

Advanced Dungeons & Dragons

2nd Edition

The Complete Netbook of

Witches & Warlocks



The Complete Netbook of Witches & Warlocks

Forward

Sometimes it is the steps backwards that prompt us to big steps forward.

This document is the cumulating effort of my knowledge of the Advanced Dungeons & Dragons game. I have been working on three documents over various periods of time since 1987; *The Witch*; *The Glantri Handbook*; and *Vampires*. Each, while being similar, were very different projects. My original project attempted to unite these different works, along with some game playing notes that I have collected over the years.

The *Witch* of course was my star. At almost 200 pages it was the most complete work on the witch that I have ever seen, official or otherwise. That is until my word processor ate it. Frantically rushing to save what I could and holding on to my only printout, which was already several revisions old, I decided to take a new direction. The *Witch*, which had over time been updated to 2nd Edition rules and been renamed the *Complete Handbook of Witches and Warlocks*, (a nod to TSR's *Handbook* series and to the old Bard games *Compleat Spellcaster*) now was merging with the less game specific material from the *Glantri Handbook* and my collected notes on the Vampire. The birth of this tripartite union was *The Complete Guide to Shadow Earth*. *Shadow Earth* was a new game world in which the witch would take center stage.

However, TSR had their own plans. They had released *Ravenloft: Masque of the Red Death*. It's *Gothic Earth* was almost everything I wanted to do for my *Shadow Earth*. So once again I was sent back to the drawing board. Revising my old copies I split everything back up again.

What you have now is *The Complete Netbook of Witches & Warlocks*. Again a nod both to TSR and Bard Games, but also to reflect the effect the Internet has had on my D&D experiences. I am not pretending that this will be the final or most authoritative word on witches in the Dungeons & Dragons game. I do believe it is the most complete work to date on the subject and a completely playable version of the witch.

Please enjoy using this work as much as I have enjoyed creating it.

[Web Warlock](#)

31 October 1999, *Samhain*

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*T. H. Matteson,
Examination of a Witch, 1853
The Peabody Museum*

Introduction

Larina was only six years old when she heard the call of the Goddess. She heard Her voice as clear as she could hear her mother or father. Not understanding what she heard she told her mother. Her mother was a practitioner of what she called the “old ways” and she took little Larina to see Old Gezzie.

Up until this time Larina had not been afraid. The voice of the Goddess was sweet, calm and She told her wonderful things. Upon seeing Old Gezzie things became different. Larina knew Old Gezzie was a witch. Gezzie asked Larina’s mother to wait outside so she could talk to the young girl alone.

“Why do you cry so, little one?” she asked.

“Cause” Larina, said between sobs, “you are a witch!”

“Do you hear to voice of our Goddess?” she asked.

Larina nodded. “I too hear Her voice, and She tells me all about you little one.”

“Then you’re not a witch?” Larina said, while drying her tears

“Of course I am a witch dear child!” she said with a cackling laugh that sounded like old branches in a strong autumn wind. “And so are you.”

“But I don’t want to be an old witch!” she began to cry again.

“Hush now, we will have no more crying, it is unbecoming of a witch! You have heard the Goddess’ call. You do not choose to be a witch, She chooses you. She chose your mother and her mother before her. And she chose me to teach you, as I taught your mother and grandmother.” Gezzie paused and focused more intently on Larina.

“Being a witch is more than potions and spells, any wizard can do that. And being a witch is more than serving a god or goddess, we have priests aplenty for that too. Being a witch means being something special, something that others are not. Witches come in all shapes, sizes, and ages.” With emphasis on the last word, Gezzie’s form shifted and melted only to reform to that of a beautiful young woman. She spoke, but her voice was still hers, only fuller and younger sounding. “Witches can young and beautiful”; she changed again to a hag so old that it made her normal appearance seem as beautiful as the young woman she once was. “Or we can be old and horrible!” She shifted again to a handsome middle aged woman. “We can look like your mothers” she changed again, this time to little girl about Larina’s age. “Or we can look like you!” she said with a childish giggle. Then she switched back. “Witches are far more complex and far more wonderful than you have been told. But for this wonder we serve the Goddess.”

Larina stopped and thought for a bit. She had stopped crying and she believed it would be the last time she would ever cry in Gezzie’s presence. She looked up at the older witch and with a resolve that denied her young age she said, “I want to learn more.”

“There is much to learn little one.” Was Gezzie’s only response.

“I want to know everything, and I want you to teach me.” Larina was steadfast.

Old Gezzie smiled at her, it wasn’t the smile of a fierce witch, but the one of a loving grandmother. She nodded her head at her new charge and said, “Then we should begin.”

How to use this Book

This reference work has been designed to allow players and Dungeon Masters to add a little variety to a new or on-going game campaign. It also provides rules and role playing guidelines for the one of the most interesting, but often neglected figures in mediaeval lore and mythology.

What You Need

In order to use this work to it’s fullest it is recommended that you be proficient, or at least familiar, with the *Advanced Dungeons & Dragons* game. You should also have copy of the *AD&D Players Handbook, 2nd Edition*, First or Second Printing. Other editions of the *Players Handbook* or of the *Advanced Dungeons & Dragons* game maybe used. However this work assumes 2nd Edition rules. In addition it is assumed that you have paper, dice, pencils and other tools necessary to play the game.

Some of parts of this work has it’s roots in the AD&D 1st Edition rules. Some monsters and conventions, such as level names, are still used here. If you are unfamiliar with 1st Edition rules then these can easily be ignored.

Disclaimer

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

Information presented herein is design solely for the use of individuals playing the *Advanced Dungeons & Dragons*® game. Any other intentions beyond that are outside the scope of this work and are not intended.

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

A Note About Gender

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

Chapter 1: The Witch Subclass

*There are those who don't believe
in things they cannot see.
That Magick in the Elements
simply cannot be.
Scoffing at Magick they destroy
the Earth, the Air and Sea.
I pity them who cannot see
the powers that there be.*

*The silent whisper of the wind.
The force of a tornado.
The Air that fills our being.
A crackle from an evening Fire.
A glowing flow of lava.
A ray of bright sunlight.
The roaring of the sea.
The voices of the falling rain.
The Water we need to live.
A murmur from an Oak tree.
A mountain formed of an earthquake.
A harvest from the Earth.*

*Yet still they doubt,
and still they laugh at what we can plainly see.
And still we love,
and still we honor the Earth, Fire, Air, and Sea.*

Elements
by *Eire Willowsong*

Witchcraft, or the practice of witches, means many things to many people. Consequently there have been many attempts to adapt witches for D&D game play. The earliest attempts date all the way back to the March 1977, *The Dragon* issue #5, supplement for witches. Many other authors attempted to re-work the witch, with the most notable, and arguably the best, Bill Maulhausen's updated version in *Dragon* #114. This article, with its then controversial cover art, succeeded in capturing the feel of witchcraft. When the AD&D 2nd Edition rules debuted the Witch was downgraded to a mere wizard kit. Many felt that this kit lost much of the feel and mystery that made the 1st Edition NPC so enjoyable. The kit reduced the witch to a mage who was, at times, merely a tool for supernatural forces. Witches are so much more.

