Source/Views of Magic: Like most witches, the Green Witch views her magic as a manifestation of the Goddess and nature. The source of her magic is the great forest. This obviously puts them on good terms with faerie witches and druids, who

view their magic in a similar light.

Archetypes: Most Green Witches see little use in the Law vs. Chaos axis. Nature is both and neither, evil and good, so why should they choose? Most tend towards neutral if for no other reason than good or evil acts attract attention, something they dislike.

Other: Green Witches tend not to hoard much wealth, but their homes are well kept, and some are ornamented with works of art. The yards of the Green Witches' homes are usually filled with lavish gardens, which may give the appearance of wealth, but more often than not Green Witches will have little to no money.

Familiars

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

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



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

A familiar adds 1 spell level of a spell the witch can learn. So a witch with a familiar can learn an extra 1st level spell, a witch with three familiars can learn any combination of three spell levels, so 1 3rd level spell, 1 2nd, and 1 1st level spell, or 3 1st level spells. If the familiar is killed, then the witch loses those spells the familiar knows. If she has cast those spells already this day, then she loses equal numbers of levels.

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

Anytime a familiar is killed, or if the witch releases it, she must make a saving throw or loses some hit points equal to that of the familiar.

Summoning A Familiar

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

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

be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp.

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

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

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

Green Witch Table 3: Familiar Summoning

Roll	Familiar	Bonus to the Witch
1	Bat	Gains a +1 on saves vs. blindness and other gaze attacks
2	Cat	Gains a +1 bonus on any roll involving Dexterity
3	Fox	Gains a +1 bonus on any roll involving Intelligence
4	Hare/ Rabbit	Gains a +1/+5% to any rolls involving hiding or moving silently
5	Owl	Gains a +1 bonus on any roll involving Wisdom
6	Rat	Gains a +1 bonus on any roll involving Constitution
7	Toad	Only surprised on a roll of 1 on 1d6
8	Wolf	Gains ability to see in low light or darkness

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

New Classes

Green Knight

If Paladins are holy warriors for Lawful clerics and their orders, then The Green Knight serves the witch in much of the same fashion. Green Knight serve to protect the Wood and The Old Ways. Stalwart defenders of the faith of witches and often druids.

Green Knight (Paladin)

Prime Attribute: Strength 13+; Charisma 13+ (+5% experience bonus)

Hit Dice: 1d8/level (Gains 2 hp/level after 9th.)

Armor: Any

Weapons: Any

Races: Only Elves, Humans, and Half-Elves may become Green Knight PCs

Green Witch Table 4: Green Knight Experience by Level

Green Knight Experience Table				Spells / Level*			
Level	XP	Hit Dice (d8)	Saving Throw	Special	1	2	3
1	0	1d8	13	Lay on hands	-	-	-
2	2,000	2d8	12		-		
3	4,000	3d8	11	Interposing Stance	-	-	
4	8,000	4d8	10		-	-	
5	16,000	5d8	9		-	-	-
6	32,000	6d8	8	Witch Spells	1	-	-
7	64,000	7d8	7		2!	-	-
8	128,000	8d8	6		2	1	-
9	256,000	9d8	5	Stronghold	2	2!	-
10	360,000	10d8	4		3	2	1
11	460,000	10d8+2	4		3	2	2!
12	560,000	10d8+4	4		3	3	2
13	660,000	10d8+6	4		3	3	2
14	760,000	10d8+8	4		4	3	3
15	860,000	10d8+10	4		4	3	3
16	960,000	10d8+12	4		5	4	3
17	1,060,000	10d8+14	4		5	4	3
18	1,160,000	10d8+16	4		5	5	4
19	1,260,000	10d8+18	4		5	5	4
20	1,360,000	10d8+20	4		5	5	5
21	+100,000	+2 hp/level	4		5	5	5

About Green Knights

Alignment: Green Knights must be of the same alignment of the witch coven they serve, or they will revert to the abilities of a normal Fighter. Often this is Neutrality, as Nature is neither Good nor Evil.

Magic Items: Green Knights may own a suit of magic armor, a magic shield, and up to 3 magical weapons, but they may own no more than four

additional magic items. Green Knights can use any magic items that can normally be used by Fighters or Witches.

Charity: Other than whatever is needed for food and shelter, a Green Knight must donate all treasure to charities or temples associated with protecting the Wood and the homes of the Faerie Covens.

Green Knight Class Abilities

Green Knights gain a +2 bonus to saves versus fear and attacks from creatures from beyond the mundane world. This includes creatures like aberrations, elementals, demons and the various faerie lords, and the undead.

Lay on Hands: A Green Knight can "lay on hands" once per day to cure others of 2 hit points of damage per level of the Green Knight, or to cure disease. If the other person is afflicted by more than one disease, only one of these will be affected per five levels the Green Knight has attained.

Steed: At any level, the Green Knight may summon a sylvan creature that will arrive from the wilderness to serve as their steed. This steed will be unusually intelligent and extremely strong (5 HD). However, if the steed is killed, the Green Knight may not summon another within a period of ten game-years. Typical steeds will include large elk, Irish deer, moose or other large four-legged woodland creature.

Interposing Stance (3rd): A Green Knight may direct attacks away from anyone in their protection to themselves. Typically these are the witches of their coven, but can also include anyone in their adventuring party they have been with for at least one level of experience. If a m el e attack targets another target the Green Knight considers "protected" they can redirect that attack to themselves instead.

Witch Spells (6th): The Green Knight learns some witch spells. These are granted by the witch or Grand Coven they serve much in the same manner that the Patrons grant the witch her spells. Like Witches, the Green Knight has the option to learn Ritual Witch Spells.

Stronghold (9th): At ninth level, the Green Knight may build a stronghold, a small castle from which to attack the enemies of their faith. A Green Knight's stronghold lodge may not be built as a sprawling fortress; it must be no greater than is necessary to house the green knight's retainers and provide a sanctuary for members of the faith.



Huntsman

The Green Witch can work mighty spells, the Green Knight protects those in the wood, and the Huntsman and Huntswoman seek out those who would cause the Green Witch or the wood harm. Similar to the Ranger in many respects the Huntsman is one the witch calls on to quickly, quietly take care of a threat. This could be a rival, or humanoid races pillaging the wood for gain, or seeking out aberrations and things that do not belong in the wood.

Huntsman (Ranger)

Prime Attribute: Strength 13+; Wisdom 13+ (+5% experience bonus)

Hit Dice: 2d8 at level 1 and 1d8/level after (Gains 2 hp/level after 9th.)

Armor: Only natural armor such as padded, leather or studded leather. Elven chain is permitted

Weapons: Any

Races: Only Elves, Humans, and Half-Elves may become Huntsmen PCs

Green Witch Table 5: Huntsman Experience by Level

Level	XP	Hit Dice (d8)	Saving Throw	Special	Spells / Level*		
					1	2	3
1	0	2d8	14	Alertness, Favored Enemy +1, Tracking	-	-	-
2	2,500	3d8	13		-		
3	5,000	4d8	12		-	-	
4	12,000	5d8	11		-	-	
5	25,000	6d8	10		-	-	-
6	50,000	7d8	9	Favored Enemy +2			
7	100,000	8d8	8				
8	175,000	9d8	7	Spell casting	Druid 1		
9	275,000	10d8	6		Druid 1 Witch 1		
10	550,000	10d8+2	5		Druid 2 Witch 1	Druid 1	
11	825,000	10d8+4	4		Druid 2 Witch 2	Druid 1 Witch 1	
12	1,100,000	10d8+6	4		Druid 3 Witch 2	Druid 2 Witch 1	Druid 1
13	1,375,000	10d8+8	4	Favored Enemy +3	Druid 3 Witch 3	Druid 2 Witch 2	Druid 1 Witch 1
14	1,600,000	10d8+10	4		Druid 4 Witch 3	Druid 3 Witch 2	Druid 2 Witch 1
15	1,800,000	10d8+12	4		Druid 4 Witch 4	Druid 3 Witch 3	Druid 2 Witch 2
16	2,000,000	10d8+14	4		Druid 5 Witch 4	Druid 4 Witch 3	Druid 3 Witch 2
17	2,200,000	10d8+16	4		Druid 5 Witch 5	Druid 4 Witch 4	Druid 3 Witch 3
18	2,400,000	10d8+18	4		Druid 5 Witch 5	Druid 5 Witch 4	Druid 4 Witch 3
19	2,600,000	10d8+20	4	Favored Enemy +4	Druid 5 Witch 5	Druid 5 Witch 5	Druid 4 Witch 4
20	2,800,000	10d8+21	4		Druid 5 Witch 5	Druid 5 Witch 5	Druid 4 Witch 4
21	+200,000	+2 hp/level	4				

About Huntsmen

Alignment: Huntsmen must be, and remain, Neutral in alignment, or they will lose all Huntsman abilities and be treated as ordinary Fighters. A huntsman may serve a high-level Green Witch or a Grand Coven, but most often they are allied with nature itself and will protect that.

Ascetic: Huntsmen follow a nomadic and ascetic lifestyle. Keeping no more than they can carry on their person in most cases. This includes limiting themselves to only the essentials they need to survive.

Followers: Huntsmen do not gather followers until they reach 8th level and begin learning minor magics. This includes working with other Huntsmen. Though in rare situations two huntsmen will be found working together.

Huntsman Class Abilities

Outdoor Tracking: The basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a -5% for each day old the tracks are and modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

Alertness: A party containing a Huntsman is unlikely to be surprised, with only a 1 in 6 chance.

Green Witch Table 6: Green Knight and Huntsman Attack

Level	Target Armor Class [or Ascending Armor Class]																	
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
1-2	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]
3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
6	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
7	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
8	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
10-11	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
12	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
13-14	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
15	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
16	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
17-18	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
19-20	1	1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15

Magic Items: Huntsmen can use any magic items that can normally be used by Fighters until 8th level. At and after 8th level they can use any item, a witch can also use.

Favored Enemy: Huntsmen are trained to deal with a particular type of enemy. Giants, Goblins, Dragons, Undead are a few examples. The gain +1 to hit and damage at first level. Every six levels after this increases by +1. So +2 at 7th level, +3 at 13th level and +4 at 19th level. The Huntsman chooses their favored enemy at 1st level, and it remains the same throughout their life. The choice should be based on threats to the lands they live and hunt in. So a huntsman of the temperate forests would not have arctic dwelling creatures as their favored enemy.

Scholar of Natural Magic (8th): The Huntsman has learned so much of the natural world that can perform feats that seem like magic. They can produce effects that are the same of Druid spells.

Scholar of Occult Magic (9th): The Huntsman can at this level reproduce the effects of witch spells.

A note on Druid and Witch magic. The Huntsman is most likely to have access to spells of a "natural" sort. Even if they know of spells from the demonic traditions, they are not likely to learn such spells.

New Races

Gnomes

Gnomes are a lighthearted race in which magic flows freely.

They are quick of wit, have engaging minds and are masters of whatever craft they choose. Witchcraft is no exception.

What kind of Gnome is this?

Years of Fantasy Adventure Games have given us different kinds of gnomes. Generally speaking there three major types.

Forest Gnomes come from deep forests where elves and faerie live. Some witches believe that these gnomes are actually a type of faerie creature. These are the gnomes presented in this book.

Rock/Hill Gnomes are stouter, hardier folk. These gnomes are industrious and have much in common with dwarves. In fact, a common insult among Dwarves is "you have the tongue of a gnome but none of their sense!" meaning the dwarf talks too much but says nothing important.

Deep Gnomes are gnomes that live far underground and rarely see the surface world.

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

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

They are culturally similar to dwarves as well but covet gems more than precious metals. Gnomes

come in two basic varieties, Forest Gnomes, and Earth Gnomes. Forest Gnomes tend to have more in common with elves and Earth gnomes with dwarves. They despise (and are despised by) kobolds.

Abilities

Gnomes gain +2 save vs. all magic and a +3 vs. Illusion magic. Gnomes can see in the dark (darkvision) to a range of 60 feet and generally have a 4-in-6 chance to find secret doors when searching. In their home surroundings, a Gnome can't be tracked.

Classes

Gnomes may become assassins or fighters and advance to 6th level. Forest and Hill Gnomes may become druids up to 5th level and Rock and Deep Gnomes clerics also to 5th level.

Gnomes can also become magic-users if they focus on illusion spells. These gnomes are limited to 7th level.

Gnomes are unlimited as thieves or witches.

Gnomes and Witchcraft

Gnomes and witches have a history that dates back almost as long as that of the elves. The first witches referred to the gnomes as "earth spirits," and believed them to be some sort of Earth Elemental due to the gnome's innate magic.

Witches disagreed on the origins of the gnome as a species and their name. Some point to the word "gnomic" meaning "to know" or "the wise." Others point to "gnomus" meaning "earth" or "from the earth." Both seem to be apt.

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

Over the years, the two groups have become more knowledgeable of each other, but there are still not many gnomish witches about. Witchcraft is a serious business to most gnomes, communing with spirits and working as the living instrument of the Gods or Goddesses seems a bit too confining to most gnomes.

Within a gnome community, a witch will find a rare acceptance that she is not privileged to in other

communities. This may give way to the constant barrage of questions that a gnome witch is forced to endure – not the questions of an inquisitor, but that of a very intelligent and keenly curious population. The witch, whether a gnome or otherwise, is naturally assumed to be the expert on a range of topics. These include the occult, the healing properties of herbs, the magical influences of the moon, sun and stars, the nature of magic, the properties of the astral realms, the magical properties of any number of mundane household items and so on. Generally, the happiest person in gnome communities to see the witch is the local cleric, if for no other reason than that he knows **he won't be the center of the community's endless queries while the witch is about.**

Gnome witches are usually welcome in any coven, and many human witches consider it a good omen and an honor if a gnome witch joins them, if even for a short period of time. A gnome witch will only join with a coven for a small time by gnome terms, generally 4d6 months. While with that coven, the gnome witch is considered a member of that coven for all game play effects until they move on. Gnome witches have an equal chance of being male or female and generally honor the same gods as other gnomes, except they usually have their own belief system regarding these gods. In fact,

each gnome in a coven could have a different system of belief. Most gnomes do not see this as a contradiction.

Referees may limit the number of classes Gnomes may gain access to beyond this list.

Class	Gnome
Assassin	6
Cleric	5 (Deep Gnomes)*
Druid	5 (Forrest and Hill)*
Fighter	6
Magic-User	7 (Illusionists)**
Monk	NA
Paladin	NA
Ranger	NA
Thief	U
Witch	U

*Deep gnomes may become Clerics. Forrest and Hill gnomes may become Druids. All are limited to 5th level.

**Gnomes may become Magic-users if the focus on Illusion magic.



Spells & Magic

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.

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

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

DURATION: This indicates how long the spell will last.

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

NOTE: If you are playing a Warlock character from The Warlock for Swords & Wizardry then they may have access to any witch spell they meet the requirements for. Warlocks are limited to casting spells only to the 5th level. Witches may cast spells to the 8th level.



Spell Descriptions

Accelerated Aging

Level: Witch 6

Range: within 60 ft

Duration: See below

This spell allows the caster to cause a victim to age prematurely. The victim must be within 60 ft of the witch and is entitled to a saving throw [magic, spells] (success indicates the spell has no effect). If the saving throw fails, the victim will begin to age at an accelerated rate:

Elapsed time Magical aging
0-12 hours 1 year per hour
13-24 hours 2 years per hour
25-48 hours 3 years per hour
49-72 hours 4 years per hour
73+ hours 5 years per hour

Thus, a normal human will normally not live past 48 hours once this spell is cast upon him, depending on his original age. *Detect curse* will detect this spell at work, and a remove curse spell will be effective, but only if the caster is of equal or greater experience level to the caster of the accelerated aging spell.

Material Components: A common fruit fly.

Air Bubble

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Range: touch

Duration: 1 minute/level

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments or protects the object touched from water damage.

Analgesia

Level: Druid 1, Witch 1

Range: Touch

Duration: 1 minute per level

This useful spell negates any and all penalties associated with physical pain (but not mental pain). Analgesia renders the subject completely immune to pain from such things as salty wounds spells, physical torture or childbirth.

Material Components: A toadstool or piece of willow bark.

Animal Companion

Level: Druid 1, Witch 1

Range: 10 ft

Duration: special

This spell allows the caster to befriend and train an animal companion. Once cast, the animal may make a saving throw [Spell]. If successful, the animal stands curiously for the duration of the spell and then goes on its way. If the animal fails the save, the animal follows along with the caster as would a pet. The animal will defend itself (and the caster) if attacked but will otherwise perform as normal for its kind.

The companion can learn up to 6 minor tricks or commands, as would be typical for a normal dog. The caster must teach and reinforce each trick over a week of game time. Typical commands are: come, guard, stay, attack, stand down, etc. The animal is a loyal companion that accompanies the caster on adventures as appropriate for its kind (i.e., a horse cannot enter a dungeon, and a dolphin cannot embark on land adventures), and the companion is completely typical for its kind. A caster can have more than one companion, but the total hit dice of companions can never exceed twice the caster's level of experience. For example, a 4th level caster could have up to 8 hit dice worth of companions, which could be four wolves, or two mountain lions, or one polar bear and a camel. The caster may leave the companion unattended for a time, in which case the animal will remain in the area (such as near the caster's home). The caster can release and obtain new companions as desired, but new companions must be trained (and commensurate game time spent). In general, the caster suffers no particular penalty on an animal companion that has perished, but a caster should never send a companion to death lightly (and risks loss of spellcasting abilities or other penalties as determined by the Referee if such death is commonplace). The caster must genuinely wish to obtain a companion, or the spell does not function.

Material Components: A bit of food appropriate to the type of animal the caster wishes to befriend.

Anthropomorphic Animal

Level: Druid 3, Magic-user 3, Witch 3

Range: touch

Duration: 1 hour/level

The caster can transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons, as well as

human hands, do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language the caster knows. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack). Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at the cost of 7,500 gp.