Anyone with even passing familiarity with fairy tales or myth knows witches are practitioners of ancient religions. Morgan Le Fey, Circe, and Baba Yaga, were not wizards as depicted in various AD&D sources, but priestesses of Goddesses (or Gods) of old religions and forgotten ways. Witches of myth and lore have more in common with the ancient druids than the likes of Tenser, Raistlin or Gandalf.

In this netbook we will define a witch in the AD&D universe as someone who is granted her powers from an extra-planular power (deity) and uses this power to effect her environment through sympathetic, homeopathic and/or contagious magic. The Warlock on the other hand is usually male and most often evil. Of course witches and warlocks have been confused with each other and Wizards, even in the Complete Wizard's Handbook, or even used as their own class. In this text "witch" refers not only to the specific class of the Witch but also the generic classes of Witches and Warlocks, unless a distinction is made.

While there is justification that the witch is different enough to create their own class; along with Warlocks, Sorcerers and Mystics, there is not enough justification to create a whole new magic using super-class. With specialty wizards and priests of specific mythoi, not to mention psionics and kits, nearly every conceivable type of magic using class can now be created AND no extra rules need to be created. But I feel that the nature of the witch is such that a new subclass, under Priests, can be justified.

Witches and Warlocks

At this point you might ask, are not witches and warlocks the same thing? Yes and no. Warlocks are mostly male and witches are

mostly female, but one is not the other. There are however far more male witches than female warlocks.

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

In this netbook, we will make the following distinctions.

Witches are generally female, but can also be male, and can be of any alignment. Witches form covens or sisterhoods (the lawful good variant of a coven is called a sisterhood). Witches worship a variety of deities and powers. Lawful evil is the most common evil alignment. Chaotic good is the most common good alignment.

Warlocks, whose name means peace-breaker or oath-breaker, are nearly always male and always evil, with chaotic evil being the most common. Warlocks serve demons, devils and evil gods. Warlocks form **cults**, which function like a witch's coven but the organization is different. Covens, cults and Grand Covens are discussed in Chapter 3.

It should be noted that many witches find the term "warlock" to be quite offensive.

Witches vs. Wizard

I have already noted that I consider witches to be a subclass of clerics, rather than that of wizards. I will attempt to present that rationale here. Wizards spend a great deal of time studying and researching their spells. Witches are granted their spells, much as clerics are. Although it is also to be noted that witches can keep spell books and use scrolls. Wizards join guilds or belong to wizard schools. Witches do not join guilds, they do however belong to covens. Witches are very similar to Druids, in their worshipping practices and in the effects of their magic and their philosophical view of the world. It has been said that a White Witch is nothing more than someone that understands the basic elements of nature.

Witches, most of which who are female, fill an important niche. Female deities may require a special servant to act as her liaison in a male dominant society. Male deities may require mortal female consorts. This is most true of the deities of the lower planes. It should be noted that witches are less likely to exist in a society that is dominated by females, or one that males and females are completely equal. Warlocks provide the deity with a very specialized priest that has the power of a Wizard and the mystery and awe-inspiring character of the witch.

In general warlocks are more fond of mages and wizards than other warlocks and witches. Warlocks, even though evil, find it beneficial to strike professional relationships with mages of similar tastes. While a mage may be single-mindedly pursue power in the form of more magic, the warlock's motives will be shadier and not as apparent. Many a warlock has come into the fold of a mage with gifts of friendship and wisdom to add to the mage's power only to later usurp the wizard and claim his power.

Warlocks are also more often than witches to be multi-classed or dual-classed. However when doing so the warlock must always opt for the least favorable options between the classes, such as armor restrictions, to hit and saving throws. Warlock-Fighters for example cannot wear armor and cast spells at the same time. Warlock-Thieves are common, but most common is the Warlock-Wizard.

Witches and Clerics

One might now ask, "why is a witch needed if a cleric can perform the same function?" Let us look at four worshipers of the Goddess Hecate, a cleric, a specific priest of Magic, a wizard, and a witch. In all cases each worships Hecate for her power over magic. A cleric would pray and attempt to spread the word of Hecate. A specific priest would also pray and spread the word, but would also be her human

teacher to others of her magic. The Priest may responsible for the care and instruction done at Hecate's mage school. The priests might also receive some granted powers from her. A wizard would worship her to increase their own powers of magic, which they might believe that she controls, a wizard however may not be concerned with the **religion** of Hecate *per se*, only how it would effect their own lives. Her witches on the other hand would share a much more intimate relationship. First the witch, like the cleric or priest, would be concerned with the spread of the word of Hecate, but in a much different way. To a witch, actions speak louder than words, they would cast spells and attribute them to Hecate. The clerics can worry about the word and conversions, the witch has other things on her mind. If Hecate were to need something done in the mortal realms, she would go to her witches first. They would become her eyes, ears and hands in this world. Witches, like mages or wizards, are also concerned with magic. They realize that Hecate is THE source for their magic.

Of course this is not to say that these different types of followers are friendly to each other or even aware of each other. The clerics and priests would of course would be as well known as possible. The mages and wizards might make their affiliation know, and then again they might not, that is up to each mage and to each guild's laws. The witches, on the other hand might not be know at all, either as witches or as worshipers of Hecate. In lands where that god's worship is open then the witches might be public. In lands where that god's worship is forbidden, then the witches would never make themselves known.

The relationships between each the followers of each god will be determined partly by that god. Of course which gods are likely to have witches is also up to each god. Common types of gods to have witches are: Animals, Birth & Children, Darkness & Night, Death, Earth, Elemental Forces, Evil, Fate, Fertility, Life-Death-Rebirth-Cycle, Magic, Moon, Nature, Prophecy, Seasons, and Women. Common types of gods to have warlocks are: Darkness & Night, Death, Disease, Elemental Forces, Evil, Fire, Healing(Reversed), Magic, Moon, Oracles, and War. It should be no surprise that witches and warlocks overlap in many areas and can come in to contact or at odds with many other types of clerics, in particular other witches, warlocks or Druids. It can be also noted that many evil witches will worship the various deities, devils, demons or other powers from the lower planes. These are the stereotypical witches, but are no means the only ones. Witches can be of almost any alignment, but various restrictions will be placed on variously aligned witches. For example Chaotic witches might not be able to join a strong coven and thus be denied certain spells that the gods only grant to covens. Good witches may find only few gods to worship. Good witches however make good healer types or midwives, neutral witches are good for fortune telling witches or soothsayers. Evil witches can cover the gambit and make good adversaries for player characters. Warlocks are also very good in this function. A player character may not know that the evil wizard they have been tracking with strange new powers is in fact a Warlock.

Druids vs. Witches

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

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

"...An it harm none, do what ye will!"

The Wiccan Rede

The Witch's Goddess

It is the Goddess (or in some cases God, Deity or Power) that is main influence in the witches life. It is the Goddess the witch serves and it is through the Goddess that the witch gains her power. The witch knows that she is only the vessel of the Goddesses power, but she is also the physical manifestation of the Goddess in this realm. This way the Goddess does not need to directly act in the world, She can use her witches for this.

The witch's goddess is always considered to be a Greater Goddess with regard to what spells she can grant her witch. Witches see all Goddesses as an aspect of the divine, one goddess is not more powerful than another. To the witch the Goddess is the same whether she called Artemis, Hecate, Kali or Ishtar. The name or method of worshipping the Goddess is not as important as the role the witch fills for the Goddess. Because of this belief the witch may be of any alignment, she can even differ in alignment from her Goddess. So it is not unbelievable that a Chaotic Good witch could worship Kali, a Chaotic Evil goddess. This witch might be worshipping the creative power of Kali, or her aspects as a earth mother, or even the vengeful slayer of demons. A witch will not see this as a contradiction.

The Goddess is also seen as the overriding female principle, a divine child, mother and crone.

The Goddess is all Goddesses

The Goddess worshipped under the name of Diana is the same goddess worshipped under the name Brigit or Kali or Ishtar. To the witch all are part of the great whole Goddess. Each is but a different aspect. Also all of her consorts, whether it is The Black Man, the Sun God or Osiris are all part of the Consort.

Note: This does not necessarily apply to diabolic/demonic witches/warlocks who believe their Deity is above all others.

The Goddess is Supreme

Because of their very strong belief system and their intimacy with the Goddess, any Goddess worshipped by a witch is considered to be a Greater Power (as per *Legends and Lore*). This same Goddess worshipped by a priest, or even a warlock, might only be a Lesser Power.

The Goddess and the Horned God

Pagans and witches worship these deities under various names. The Goddess is the female ideal, as represented by Nature. This is the same goddess worshipped by druids. The Horned God, or the Black Man is her male counterpart. He, however, is not worshipped directly but His name is used in the rituals and He is equally as important. The Horned God is not a devil or a demon, but something much older. He corresponds to Cernunnous, the Leader of the Wild Hunt for druids. These Witches obviously are on good terms with Druids; some say they are related. There are similarities between the rituals of the two sects. There are no known warlocks of the Goddess.

He is the lord of life, death and the underworld. Being the Sun to the Goddess of the Moon as he alternates with her in ruling over life and death. With her he cooperates in continuing the cycle of life, death and rebirth, or reincarnation. His own life is said to be circular. The Horned God is born at the winter solstice, marries with the Goddess at Beltane (May 1), and dies at the summer solstice. His death represents a sacrifice to life.

DM's Note: For ease of game play try to refrain the players from playing witches with wildly different alignments from their Goddess. Along with this the you should try to restrict the witches to only good and neutral alignments.

Witches & Warlock Advancement

Witches and Warlocks are subclasses of the Priest.

They represent the forces of magic in the universe and the power of the Goddess.

Ability Requirements: Wisdom 13 & Intelligence 13
Prime Requisites: Wisdom, Intelligence
Minor Requisites: Constitution, Charisma

Races Allowed:

Witches : Human, Half-Elf & Elf
 Warlocks: Human, Half-Elf & Half-Orc⁺

Table 1: Witch Experience by Level

Level	Experience	Hit Dice	Witch	Warlock	Powers
1	0	1d8	Initiate	Initiate	Turn / Command Undead
2	2,500	2d8	Neophyte	Neophyte	
3	5,000	3d8	Spiritualist	Spiritualist	Read / Detect Magic
4	10,000	4d8	Sybil	Seer	
5	20,000	5d8	Conjureress	Conjurer	
6	35,000	6d8	Mystic	Mystic	Lesser Occult Power
7	60,000	7d8	Enchantress	Enchanter	
8	110,000	8d8	Sorceress	Sorcerer	
9	175,000	9d8	Witch	Warlock	Minor Occult Power
*10	300,000	10d8	Witch 10 th Level	Warlock 10 th Level	
11	450,000	10d8 + 1	Witch 11 th Level	Warlock 11 th Level	
12	600,000	10d8 + 2	Witch 12 th Level	Warlock 12 th Level	Medial Occult Power
13	900,000	10d8 + 3	Witch 13 th Level	Warlock 13 th Level	
14	1,200,000	10 d8+ 4	Witch 14 th Level	Warlock 14 th Level	
15	1,500,000	10 d8+ 5	Witch 15 th Level	Warlock 15 th Level	Major Occult Power
16	1,800,000	10 d8+ 6	Witch 16 th Level	Warlock 16 th Level	
17	2,100,000	10 d8+ 7	Witch 17 th Level	Warlock 17 th Level	
18	2,400,000	10 d8+ 8	Witch 18 th Level	Warlock 18 th Level	Superior Occult Power
19	2,700,000	10 d8+ 9	Witch 19 th Level	Warlock 19 th Level	
**20	3,000,000	10 d8+10	Topaz Witch	Air Warlock	
21	3,300,000	10 d8+11	Sapphire Witch	Water Warlock	
22	3,600,000	10 d8+12	Ruby Witch	Fire Warlock	
23	3,900,000	10 d8+13	Emerald Witch	Earth Warlock	
24	4,200,000	10 d8+14	Diamond Witch	Void Warlock	
25	4,500,000	10 d8+15	Witch Mother	Warlock Father	
26	4,800,000	10 d8+16	Witch Priestess	Warlock Priest	
27	5,100,000	10 d8+17	High Priestess	High Priest	
28	5,400,000	10 d8+18	Eternal Priestess	Eternal Priest	
29	5,700,000	10 d8+19	Princess of Witches	Warlock Prince	
***30	6,000,000	10 d8+20	Queen of Witches	Grand Warlock	

- + If that race is used.
- * Name Level (10th Level)
- ** Court Level (20th Level). There is only one of each court member in any coven or cult.
- *** Highest level any witch can obtain. (30th Level).

As with other types of Priests, Witches have a percent chance to summon divine aid. The percentage is equal to the witches' level times three. Thus a 1st level witch has a 3% chance to receive aid and a 30th level Queen of Witches has a base 90% chance.