Material Components: A humanoid figure made of clay.

Anti-Magic Shell

Level: Magic-user 6, Witch 7

Range: 10 ft radius around the witch

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell. The shell is ten feet in radius.

Material Components: A bit of egg shell.

Antipathy/Sympathy

Level: Witch 8

Range: 15 ft

Duration: 1 hour per level

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

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

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

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

Material Components: A lodestone.

Ash Storm

Level: Druid 3, Magic-user 3, Witch 3

Range: long (400 ft. + 40 ft./level)

Duration: 1 round/level

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders

cause the ground in the area to become difficult terrain.

Material Components: A bit of ash.

Aqualung

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: 1 hour/level; see text

The targets are able to breathe water, freely. However, they can no longer breathe air. Divide the duration evenly among all the creatures touched. This spell has no effect on creatures that can already breathe water.

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

Bar the Way

Level: Magic-user 1, Witch 1

Range: Touch

Duration: 1 minute/level

With a touch and a word of power, the witch bars an ordinary door or gate so that none may pass. Determined opponents may still batter down the door frame by brute force, but the door simply will not budge.

Material Components: A bit of string tied in a knot.

Bestow Curse

Level: Witch 3

Range: Touch

Duration: Permanent

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

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

- -6 decrease to an ability score (minimum 1).
- -3/-15% penalty on attack rolls saves, or 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, and/or food.
- **The target can't help but shout everything** they are trying to say.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round

that the character is incapable of action because of this condition.

- Animals shun the character and do their best to avoid him.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -25% enhancement penalty for all Hide and Move Silently checks.
- The character develops an unusual or embarrassing physical trait. This includes **things such as a donkey's ears, a pig's tail** (and perhaps snout), nose grows to twice its original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin, or just about any other unpleasant cosmetic features the witch desires. The target cannot be transformed entirely into another creature, **nor are any of the target's abilities affected** (although he may have a difficult time with some interactions).
- The target is inflicted with a form of **lycanthropy of the witch's choice**. The witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus lawful witches cannot create wererats or werewolves, and chaotic witches cannot create werebears. This lesser form lycanthropy can be cured via a Remove Curse.
- **One of the target's descendants suffers the effects of the curse**. For example, a caster may choose to place a curse that affects the **subject's first-born child**. The curse takes effect and may be removed normally.
- Most food becomes difficult to digest and tastes horrible. Raw sea food is an exception, preferably regurgitated.
- Verbal articulation becomes very difficult: requiring another speaker of a shared language to make Intelligence checks each round to 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.
- The curse affects the **target's family line** instead.
- The curse has a delayed onset or will only begin under certain circumstances.

- The curse can only be removed under special circumstances.

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

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

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

Bewitch I

Level: Witch 1

Range: 25 ft + 5 ft/3 levels

Duration: 1 hour/level

This spell functions similarly to the spell charm person, except it has the additional benefit of romantically enamoring the target. The victim must be able to see the witch for the spell to take effect. They are allowed a saving throw, but they **are penalized by the amount of the witch's**

Charisma modifier + Appearance modifier. So a witch with an 18 Charisma would cause a victim to have a -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 make a number of saves, once per round, equal to his Wisdom modifier.(which includes his first attempt).

This spell has no effect on characters who normally could not feasibly become attracted to the witch, a heterosexual male could not become enamored to a male caster, nor could a 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.

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

Bewitch II

Level: Witch 2

This spell is the same as Bewitch I, save that any creature at 5 HD or lower may be affected. The

victim also adds an additional -1 to the save penalty.

Bewitch III

Level: Witch 3

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

Bewitch IV

Level: Witch 4

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

Bewitch V

Level: Witch 5

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

Bewitch VI

Level: Witch 6

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 VII

Level: Witch 7

This spell is the same as Bewitch I, save that any creature at 15 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bewitch VIII

Level: Witch 8

This spell is the same as Bewitch I, save that any creature at 17 HD or lower may be affected. The victim also adds an additional -3 to the

save penalty.

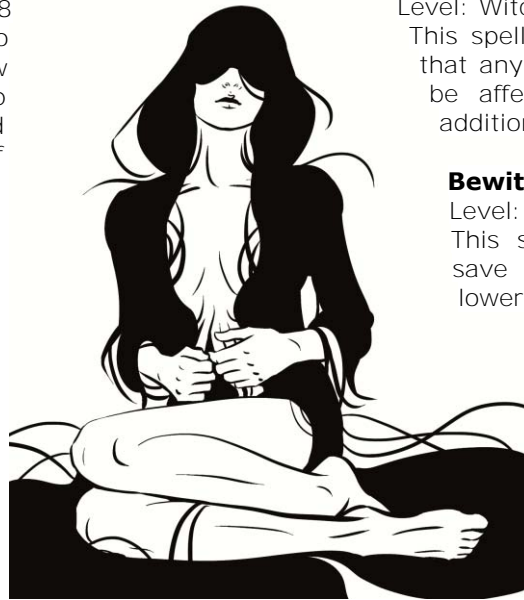
Binding Earth

Level: Druid 2, Witch 2

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

Duration: 1 round/level

If the target of this spell fails its Saving Throw, areas of earth and stone floor act as a snapping quagmire that pulls the target down and damages it if it attempts to move through such terrain. If the target is a creature, it treats all areas of earth and stone it moves through as difficult terrain. Furthermore, for each 5 feet a creature moves



through such areas, it takes 1d6 points of damage. Creatures with a burrow speed or the earth glide ability are unaffected by binding earth. If cast on an unattended object resting on an area of stone or earth, the stone or earth warps and wraps around it, pulling it firmly to the ground. A Strength check is required to pull the object free from snapping earth or stone.

Material Components: A stone.

Binding Earth, Mass

Level: Druid 6, Witch 6

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

Duration: 1 round/level

This spell functions as binding earth, except as noted above.

Blend

Level: Druid 1, Magic-user 1, Witch 1

Range: personal

Duration: 10 minutes/level

The caster draws upon their connection to the wood to change the coloration of themselves and their equipment to match their surroundings. This grants them an extra +4 or +20% chance to remain hidden in shadows or remain unseen. An unmoving caster with this spell is nearly (95%) invisible.

If the caster makes an attack before the spell ends, then they can be seen as per invisibility.

Material Components: A leaf and twig.

Bless Growth (Reversible)

Level: Druid 1, Witch 1

Range: Touch

Duration: 1 week

This spell can be used in three ways.

Bless Garden - Growth is improved by 20% during the duration of the spell. When used on a natural garden, it will produce 20% more food. This can be used to affect gardens up to 10 square feet per caster level.

Bless Body - If cast on a living creature, they will recover an additional hit point for each full night of rest.

Bless Mother - This spell can also be used to increase the chances of a woman getting pregnant, though it's up to the Referee to decide exactly how it's affected.

Material Components: A drop of pure, fresh water.

The reverse of this spell is **Blight Growth**.

Blight Garden - Growth is decreased by 20% during the duration of the spell. When used on a natural garden, it will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level.

Blight Body - If cast on a living creature, they will recover one less hit point for each full night of rest.

Blight Mother - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the Referee to decide exactly how it's affected.

Material Components: A drop of fetid water.

Blight of Loneliness

Level: Witch 2

Range: One creature within 25 ft. + 5 ft./level

Duration: 1 hour/level

An old witch's curse, this fearful spell makes the target repulsive and uncouth to all those around him. For the duration, the target automatically fails all Charisma checks of any kind. Wise victims find a quiet place to avoid the company of others.

Material Components: A bit of rotten fish, onion or spoiled milk.

Blithering

Level: Witch 1

Range: One creature in 50 ft

Duration: See below

For the spell duration, the target is possessed by a spirit of very low intelligence. The target gets an initial saving throw to resist the spell entirely. If failed, the spirit takes control on the next round. Each round thereafter, the target gets a fresh saving throw to regain control of itself; success means the spell expires. While the spirit is in control, the target will defend itself if attacked, but otherwise, will simply stand and drool. Creatures with more than 5 levels or hit dice are totally immune to Blithering.

Material Components: A drop of grain alcohol.

Blood Scent

Level: Cleric 3, Druid 3, Magic-user 3, Witch 3

Range: 100 ft. + 10 ft./level

Duration: 1 minute/level (or until dispelled)

The caster can greatly magnify the target's ability to smell the presence of blood. The target is considered to have the scent universal monster ability, but only for purposes of detecting and pinpointing injured creatures (below full hit points). Creatures below half their full hit points or suffering bleeding damage are considered strong scents for this ability.

Material Components: A drop of blood from any source.

Brave the Flames

Level: Witch 3

Range: Self

Duration: 2 rounds/level

Even ancient dragons have some small cause to fear a master of the magical arts. For a brief time,

the caster of this spell gains the ability to walk through flames and reach into raging fires. For the duration of the spell, no fire of any kind may harm the caster, even magical fire or the breath of dragons.

This spell is used in the construction of fire resistant magical charms and amulets.

Material Components: A bit of grease, fat or butter smeared between the forefinger and thumb.

Breath of the Goddess

Level: Witch 7

Range: 15 ft centered on the witch

Duration: Instantaneous

The witch calls forth the life-invigorating breath of the female divinity and infuses a large area with positive energy. All living creatures within the area are *healed*, and all undead are *harmed*. All non-sentient plant life is fully restored as if affected by the enrichment feature from the *plant growth* spell.

Material Components: The witch blows air from her own lungs.

The Brink

Level: Witch 5

Range: Touch

Duration: Instant

The brink can instantly teleport the caster and up to 12 other creatures to a new destination.

No creature larger than medium size may be brought over the brink. Equipment up to the creature's normal maximum encumbrance can be carried; any excess will be lost on the journey. The spell is not entirely without risk in that when the spell's targets arrive at their destination, there is a chance that a randomly-selected greater faerie, ghost, demon or devil (commonly known as a "traveler") will appear with them.

This chance is determined on the following table:

Chance	Caster's Destination
0.1%	The caster's residence
1%	Within 1 mile of the caster's residence
2%	Within 10 miles of the caster's residence
3%	In the caster's home country
4%	On the caster's home continent
5%	On the caster's home planet
7%	Elsewhere on the Prime Material Plane
13%	Elsewhere in the planes

Material Components: The witch draws a magical circle symbolically in the air then she steps through it.

Burning Gaze

Level: Druid 2, Magic-user 2, Witch 2

Range: personal

Duration: 1 round/level

The caster's eyes burn like hot coals, allowing them to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, the caster may direct their burning gaze against a single creature or object within 30 feet of their location. Targeted creatures must succeed at a Saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Saving throw or catch fire. Each round, burning creatures may attempt a Saving throw 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 their gaze.

Material Components: The witch must stare at her target.

Cackle of the Winter Crone

Level: Witch 6

Range: 150 ft

Duration: One round; see below

This spell allows the witch 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 than 150 feet Flee in panic for 2d6 rounds (50% chance of dropping whatever is in hand)

6-8 100 feet Save [Spells] or flee in panic for 1d6 rounds (20% chance of dropping whatever is in hand)

9-11 30 feet Save [Spells] or -3 "to hit" and +3 to initiative penalties for 1d6 rounds

12+ 10 feet Save [Spells] or -1 "to hit" and +1 to initiative penalties for 1d6 rounds

Creatures unable to hear are unaffected by the spell.

Material Components: The witch cackles.

Call Lightning

Level: Druid 3, Witch 4

Range: 1,000 feet

Duration: One hour

This spell of colossal power may only be used outdoors, and even then only when a storm is present or immediately imminent.

Under such conditions, the caster may tap into and unleash the power of the storm itself, calling forth

bolts of lightning from the sky at intervals of no less than ten minutes in between. The lightning blasts straight downward from the heavens, inflicting damage of 8d6 hp + 1 hp/level.

Material Components: The spellcaster uses a specially crafted copper rod (50 gp value). The rod can be reused for other spell castings.

Call the Swarm

Level: Druid 4, Witch 5

Range: 25 ft + 5 ft / caster level

Duration: Concentration

The caster speaks in a harsh, whispered tone, and the land crawls to her call. A swarm of small animals, such as bats, insects, or rats, comes from the immediate area and moves roughly as she commands. The precise type of creature is dependent upon the local fauna.

Those caught in the swarm take 1 point of damage per turn. The swarm persists until dispersed or until the caster loses concentration; the caster must focus on directing the swarm and nothing else for the duration.

Material Components: The witch makes a buzzing sound.

Calm Weather

Level: Witch 5

Range: 2 miles

Duration: Instantaneous (see text)

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

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

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

Cape Of Wasps

Level: Druid 4, Witch 4

Range: personal

Duration: 1 round/level (or until dispelled)

The caster can summon a wasp swarm, which fills their general space (up to 5 feet by 5 feet) but does not attack them. The dense cloud of vermin gives the caster partial concealment against ranged attacks. Any creature that makes a successful melee attack against them takes 2d6 points of swarm damage and poison from the wasp swarm but is not affected by the swarm's **distraction ability**. On the caster's turn they may have the swarm cling to them tightly, giving them a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike the caster. The caster can return the swarm to its protective shape on their turn.

Material Components: The witch needs a queen wasp or something treated with her scent. This can be used for up to 1d6+3 castings.

Carry Companion

Level: Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: Permanent; see text

The caster can touch an animal or magical beast that has a helpful attitude toward them, instantly transforming the creature into a miniature figurine of stone, small enough to fit in the palm of their hand. Creatures with an attitude of less than helpful will not tolerate this spell, and it automatically fails to work on them. An intelligent animal or magical beast must be a willing subject for this spell to take effect. Any items that the creature wears (such as a harness or saddle) or carries (such as those stowed in saddlebags) are transformed along with the creature. While miniaturized, the creature is under an effect similar to that of a flesh to stone spell: It is mindless and inert and does not seem alive when viewed with spells. However, the caster may return the creature to its normal form at any time simply by placing the figurine on the ground, touching it, and uttering a word of command. Otherwise, the creature remains in miniature form unless the spell is broken, such as by dispel magic or stronger magic. Unlike a flesh to stone spell, a creature affected by carry companion is unaffected by stone to flesh. If the miniature figurine is broken or damaged, the creature (if returned to its original state) has similar damage or deformities.

Material Components: A bit of unmolded clay.

Cauldron of Rage

Level: Witch 4

Range: Touch

Duration: Until sunset

By mixing exotic ingredients in a cauldron, the witch creates a draught that instills berserk rage. Affected creatures attack at +1, gain a damage bonus of +3, and 5 temporary hit points. Temporary hit points are lost first if the creature incurs damage.

The affected creature will not willingly retreat from any combat or opponent and is immune to fear effects of any kind.

Cause Fear

Level: Witch 1

Range: 30 ft.

Duration: 1d4 rounds or 1 round

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

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

Material Component: The feather of a crow.

Chameleon

Level: Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: 1 turn per level

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

Material Components: The scale of a chameleon or a bit of skin from an octopus.

Charm Person

Level: Magic-user 1, Witch 1

Range: 120 ft

Duration: 1 hour

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

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

Charm Plants

Level: Druid 7, Magic-User 7, Witch 7

Range: 120 feet

Duration: Until dispelled

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

Material Components: The witch rubs a fresh leaf in her hands.

Change Appearance

Level: Witch 2

Range: Self

Duration: see below

This spell allows the witch to change her appearance. She is able to appear to be one foot taller or shorter, 50% thinner or heavier and to seem to be any sort of human, demi-human, or humanoid type. Her clothing and possessions will also change to

conform to the desired form. The form is only an illusion, weapons cannot be fashioned out of sticks for example that causes damage.

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

Material Components: The witch pulls out a silk scarf which can become part of the disguise. This scarf can be reused.

Choking Grip

Level: Druid 2, Magic-user 2, Witch 2

Range: 30 ft

Duration: Special

This spell creates an invisible grip around the throat of the target creature. Unless the target makes a successful saving throw versus Death, it begins choking. A choking creature suffers 1d6 points of damage per round, and cannot take any action (although it can still defend itself). The target of the spell receives a new saving throw each round. The choking grip lasts so long as the caster concentrates upon it, or until the target makes a successful saving throw.

Material Components: The witch makes a choking motion with her hand.

Claws of Eldest Crone

Level: Witch 6

Range: 150 ft

Duration: 1 round

For one round, the area of effect is filled with talons that catch and rend. All creatures within the area suffer 1d20 claw attacks.

Each claw uses the witch's chance to hit and inflicts 1d4 hp of damage if a successful hit occurs.

Material Components: The witch makes a claw with her hand.

Clear Eyes

Level: Magic-user 2, Witch 2

Range: Self

Duration: 1 hour/level

Passing her hand over her eyes while making a sign of power, the caster sees through other spellcaster's illusions.

For the duration of the spell, the caster immediately knows all illusory images from true.

She still sees any illusions around her, but immediately knows them to be false. Note that this



spell gives the witch no special ability to see invisible or incorporeal things.

Material Components: The witch passes a hand over her eyes.



Command

Level: Witch 2

Range: single creature 10 ft from caster

Duration: 1 minute (see below)

The command spell allows the witch to issue a single-word command that must be obeyed by any single creature within 10 ft of the caster. The word used must be completely clear and not open to interpretation. Typical commands are back, halt, flee, run, stop, fall, fly, leave, etc. and all commands will be obeyed for a maximum of one minute. Using the command "die" will cause the target to faint for one minute but otherwise remain unharmed. The target must, of course, understand the language being used. If the target has an intelligence score of 13 or above or 6 or more hit dice, it will get a saving throw [magic] to avoid the effect of the spell.

Material Components: Speaks in a commanding tone while casting the spell.

Commune With Birds

Level: Druid 1, Magic-user 2, Witch 2

Range: personal

Duration: 10 minutes; see text

Using this spell the caster can utter a question in the form of a low-pitched bird call that can be heard up to a mile away and can understand the responses given by birds in the area. Over the next 10 minutes, the birds reply as if they had been asked the question using speak with animals, giving the caster a general consensus answer to the question based on their knowledge. For example, the caster could ask if there is drinkable water in the area, the location of predators or other creatures, directions to a mountaintop or other natural feature, and so on, and the local bird communities would answer to the best of their ability. If there are no birds in range, the spell has no effect, and there is no response. Any creature using speak with animals (or a similar ability) who hears this bird call can understand the question, though it may not be able to reply in a way the caster can hear.

Material Components: The witch must whistle.

Commune with Nature

Level: Druid 5, Witch 5

Range: Caster

Duration: 3 questions

The powers of land, sky, and nature grant an answer to three questions the caster poses to them. The spell cannot be used while underground or within a building; a fourth question may be asked if the caster is in a druidic holy place. The powers of nature can only respond to questions that are within their knowledge and purview. It is inadvisable to use the spell more than once per week.

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

Confusion

Level: Magic-user 4, Witch 4

Range: 50 ft + 10 ft per level

Duration: 1 round per level

This spell causes the targets to become confused, making them unable to independently determine what they will do.

Roll on the following table at the beginning of each **subject's turn each round to see what the subject does in that round.**

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

A confused character that can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character that is attacked

automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

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

Control Memory (Reversible)

Level: Witch 4

Range: Touch

Duration: Instant

The victim of this spell must be sleeping, unconscious or in some other state where its conscious mind is absent. It must also be able to understand the caster's speech. If these conditions are met, the caster implants a fictitious memory in its mind. The memory may be elaborate or complex, but the event depicted must have an actual duration of no more than one hour. In combination with a Forget spell, a Control memory could be used to replace one memory with another.

If the victim fails its saving throw, it will believe the memory to be absolutely true unless verbally challenged by someone it would believe or trust. In this case, it receives a second saving throw to realize the memory is false. If it fails this second save, it will believe the memory until its death, unless subjected to a Limited Wish, a Wish, or the reverse of this spell, all of which will remove the implanted memory without a saving throw.

The reverse of this spell, Repair memory, has no use except to remove a memory implanted via Control memory.

Material Components: A sprig of rosemary.

Control Temperature, 10-foot radius

Level: Druid 4, Witch 4

Range: Touched sprig of mistletoe

Duration: 3 turns + 1 turn/level

The caster may raise or lower the temperature by 50 degrees (hotter or colder) in a 10-foot radius around the material component, a sprig of mistletoe.

Material Components: A sprig of mistletoe or sage.

Control Weather

Level: Cleric 6, Druid 6, Magic-User 6, Witch 6

Range: Referee's discretion (typically 2 miles)

Duration: Referee's discretion (typically 4d12 hours)

The caster can summon or stop rainfall, create unusually high or low temperatures, summon or disperse a tornado, clear the sky of clouds, or summon clouds into being.

Thus, a hazy day can be made heavily cloudy of very clear, a cool day hot or bitterly cold, and a strong wind turned into a storm or a light breeze. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. To cast this spell, the caster

will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Material Components: The witch puts her index finger to her mouth then raises it to the sky.

Crawling Swarm

Level: Witch 6

Range: Self

Duration: 1 turn/level

The caster transforms his or her own body into a swarm of spiders (90%) or centipedes (10%). There will be 100 such creatures per level of the witch. In this form, the caster is immune to all attack forms, except for area of effect attacks such as fireball or flaming oil—but area of effect attacks will inflict double damage.

The Crawling Swarm can move at 30 ft, and can climb sheer surfaces or through tiny gaps. It can attack creatures subject to non-magical weapons, taking one round to fully engulf the target, and then inflicting 4d6 hp of bite damage per round until the target dies; but most creatures will easily be able to outrun the swarm.

Material Components: A normal insect.

Creeping Doom

Level: Druid 7, Witch 7

Range: 50 feet

Duration: See below

Spiders, centipedes, and other such vermin boil forth from the ground, assembling into a coherent swarm within 1d3 rounds (1-3 minutes). The caster may direct the swarm in any direction, or toward a particular target within 60 feet of the **swarm's location**. It will march in that direction and attack anything in its path, pursuing a particular target up to a distance of 240 feet from the caster. The swarm is composed of 1d10 x100 creatures, each of which inflicts one point of damage and then dies. (A swarm of 100 will inflict a total of 100 hp before being "used up," and a swarm of 1000 would eventually inflict a total of 1000 hp in damage if it came across enough victims.)

Material Components: A biting or stinging insect.

Cup Of Dust

Level: Druid 3, Witch 3

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

Duration: 1 day/level (or until dispelled)

This spell will curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate (attacks at -2, saves at -2, unable to cast spells). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). Cup of dust

can be removed with a break enchantment, remove curse, or wish spell, but effects suffered as a result of dehydration must be healed by normal means.

Material Components: A pinch of dust.

Cure Light Wounds

Level: Cleric 1, Druid 1, Witch 1

Range: touch

Duration: instantaneous

When laying a hand upon a living creature, the caster can channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can attempt a Saving throw to take half damage.

Material Components: A bit of pure water. Note: Some referees may choose to have clerics use Holy Water.

Cure Light Wounds, Mass

Level: Cleric 5, Druid 6, Witch 6

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

Duration: instantaneous

The caster can channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Saving throw for half damage.

Material Components: A bit of pure water. Note: Some referees may choose to have clerics use Holy Water.

Dance of Frogs

Level: Witch 3

Range: 60 ft

Duration: 1 turn/level

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

There is a base 10% chance (+5% per level) that 1d10 poisonous frogs will be in the group. They will attack non-frog targets within the area of effect, forcing them to save [Poison] at +2 or die. The poisonous frogs are colorful but otherwise identical to the rest.

The caster can move the mass of frogs by telepathic command, at a maximum speed of up to 60 ft per round.

The area of effect is determined by the number of frogs summoned (10 ft² per 1,000 frogs).

Dancing Lights

Level: Magic-User (Illusionist) 1, Witch 1

Range: 100 ft + 10 ft/level

Duration: 2 rounds/level

This spell creates up to six lights resembling lanterns or torches or glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area about each other but otherwise move as desired by the caster: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round to the maximum range of the spell.

Material Components: A few sparks. Can be created by a flame or flint and steel.

Note: If your game uses cantrips/0-level spells then the Spark cantrip will also work.

Death Ward

Level: Cleric 4, Druid 5, Witch 4

Range: touch

Duration: 1 min./level

The subject gains a +2 bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove lost levels that the subject has already gained. Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

Material Components: A small statue of a psychopomp or other death-watch god. Worth less than 50 gp.

Decompose Corpse

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Range: touch

Duration: Instantaneous or 1 minute; see text

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

Material Components: A bit of quicklime.

Detect Charm (Reversible)

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

Range: 30 ft

Duration: 3 turns (24 hours)

This spell causes any creatures subject to a charm spell or similar effect (e.g. command and control potions, rings, and spells, or the charm of a harpy

or vampire) within 30 ft to glow with a pale blue light. It does not reveal the nature of the charm, only that a creature is charmed. However, if the caster concentrates on a particular creature for 1 turn, he has a 5% chance per level to determine the exact nature of the charm.

The reverse of this spell, undetectable charm, completely masks any and all charms on a single creature for 24 hours.

A detect magic will reveal that the subject has a spell affecting them, however.

Material Components: A wood dowsing rod. The rod is consumed when the spell ends.

Detect Curse (Reversible)

Range: 30 ft

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

Duration: 3 turns

This spell causes cursed items and areas within 30 ft to glow with a pale blue light. It does not reveal the nature of the curse or how it is triggered, only that an item or area is cursed. However, if the caster concentrates on a particular item or area for 1 turn, he has a 5% chance per level to determine the exact nature of the curse.

The reverse of this spell, undetectable curse, completely masks any and all curses on a single item or area for 24 hours. A detect magic will reveal that the item or area has a spell affecting them, however.

Material Components: A dowsing rod made of silver or coated in silver (less than 10gp). The rod may be reused.

Detect Evil/Good

Level: Cleric 1, Magic-user 2, Witch 1

Range: 120 ft

Duration: 20 minutes

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

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

Material Components: A clear quartz lens.

Disguise Self

Level: Magic-User 1, Witch 1

Range: 0 ft

Duration: 10 rounds + 1 round/level

This spell makes the caster or the subject—including clothing, armor, weapons, and equipment—look different. Size can seem 1 foot shorter or taller, thin, fat, or in between. The spell does not change body type. Otherwise, the extent of the apparent change is up to the caster: adding or obscuring a minor feature up to changing to

look like an entirely different person. The spell does not provide the abilities (such as touch attacks) or mannerisms of the chosen form or grant special touch or spell powers.

Material Components: A simple mask held over her face.

Dispel Magic

Level: Magic-User 3, Witch 4

Range: 120 ft

Duration: Immediately

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

Divination

Level: Witch 4

Range: Personal

Duration: Instantaneous

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

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

Material Components: A quartz crystal. Either suspended on a string or silver chain.

Dreadful Sleep

Level: Witch 7

Range: 60 ft

Duration: 1 decade/ level

This spell affects one person (human, demi-human or humanoid) who receives a saving throw at -4 to avoid falling into a Dreadful sleep, which is sleep so deep it resembles suspended animation. The target will awaken after many decades have elapsed, or as a result of the spells Wish, Limited Wish, Alter reality or Heal, or when one specific incident occurs. The incident is traditionally being kissed by royalty, but the Referee is encouraged to invent alternatives.

Material Components: Extract of the valerian root.

Dryad's Door

Level: Druid 4, Witch 4

Range: 0 ft

Duration: 1 turn/level

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

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

Elemental Armor

Level: Witch 4

Range: Touch

Duration: 1 minute per level

This spell creates a suit of magical body armor that surrounds the target. The armor is made out of elemental matter chosen at the time of casting by the witch. The armor encircles the target and provides an AC bonus of -4. The armor is flexible to the target, and they can act as if they are not wearing armor at all, therefore causing no spell failure. This spell does not help with normal armor.

Even though the armor is made of elemental matter, it will not confer extra damage to the target 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, but will protect the witch from other fire based attacks.

Material Components: A consecrated pentacle and a bit of the element needed.

Elf Arrow

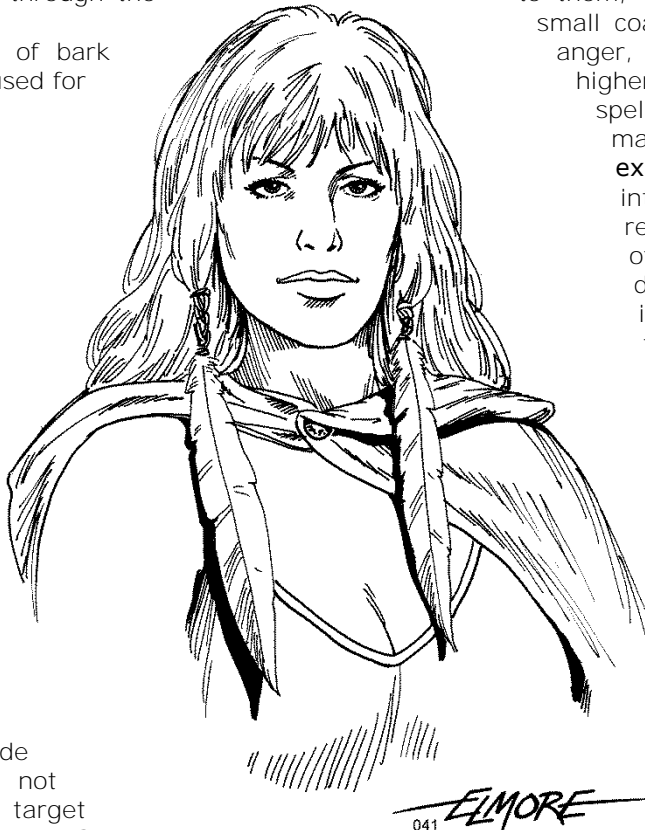
Level: Druid 1, Witch 1

Range: 120 ft.

Duration: Instantaneous

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

Material Components: A small flint arrowhead.



Elvyra's Flame Charm

Level: Druid 4, Witch 4

Range: A flame within 25 ft + 5 ft/level

Duration: Concentration

The ancient witch Elvyra knew the tongue of the flames. She could speak soothing words to them, causing fires to dwindle to small coals, or she spoke words of anger, causing the flames to leap higher and dance about. This spell does not create a fire but may increase or decrease an existing fire's brightness or intensity. The flames still require the normal amounts of fuel, and the caster may do nothing but focus intensely while controlling them.

Material Components: The witch must speak the secret language of flames, which she learns when she learns this spell.

Enchant Item

Level: Magic-User 6, Witch 7

Range: Touch

Duration: Permanent

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

Referee

necessary for the task.

Material Components: The witch will need the item to be enchanted, any materials for the other spells used and a consecrated pentacle.

Endless Sleep

Level: Witch 5

Range: Touch

Duration: Semi-Permanent (see text)

This spell causes the target to fall asleep indefinitely. The target will not starve or die of thirst, but until the criteria set by the witch are met will remain asleep and age normally. The specific criteria must be semi-common. For instance, the witch may desire to have the target only awakened when kissed by a person of royal blood. Other options may require the target to have a particular type of leaf pressed upon the sleeping target's forehead. The witch must touch the target intended.

The material components for this spell are the same as the criteria required for the target to be

awakened. For instance, if the witch wished the target to only be awoken if they had the feathers of an owlbear pressed against the target's forehead, they would require the feathers of an owlbear. If they wished to have the target only be awoken by a particular type of person (race, bloodline, or otherwise), they would need a sample of that type of person's blood. Referee always has final say on what criteria are acceptable or not.

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

Entangle

Level: Druid 1, Witch 1

Range: 80 ft

Duration: 1 turn

This spell causes grasses, weeds, bushes, and trees in a 40 ft diameter area to wrap, twist, and entwine any creatures in or entering the area that fails a saving throw [Spells].

Creatures that make the saving throw are still able to move at only half speed through the area, but each round such creature must make another saving throw [Spell] or be entangled. In certain circumstances, the spell may affect something other than plants (such as nets or ropes made of plant material).

Very strong or large creatures (such as giants) may be unaffected by the spell.

Material Components: A bit of string tied up in a "Cat's Cradle."

Eternal Charm Person

Level: Witch 5

Range: 25 ft + 5 ft per 2 levels

Duration: Permanent

As *charm person*, except that its effects are permanent unless removed by *dispel magic* or *break enchantment*. The targeted person still gets a saving throw as normal.

Evil Eye

Level: Witch 2

Range: Sight

Duration: 12 hours + 1 hour

The Evil Eye is an insidious effect, it causes every action to become difficult. The recipient of the Evil Eye needs to make a save [Spells]. A failed save means that every action is taken at -1; attacks and future saves. Thief abilities and other percent rolls are at -5%. Even mundane actions require an ability roll. Walking, riding, putting on armor, will require a Dexterity check. Other actions will require Strength or Intelligence checks as the Referee requires.

Success means the Evil Eye's effects are not applied. The effects are known to the victim, but they are not affected.

The Evil Eye lasts till the duration, or a Remove Curse is cast by a witch of a higher level than the witch who cast the Evil Eye.

A scry, detect magic or analyze magic will detect the presence of an evil eye and the level of the witch that cast it.

Talismans can protect against the Evil Eye and so can other protection spells.

Material Components: The witch needs to be able to see her target.

Expand Senses

Level: Witch 4

Range: 360 ft

Duration: 2 hours

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

Material Components: The witch places her hand above her eyes or next to her ear.

Faerie Fire

Level: Witch 1

Range: 200 ft + 20 ft/level

Duration: 1 min/level

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to the witch's choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Material Component: A mushroom.

Fascinate

Level: Witch 2

Range: 30 ft

Duration: see below

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

The caster can make requests of the fascinated target, which must be obeyed if the caster makes a successful Charisma check (i.e., rolling her

charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the fascinated creature will be filled, in turn, with anger and rage. Otherwise, the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain fascinated for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or simply leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.

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

Fang Call

Level: Cleric 3, Druid 2, Magic-User 3, Witch 2

Range: touch

Target: one tooth

The caster can enchant the tooth of a creature so that, with the proper command word, it summons a creature of that type into being. The creature summoned can have no more than 2 HD per the **caster's level**. The creature appears with whatever equipment is standard for its race or class, and this equipment fades away if removed from the creature for more than one minute. The summoned creature serves the speaker of the command word to the best of its ability. The creature remains in existence for 1 day per caster level, at the end of which time it fades away into nothingness.

If slain, it is also dispelled. An enchanted tooth remains usable until it is destroyed, or its command word is spoken

Fear, Greater

Level: Witch 3

Range: 180 ft

Duration: special

This spell creates a cone of terror 60 ft long and 30 ft wide at its end. Each creature in the area becomes panicked unless it makes a saving throw [Spell, Fear]. Affected creatures will heedlessly run away from the caster as fast as they can (triple movement rate) for one round per level of the spellcaster. If a creature cannot run (such as in a dead-end passage or room with no exit), it will cower in fear for the duration of the spell.

Feast Of Ashes

Level: Druid 2, Witch 2

Range: close (25 ft. + 5 ft/2 levels)

Duration: 2 days/level (or until dispelled)

This curse affects the target with hunger no food can assuage. On a failed saving throw, the target begins to starve (-2 to attacks, -3 to saves). The

effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a Saving throw. The target still experiences the other normal effects of anything consumed (such as poisons or potions). Feast of Ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means.

Material Components: A bit of ash.

Fey Sight

Level: Witch 1

Range: Touch

Duration: 1 hour/level

The subject gains the ability to see twice as far as normal in starlight, moonlight, torchlight or similar conditions of weak lighting. The subject 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.

Material Components: A living firefly.



Fey Step

Level: Druid 1, Witch 1

Range: within 60 ft

Duration: Instant

Using this spell, the witch can instantly teleport to any unoccupied 5 ft x 5 ft square space she can see within 60 ft. The teleportation is instantaneous and has no chance of error. If the space she is moving to is occupied by another creature, the spell fails.