Table 2: Witch Abilities by Level

Level	Base	Proficiencies		Saving Throws					Spells by Level						
	THAC0	NW	W	PPD	RSW	PP	BW	S	1	2	3	4	5	*6	**7
1	20	4	2	10	14	13	16	15	1	-	-	-	-	-	-
2	20	4	2	10	14	13	16	15	2	-	-	-	-	-	-
3	20	5	2	10	14	13	16	15	2	1	-	-	-	-	-
4	18	5	3	9	13	12	15	14	3	2	-	-	-	-	-
5	18	5	3	9	13	12	15	14	4	2	1	-	-	-	-
6	18	6	3	9	13	12	15	14	4	3	2	-	-	-	-
7	16	6	3	7	11	10	13	12	4	3	2	1	-	-	-
8	16	6	4	7	11	10	13	12	5	4	3	1	-	-	-
9	16	7	4	7	11	10	13	12	5	5	3	2	1	-	-
10	14	7	4	6	10	9	12	11	5	5	4	3	1	-	-
11	14	7	4	6	10	9	12	11	5	5	4	3	2	-	-
12	14	8	5	6	10	9	12	11	6	6	5	3	2	1	-
13	12	8	5	5	9	8	11	10	6	6	6	4	3	1	-
14	12	8	5	5	9	8	11	10	6	6	6	5	3	2	1
15	12	9	5	5	9	8	11	10	7	6	6	6	4	3	1
16	10	9	6	4	8	7	10	9	7	6	6	6	4	3	2
17	10	9	6	4	8	7	10	9	7	7	6	6	5	4	2
18	10	10	6	4	8	7	10	9	7	7	7	6	5	4	3
19	8	10	6	2	6	5	8	7	7	7	7	7	6	5	3
20	8	10	7	2	6	5	8	7	8	7	7	7	6	5	4
21	8	11	7	2	6	5	8	7	8	8	7	7	6	6	4
22	6	11	7	2	6	5	8	5	8	8	8	7	7	6	5
23	6	11	7	2	6	5	8	5	8	8	8	7	7	7	5
24	6	12	8	2	6	5	8	5	9	8	8	8	7	7	6
25	4	12	8	2	6	5	6	5	9	9	8	8	8	8	6
26	4	12	8	2	6	5	6	5	9	9	9	9	8	8	7
27	4	13	8	2	6	5	6	5	10	9	9	9	8	8	7
28	2	13	9	2	4	3	4	3	10	10	9	9	9	9	8
29	2	13	9	2	4	3	4	3	10	10	10	10	9	9	9
30	2	14	9	2	4	3	4	3	10	10	10	10	10	10	10

* Usable only by witches with a 16 or greater wisdom.
 ** Usable only by witches with a 17 or greater wisdom.

THAC0 To Hit AC 0

NW Non-Weapon
 W Weapon

PPD Poison, Paralysis, Death
 RSW Rod, Staff and Wand
 PP Petrification or Polymorph
 BW Breath Weapon
 S Spells



Requirements

Witches may be human, half-elven, or elven. Any elven stock may be used. Warlocks may only be Human, half-elven or half-orc (if that race is used). Only Humans may rise up in unlimited levels (30th level is the maximum for any witch or warlock). Half-elves may only rise to 22nd level and elves to 11th. Half-orc warlocks are limited to 13th level. Male witches (wicca), although very, very rare may only rise to a maximum of 19th level. Female warlocks are even rarer and can also rise to a maximum of 19th level. Witches do not gain any bonuses for high wisdom or intelligence scores.

Witches must belong to a **coven**, those who do not will not have access to the coven's High Secret Order spells mentioned below. Any time a witch fails in her duties she will become a normal cleric hereafter, of course the coven may also decide on other punishments for their former sister.

Warlocks must also belong to a brotherhood known as a **cult**. Those who do not belong also do not have access to the cult's High Secret Order spells. If Witches and Warlocks are involved in the same grouping of cult and coven then it is known as a **High Coven**. In a High Coven, warlocks are limited to 29th level only.

The deities of witches jealously guard their followers. The Goddess is ready to aid her witches in times of need, grant her spells and powers, but this comes at a price. If a witch abandons her deity she will become a 1st level priest, regardless of her former level or station. Any warlock who abandons his deity also becomes a 1st level priest, but chances are they will not enjoy their new life for long. In these cases it is assumed that the witch gives up all ties to her coven and Goddess. She is no longer a witch.

Note, this does not happen in the case of becoming a dual class witch. In the case where a character begins as a witch and then becomes something else it is assumed that witch is looking for a better way of serving her Goddess. This might be as a thief, warrior or a wizard. This is also not that same as leaving a coven or cult. Witches may be called upon by their Goddess to walk a new path. Sometimes this path is away from her sisters. Leaving her coven on her Goddesses request may result in the loss of High Secret Order spells, but the Goddess may grant them back to the witch. Leaving her Goddess entirely is something very different.

Alignment

Witches may be of any alignment, but are generally neutral. Neutral good or chaotic good witches are typical of White Witches with lawful good witches nearly unheard of. True Neutral witches are common and are on good terms with druids. Evil, or Black Witches, abound, with lawful evils being the most common. Neutral and chaotic evil witches are also common. Lawful neutral witches are generally witches of Goddesses of Magic or Order. Chaotic neutral witches are common to Goddesses of Insanity. The witch is usually of the same alignment of her patron goddesses, but not always or necessarily so.

Warlocks may only be evil or chaotic neutral in alignment. Chaotic evil warlocks are the most common followed by lawful and neutral evil. All warlocks are considered to be the human agents in the Blood War and the Power's toe hold into the Prime Material Plane in addition to their normal priestly duties.

Neither a witch or warlock are restricted to the same alignment of their Goddess (or God), but generally they will be. Witches (and a warlocks) are also the same alignment as others in their coven.

Weapons Allowed

Witches can not normally use any weapons other than a dagger or a staff. Their Deities however may see fit to allow other weapons as necessary. They can never wear armor of any type but can use magical defenses such as rings, cloaks, and bracers. Altogether these constitute as very poor combat abilities. Poison maybe freely used by any evil witch. Due to their affinity with magic the witch may also use magic items normally reserved for wizards such as wands and staves.

Non-weapon Proficiencies

Non-weapon Proficiencies Required: Herbalism, Astrology, and Witchcraft. Non-weapon Proficiencies Recommend: Ancient History, Animal Lore, Artistic Ability, Singing, Spellcraft, and Writing. Non-weapon Proficiency Crossovers: Priest, General, and Wizard. A Witch might have the Secondary Skill of Scribe or Alchemist.

Weapon Proficiencies: None required.

Witches Mark

At entry to the coven every witch will receive a special mark on her body that identifies her as a witch. This mark, which can be almost anything, is usually small, well hidden, and insensitive to pain. The mark usually appears a small mole or raised area on the skin. Any witch can recognize another witch due to this mark. Unfortunately for the witch, Witch-Hunters also have learned how to recognize the mark. This mark can never be removed. Only by the witch's deity can remove a witches mark. If the witch ever falls into disfavor with her deity this mark will grow to an insightful blemish or other skin deformity.

For warlocks this marking is symbolic. An Elder marks the initiate with a bloodstain, symbolizing their involvement in the Blood War. While usually on the forehead, the mark can be anywhere.

Apprentices and Initiates

A witch may have a number of apprentices working under her. These apprentices, known as initiates, are from the same coven and usually from the same tradition as the mentor witch. The witch can only have a number of apprentices under her that equal her own level. So a 3rd level witch can have three first level apprentices or one first level and one second level one. Anytime one of the witch's apprentice reaches levels that are greater than her own, the apprentice with the highest level will seek out a new mentor. Typically witches will only have one or two apprentices. Adventuring witches, may not have any at all. A witch does not need a mentor or an apprentice. It is assume that most learning occurs within the coven. Some solitary witches may not have a mentor at all.

Followers and Hirelings

Because of the close working relationship with their deities, witches and warlocks tend to regard themselves as superior to all other classes of characters. Witches tolerate no masters save their deities and higher-level witches, and they insist on governing all underlings with absolute authority, regardless of alignment. Witches who have become consorts to their deity are especially dangerous and intolerant of all rivals. Anyone who attempts to control or give orders to a witch invites disaster.

Warlocks, as it has been noted will, company with wizards or mages. Warlocks tend to gather followers and hirelings as do wizards of an evil nature. It is not uncommon to see the likes of thieves, assassins, mercenaries and even anti-paladins amidst the warlock's cult members. Very common will be scores of the warlock's undead minions scattered about.

The Flock

Unlike normal priests witches do not spend a large amount of time attending to the flock of worshippers. To a witch to worship is to become a witch. Most witches see priests as unnecessary middlemen in the path of pure communion with their deity. They further their goddess' name through actions and deeds, not in words as other priests might. However the witch will attend to certain ceremonies for the purpose of spreading her goddess' name. Common rites performed by a witch are birth rites, marriage rites (known as *Handfastings*), changes of the season, and death or funeral rites. A village witch may also provide spells for a service or payment. Any witch can provide their potions for sale or use. Most common are healing, for telling fortunes and casting love or curse spells for others.

Despite (or because of) her closeness to her Goddess a witch will not attempt to convert others into her coven. Witches, even evil ones, believe one must hear the Call themselves and join of their own free

will. It is likely that evil witches consider others to be unworthy to be witches.

Starting Funds

Unless otherwise noted (due to a kit or tradition) the witch starts out with a number gold pieces equal to her charisma times 10.

The witch will also have a book to begin her own *Book of Shadows*, and a non-magical, non-consecrated athame. These may be adjusted according to the witch's tradition, kit and/or coven.

Multi-Classed / Dual-Classed Witches

Any non-human witch may opt to be a **multi-classed** witch. Like any other multi-classed character, the experience is divided up between the classes. When doing so the multi-classed witch must always opt for the *lesser* of the combat abilities. The character gets the benefits of the best classes saving throws and proficiency slots. The character will also use the witch's starting money determination.

Fighter/Witches - Are very rare except to warlike goddesses such as Athena or Ishtar. The Fighter/Witch can not wear armor when casting spells and maybe limited to only a few weapon types.

Wizard/Witches - are fairly common among witches who worship goddesses of magic. Such witches cannot be specialists, only the common type of mage. These types are very common among the witches of Hecate.

Thief/Witch - also fairly common among the worshippers of Kali. The Thief/Witch is still restricted to no armor and the weapon choices of the witch.

Psionist/Witch - is hard to qualify for but a natural for the psychic witch kit. This combination is most common to goddesses of mental ability.

In any circumstance the multi-classed witch, like the single class witch, will not receive benefits of experience for high ability scores.

Any human can become a **dual-class** witch. Normally it is assumed that the witch became a witch after spending some time in another class. For example a wizard gives up her mage study to get closer to the source of magic as a witch. Like all other dual-classed character the witch must not use abilities of her old class until she reaches a higher level as a witch than her previous class. To switch to a witch the character will need a wisdom score of 17. A couple of special situations are addressed below.

Cleric/Witch - It is assumed in this case the cleric is worshipping a goddess and then finds a better way to serve as a witch. Any time the cleric/witch leaves one faith to join another it is then assumed that her old goddess/god/power will no longer grant her spells. Her new Goddess might however.

Dawn began her adventuring career as a priestess of Apollo and she advanced to the 3rd level. However upon adventuring she heard the Call of the Goddess. She drops her following of Apollo and began to worship Hecate as a witch. Hecate rewards her when she reaches 6th level with all of the spells that Apollo had granted her in the past.

Starting out as a witch and switching to another class is also a possibility. This "loosing of one's religion" is rare, but not unheard off. If the witch's Goddess is evil then the witch may find herself in peril of her life. Good Goddesses do not like loosing their witches anymore than the evil ones, but they will not try to harm their former witches. In any case the former loses all of her special powers. But the spells might be retained as long the witch still performs the necessary ceremonials. The witch is considered to be a priest from that point on. The Goddess might still offer the spells because even if the witch is not acting in the Goddess' name she might still be able to do some of the Goddess' work.

Asta was a witch of Lovitar, but found her own faith was lacking so at level 6 she decides to become a fighter (her strength was 17). She loses her special power, Chill Touch, and can no longer cast spells. By level 12 Asta, now know as Asta The Cold Hearted, has made a name for herself as an evil war-lady. Lovitar grants her spells back to her and her former witch skills, but not her powers, so she can become a even more effective force for evil. Of course she will need this help. Since leaving her coven she has been hunted by her former sisters.

DM's Note: Any Player Character that becomes a witch is assumed to have heard the Call of the Goddess (or God) sometime in her life.

Alternate Experience

The witch is a unique character. The Dungeon Master should provide the witch the opportunity to gain alternate, non-combat experience.

Some examples:

- A witch should receive 10xp for every hit point she heals (or harms if evil).
- 1,000 xp per level for each new spell she develops.
- For any new magically creation. To be determined by the DM.
- Discovering an ancient artifact or occult tome.
- An extra 500 xp/level or HD for each enemy of her Goddess defeated.
- A witch will lose 1,000 xp for every familiar lost or killed.