The witch cannot step into an area she can't see nor can see step into an area that is protected by a shield, anti-magic shell, prismatic sphere or other such magical protections.

Material Components: A normal, non-poisonous toadstool.

Find the Path

Level: Cleric 6, Druid 6, Witch 6

Range: personal or touch

Duration: 10 min./level

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached, or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Material Components: A wooden dowsing rod.

Fins To Feet

Level: Druid 3, Magic-user 3, Witch 3

Range: touch

Duration: 1 hour/level (or until dispelled)

This spells will transform the target's fins, flippers, or tail into legs and feet, allowing it to walk on land. The target loses its swim speed but gains a base speed appropriate for a humanoid of its size (speed 30 if a Medium or larger creature, speed 20 if Small). If the creature is immersed in water for 1 round, the transformation reverts, allowing it to swim normally. One round after leaving the water, the transformation occurs again, allowing it to walk. This spell only works on merfolk, tritons, seals, fish, and other creatures whose bodies or limbs are used mainly for swimming and are not suitable for walking. It does not give the target the ability to breathe air.

Material Components: A sea-shell.

Fire Seeds

Level: Druid 6, Witch 6

Range: Touch

Duration: Special

This spell transforms acorns or other nuts or small seeds or berries into fiery missiles that explode on impact or detonate at the command of the caster (within 40 ft) within two turns after creation. The caster can transform as many as four acorns or nuts into incendiary weapons that inflict 2d8 hit points of fire damage and ignite all combustible items in a 10 ft radius where the acorn impacts. The missiles must be thrown, requiring a successful "to hit" missile roll. If the throw misses, the missiles still detonate upon impact.

Alternately, up to eight small berries (such as holly berries) can be transformed into explosives. They are too light to be thrown, but they can be placed or tossed short distances or dropped, only detonating at the command of the caster.

They inflict 1d8 points of fire damage in a 5 ft radius. Targets that make a successful saving throw vs. Spell take only half damage.

Fire Storm

Level: Druid 7, Witch 7

Range: 100 feet + 10 feet/level

Duration: 1 turn (10 minutes)

A massive conflagration of fire erupts in the spot directed by the caster. The fire burns in a shape, area, and size defined by the caster, the volume being no less than 30 feet x 30 feet x 30 feet. The maximum possible volume of fire that can be called forth is the minimum area (30x30x30) times the **caster's level**. While the magical fire burns, creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Creatures who are able to pass through the fire receive 1d6 hit points of damage per ten feet traveled (no saving throw), and undead creatures sustain twice this damage.

Material Components: A bit of sulfur.

Flame Strike

Level: Cleric 5, Druid 5, Witch 5

Range: 60 ft

Duration: Instantaneous

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

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

Fly

Level: Magic-User 3, Witch 3

Range: Touch

Duration: 1 turn/level + 1d6 turns

This spell imbues the caster with the power of flight, with a movement rate of 120 feet per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

Note: Several versions of this spell exist. Some allow for flying in a purely incorporeal state; as if the witch becomes like smoke to fly away. Others the witch grows wings and flies.

Material Components: The witch needs a feather, a bit of fur from a bat or a wing of an insect.

Fogbank

Level: Magic-User 2, Witch 2

Range: 10 ft

Duration: 4 rounds + 1 round/level

This spell creates a growing fog cloud, covering a volume of 40 ft x 20 ft x 20 ft. The cloud is heavier than air and moves away from the caster at 10 ft/round. The cloud will be dispersed by heavy wind in one round, lighter wind or very thick vegetation in two rounds.

Material Components: The witch cups water in her hands and blows over it.

Forbidding

Level: Witch 7

Range: 50 ft

Duration: 1 round/level

The Forbidding is a two-dimensional magical barrier which can be of any shape but must be a contiguous area not exceeding 10 square feet per level of the caster. It partially prevents magical spells and effects from passing through. Magic spells have a base 100% chance of dissipating when passing the barrier, -2% per level of the caster, -5% per level of the spell. Conjured or summoned creatures that pass the barrier must pass a saving throw vs. magic or be returned to whence they came (if they have magic resistance it does not count against this effect). Magic potions or scrolls have a 50% chance of being nullified on passing the Forbidding (the scrolls becoming blank, the potions turning to inert liquid) and items with charges have a 25% chance of losing 1d4 charges from their repertoire. Other magic items are unaffected.

Material Components: The witch makes an X sign with her two forefingers.

Frightful Aspect

Level: Druid 7, Magic-user 8, Witch 8

Range: personal

Targets: The spell caster

With this spell, the caster becomes a larger, awful version of themselves. They grow to size Large and take on features that horrify their enemies. The caster gains the following abilities: a +6 bonus to Strength, a +4 bonus to Constitution, a +6 natural armor bonus, and +2 to saves. The caster also emits an aura that emanates 30 feet. Enemy creatures within the aura are treated as if they had a Cause Fear spell cast on them.

Material Components: The witch sticks out her tongue and crosses her eyes.

Fumble

Level: Witch 2

Range: One Target (see below)

Duration: 1 minute/level

This spell causes one creature to become incredibly ham-fisted and ungainly, tripping, dropping weapons and other things, and generally bumbling around.

The target must be within 10 ft per experience level of the caster, and the effect will last for 1 minute per level. The affected creature is entitled to a saving throw; a successful save indicates that the target is merely slowed (moving and attacking at half the normal rate). Recovery from the effects of the spell (i.e., picking up a dropped object or picking oneself up after falling) will require a full minute to accomplish.

Material Components: The spell requires a bit of butter, which is destroyed in the casting.

Fury of the Ancestors

Level: Witch 1

Range: Touch

Duration: 3 turns

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

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

Fury Of The Sun

Level: Druid 2, Witch 2

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

Duration: 10 minutes/level

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

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

Geas

Level: Druid 6, Witch 6

Range: 5 ft per level

Duration: special

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

A saving throw will allow an unwilling target to resist a **geas** when it is first cast. However, the target may choose to accept the **geas**, typically as part of a bargain with the caster to perform some service.

The **geased** creature must follow the given instructions until the **geas** is completed, no matter how long it takes. If the instructions involve some open-ended task that the recipient cannot complete through his or her own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

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

A **geas** (and all effects thereof) can be ended by a **remove curse** spell, a **wish** or by the reverse of this spell.

Dispel magic does not affect a **geas**.

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

Giggle of the Spring Maiden

Level: Witch 2

Range: 50 ft

Duration: 5 rounds

Fixing the target with a glare, the witch utters a demented child-like laugh that causes the target to suffer a penalty of -2 to all saving throws for the spell's duration.

Material Components: The witch cackles.

Glamour

Level: Witch 1

Range: Self

Duration: 2 minutes per level

This spell can be used in two ways.

Touch of Beauty: the witch can make herself appear to be more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. The witch gains a +2 bonus to her Charisma and Appearance rolls any positive interactions she has with others.

Touch of Hideousness: the witch can make herself appear hideous. Her skin becomes wrinkled, warty and otherwise transformed. Using the spell this way grants the witch a +4 bonus to any check to intimidate or scare another.

Glitterdust

Level: Cleric 3, Druid 3, Magic-user 2, Witch 2

Range: 120 ft

Duration: 1 round per level

A cloud of golden particles covers everything and everyone within a 10 ft radius area. Creatures within the area of effect must make a saving throw versus Spells or be blinded (from dust in their eyes) for the duration of the spell. Any invisible or hidden creatures within the area of effect are visibly outlined by the glowing particles, and creatures so outlined cannot thereafter benefit from invisibility or hiding in shadows while the glitterdust remains. The glitterdust cannot be removed **but vanishes when the spell's duration expires**, or if dispelled.

Material Components: A bit of dust tossed into the air.

Grimalkin

Level: Witch 1

Range: 20 ft

Duration: 2d8 rounds

With a chant and gesture, the witch conjures a Grimalkin—an evil spirit bound into the form of a long-bodied cat-like creature, about the size of a lynx. The Grimalkin will fight as the witch commands.

If there is no enemy to fight, it will perform no other service and will demand that the witch feeds it some of her blood (costing her 1d3 hp). The Grimalkin fights as a Huge Weasel: AC7, MV 150 ft, HD 1+1, #AT1, dam 1d8 + blood drain. When the spell's duration expires, or the Grimalkin is killed, it fades



back into the spirit world, leaving no corpse.

Material Components: A dead mouse, a bit of fish or some other piece of meat to attract a large cat.

Guidance

Level: Cleric 1, Druid 1, Witch 1

Range: touch

Duration: 1 minute or until discharged

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 bonus on a single attack roll, saving throw, or ability check. It must choose to use the bonus before making the roll to which it applies.

Material Components: A ground lens which is not destroyed in the casting.

The Howling

Level: Witch 5

Range: 25 ft + 5 ft/level

Duration: 1 round/level

The witch calls out painful words of magic, her voice growing to a howling shout. Soon, many voices rise on the winds, creating a deafening cacophony in the immediate area. Everyone in near range, both friend, and foe, must make a saving throw or else cover their ears and do nothing else for the duration of the spell.

Even those in range who succeed at their saving throws suffer a -2 penalty to all actions. Creatures who cannot hear, or who are mindless, such as skeletons and zombies, are unaffected.

Material Components: The witch must be able to speak.

Horror

Level: Witch 6

Range: 25 ft + 5 ft per level

Duration: 1 rd/level

Creatures within the area of effect panic and must flee directly away from the caster.

There is a 60% chance they will drop anything they are holding. There is a normal saving throw, but undead, golems, elementals and extraplanar creatures are immune to the effect.

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

House Spirit

Level: Witch 3

Range: Touch (One permanent dwelling)

Duration: 1 hour/level

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

The house spirit has the same stats as a brownie.

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

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

Hydrophobia

Level: Cleric 3, Druid 3, Magic-user 3, Witch 3

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

Duration: 1 round/level

Targets in the area must succeed at a Saving throw or become deathly afraid of drowning. If the target is swimming or otherwise submerged in water, it must spend all of its efforts attempting to escape from the water. As long as an affected target remains in water, it takes 1d6 points of nonlethal damage each round as it thrashes about and swallows water. Even out of the water, targets cannot imbibe potions or willingly interact with any fluids for the duration of this spell.

Material Components: A drop of water.

Hypnotic Pattern

Level: Magic-User 3, Witch 3

Range: 120 ft

Duration: special

This spell creates a twisting pattern of subtle, shifting colors that weaves through the air, fascinating creatures within it.

The spell affects 24 levels or hit dice of creatures that fail a saving throw [Spells]. Creatures with the fewest HD are affected first; and, among creatures with equal HD, those who are closest to the spell's point of origin are affected first.

Sightless creatures are not affected; creatures wounded while subject to the fascination are freed from the trance.

Material Components: The witch points and spins her forefinger.

Improved Faerie Fire

Level: Witch 3

Range: 400 ft + 40 ft/level

Duration: 1 round/level

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

Material Component: A live firefly.

Improved Pass Without Trace

Level: Druid 5, Witch 5

Range: Caster + companions

Duration: See below

This spell allows the caster and up to 1 companion **per the caster's experience level, to pass through** any sort of terrain (snow, sand, mud, etc.) without leaving any sort of print, scent, or spoor. In addition, no magical trace of their passage will remain, either. This will completely foil such mundane tracking as that done by rangers, bloodhounds, etc. Those protected by this spell will explicitly not be able to be tracked by the detect magic spell.

Material Component: The spell requires that the caster makes a sweeping motion with a besom (broom).

Insect Plague

Level: Cleric 5, Druid 4, Witch 4

Range: 480 ft

Duration: 1 day

This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Material Components: A live insect.

Invisibility

Level: Magic-user 2, Witch 2

Range: 240 ft

Duration: Until removed, or an attack is made

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

Material Components: A drop of lemon juice.

Laugh of the Harvest Mother

Level: Witch 4

Range: 100 ft

Duration: 5 rounds

Fixing the target with a glare, the witch releases a triumphant hearty laugh that causes the target to suffer a penalty of -4 to all saving throws for the spell's duration.

Targets of less than 5 hit die flee as if affected by a fear spell.

Material Components: The witch cackles.

Lead Plating

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: 1 minute/level (or until dispelled)

This spell will enclose the target in a thin sheath of lead. This doesn't restrict the target's movement or functionality, but protects it from the effects of radiation and prevents the penetration of many divination spells. The lead doesn't coat the target's equipment.

Material Components: A bit of lead that is used up in the casting of the spell.

Magic Cauldron

Level: Witch 6

Range: One cauldron of water

Duration: 24 minutes

This spell enables the witch to use an iron cauldron filled with water as the equivalent of a crystal ball in most respects. The spell will remain in effect for 24 minutes. This spell can be cast underwater but requires the cauldron be covered with a watertight clear lid and filled with pure water to function. If the cover is made of glass, it will function for 12 minutes. If made of crystal, it will function for the full 24 minutes.

Material Components: A cauldron filled with water. The cauldron is not consumed in the casting and can be used again.

Magic Mirror

Level: Magic-User 1, Witch 1

Range: 0 ft

Duration: 2 rounds +1 round/level

This spell causes a small (1ft square) area of air in front of the caster to become a shimmering surface akin to a reflecting pool or mirror. It moves with the caster, and any gaze attack from a monster or magic item or spell is reflected back upon the attacker. The caster has no ill effects from the gaze attack, but the attacker will suffer those ill effects if it does not make a successful saving throw vs. the appropriate attack form.

Material Components: A mirror that is not consumed in the casting of this spell and can be used again.

Marid's Mastery

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Range: touch

Duration: 1 minute/level

The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a -4 penalty on attack and damage rolls.

Material Components: A drop of water.

Mass Hex

Level: Witch 6

Range: 60 ft

Duration: 6 rounds

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

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

Mending

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Range: 10 ft.

Duration: instantaneous

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but the caster must be a level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair the damage done to such items.

Material Components: A needle and thread. These are consumed in the casting of the spell.



Message

Level: Witch 1

Range: One target 60 ft + 10 ft per level

Duration: 30 seconds + 6 seconds per level

This spell enables the caster to whisper a message that will be heard by a single recipient within 60 ft plus 10 ft per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster.

The message and the reply can be no longer in length combined than 30 seconds plus 6 seconds per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work.

Material Components: The spell requires a small bit of copper wire, which is destroyed in the casting.

Mirror Talk

Level: Witch 4

Range: See text

Duration: 1 minute/level

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

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect. **The witch can't cast spells through it for example.**

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

Misdirection

Level: Magic-User 2, Witch 2

Range: 100 ft

Duration: 8 hours

This spell misdirects the information from divination spells (such as detect evil, detect magic, detect lie).

On casting the spell, the caster chooses another object within range, and for the duration of the spell, the subject of misdirection is detected as if it were the other object. If the caster of the detection spell makes a saving throw [Spells], the misdirection is ineffective. Detection spells provide information based on the second object rather than on the actual target of the detection. This spell does not affect other types of divination magic (ESP, clairvoyance, etc.).

Material Components: A coin flipped into the air. The coin is consumed in the casting in this spell.

Moonlit Way

Level: Witch 4

Range: 100 ft + 10 ft per level

Duration: 1 minute per level

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 caster 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).

Moonstruck

Level: Druid 4, Magic-user 4, Witch 4

Range: 100 ft. + 10 ft./level

Duration: 1 round/level

This spell invokes the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration, the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

Material Components: The tooth of a wolf or the feather of an owl.

Mudball

Level: Druid 1, Magic-user 1, Witch 1

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

Duration: instantaneous

When this spell is cast a single ball of sticky mud is launched at an enemy's face as a ranged attack. If the mudball hits, the target is blinded. Each round at the beginning of its turn, a creature blinded by this spell can attempt a saving throw to shake off the mud, ending the effect. The mudball can also be wiped off by the creature affected by it or by a creature next to the creature affected by it during its round.

Material Components: A bit of mud rolled into a ball.

Mystic Barrier

Level: Witch 8

Range: Caster

Duration: 1 round per level

When this spell is cast, the witch surrounds herself with a magical hemisphere that provides damage protection of 3 hp per level of the witch and a +5 magic bonus to all saves. In addition, if the witch is of lawful alignment, the witch can inflict 10d8 points of holy damage to any opponent of an opposite alignment who touches the barrier of the spell. If the witch is Chaotic, the barrier inflicts 10d8 unholy damage to any lawfully aligned creatures. If the witch is neutral, this spell confers no additional effect beyond its protective qualities.

Material Components: Sea salt poured into a circle around the witch.



Nature's Exile

Level: Druid 3, Witch 3

Range: touch

Duration: permanent

This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If the affected target has an animal companion, it does not become hostile, but as long as the target remains cursed, their animal companion takes a -2 penalty on all attack rolls, ability checks, and saving throws.

This can be removed with a Remove Curse.

Material Components: A vial containing a bit oil and water.

Neutralize Poison

Level: Cleric 4, Druid 3, Witch 4

Range: touch

Duration: Instantaneous or 10 min./level; see text

This spell will detoxify any sort of venom in the creature or object touched. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Saving throw to negate the effect.

Material Components: A bit of alcohol.

Night's Companion

Level: Witch 2

Duration: 10 minutes per level

Range: 1-mile radius

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

Material Components: The feather of an owl.

Night Vision

Level: Witch 1

Range: Self or target touched

Duration:

See in the blackest night as perfectly as a summer day. This spell does not negate magical darkness or blindness.

Material Components: A few hairs of a cat.

Nondetection

Level: Witch 3

Range: 0 ft

Duration: 1 hour/ level

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

Material Components: A bit of gauze.

Obedient Beast

Level: Witch 1

Range: 30 ft

Duration: 1d6 rounds

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

Material Components: A small bit of meat.