A witch can train or test any witch that is her apprentice. In any situation the teaching witch may grant up to 1/3 of her own gained experience points to her apprentice witches. This training cannot advance the apprentice witch beyond her current level, she must earn her own experience to do this. For example a witch and her apprentice earn 3,000 xp while adventuring. The teacher can give up to 1,000 xp to her apprentice. However the apprentice is only 500 xp away from her next level. Therefore the teacher witch can only grant 499 xps.

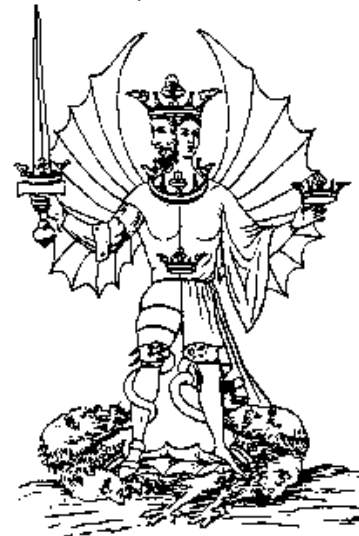
Consequently, an apprentice witch can grant her teacher up to 1/4 of her earned gained experience. This come from the belief that the student also teaches the teacher. Likewise these points can not be used to raise the teacher above her current level.

A witch can also grant experience to her apprentice witch from her own total pool of experience points. This represents training that the apprentice receives. The teacher can never grant enough experience points for herself to loose a level of experience.

In any case, an apprentice witch can no longer receive training related experience points after she has reached 10th level.

A witch can also receive experience points for every gold piece value she donates to her own coven. This does not apply to warlocks.

Warlocks receive extra XP for defeating opposing forces, typically other warlocks. Warlocks should also get experience for successful conversions to evil (not necessarily to the warlock's faith). Warlocks should also receive experience for every fiend that is successfully summoned, usually 10% of the fiend's combat value.



"As above, so below"
- Traditional Witch saying.

Granted Powers

Table 3: Occult Powers

Lesser	Minor	Medial	Greater	Superior
<i>Level 6</i>	<i>Level 9</i>	<i>Level 12</i>	<i>Level 15</i>	<i>Level 18</i>
Brew Flying Ointment	Acquire Familiar	Become Ethereal	Create Permanent Magic	Astral Travel
Brew Love/Hate Potions	Bestow Curse on Item	Create Magic Items	Fascination	Evil Eye
Brew Narcotics	Candle Magic	Create Control Doll	Fiend Summoning	Foretell Future
Brew Poisons	Dance Macabre	Identify Cursed Items	Greater Elemental Powers	Kiss of Death
Brew Truth Drug	Elemental Powers	Identify Magic Items	Greater Wizard Spells	Manufacture Potions #5
Chill Touch	Heal / Harm Touch	Immune to Charm & Hold	Immunity to Mind Control	Summon Divine Aid
Circle of Protection	Human Control	Immune to Supernatural Fear	Limited Wish	Superior Elemental Powers
Glamour	Manufacture Potions #2	Limited Psionic Powers	Longevity	Superior Psionic Powers
Immune to Fear	Protection from Good/Evil	Limited Wizard Spells	Manufacture Potions #4	Superior Wizard Spells
Immune to Sleep Magic	Speak with the Dead	Manufacture Potions #3	Shape Change	Wish
Manufacture Potions #1	Use Magic Items	Necromantic Protection	Summon Plague	Witch's Blessing
Supernatural Protection	Word of Fear	Read Magical Scrolls	Turn Undead, Advanced	Witch's Curse

What sets the witch apart from other priestesses are her granted powers. Other than spells this is where the power and awe of the witch lies. All of these powers are granted by the witches deity and thus may be removed for minor transgressions against that deity. Usually powers are lost first, then spells starting with the High Secret Order spells, and then finally for major transgressions the witch may lose her status as a witch.

Witches are granted their special powers like specialty priests, i.e. by their Goddess. These powers are generally meant to aid witches in their interactions with society, and common folk will often seek out witches for these. It should be noted that, in spirit, most of these are not intended to be combat-oriented (save for those defensive abilities against undead). For example it could be assumed that a witch's curse takes hours of preparation and prayer, and can not be simply tossed off in the heat of battle

Turn / Control Undead

Gained at 1st Level. The witch can effect Undead as a priest of the same level. She can use the Turning Undead table located in the DMG or she can use the Expanded Priests vs. Undead table (Table 28). If evil then the witch will control the undead instead, as per an evil priest. No witch can turn and control undead.

All witches can effect undead unless indicated by their coven or tradition.

Read Magic / Detect Magic

At 3rd Level the witch gains the ability to automatically read and detect magic. These powers act exactly like the wizard spells of the same name. They are effective on priestly, wizard or witch magic. It is not effective on psionics, unless noted in the psionic discipline.

Lesser Occult Powers

Lesser Occult Powers are gained at Level 6. Most of these are used to aid the witch in her daily life. Most concern the creation of potions.

Brew Flying Ointment.

The witch may brew enough ointment per week for one human sized individual to fly as (per the fly spell, only at 48" speed, maneuverability class A). The flying duration is 14 hours plus a number of turns equal to the witch's level. The ointment must be smeared over the recipient's unclothed body to work. The ointment is made from the fat of some near human-sized animal. Evil witches often will use the fat of humans.

Brew Love/Hate Potion

The witch can brew one special form of philter of love once per week. The potion has all the effects of the usual potion, save that the

victim is affected only by the witch, the victim gains a 4 to save against being charmed by the witch, and the charming effects last for 8+ 2d4 turns. This potion has a chance of affecting a victim of the same level as the witch who brewed the potion. Enamoring effects last until dispelled. Victims who make a save vs. spells are not effected. Only humans, demihumans, and humanoids are affected.

The warlock can brew one special form of philter of hate once per week. The potion has all the effects of the usual philter of love, save that the victim is affected only with hate of the first person they see, the victim gains a 4 to save against being charmed by the potion, and the charming effects last for 8+ 2d4 turns. The effected person will attack and try to kill the person viewed unless stopped. This potion has a chance of affecting a victim of the same level as the witch who brewed the potion. The effects of hate last until dispelled. Victims who make a save vs. spells are not effected. Only humans, demihumans, and humanoids are affected.

Brew Narcotics

A witch can brew one dose of narcotic once per day, provided that she has the necessary ingredients. The mixture can not be used to cover weapons but must be injected by the intended victims. A narcotic has the effect of a sleep spell on a victim with 8hp or less if the save is failed. A victim with 9-16 hp is reduced to one-half dexterity and one-half normal movement for 12 turns; a victim with 17-24 hp loses one-third dexterity and movement rate for the same 12 turn duration; a victim with 25+ hp loses one-sixth dexterity and movement for the duration of the narcotic. Only humans, demihumans, and humanoids are affected.

Narcotics are used most often by good and neutral witches.

Brew Poisons

The witch may brew any of the poisons listed in the DMG. The witch begins with Type A injected and gains an additional poison every additional level. So Type A may be created at level 6 while Type P can be created at level 21. Normal saving throws apply. The brewing of poisons is itself not an evil act, but using the poisons on others is. Therefore this power is usually only offered to witches of evil alignment. To brew the poison the witch requires the necessary ingredients and equipment. Usually the equipment will be an initial investment of 50 to 300 gps, with a material cost of up to 1 gps per potion and one week to create.

Brew Truth Drug

A witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug and fails a save vs. poison falls into a stupor and is forced to answer 14 questions truthfully. The truth drug will only effect an individual of equal or less experience level than the witch who brewed the potion. The stupor, which reduces strength and movement to half, lasts 2-12 turns. A dose of truth drug is only potent for day after being brewed. Only humans, demihumans, and humanoids are affected.

Chill Touch

A witch can touch, or kiss, a person using this power to cause 1d4 hit points of damage per level.

Circle of Protection

By means of special dusts placed upon the ground in a ritual circle, the witch is able to create a sphere of protection, which will ward off undead to the same degree as a priest's turning ability at the same level. Undead are not actually turned however, simply act as if an invisible barrier lies between them and the witch. The circle is 10' diameter, and takes 1 turn to place down. The surface upon which it is placed must be relatively smooth, and a mild wind will blow the circle away, as might the feet of a careless party member.

Glamour

This ability grants the witch to temporary raise or lower her charisma by 1 point for every four levels of experience. This does not actually change the witch's appearance, but gives other the impression she is more formidable or impressive or frightening, depending upon if the charisma is raised or lowered. It lasts for 1 round/level.

Immune to Fear

The witch's Goddess has strengthened the witches will and has made her immune to normal fear. The witch gains an extra saving throwing versus magical fear as well. The witch will have to fail both saves in order to feel the effects. Note this power does not extend to supernatural forms of magical fear, such as Dragon-fear or the effects of some undead.

In Ravenloft, the witch is assumed to be immune to normal fear checks as well, but not horror checks.

Immune to Sleep Magic

The witch is granted an immunity to sleep magics and potions or narcotics that can cause sleep. Note the witch is not made immune to the normal needs for sleep.

Manufacture Potions #1

The witch may manufacture any potion listed in Table 7 below, without the help of an alchemist. An alchemist can cut manufacture times down to 50%. The witch must research each potion before it can be created. Plus all the proper equipment must be available to create each potion. Infusion times are generally one week per potion; i.e. a potion of Copper Dragon Control would take a witch 1 week to create. Witches only dabble in alchemy, this is reflected in the longer infusion times and relative level of construction. A 6th level alchemist could produce half of the listed potions in one day rather than one week; in our example above, it would take a 10th level alchemist 1 day to create the same potion of Copper Dragon Control. Which potions can be created by level are presented in Witches Table 7. The manufacture of the potions requires that the witch invest in research scrolls and books at a cost of 100-500 GP per level after 6th level. This does not include any costs that the witch might encounter in the manufacturing of the potion or the gathering of the basic ingredients.

Supernatural Protection

The witch gains +3 to saving throws vs. Magic and immunity to all Cantrips. Evil witches radiate a personal Protection from Good aura. This aura will not effect any good creatures, but it will put good creatures at ill-ease. Good witches have a similar aura that effect evil creatures.

Minor Occult Powers

Minor Occult powers are more powerful and are rewarded to witches who have shown dedicated service. They are gained by the witch at level 9.

Acquire Familiar

This power is the same as the witch spell, *Acquire Witch's Familiar*. See Chapter 4: Arts Magica and Malefica, for more information on witch's familiars.

Bestow Curse on Item

This is a minor curse that the witch can give an item. Generally the curse is not directly harmful or fatal. Usually it is done as an embarrassment or an annoyance. Typical curses would be causing a weapon to miss at -1. Or for the item's owner to give off an unpleasant odor in the presence of the opposite sex. These curses can be removed with a *Dispel Magic* or a *Remove Curse*. Cursed items maybe be gotten rid of at no penalty. The curse is not removed, but they no longer are a problem for the (former) owner.

Dance Macabre

All humanoids are susceptible. The witch takes 1 turn to perform the dance. Victims are entranced, as a *Hold Person* spell, as long as the witch is present unless attacked, there's a 10% chance/level of the witch that it's successful -10%/level over 5th level of victim(s). May be performed once per day.

Candle Magic

A witch may manufacture one candle per month, a process that requires no interruptions, or else the candle is ruined. For each three days spent in making the candle, the candle burns for one turn, up to a maximum of 9 turns (for a candle that took 27 days to make). The magic candle of the candle takes effect either when snuffed out or when it has burned for it's duration. At 7th level the witch may make red candles; the ability to make other candles is gained as the witch rises in level. The candle must be burned in the presence of the intended victim, where appropriate, in order to work, and the victim must not be farther than 10r' away through out the entire burning time. Saving throws may be attempted, where applicable, for the effects of all candles except red candles. Any candle that does not burn for at least one turn has no effect.

Red candle (9th level): The victim is effected as if by a philter of love, with a duration of one day for each turn of burning. No saving throw is allowed, and the candle's effect cannot be dispelled, except by a limited wish, alter reality, or wish spell.

Blue candle (11th level): One turn of protection from good/evil, 10' radius (as per the mage spell) is gained for each turn of burning. This power is doubled if used by a good witch against evil beings, or an evil witch against good beings.

Purple candle (13th level): This acts as a truth drug, as noted above, allowing two questions to be asked of a victim for each turn of burning, with all such questions being answered truthfully.

Yellow candle (15th level): One turn of telepathy (the witch is able to read a victim's mind and communicate with him) is gained for each turn of burning. All languages are understood for the duration of the effect, and falsehoods and evasions are known as such.

Gold candle (17th level): This cures 16 hp of damage on the being nearest the candle when it is extinguished, for each turn of burning. If the witch herself puts out the candle then she herself is cured.

Black candle (19th level): One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are *weakness* (strength reduced to 3), *feeblemind* (intelligence reduced to 3), *foolishness* (wisdom reduced to 3), *clumsiness* (dexterity reduced to 3), *exhaustion* (constitution reduced to 3), and *ugliness* (charisma reduced to 3). Saving throws vs. Spells can be attempted for each curse and, if successful, negate that particular curse only. Casting wish or remove curse (by at least a 9th level cleric) removes one curse for each casting of the spell. Each curse lasts indefinitely until dispelled.