Obscuring Cloud

Level: Witch 1

Range: 0 ft

Duration: 1 turn per level

When this spell is cast, a misty vapor wafts upward from the ground around the spellcaster, forming a billowing cloud 1ft high and 10 ft in diameter per level of the caster. The obscuring cloud is harmless, but blocks line of sight for most creatures. The caster and any creatures able to see invisible can see dimly through the obscuring cloud, but all others within the cloud are effectively blind.

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

Pass Without Trace

Level: Druid 1, Witch 1

Range: 0 ft

Duration: 1 turn/ level

This spell allows the caster (or another subject) to move through any type of terrain leaving neither footprints nor scent. Tracking the subjects is impossible by nonmagical means; any pursuer attempting to use magical means to follow the subject must make a saving throw [Spell] to use such magic.

Material Components: The witch uses her besom (broom) to sweep away her tracks.

Pernicious Poison

Level: Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: 10 minute/level

This spell will weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

Material Components: A prepared bit of oil mixed with alcohol.

Poison

Level: Cleric 4, Druid 3, Witch 4

Range: touch

Duration: Instantaneous; see text

Calling upon the venomous powers of natural predators, this spell will infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Saving throw each round to negate the damage and end the affliction.

Material Components: A bit of venom from a snake.

Polar Midnight

Level: Cleric 7, Druid 7, Witch 8

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

Duration: 1 round/level

This spell will plunge an area into the brutal chill of the arctic night. Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Saving throw each round negates the Dexterity damage but not the cold damage. Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a round, the caster may move the area of effect up to 10 feet in any direction.

Material Components: A bit of black cloth.



Pox Pustules

Level: Druid 2, Witch 2

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

Duration: 1 minute/level

The witch can inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below 0). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

Material Components: A couple of leaves of itchweed.

Predict Weather

Level: Witch 1

Range: 1 mile per level

Duration: 12 hours

Using this spell, the caster can accurately predict the weather within the range of the spell over the period of the next 12 hours.

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

Material Components: The witch licks her finger and holds it up to check the wind.

Primal Scream

Level: Witch 5

Range: 15 ft. radius + 5 ft. per level

Duration: Instantaneous

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

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

Creatures 5 hit dice or less must succeed a Saving Throw or take 6d6 points of damage, save for half.

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

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

This spell can affect robots and any creatures that are unaffected

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

Material Components: the witch must be able to scream.

Pup Shape

Level: Druid 3, Magic-user 3, Witch 3

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

Duration: 1 round/level

By means of this spell, the caster can transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any non-evil creature that attempts to attack a creature in this form must succeed at a saving throw (modified by Wisdom) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for

the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

Material Components: A drop of milk.

Pyrokinesis

Level: Druid 1, Witch 1

Range: Touch

Duration: Instant

Area of effect: 1 object, up to 1 ft³/caster level

Whispering a secret word, the caster conjures a fire-spirit to his or her fingertips.

The fire spirit will leap to the next flammable thing the caster touches, and ignite it (first drying it out if the object's water content would prevent easy ignition). If the caster touches an item, then it must make a saving throw vs. normal fire or be burned and probably ruined. If the caster touches a creature, it suffers 1d6 hp damage. Note that while touching a creature in melee requires a "to hit" roll, the fire spirit will remain on the caster's fingers until discharged, or until 1 hour has passed (whichever comes first).

Material Components: A bit of sulfur and charcoal.

Raging Rubble

Level: Cleric 3, Druid 3, Magic-user 3, Witch 3

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

Duration: Concentration + 2 rounds

This spell will animate an area of rubble, gravel, or other small stones, creating a dangerous, rolling area of debris. The animated rubble has a space of 10 feet and acts like a swarm, damaging (1d6 hit points) and distracting anything within it. As a part of their turn, the caster can direct the rubble to move up to 10 feet. If the rubble is attacked, treat it as a Medium animated object.

Material Components: A bit of gravel tossed into the air.

Rain of Frogs

Level: Druid 3, Magic-user 3, Witch 3

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

Duration: Concentration + 2 rounds

This spell functions as summon swarm, except the witch summons a swarm of poisonous frogs. This swarm has the statistics of an insect swarm, except its poison deals Constitution damage.

Material Components: A common housefly.

Raven Spy

Level: Witch 2

Range: 20 ft

Duration: Until sunset

Raven spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The

caster may specify a target, and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

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

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

Razor Birds

Level: Druid 3, Magic-user 3, Witch 3

Range: 100 ft. + 10 ft./level

Duration: 1 round/2 levels

This spell will create a cloud of quasi-real birds that the caster can direct around the range. The birds move 50 feet per round and damage each creature whose square that they move through. Directing the birds is a move action at the beginning of their round. The birds deal 1d6 points slashing of damage per two levels, with a save (modified by Dexterity) for half damage. The birds continually caw and scream loudly, imparting a -3/-15% to all hearing based checks to those within 30 feet.

Material Components: A raptor feather.

Regenerate

Level: Cleric 7, Druid 7, Witch 7

Range: touch

Duration: instantaneous

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage + 1 point per caster level, rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on non-living creatures (including undead).

Material Components: A bit of troll blood

Reincarnate

Level: Druid 7, Magic-user 6, Witch 6

Range: touch

Duration: instantaneous

This spell brings a dead person's soul back from the dead, but the soul reappears in a newly formed body. Reincarnation will not affect someone who has been dead more than a week. Roll according to the caster's class on the following table; 1d6 for Druids, 1d20 for Magic-users and 1d12 for Witches. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level.

Reincarnation Table

Die Roll	Druid	Magic-user	Witch
1	Bear	Bugbear	Dwarf
2	Lion	Centaur	Elf
3	Mouse	Dog or Cat	Gnome
4	Raven	Dwarf	Goblin
5	Stag	Elf	Half-elf
6	Wolf	Gnoll	Half-orc
7	-	Goblin	Halfling
8	-	Half-orc	Human
9	-	Harpy	Kobold
10	-	Hobgoblin	Ord
11	-	Human	Tiefling
12	-	Kobold	Other
13	-	Lizardman	-
14	-	Lycanthrope	-
15	-	Minotaur	-
16	-	Ogre	-
17	-	Ogre Mage	-
18	-	Orc	-
19	-	Troll	-
20	-	Wyvern	-

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but it doesn't automatically speak the language of the new form. A wish or a miracle spell can restore a reincarnated character to his or her original form.

Material Components: A special lyre that the witch plays to bring the soul of the deceased back.

Remove Curse

Level: Magic-user 4, Witch 4

Range: Touch

Duration: Instantaneous

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

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

Remove Disease

Level: Cleric 3, Druid 3, Witch 3

Range: touch

Duration: instantaneous

Remove disease can cure all diseases from which the subject is suffering. The recipient must make a saving throw to have the disease removed. In this case, the caster adds a bonus of +1 per three levels to the recipient's save. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Material Components: A swab of alcohol.

Remove Sickness

Level: Cleric 1, Druid 1, Witch 1

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

Duration: 10 minutes/level; see text

This spell will quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Material Components: A bit chicken broth.

Resistance

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Range: touch

Duration: 1 minute

This spell will imbue the subject with mystical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.

Material Components: A protective charm.

Reveal Mirage

Level: Cleric 3, Druid 2, Magic-user 3, Witch 3

Range: personal

Duration: 1 round

The caster can focus upon a single point within line of sight and discern if the terrain or geographic features of that point are illusory. This ability allows the caster a Saving throw to disbelieve a terrain-affecting illusion (glamour) effect from range as though they had interacted with it. In addition to affecting such spells as hallucinatory terrain and mirage arcana, this spell also allows the caster to disbelieve naturally occurring mirages.

Material Components: A rose colored lens.

Ride The Waves

Level: Cleric 4, Druid 4, Magic-user 4, Witch 4

Range: touch

Duration: 1 hour/level (or until dispelled)

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks

even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

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

Salving Rest

Level: Witch 1

Range: touch

Duration: special

This spell allows its subject to enjoy soothing, peaceful sleep, free of pain and sorrow, whenever he slumbers. As a result of this salving rest, the subject of the spell will heal an extra 1d3 hit points during each day of complete rest. The spell ends when the subject stops completely resting or if he takes any damage.

Material Components: A bit of warm milk or herbal tea.

Sanctuary

Level: Witch 1

Range: Touch

Target: Creature touched

Duration: 1 round/level

Any opponent attempting to strike or otherwise directly attack the warded creature, even with a targeted spell, must attempt a Saving Throw. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. **If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the warded creature for the duration of the spell.** Those not attempting to attack the subject remain unaffected. This spell does not prevent the warded creature from being attacked or affected by area or effect spells. The subject cannot attack without breaking the spell but may use nonattack spells or otherwise act.

Scry

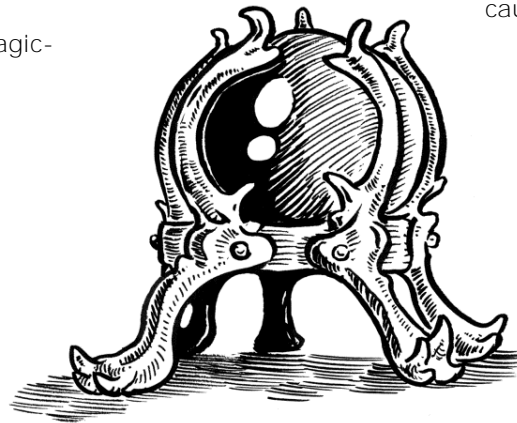
Level: Cleric 3, Druid 3, Magic-user 3, Witch 3

Range: See text

Duration: 1 hour per level

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

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



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

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

Knowledge	Bonus / Penalty
Subject on another world	-20%
No connection or knowledge of the subject	-10%
Secondhand (have heard of the subject)	-5%
Firsthand (have met the subject)	+0
Familiar (know the subject well)	+5%
Likeness, picture or effigy	+2%
Possession or garment	+5%
Body part, lock of hair, bit of nail	+10%
Per level of the witch	+1%

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

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

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

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

Scrying, Greater

Level: Cleric 7, Druid 7, Magic-user 7, Witch 7

Range: see text

Duration: 1 hour/level

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

Material Components: Same as

Scrying.

Seeming

Level: Witch 3

Range: Touch

Duration: 2d6 hours

Seeming allows the caster to alter the appearance of a thing, but not its nature. For example, a witch could make her hovel seem a small but luxurious palace, but not fix the roof; a pit appear to be a shallow hole, but anyone falling in would still take 1d6 damage.

The spell is unlike Phantasmal Force in that there must be a real object to change, and no illusory damage is possible.

Seeming will not make the caster rich: any wealth gained by use of the spell only lasts for the spell's duration.

Share Skin

Level: Druid 6, Witch 6

Range: touch

Duration: 1 hour/level or until the caster returns to their body

The caster can possess an animal's body in a manner that functions like a magic jar, except as noted here. The caster's body vanishes while the effect lasts and they don't require a receptacle.

Material Components: A bit of fur, feather or a scale of the type of animal the witch would like to possess.

Sharp Ear (Reversible)

Level: Witch 1

Range: 50 ft

Duration: 2d6 rounds

Sharp ear doubles the target creature's chance to hear noise or listen to doors for the duration of the spell. While active, it also gives the target creature a saving throw vs. surprise of 11 (on a 1d20).

The spell's reverse, Dull ear, will deafen the target creature. It must pass a saving throw to hear any noise that originates from more than 30 ft away (with a separate save per sound). Exceptionally loud noises will still be heard.

Material Components: For Sharp Ear, the witch holds a hand up to her ear. For Dull Ear, the witch covers her ear with her hand.

Snake's Tongue

Level: Witch 1

Range: 50 ft

Duration: 3d6 rounds

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

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

Material Components: A tongue of a snake.

Song of Discord

Level: Witch 5

Range: 100 ft + 10 ft per level

Duration: 1 round per level

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round (roll to determine each creature's behavior every round at the beginning of its turn).

A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

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

Speak with Animals

Level: Witch 1

Range: Personal

Duration: 1 min/level

The witch can comprehend and communicate with animals. She is able to ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more unintelligent ones make inane comments. If an animal is friendly toward witch, it may do some favor or service for her.

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

Spirit of Avalon

Level: Witch 3

Range: Touch

Duration: 10 turns / level

The witch may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit will function much the same as an Unseen Servant, carrying things, opening doors, and the like, but also has one additional benefit. Though the spirit of Avalon will not normally enter combat, should its master be knocked to the ground, rendered unconscious, or be otherwise incapacitated, the spirit will partially materialize and defend its master. The spirit has an armor class of 17, and 6d8 (32 Hit Points) hit dice, +4 to hit, and deals 1-12 damage (x2 crit) with a random weapon (damage and crit range are always the same, no matter what type of weapon is used.). The spirit will not enter the battle at large, only defending its master, and will dissipate should its master be slain.

Material Components: A small piece of a standing stone.

Spirit Servant

Level: Witch 1

Range: 10 ft

Duration: 12 rounds

Except as noted above, this spell is exactly as the arcane spell Unseen servant, save that the Spirit servant is particularly adept at household chores and can perform tasks such as fetching wood, drawing water, laundry or sweeping in half the normal time.

Material Components: A saucer of milk.

Spit Venom

Level: Cleric 4, Druid 3, Witch 3

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

Duration: Instantaneous; see text

The caster can spit a stream of venom at a target using a ranged attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by black adder venom.

Material Components: A snake's tongue.

Stabilize

Level: Cleric 1, Druid 1, Witch 1

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

Duration: instantaneous

Upon casting this spell, the caster can target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Material Components: A bit of gauze.

Steal Breath

Level: Druid 2, Magic-user 2, Witch 2

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

Duration: 1 round (see text)

With this spell, the caster can pull the breath from a creature's lungs, dealing damage and leaving it unable to speak, use breath weapons, or cast spells with verbal components. If the target fails its saving throw, it takes 2d6 points of damage, and it cannot speak, use breath weapons, or anything else requiring breathing, and a visible line of swirling air leaves the target's mouth and enters their mouth. If during the duration, the target moves out of range or line of effect to the caster, the spell immediately ends. This spell has no effect on creatures that do not need to breathe air.

Material Components: The fur from a cat.

Storm Of Vengeance

Level: Druid 7, Witch 8

Range: long (400 ft. + 40 ft./level)

Duration: concentration (maximum 10 rounds)

The spell creates a huge black storm cloud in the air. Each creature under the cloud must succeed on a Saving throw or be deafened for 1d4 x 10 minutes. Each round the caster continues to concentrate, the spell generates additional effects as noted below. Each effect occurs on their turn. 2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save). 3rd Round: The caster can call six bolts of lightning down from the cloud. The caster decides where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Saving throw for half damage. 4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save). 5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds a saving throw modified at -1 per the level of the spell the caster is trying to cast.

Material Components: The feather of a crow.

Stormbolts

Level: Cleric 7, Druid 7, Magic-user 8, Witch 8

Range: 30 ft.

Duration: instantaneous

When cast this spell will cause lightning spills forth from their body in all directions. The bolts do not harm natural vegetation or creatures in the area the caster wishes to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

Material Components: A bit of copper and iron fillings.

Stumbling Curse

Level: Witch 1

Range: 20 ft

Duration: 2d6 rounds

Stumbling curse halves the target's normal movement speed. It will not work on any creature that does not need legs for its locomotion e.g. a fish, a giant slug, or a spectre would be unaffected.

Material Components: A small fragment of tortoise shell.

Stunning Allure

Level: Witch 2

Range: Self

Duration: 6 rounds

This spell causes the caster to become stunningly attractive to humans, demi-humans, humanoids, and certain intelligent humanoid monsters capable of speech (Referee's discretion). 2d6 hit dice of creatures are affected, starting with those closest to the caster, provided the caster can be seen. Affected creatures will be stunned for 1d6 rounds, after which they will act in whatever way they think most likely to attract the caster's attention until the spell's duration expires.

The creatures receive a saving throw modified by the caster's charisma, gender, and race as follows:

Charisma / Race	Modifier
Charisma 10-12	Nil
Charisma 13-14	-1
Charisma 15-16	-2
Charisma 17	-3
Charisma 18+	-4
Same race	-2
Partially same*	-1
Similar**	Nil
Different***	+1
Gender****	-2

*Partially same (e.g. human to half-elf or half-orc)

**Similar (e.g. humanoid to demi-human, or either to human)

***Different (e.g. human to monster race such as a medusa)

****The witch belongs to a gender the target is attracted too.

If the target creature is harmed or caused to make a saving throw, the spell will be broken, and it may act normally.

Material Components: A bit of specially prepared perfume.

Summon Swarm (Reversible)

Level: Druid 2, Witch 2

Range: 30 ft + 5 ft /2 levels

Duration: 1 round/ caster level

This spell summons an insect swarm composed of normal insects such as bees, stinging ants, wasps, hornets, or pinching beetles. The swarm attacks all other creatures within its area. Any creatures within the area of the swarm suffer 2 hit points damage per round they remain within the swarm and are unable to take any action except swat and scratch

at the swarm. If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best, it can, and then moves at random (usually away from the caster) for the duration of the spell. The reversed form of the spell, *repel swarm*, can dispel a summoned or another swarm of insects (but not arachnids) or repulse insectoid creatures (but not arachnid-like creatures such as aranea or the effects of *creeping doom*) that fail to save [Spell].

Material Components: An insect.

Teala's Forgetful Mind

Level: Witch 2

Range: One target, touched

Duration: 1 hour/level

This wicked spell makes the target forget almost everything of importance for the duration. The target knows who he is and who his friends are, but must make a successful Intelligence check to remember the details of important events. Furthermore, the target loses the benefit of all ability or skill-like checks for the duration of the spell.

Material Components: A coin that has been polished till shiny.

Teala's Transcendental Treehouse

Level: Witch 8

Range: Tree touched

Duration: 1 hour/level

Named for the witch that first created it, this spell creates an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The spell must be cast on a tree. The entry point looks like a faint shimmering in the air

that is 4 feet wide and 8 feet high. Only those the witch indicates in the cast may enter the tree dwelling.

The area beyond exists in an extra-dimensional space. The treehouse can be set up with any floor plan to the limit of the spell's effect; up to three 10-foot cubes/level.

The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per witch level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servant's function as unseen servant spells except that they are visible and can go anywhere in the



mansion. These servants appear to be faerie in nature but are in actuality akin to elementals. There is always a 1% chance that any given tree has a dryad, hamadryad or another tree spirit already in residence in the tree. If this is the case, the spell fails.

Material Components: A bit of wood from a tree that housed a dryad.

Telekinesis

Level: Magic-User 5, Witch 5

Range: 120 feet

Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight that can be lifted and moved is 20 pounds per level. It is up to the **Referee's interpretation of the spell whether the objects can be thrown, and at what speed.**

Teleport

Level: Magic-user 5, Witch 5

Range: Touch

Duration: Instantaneous

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

1. If the witch has only seen the location in a picture or through a map (so that knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for **the traveler's soul**, is lost in the spaces between realities.

2. If the witch has seen but not studied the location, there is a 20% chance of error. In the case of an error, there is a 50% chance that the traveler arrives low, 1d10x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over **the 50% chance for a "low" arrival**), the traveler arrives 1d10x10 feet above the targeted location—likely resulting in a deadly fall.

3. If the witch is well familiar with the location or has studied it carefully, there is only a 5% chance of error. On a 1 in 6 the teleport is low. Otherwise, it is high. In either case, the arrival is 1d4 x10 feet high or low.

Material Components: Two lenses held up to the witch's eye.

Threefold Aspect

Level: Druid 5, Witch 5

Range: personal

Duration: 24 hours

Threefold aspect allows the witch to shift her appearance between their natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or

elderly (elder/crone). In each case, their appearance is their own at the appropriate age, rather than that of a new individual. She may change between these three aspects or their actual age as a standard action. As the young adult, gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, gain a +4 enhancement bonus to Wisdom and Intelligence but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties the witch may have from their actual age (which are untyped bonuses)-the bonuses granted by this spell represent their idealized form in this threefold aspect rather than simply duplicating their ability scores at any one particular age. True seeing reveals their natural appearance overlaid with that their aspect, recognizing both as part of their true self. Individuals who study the witch closely and have interacted with her at another apparent age recognize a resemblance (as though family). Threefold aspect does not alter their clothing or equipment and does not heal any deformity or injury unrelated to age.

Material Components: A cord tied into three interlocking loops.

Tongues

Level: Witch 3

Range: Touch

Duration: 10 minutes per level

The witch may cast this spell on herself or another, granting them the ability to speak and understand the language of any intelligent creature, whether it is an alien language or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to **speak with creatures who don't speak. The subject** can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

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

Touch of Bloodletting

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

Range: touch

Duration: 1 round/level

This spell causes any existing wounds that the target possesses to bleed profusely. If the creature's current total hit points are less than its maximum, this spell causes the creature to take 1 point of bleed damage each round and become exhausted for the duration of the spell. Any spell

that cures hit point damage negates the effects of this spell.

Material Components: A pinch of salt mixed with iron filings.

Touch of Suggestion

Level: Witch 1

Range: Touch

Duration: 1d6 rounds

The caster utters the spell and touches the targeted human, demi-human or humanoid, who then receives a saving throw vs. spells. Success means the spell has no effect, but failure means the target will obey a brief, reasonable-sounding suggestion for 1d6 rounds. Long suggestions, or those that sound unreasonable to the target, will have no effect.

The spell can overcome many suspicions but will fail in the face of certainties. For example, if Cyrus, the guard, has received orders to investigate the **mysterious disappearance of Phygora's 5th volume** of Occult Lore, and the witch suggests that he looks for footprints outside the ground floor window, then the spell might work on him; but if he has been ordered to arrest the witch for theft, then he will not obey her. This spell will never work in a melee or pursuit situation.

If instead of touching the target, the witch kisses him or her on the lips, then the saving throw is at -4.

Material Components: The witch makes a slow waving motion with her hand.

Trance

Level: Witch 1

Range: 120 ft

Duration: 1 round per level

This spell places the caster into a deep trance. For the duration of the spell, the caster cannot move, speak, or take any action. Each round while in the trance, the caster can detect the presence and location of one the following, if within range: curses, incorporeal undead, permanent magical effects, sinkholes of evil, or summoned creatures.

True Seeing

Level: Cleric 5, Druid 7, Magic-user 6, Witch 6

Range: touch

Duration: 1 min./level

This spell will confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not

into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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

Vanquished Ward

Level: Witch 2

Range: Touch

Duration: 1 turn/level

By either imbibing or smoking a special mixture created from the token of a defeated foe (a hair, scale or feather), the witch can use the foe's spirit to grant protection from its kind. The spell grants the target a +2 bonus to AC and saving throws for all attack forms (including spells) cast by beings of the same species. Preparing and imbibing (requiring either a gourd or pipe) the mixture takes 5 rounds.

Material Components: a token of a defeated foe.

Vigor

Level: Cleric 1, Witch 1

Range: 1 Target touched

Duration: 1 round/level

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

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

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

Volcanic Storm

Level: Druid 4, Magic-user 4, Witch 4

Range: long (400 ft. + 40 ft./level)

Duration: 1 round/level (or until dispelled)

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash

rains down in the area. Creatures inside this area take a -4 penalty on ability checks to see, and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Material Components: A pumice stone from a volcano.

Vulnerability

Level: Witch 2

Range: 30 ft

Duration: 4 turns

Vulnerability downgrades the target creature's immunity to non-magical weapons by one slot on the following scale: -

- +3 or better weapon to hit
- +2 or better weapon to hit
- +1 or better weapon to hit
- Silver or magic weapon to hit

For example, a vulnerability spell cast on a werewolf would make it subject to normal weapons. A vulnerability spell cast on a demon lord might make it vulnerable to +2 weapons or better.

Material Components: A

Wall of Thorns

Level: Druid 6, Witch 6

Range: 80 ft

Duration: 1 turn/level

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. The caster can create a 10 ft x10 ft x5 ft wall per level of experience, but the "wall" can be shaped as desired by the caster in equivalent volume (such as to block a passage).

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

Creatures with the ability to pass through overgrown areas unhindered can pass through the wall at normal speed without taking damage. The wall can be chopped through very slowly (1'/round). It can also be burned by magical (not normal) fire, which will destroy the wall in 10 rounds.

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

Material Components: A thorn from a rose bush.

Ward of Flame (Reversible)

Level: Witch 1

Range: Touch

Duration: 6 turns

For the spell's duration, Ward of flame protects the target creature from injury due to heat or flame. The Ward absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from fire.

The spell's reverse, Ward of frost, absorbs the next 2d6 hp damage that the target creature would otherwise have suffered from frost, cold or ice.

Material Components: The witch must draw the ward in the air in the secret languages of fire or ice.

Ward of Harm

Level: Witch 2

Range: Touch

Duration: 6 rounds

This spell has three variants, and the caster must choose which variant applies at the time of casting. Ward of fire allows creatures in the area of effect to automatically pass their saving throws against fire and heat based effects for the spell's duration; Ward of ice allows them to pass their saves against cold; Ward of lightning allows them to pass their saving throws against electrical attacks and lightning. Rumors persist of further variants of this spell.

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

Ward of Magic

Level: Witch 5

Range: Nil

Duration: 5 rounds

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

Spells cast from within work as normal.

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

Ward of the Season

Level: Cleric 4, Druid 3, Witch 3

Range: touch

Duration: 1 hour/level

This spell harnesses the power of the seasons to protect the target and grant some bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

Spring: The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers.

While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.

Summer: The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base move **increases 6'**. The target may **instead increase its base speed by 18'** for 1 round by reducing the spell's total remaining duration by 1 hour.

Fall: A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 morale bonus on Saving Throws. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour.

Winter: A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Dexterity ability checks made to avoid falling while moving across slick or narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally.

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

Waters Of Lamashtu

Level: Cleric 3, Druid 3, Witch 3

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

Duration: instantaneous

This spell generates what appears to be clear, pure water, but is, in fact, a foul secretion known as the waters of Lamashtu. The liquid functions in all the same ways as unholy water. In addition, any creature that is anointed with or drinks this fluid must make a Saving Throw (drinking the waters of Lamashtu is particularly effective-creatures who drink the stuff take a -4 penalty on their save to resist its effects). Success causes the creature to become violently ill, vomit the fluid, and become sickened and unable to attack or defend for 1d4 rounds. Failure indicates the water takes root and drives the victim mad (dealing 1d6 points of Intelligence damage) and twists and deforms the body (dealing 1d6 points of Dexterity damage). The subject's Dexterity and Intelligence cannot drop below 1 as a result of this effect. Casting this spell creates approximately 2 ounces of the waters of Lamashtu, enough for one draft or use (if bottled) as a thrown weapon. The fluid can be created and stored indefinitely, though it cannot be created inside a creature. Extensive exposure to the waters of Lamashtu (such as drinking nothing else for months at a time) can have other long-

term effects on the target. These include the development of monstrous deformities or even total transformation into a beast, depending on the Referee's whim (these mutations are rarely, if ever, beneficial to the victim).

Material Components: A drop of fetid water.



Wave of Mutilation

Level: Witch 7

Range: Cone 10 ft. + 1 ft. per level

Duration: Instantaneous

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 12d6 points of damage to any within its area of effect, saving throw for half. Elementals, undead, magical constructs and non-living matter are not affected.

Material Components: This spell uses a drop Pixie blood for its component. Note the blood does not require the pixie to be killed.

Web Shelter

Level: Cleric 2, Druid 2, Magic-user 2, Witch 2

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

Duration: 1 hour/level (or until dispelled)

This spell will create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it. Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing the caster to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a

hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Material Components: A spider's web.

Weird Whetstone

Level: Witch 1

Range: Touch

Duration: 1 turn

By means of this spell, the caster conjures a magical whetstone that will cause any non-magical, edged or pointed weapon sharpened by it to become a +1 magical weapon for the next three turns (30 melee rounds). It takes one round to sharpen one axe, sword or polearm, two spears or javelins, or three arrows or quarrels. The whetstone vanishes after one turn (10 rounds).

Material Components: A common whetstone. This item is consumed in the casting of this spell.

Whispering Wind

Level: Witch 2

Range: One target up to 1 mile per level away

Duration: 1 hour per level or until discharged

The witch gathers eldritch winds about her and whispers to them in the language taught to witches by the ancient Sky Kings of Mangonia. The winds deliver the message, up to the range, to a person or spot designated by the witch. The whispering wind travels to a specific location within the range that is familiar to the witch, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present or conscious to hear it. The wind then dissipates. The witch must speak the message in a language the recipient can understand.

The spell can bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. The witch can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with *magic mouth*, whispering wind cannot speak verbal components, use command words, or activate magical effects.

Material Components: The witch must speak to the winds in the Mangonian language; a now dead language that she learns when she learns this spell.

Wind Blades

Level: Druid 5, Magic-user 5, Witch 5

Range: touch

Duration: 1 round/level

This spell will harden the air around the target into jagged invisible blades that deal damage based on how fast the target moves. On its turn, the target takes 1d6 points of slashing damage if it moves at least 5 feet, plus 1d6 points of slashing damage for each additional 10 feet of movement. Movement that doesn't pass through air (such as burrowing, swimming, or teleportation) doesn't cause this damage. In areas of strong wind (Core Rulebook 439), the target takes damage on its turn, even if it doesn't move. The wind deals 1d8 points of slashing damage for strong wind, plus 1d8 for every wind category above strong. This extra damage does not occur from instantaneous wind effects (such as a gust of wind), only from wind effects that last at least 1 round.

Material Components: A small knife that is consumed in the casting of this spell.

Witch Candle

Level: Witch 1

Range: Touch

Duration: 4 hours

This spell is used to speed the recovery of the party's hit points while resting. The witch arrival and will burn for up to 4 hours unless it goes out for any reason, whence it vanishes, and the spell expires. While the candle is burning, every living creature within 30 ft of it regains 1hp per complete turn that elapses, so long as that creature is resting (not memorizing spells, not standing watch, but actually resting). No matter how many such candles are within 30 ft, only 1hp per complete turn can be regained with this spell.

Material Components: A normal candle that is transformed by this spell.

Witch Fire

Level: Witch 3

Range: 90 ft

Duration: 1 hour

This spell creates balls of phosphorescent light, the colors of which may be chosen by the warlock. The number of balls is equal to the witch's level. The lights follow the witch, and at her will, each ball of *witch fire* can be sent to cover one Medium creature or two **Small creatures within the spell's** range, as the *færie fire* spell. (For larger creatures, the referee must determine a reasonable size equivalent; e.g., 2, 3, or 4 balls of witch fire may be necessary to effect a giant.) Illumed creatures **can be struck at a +1 "to hit" bonus.**

Witch Laugh

Level: Witch 4

Range: 25 ft + 5 ft. per level

Duration: 1 round/level

Those affected by the witch laughter find everything hilariously funny and laugh uncontrollably to the point of pain. After the witch speaks the words of power, the target begins giggling and then laughing more and more loudly as the rounds progress. Initially, affected targets suffer a -3 to all rolls, but, after two rounds of being affected by the spell, they find themselves on the ground, incapable of doing anything but laughing for the remainder of the duration. Targets which make a successful saving throw are unaffected.

Material Components: The witch must laugh at the target.

Witch's Watchman

Level: Witch 1

Range: 50 ft. radius around the witch

Duration: 10 hours

By pacing out a warding circle around a place of rest, the witch protects herself and her allies from ambush.

After casting the spell, a shrill wailing voice, like the song of a banshee, will call out should anyone enter the bounded area, which is perhaps 20 feet in diameter.

The witch requires enough sand to mark the threshold of the protected area, which she will spread slowly over the course of the ritual, speaking incantations at the four directions of the compass as she goes. She then places a bell of pure copper in the center of the area. This bell is destroyed if the ritual is triggered by intruders, but may otherwise be reused.

Material Components: A firefly.

Word of Hibernation (Reversible)

Level: Witch 2

Range: 3d6 hit dice worth of animals within 1 mile

Duration: 2d6 turns

With a Word of hibernation, the witch causes up to 3d6 hit dice worth of animals to fall into a deep sleep for 2d6 turns. The sleep is identical to that caused by the 1st level spell Sleep.

Material Components: a bit of fur from a bear.

Witch Rituals

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

The number of witches required and any other special requirements needed for the spell will be

detailed in each spell description. For the determination of effects or ability to cast, the highest level witch is considered the main caster.

Consecration Ritual

Level: Witch Ritual 1

Ritual Requirement: 3 witches for a single tool, entire coven for altar items

Target: One ritual tool or altar item

Duration: Permanent

This ritual is used to prepare and consecrate ritual tools, altars and magical items, both for the coven and personal use. At least three witches working in concert are needed to create personal items. Typically this includes the witch and two other members of her coven. For coven items, such as the altar and altar tools, the entire coven must be at hand.

As with many witch rituals, this may only be cast during particular times of the year. Typically, these are holy or high days or during a certain phase of the moon. These will vary from coven to coven. If the witch loses her tool, she must recover it or wait till the next occurrence of the special date to consecrate another one.

Material Components: The item being consecrated. The item is coated in incense, oils and/or ritual sands. A specialized marking tool is used to inscribe the witch's personal symbol of power and other runes into the item. These items are used up in the process of the ritual.

The item consecrated is usually of high quality, but preference is given to items that were crafted by the witch herself, regardless of her skill. The item needs to be at least of normal quality.

The price of the materials used in the rituals will not typically exceed 100 gp but can be higher if the witch wishes. Coven items will have ritual items (incense, oils, etc.) costing much higher, 1,000 gp or more.

Attract Brownie

Level: Witch Ritual 2

Ritual Requirement: One witch and the occupants of the home.

Target: One Home

Duration: see below

This spell invites a brownie to live in a home of the witch's choice. The witch walks around the home burning sage and speaking words of welcome to the house spirit. The witch leaves out some food and a small glass of wine provided by the occupants of the home. If the witch has performed the ritual correctly then, a Brownie will arrive by the next full moon. The brownie will perform common household duties such as cleaning and mending clothes. As long as the household residents leave out a bit of food, usually something sweet, and a cup of wine each new moon and does

not interfere with the brownie or attempt it harm it will remain. The sounds of bells scare brownies away, so wind chimes should be put away.

Brownies do not like to interact the members of the house, but they do like praise. Upon waking if the members of the house find a new coat of polish on their boots they should remark aloud that their boots have never looked better.

There is always a 1% chance that instead of a brownie a boggart is attracted. These creatures cause mischief such as breaking glassware, spoiling milk and pinching babies.

Summon Guardian of the Green

Level: Witch Ritual 3

Ritual Requirement: see below

Range: One creature

Duration: Special

With this ritual, a witch or her coven can summon a guardian to protect an area designated by the number of witches and casters used in the summoning. Only one witch needs to know this spell, but she must be able to instruct others in it's casting.

No. Witches	Guardian Summoned	Area Protected
1	Green Spirit*	1 home
3	Druther	1 family
5	Green Jack	1-mile radius
7	Treant	Forested Area
13	Green Knight**	Village
14	Earth Troll***	25 mile radius

*Green Spirit is the same as Brownie.

**Green Knight, 5th-7th level. Race appropriate to the area.

***This Earth Troll is Neutrality aligned.

The Guardian of the Green will not attack anyone in the area they are set to guard and will leave peacefully with the inhabitants. Anyone attacking the natives of the area, human, humanoid or animal, will be attacked by the Guardian.

The Guardian will remain as long as they are treated well. If they are killed any witch must wait a year and a day before recasting this ritual.

Dismissal

Level: Witch Ritual 4

Ritual Requirement: see below

Range: One creature

Duration: Special

This spell forces an extraplanar creature back to its proper plane if it fails a [Spells] save. If the spell is successful, the creature is instantly whisked away, but there is a 20% chance of actually sending the subject to a plane other than its own.

The witch needs her ritual items and a proper magical circle drawn around herself. She must also cut herself since blood powers the ritual.

Awaken the Wood

Level: Witch Ritual 5

Ritual Requirement: 1 witch and 1 druid

Range: 1 mile

Duration: 1 day/level

The trees live and breathe, but they are sleepy creatures.

This ritual awakens the trees of a forest, though it does not control them, so a mage never knows just what the wood will do. Upon completion of the ritual, the forest in which the mage is standing awakens, and all of the trees within it gain the ability to move, though slowly, and to strike and tangle with their limbs. Every turn the trees will attack those who anger them and have a +4 to hit and cause d6 damage. The forest is likely large enough that fighting back is effectively impossible for those trapped within, who would be wise to flee instead. The forest may move itself up to a mile per day.

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

Protection of the Goddess

Level: Witch Ritual 6

Witches Required: At least two witches

Range: One Dwelling or Covenstead

Duration: 1 round per level of the witch

A defensive spell with an offensive bite, this magic shows that the Goddess protects what is Hers. This spell once cast and activated will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on the attacker, spells backfire or effect the hostile caster instead. Beneficial spells and magic will continue to work and others, ones not protected nor involved in the casting of the ritual, can affect each other as they please.

Witches and those they choose to protect may not attack others, but they can force out attackers. Any time during the duration of the ritual, the lead witch can say a command word or phrase, and all those of hostile intent are removed from the area of effect.

The effects will remain dormant until the first act of violence is committed by the witch who cast the spell. Often the coven chooses to activate it once the ritual is cast. After that time the effects persist

a number of rounds equal to a number of rounds equal to the witch's level.

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

Note: This spell should not be made available to non-witches which includes warlocks.

Hell Hath No Fury

Level: Witch Ritual 7

Ritual Requirement: 1 witch; see below

Range: One Creature

Duration: Permanent

The ritual, Hell Hath No Fury, is a rare ritual in that only one witch is required to cast it, but the situations in which it can be cast are also rare. The witch lay a devastating curse on an individual who has someone personally harmed the witch in some way. The harm isn't as simple as an attack, the offense must be a great one such as murdering the witch's family or lover, breaking the witch's heart with the promise of true love or spurning the affections of the witch for another. Typically only one such person in the witch's lifetime would fit the requirements. The witch then takes all her anger, rage and sorrow and pours it into this curse. The witch may affect the person responsible or a member of that person's family. The choice of victim and the curse is directly tied to insult done to the witch herself.

Once the curse is laid, then it can only be broken under very specific circumstances either dictated by the witch or somehow related to original hurt to the witch. This curse can not be broken via a remove curse, wish, dispel magic or similar enchantments. The witch herself can not break the curse either.

Elemental Swarm

Level: Witch Ritual 8

Ritual Requirement: At least two witches

Range: 100 ft. + 10 ft./level

Duration: 10 min./level

This spell opens a portal to an Elemental Plane and summons elementals from it. A witch can choose any plane (Air, Earth, Fire, or Water). When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve the witch for the duration of the spell. The elementals obey her explicitly and never attack the witch, even if someone else manages to gain control over them. The witch does not need to concentrate to maintain control over the elementals. She can dismiss them singly or in groups at any time.

Places and Times of Power

The Referee can also decide that certain places or times are particularly powerful for the Witch and can grant a -1 or even up to a -4 for spell based saving throw rolls. Typical locales are standing stones or a confluence of magically power Ley Lines. **The Witch's covenstead should always be a place of power.** Times can be as frequent as the full or new moon or as rare as an eclipse. In general practice, the 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 on opposing saving throws.

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

Typical Places of Power and their Bonuses

Faerie Ring -1

Haunted House -1 to -2

Witch's home -1 to -3

Crossroads -2

Covenstead -2 to -4

Standing Stones -3 to -4

Magic "Strong" Areas -4

Ley Lines -1 per intersecting lines

Typical Times of Power and their Bonuses

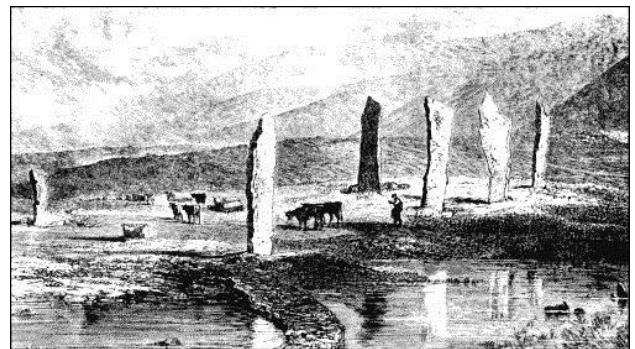
Full Moon -1

Equinox/Solstice -2

Eclipse -3

Conjunction of favorable planets -4

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



Witch Spells by Level

1st Level Witch Spells

Air Bubble
Analgesia
Animal Companion
Bar the Way
Bewitch I
Blend
Bless Growth
Blithering
Cause Fear
Charm Person
Cure Light Wounds
Dancing Lights
Decompose Corpse
Detect Evil/Good
Disguise Self
Elf Arrow
Entangle
Faerie Fire
Fey Sight
Fey Step
Fury of the Ancestor
Glamour
Grimalkin
Guidance
Madrid's Mastery
Magic Mirror
Mending
Message
Mudball
Night Vision
Obedient Beast
Obscuring Cloud
Pass Without Trace
Predict Weather
Pyrokinesis
Resistance
Remove Sickness
Salving West
Sanctuary
Sharp Ear
Snake's Tongue
Speak with Animals
Spirit Servant
Stabilize
Stumbling Curse
Touch of Suggestion
Trance
Vigor
Ward of Flame
Weird Whetstone
Witch Candle
Witch's Watchman

Ritual: Consecration Ritual

2nd Level Witch Spells

Aqualung
Bewitch II
Binding Earth
Blight of Loneliness
Burning Gaze
Carry Companion
Chameleon
Change Appearance
Choking Grip
Clear Eyes
Command
Commune with Birds
Detect Charm
Detect Curse
Evil Eye
Expand Senses
Fang Call
Fascinate
Feast of Ashes
Fogbank
Fumble
Giggle of the Spring Maiden
Glitterdust
Invisibility
Lead Plating
Misdirection
Night's Companion
Pernicious Poison
Pox Pustules
Raven Spy
Steal Breath
Stunning Allure
Summon Swarm
Teela's Forgetful Mind
Touch of Bloodletting
Vanquished Ward
Vulnerability
Ward of Harm
Web Shelter
Whispering Wind
Word of Hibernation

Ritual: Attract Brownie

3rd Level Witch Spells

Anthropomorphic Animal
Ash Storm
Bestow Curse
Bewitch III
Blood Scent
Brave the Flames
Cup of Dust
Dance of Frogs
Fear, Greater
Fins to Feet
Fly

House Spirit
Hydrophobia
Hypnotic Pattern
Nature's Exile
Nondetection
Pup Shape
Raging Rubble
Rain of Frogs
Razor Birds
Remove Disease
Reveal Mirage
Scry
Seeming
Spirit of Avalon
Spit Venom
Tongues
Ward of the Season
Waters of Lamashtu
Witch Fire

Ritual: Summon Guardian of the Green

4th Level Witch Spells

Bewitch IV
Call Lightning
Cape of Wasps
Cauldron of Rage
Confusion
Control Memory
Control Temperature, 10-foot radius
Death Ward
Dispel Magic
Divination
Dryad's Door
Elemental Armor
Elvyra's Flame Charm
Insect Plague
Laugh of the Harvest Mother
Mirror Talk
Moonlit Way
Moonstruck
Neutralize Poison
Poison
Remove Curse
Ride the Waves
Volcanic Storm
Witch Laugh

Ritual: Dismissal

5th Level Witch Spells

Bewitch V
Brink, the
Call the Swarm
Calm Weather
Commune with Nature

Cure Light Wounds, Mass
Endless Sleep
Eternal Charm Person
Flame Strike
Howling, The
Improved Pass Without Trace
Primal Scream
Reincarnate
Song of Discord
Telekinesis
Teleport
Threefold Aspect
Ward of Magic
Wind Blades

Ritual: Awaken the Wood

6th Level Witch Spells

Accelerated Aging
Bewitch VI
Binding Earth, Mass
Cackle of the Winter Crone
Claws of the Eldest Crone

Control Weather
Crawling Swarm
Find the Path
Fire Seeds
Geas
Horror
Magic Cauldron
Mass Hex
True Seeing
Wall of Thorns

Ritual: Protection of the
Goddess

7th Level Witch Spells

Anti-Magic Shell
Bewitch VII
Breath of the Goddess
Charm Plants
Creeping Doom
Dreadful Sleep
Enchant Item
Fire Storm

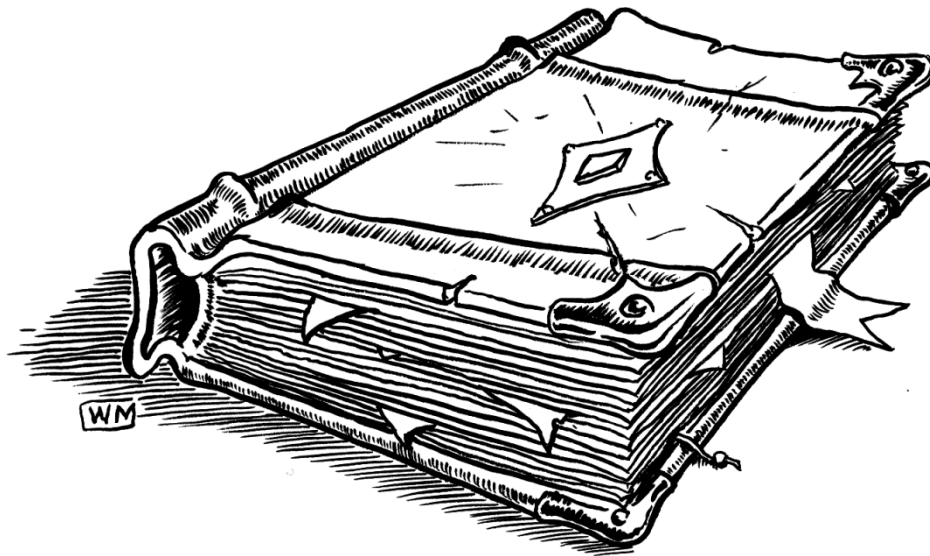
Forbidding
Regenerate
Srying, Greater
Wave of Mutilation

Ritual: Hell Hath No Fury

8th Level Witch Spells

Antipathy/Sympathy
Bewitch VII
Frightful Aspect
Mystic Barrier
Polar Midnight
Storm of Vengeance
Stormbolts
Teela's Transcendental
Treehouse

Ritual: Elemental Swarm



Magic Items

Air Scarf: The patterns on this silk scarf are made to resemble gently swirling winds. When the scarf is worn, the wearer may as an immediate action wrap the scarf around her mouth and nose. Once covered, she notices the air that flows to her is cleaner and clearer than normal. While the scarf covers her mouth and nose, she is immune to poison gases, smoke, and airborne diseases

Bracers of Protection: These ornate bracers are often sought after by spellcasters of all sorts. They improve their armor class by +1 (50%) +2 (35%) or +3 (15%). They can be worn with other devices of protection, and they do not impede spell casting. Rare sets (5% of all) will also provide the same bonus to saving throws.

Broom of Flying: This broom is able to fly through the air as if affected by a *fly* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a movement of 18, or up to 400 pounds at a movement of 12. Also, 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 18 when it has no rider.

Broom of Flying, Greater: This broom is in all respects the same as a broom of flying, except it can carry a total of 500lbs at movement 12 or 200 lbs at movement 18.

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 any other mundane broom. Its 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. Its magic is evident when placed across a door as a bar or propped up against a door to hold it closed. Once

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

Charm Bracelet: This silver chain is worn on the wrist and has some 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.

Cingulum: This nine-foot long cord is often wrapped many times around the waist as a belt. Magical varieties confer +1 to +5 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 some knots equal to its bonuses. The magic does not become active till it is wrapped around the waist and knotted.

Cold Iron: While not magical per se, weapons made from cold iron, or iron not forged into steel, are effective 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% chance of breaking on any critical miss/fumble (a natural roll of "1" on a d20).

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.

Hat of Focus: This hat aids the warlock, 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 or +5% (where appropriate) to any one spellcasting roll. So this hat could add +1 per die in a Fireball's damage or -1 in a Saving Throw, but not both.

Horn of the Hunter: This carved and decorated animal horn trumpet can be sounded up to three times per day. When sounded it acts as a *scare spell* against all creatures within 15-foot radius.

Magical Hat (Holding, Greater): This hat appears as any other Magical Hat and represents 15% of their number. This hat can hold 25 pounds of materials as well as magical ones.

Mantle 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 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.

Mask of the Hunter: This wooden mask is carved to resemble a face made up of curling leaves with a pair of deer antlers sprouting from its forehead. While worn, the *mask of the hunter* grants +25% enhancement bonus on all Hide in Shadows and Move Silently checks while outside in a natural setting.



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.

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.

Monsters

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. GM's should add them to the same areas that Faerie Witches are found. Others, such as the Earth Troll, have had long associations with the witch. Others are monsters that fit well with the concept of the witch, such as the Hag or creations of witches, like the scarecrow.

Reading Monster Entries

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

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

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

Hit Dice (HD): The number of hit dice the creature has. This roughly equivalent to the level of the creature and how much a challenge it represents. Hit dice also determines the number of hit points the creature has on a d8. So a 3 HD creature has 3d8 hit points. GMs may simplify hit point calculations by taking the HD and multiplying it by 4.5, the average on a d8.

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

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

No. of Attacks: This is the number of attacks the creature has per combat round. This can include multiple m el e attacks or the claw/claw/bite routine common to many animals.

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

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

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

Saving Throw: The target number on a d20 the monster needs to meet or exceed in order to make a successful saving throw.

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

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

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



Batlings

Hit Dice: 1d8+1 (6 hp)

Armor Class: 1 [19]

Attacks: 1 Small Sword (1d4)

Saving Throw: 17

Special: Hypersonic Shriek 1 per day 2d6 (save for half)

Move: 6, fly 24

Alignment: Neutral

Challenge Level/XP: 1/15

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 elf 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 other 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 other 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. Grigs tend to avoid them.

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 fond of fruits, especially grapes. They make an extremely potent wine from 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. 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 to 60'**.

Bendith Ý Mamau

Hit Dice: 1d8-1* (3 hp)

Armor Class: 4 [15]

Attacks: 1 short spear (1d4)

Saving Throw: 18

Special: memory loss, vulnerable to iron

Move: 12

Alignment: Neutral

Challenge Level/XP: 1/15

The Bendith Ý Mamau ("**The Mother's Blessing,**" pronounced "**Ben-dith uh Momay**") 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 gray flesh, and thick, curly reddish-brown hair. Their face is particularly unpleasant to look at, 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 are 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 standard action requiring concentration. The song must be targeted at a foe within 90 feet who can hear the music.

If a saving throw 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 y' mamau's memory loss song for 24 hours. This is a mind-affecting effect. The duration of memory loss 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 *limited wish*, *wish* or *miracle*.

Brownie

Hit Dice: ½ d8 (3 hp)

Armor Class: 4 [15]

No. of Attacks: 1 small dagger (1d3)

Saving Throw: 15

Special: Spell-like abilities

Move: 18

Alignment: Lawful

Challenge Level/XP: 1/15

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 careless 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.

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 goblin and to protect the families to which they are attached.

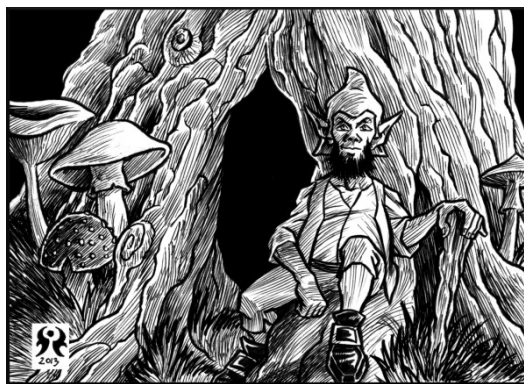
Among the many and varied people of the fey, the brownies are often considered the best-natured and most benevolent. They are the farmers and peasants of the fey and form tight-knit communities with strong family bonds. The brownies have their own unique brand of honor and courtesy, and will loyally serve their friends and those with 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, and 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.



Bogey

Bogey (also called Boggles and Boggarts) are mischievous cousins of the Brownie. They are often confused for one another, as they appear to be exactly the same. However, Bogeys are chaotic 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 and do intend harm.

They can only be removed by a Remove Curse or similar greater magics.

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 save vs. poison or fall into a deep sleep lasting 1d6 hours.

Brownies, Bogeys, and Buckawns can speak Common, Elven, and Sylvan.

Cait Sídhe

Hit Dice: 3d8+6* (20 hp)

Armor Class: 3 [16]

Attacks: 2 claws (1d4 each) / 1 bite (1d6+3)

Saving Throw: 13

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

Move: 24

Alignment: Neutral

Challenge Level/XP: 4/120



Cait Sídhe or Cat Sith (*Caught SHEE*) are magical cat-like creatures that populate the same lands of faeries and other woodland creatures. They appear to be large cats with black fur and a spot of white on their chest. Sometimes they have white paws or even white faces. All cait sídhe have eyes that glow yellow, orange or green.

In the lands, they call home the cait sídhe are often feared to be demons or a witch in the form of a cat. In any case, the appearance of a cait sídhe is a sure sign that a witch is nearby.

Cait Sídhe makes sudden sprints to bring down prey. They prefer to attack small mammals and birds and rarely physically attack humanoids, though it has been recorded of a cait sídhe adding a pixie or brownie to their diet once in a while.

When dealing with humanoids, a cait sídhe can defend themselves physically but prefer to use their spell-like abilities.

Bad Luck: The cait sídhe can target one victim as a recipient of a Bad Luck curse. This is cast as a *Bestow Curse* spell by a 5th level witch. The victim is at a -2 on all rolls until sunrise the next day. The cait sídhe my do this up to 3/day but

multiple uses on the same target are not cumulative.

Fear: The sight of a cait sídhe is so disturbing to most that it emanates a Fear Aura that acts like a *fear* spell cast by a 5th level caster. The difference is that the aura is limited to five feet, and the victim must be able to see the cait sídhe.

The cait sídhe has low-light **vision to 120'**. A cait sídhe is capable of speech and can speak any language its intelligence allows. Their first language is Elven.

Cait Sídhe make excellent familiars. Their association with witches is long and not without cause. Most cait sídhe avoid humanoids, with the exceptions of the fey, so the only ones likely to be encountered by humanoids are the ones in the charge of a witch.

Druther

Hit Dice: 9d8* (40 hp)

Armor Class: 2 [17]

Attacks: 2 Limbs (fists or constructed weapons) (2d6 each)

Saving Throw: 6

Special: Immune to piercing, water, and cold-based attacks. Double damage from fire-based attacks.

Move: 9

Alignment: Neutral

Challenge Level/XP: 10/1,400

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 rather," 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 do or won't 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 that they were often mistaken for wood nymphs.

Treants, dryads and wood nymphs view a druther, in the same manner as 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 to use to make 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.

Construction

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 will have to cast *Air Walk*, *Bless Growth*, *Feral Spirit*, *Lesser Strengthening Rite* and *Magic Jar*. The ashes from the burned incense are then sprinkled on the wood. The process takes the witch one month to create.

Rogue Druthers

The druther has a great tie to its animating elemental force. Sometimes the druther will break **free of the witch's control, but not of its wooden body**. These druthers are known as rogues and take out their frustration the only way know, to

throw themselves into any combative situation it can.

Earth Troll

Hit Dice: 10d8 (50 hp)

Armor Class: -1 [20]

No. of Attacks: 2 claws (1d6 each) / 1 bite (1d8+3)

Saving Throw: 5

Special: Darkvision 90 ft., regeneration, low-light vision, vulnerability to sunlight

Movement: 12, burrow 18

Alignment: Chaos

Challenge Level/XP: 12/2,000

Earth Trolls are relatives of the normal troll and make their lairs deep within the subterranean realms of the earth or in dense forests where the sunlight is easily avoided. Most creatures avoid Earth Trolls, as they are completely malign and evil, attacking any living creature, especially when hungry. They are quite fond of humanoid flesh and usually stage raids upon surface dwellers every month. Because of this, they are often encountered in large surface caves in the sections well outside the reach of sunlight.

Earth Trolls are 10 feet tall and weigh about 1,200 pounds with females being slightly larger. They resemble their smaller

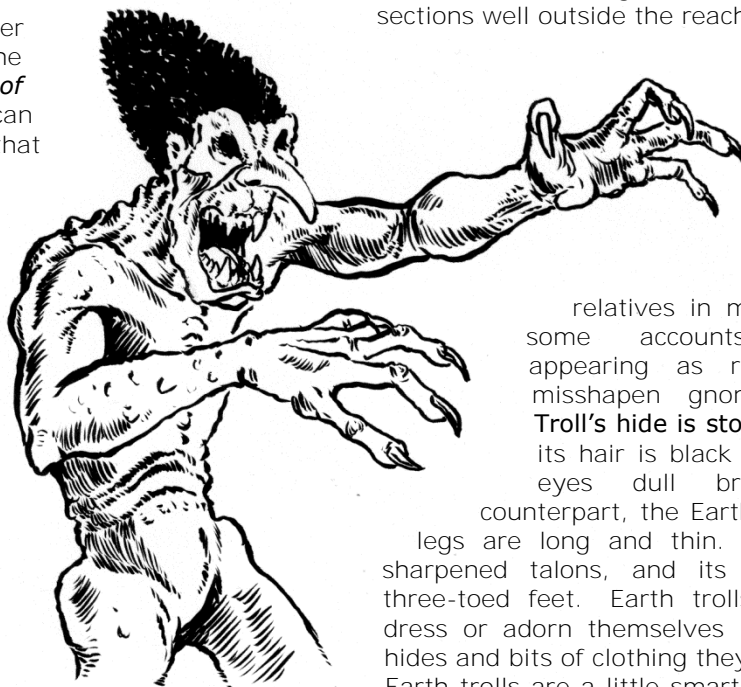
relatives in most respects, but some accounts have them appearing as rather large and misshapen gnomes. The Earth Troll's hide is stone gray or brown, its hair is black or brown, and its eyes dull brown. Like its

counterpart, the Earth Troll's arms and legs are long and thin. Its arms end in sharpened talons, and its legs sport great three-toed feet. Earth trolls will attempt to dress or adorn themselves in whatever rags, hides and bits of clothing they can find.

Earth trolls are a little smarter than their more common cousins. While they still do not have a 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 (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 Petrify 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.

Faun

Hit Dice: 1d8 (5 HP)

Armor Class: 7 [12]

Attacks: One weapon (club) 1d6

Saving Throw: 17

Special: Magic Music

Move: 18

Alignment: Chaos

Challenge Level/XP: 1/15

Fauns are fae people of the forest who love to entertain guests and go on dangerous quests. They can be rash and temperamental, and sometimes are reckless with the powers of their music. They are friendlier to men than most faeries, though are quickly angered by the destruction of woodland.

Magical Music: once per day, a faun may play a magical song which affects those in its presence as the Sleep spell; targets make a saving throw as normal.

True Name: a faun has a true name which gives his foes power over him.

Vulnerable to Iron: a faun takes double damage from iron.

Green Jack

Hit Dice: 2d8+3 (12 hp)

Armor Class: 1 [18]

Attacks: 2 fist slams (1d4+1 each)

Saving Throw: 16

Special: Spell-like abilities, vulnerable to iron

Move: 24

Alignment: Neutral

Challenge Level/XP: 2/30

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 his foes astray, only resorting to personal combat when all else has failed.

A 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 **can't be regenerated.**



He is dealt half of all damage inflicted against this same tree, regardless of his current location. A 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.

Hag, Wood (Makva)

Hit Dice: 6d8+6 (33 hp)

Armor Class: 1 [18]

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

Saving Throw: 12

Special: Spell use, Dark vision

Move: 18

Challenge Level/XP: 6/400

The Makva, or the Wood Hag, makes her home in the deepest forests where she feeds on unsuspecting travelers. She is particularly fond of children. Her normal appearance is very hag-like, **7' tall, green skin with black hair, although some have been spotted with green or red hair.** She also has long clawed hands with nails as hard as iron talons. Their mouths are filled with rotting black teeth and foul breath. The wood hag can appear as kindly grandmother or a fetching young wood nymph as she chooses. The wood hag loves nothing more than to tempt men of good character into a wanton embrace and then switch back to their normal form before killing them. She is also fond of attacking people as they sleep in the woods.

The wood hag is more solitary than the other Hags. More often than not, a wood hag will be found alone. Wood hags often employ trolls to protect their homes and for mutual protection. At any given time there will be 2 to 12 trolls **around the wood hag's** home. They will fight for the wood hag, but they are not commanded to do so. They will retreat or flee if the combat goes against them.

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.

Pukka

Hit Dice: 5d8 (23 HP)

Armor Class: 1 [18]

Attacks: Short sword (1d6)

Saving Throw: 13

Special: Open Gate, True Name, Iron Vulnerability

Move: 12

Alignment: Chaos

Challenge Level/XP: 6/400

This trickster faerie likes to cause travelers to lose their way in the deep woods or the barrow mounds, but he is also prone to making friends with children and free thinkers. He most often appears as a small, friendly man of middle age wearing a green jerkin and a red cap.

Open Gate: A pukka has the ability to open a gate to other worlds; he may do this in a single round; the gate stays for 11 rounds.

True Name: A pukka has a true name which gives his foes power over him.

Vulnerable to Iron: A pukka takes double damage from iron.



Sluagh

Hit Dice: 4d8 (18 HP)

Armor Class: 5 [14]

Attacks: Chill Wind (1d4+1)

Saving Throw: 13

Special: Fly, only harmed by magic

Move: 18

Alignment: Chaos

Challenge Level/XP: 5/240

These foul spirits of the dead take the form of a black cloud or large flock of birds, often changing shape and form as they descend upon their victims. They always fly out of the west and depart to the east. The statistics below represent the entire flock, which moves and hunts with a single will.

Flight (the Sluagh may fly), Immortal (the Sluagh cannot be killed, but are driven off when defeated), Invulnerable (the Sluagh may only be harmed by magical

attacks or fire).

Woodwose

Hit Dice: 2d8

Armor Class: 6 [13]

Attacks: Club (1d6)

Saving Throw: 16

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

Move: 18

Challenge Level/XP: 2/30

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

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

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

In any case, all woodwose are capable of casting the druid spell Shillelagh on their club once per day. They are also capable of casting *Pass Without a Trace* at will as many times as they need.

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



Winged Cat

Hit Dice: 1d8+1 (5 hp)

Armor Class: 7 [12]

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

Special: Flight

Move: 12, 18 Fly

Challenge Level/XP: 1/15

Cats are ubiquitous as familiars, and many have special powers and features, but none are as special as the winged cat. The winged cat appears like any normal domestic cat, save for a small set of leathery bat-like wing on its back. When folded, the wings are nearly unnoticeable since their **coloration is the same as the cat's fur. A winged cat flies about as fast as it can run but typically does not fly for very long.**

A winged cat has the same attacks as a typical house cat.

Appendix A: Spell Lists

Witch Spells by Level

1st Level Witch Spells

Air Bubble
Analgesia
Animal Companion
Bar the Way
Bewitch I
Blend
Bless Growth
Blithering
Cause Fear
Charm Person
Cure Light Wounds
Dancing Lights
Decompose Corpse
Detect Evil/Good
Disguise Self
Elf Arrow
Entangle
Faerie Fire
Fey Sight
Fey Step
Fury of the Ancestor
Glamour
Grimalkin
Guidance
Madrid's Mastery
Magic Mirror
Mending
Message
Mudball
Night Vision
Obedient Beast
Obscuring Cloud
Pass Without Trace
Predict Weather
Pyrokinesis
Resistance
Remove Sickness
Salving West
Sanctuary
Sharp Ear
Snake's Tongue
Speak with Animals
Spirit Servant
Stabilize
Stumbling Curse
Touch of Suggestion
Trance
Vigor
Ward of Flame
Weird Whetstone
Witch Candle
Witch's Watchman

Ritual: Consecration Ritual

2nd Level Witch Spells

Aqualung
Bewitch II

Binding Earth
Blight of Loneliness
Burning Gaze
Carry Companion
Chameleon
Change Appearance
Choking Grip
Clear Eyes
Command
Commune with Birds
Detect Charm
Detect Curse
Evil Eye
Expand Senses
Fang Call
Fascinate
Feast of Ashes
Fogbank
Fumble
Giggle of the Spring Maiden
Glitterdust
Invisibility
Lead Plating
Misdirection
Night's Companion
Pernicious Poison
Pox Pustules
Raven Spy
Steal Breath
Stunning Allure
Summon Swarm
Teela's Forgetful Mind
Touch of Bloodletting
Vanquished Ward
Vulnerability
Ward of Harm
Web Shelter
Whispering Wind
Word of Hibernation

Ritual: Attract Brownie

3rd Level Witch Spells

Anthropomorphic Animal
Ash Storm
Bestow Curse
Bewitch III
Blood Scent
Brave the Flames
Cup of Dust
Dance of Frogs
Fear, Greater
Fins to Feet
Fly
House Spirit
Hydrophobia
Hypnotic Pattern
Nature's Exile
Nondetection
Pup Shape
Raging Rubble

Rain of Frogs
Razor Birds
Remove Disease
Reveal Mirage
Scry
Seeming
Spirit of Avalon
Spit Venom
Tongues
Ward of the Season
Waters of Lamashtu
Witch Fire

Ritual: Summon Guardian of the Green

4th Level Witch Spells

Bewitch IV
Call Lightning
Cape of Wasps
Cauldron of Rage
Confusion
Control Memory
Control Temperature, 10-foot radius
Death Ward
Dispel Magic
Divination
Dryad's Door
Elemental Armor
Elvyra's Flame Charm
Insect Plague
Laugh of the Harvest Mother
Mirror Talk
Moonlit Way
Moonstruck
Neutralize Poison
Poison
Remove Curse
Ride the Waves
Volcanic Storm
Witch Laugh

Ritual: Dismissal

5th Level Witch Spells

Bewitch V
Brink, the
Call the Swarm
Calm Weather
Commune with Nature
Cure Light Wounds, Mass
Endless Sleep
Eternal Charm Person
Flame Strike
Howling, The
Improved Pass Without Trace
Primal Scream
Reincarnate
Song of Discord
Telekinesis

Teleport
Threefold Aspect
Ward of Magic
Wind Blades

Ritual: Awaken the Wood

6th Level Witch Spells

Accelerated Aging
Bewitch VI
Binding Earth, Mass
Cackle of the Winter Crone
Claws of the Eldest Crone
Control Weather
Crawling Swarm
Find the Path
Fire Seeds
Geas
Horror
Magic Cauldron
Mass Hex
True Seeing
Wall of Thorns

Ritual: Protection of the Goddess

7th Level Witch Spells

Anti-Magic Shell
Bewitch VII
Breath of the Goddess
Charm Plants
Creeping Doom
Dreadful Sleep
Enchant Item
Fire Storm
Forbidding
Regenerate
Scrying, Greater
Wave of Mutilation

Ritual: Hell Hath No Fury

8th Level Witch Spells

Antipathy/Sympathy
Bewitch VII
Frightful Aspect
Mystic Barrier
Polar Midnight
Storm of Vengeance
Stormbolts
Teela's Transcendental Treehouse

Ritual: Elemental Swarm

Cleric Spells by Level

1st Level Spells

Air Bubble
Cure Light Wounds
Decompose Corpse
Detect Evil/Good
Guidance
Madrid's Mastery
Mending
Resistance

Remove Sickness
Sanctuary
Stabilize
Vigor

2nd Level Spells

Aqualung
Detect Charm
Detect Curse
Lead Plating
Poison
Touch of Bloodletting
Web Shelter

3rd Level Spells

Blood Scent
Fang Call
Glitterdust
Hydrophobia
Raging Rubble
Remove Disease
Reveal Mirage
Scry
Waters of Lamashtu

4th Level Spells

Death Ward
Neutralize Poison
Ride the Waves
Spit Venom
Ward of the Season

5th Level Spells

Flame Strike
Insect Plague
True Seeing

6th Level Spells

Control Weather
Cure Light Wounds, Mass
Find the Path

7th Level Spells

Polar Midnight
Regenerate
Scrying, Greater
Stormbolts

Druid Spells by Level

1st Level Spells

Air Bubble
Analgesia
Animal Companion
Blend
Bless Growth
Commune with Birds
Cure Light Wounds
Decompose Corpse
Elf Arrow
Entangle
Fey Step
Guidance
Madrid's Mastery
Mending
Mudball

Pass Without Trace
Pyrokinesis
Resistance
Remove Sickness
Sanctuary
Stabilize

2nd Level Spells

Aqualung
Binding Earth
Burning Gaze
Carry Companion
Chameleon
Choking Grip
Detect Charm
Detect Curse
Fang Call
Feast of Ashes
Lead Plating
Pernicious Poison
Pox Pustules
Reveal Mirage
Steal Breath
Summon Swarm
Touch of Bloodletting
Web Shelter

3rd Level Spells

Anthropomorphic Animal
Ash Storm
Blood Scent
Call Lightning
Cup of Dust
Fins to Feet
Glitterdust
Hydrophobia
Nature's Exile
Neutralize Poison
Pup Shape
Raging Rubble
Rain of Frogs
Razor Birds
Remove Disease
Scry
Spit Venom
Ward of the Season
Waters of Lamashtu

4th Level Spells

Call the Swarm
Cape of Wasps
Control Temperature, 10-foot
radius
Dryad's Door
Elvyra's Flame Charm
Insect Plague
Moonstruck
Poison
Reincarnate
Ride the Waves
Volcanic Storm

5th Level Spells

Commune with Nature
Death Ward
Flame Strike

Improved Pass Without Trace
Threefold Aspect
Wind Blades

6th Level Spells

Control Weather
Cure Light Wounds, Mass
Find the Path
Fire Seeds
Geas
Wall of Thorns

7th Level Spells

Charm Plants
Creeping Doom
Fire Storm
Frightful Aspect
Polar Midnight
Regenerate
Scrying, Greater
Storm of Vengeance
Stormbolts
True Seeing

Magic-user Spells by Level

1st Level Spells

Air Bubble
Bar the Way
Blend
Charm Person
Dancing Lights
Decompose Corpse
Disguise Self
Madrid's Mastery
Magic Mirror
Mending
Mudball

Resistance

2nd Level Spells

Aqualung
Burning Gaze
Carry Companion
Chameleon
Choking Grip
Clear Eyes
Commune with Birds
Detect Charm
Detect Curse
Detect Evil/Good
Fang Call
Fogbank
Glitterdust
Invisibility
Lead Plating
Misdirection
Pernicious Poison
Steal Breath
Touch of Bloodletting
Web Shelter

3rd Level Spells

Anthropomorphic Animal
Ash Storm
Blood Scent
Dispel Magic
Fins to Feet
Fly
Hydrophobia
Hypnotic Pattern
Pup Shape
Raging Rubble
Rain of Frogs
Razor Birds
Reveal Mirage

Scry

4th Level Spells

Moonstruck
Remove Curse
Ride the Waves
Volcanic Storm

5th Level Spells

Telekinesis
Teleport
Wind Blades

6th Level Spells

Anti-Magic Shell
Control Weather
Enchant Item
True Seeing

7th Level Spells

Charm Plants
Scrying, Greater

8th Level Spells

Frightful Aspect
Stormbolts



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