Elemental Powers

The witch has gained some minor elemental powers. These are normally given to elemental witches and are based on their chosen

element. Non-elemental witches with this power can choose which elemental path they want to follow when they first get this power. No witch will have access to all four elemental paths. These powers are the same as the Wizard spells of the same name.

Fire: Wall of Fire
Water: Wall of Ice
Air: Solid Fog
Earth: Stone Skin

Heal / Harm Touch

This power is common to healing and tantric witches. The amount effected is 1d4 per level. To be effective the witch must touch the affected person with her bare hand and be able to concentrate.

The opposite power is available only to evil witches. No witch will have access to both powers.

Human Control

This power is the same as the spell *Charm Human*.

Manufacture Potions #2

The witch may manufacture any potion listed in Table 7 below, without the help of an alchemist. These potions are usually rarer and thus cost 200-700 gps to make.

Protection from Good / Evil

The witch gains protection from either Good or Evil forces. This is the same as the wizard spell *Protection from Evil, 15' Radius*.

Speak with Dead

Like the 3rd level Priest spell of the same name. This power allows the witch to speak to the recently dead.

Use Magic Items

The Witch gains the ability to use magic items that are normally reserved for wizards only.

Word of Fear

At 9th level witch may utter a Word of Fear (as the 4th level wizard spell, *Power Word, Fear*) once per week per 3 levels of ability. So a ninth level witch may use her Word of Fear 3 times a week.

Medial Occult Powers

Medial Occult powers are offered to 12th level witches that are in good standing with their goddess.

Become Ethereal

The witch can after a period of concentration enter the Ethereal Plane as per the spell *Etherealness* or a *Helm of Etherealness*.

Create Magical Items

At this level the witch may manufacture the magical items that do not have permanent natures, such as wands and rechargeable items, as well as one shot devices.

Create Control Doll

Once per week, a witch can make one clay or wax doll (waxen image) which she can use to control one character or monster. Dolls are made to fit general categories, e.g. a man, a woman, a troll, a dragon. For the doll to function as desired, a part of the specific target (a nail clipping, a lock of hair, a bit of outer skin or scales, blood, etc.) must be made part of the doll. Once the specific material is added, the doll acquires a focus. The doll must now be shown to the intended

victim. If the victim fails to save vs. spells, the victim is charmed (as per a monster's charm spell) the charm lasts as long as the doll is intact and in the witch's possession. If the witch loses the doll, or if the doll is destroyed or damaged, the spell is broken.

Identify Cursed Items

The witch can identify items which have a cursed laid upon them. This chance is 69% +1% per level. Plus the witch can also determine the nature of the curse 65% +1% per level of the time. So a 13th level witch can detect a curse on an item 82% of the time and the nature of the curse 77% of the time.

Identify Magic Items

The witch can identify magic items. This chance is 75% +1% per level of the witch. This can be modified as follows.

The witch has seen items like it before	+15%
The item is witch made	+10%
The item is wizard made	-5%
The item is an artifact	+25%

Note this power will not help the witch in determining if the item is cursed.

Immune to Charm and Hold

The witch becomes immune to the various charm, hold and sleep spells. Such spells simply do not work on the witch. The witch cannot confer this power to others however.

Immune to Supernatural Fear

The witch is now immune to the fear caused by dragons, fiends or powerful undead. This is also allows the witch to ignore Ravenloft Horror checks.

Limited Psionic Powers

The witch has access to Psionic powers. Typically her Goddess will grant her 3 powers and enough Psionic Strength Points to use all three. If a maintenance cost needs to be paid then the witch gains enough PSPs to use the power four times, i.e. four rounds, four hours, whatever is appropriate. These points will be in addition to any the witch might have already received as a Natural witch or a psionic wild talent.

The witch may choose or roll for three psionic powers on Table 13.

Limited Wizard Spells

The witch has access to 1st and 2nd level Wizard Spells. The witch may only memorize (and thus use) one spell per day. The spells must be learned normally and are subject to any rules regarding wizard spells. The witch may only learn a total number of wizard spells equal to her own intelligence.

The witch's wizard spells are recorded in her own Book of Shadows. Even though these are wizard spells, they can not be learned by a wizard reading the witch's Book.

These spells are described in Chapter 4.

Manufacture Potions #3

The witch may manufacture any potion listed in Table 7 below, without the help of an alchemist. These potions are usually rarer and thus cost 400-900 gps to make.

Necromantic Protection

The witch becomes immune to the special attacks of undead creatures, such as level draining and fear. She also gains +3 to all saving throws vs. harmful Necromantic spells.

Read Magical Scrolls

Wizard scrolls may be read as well as clerical scrolls. The base chance for success is 60%. For every point of intelligence above 12 this base chance increases by 5%, to a maximum of 95% at 19 intelligence.

Greater Occult Powers

At 15th level the witch gains her Greater Occult power. These powers will only be given to witches in good standing with her Goddess and her coven (or her own *Book of Law* rules if she is a solitary).

Create Permanent Magical Items

The witch may now create items that do not require recharging. This process is performed in a month-long ceremony during which the item to be enchanted and invokes her deity to properly enspell the item. The chance for success is 69%, plus a percentage amount equal to the witch's level. If an item fails to be permanently enchanted, it must be destroyed and a new attempt must be made later.

Fascination

The power of fascination may be used once per day. A witch merely has to concentrate to exercise this power. Any individual who merely looks at the witch and fails to save vs. spells faithfully serves the witch as long as the fascination lasts (a number of turns equal to the level of the witch). Service while fascinated is nearly absolute, stopping just short of following suicidal orders.

Fiend Summon

Her might be one of the greatest powers of the witch. Her Goddess has granted her power over the fiends of the lower planes.

There are two reasons a witch may choose to summon a fiend. The witch may demand a service of the fiend, such as a mission or other form of quest. The fiend will perform the witch's stated orders to the letter, but will in any case try to break the intent of the contract. Usually the fiend will demand the nature of the quest be written out and signed in the witch's own blood. If either side fails to deliver their end of the agreement then the contract is void. Often many fiends found on the Prime Material are in such service or have broken free from the service of a witch.

Secondly the witch may want to question the fiend for Occult knowledge. The witch may ask up to 7 questions of the fiend (1d4+3). The witch must address the option of a mission or questions before the fiend is summoned, and cannot be changed. As long as the witch remains in control of the fiend it will return to its native plane when it's task is complete.

A witch may attempt a summoning but once per cycle of the moon, regardless of success. A witch may also have only the number of fiends' hit dice that are equal to or less than her own level. So a 20th level witch may have 16 hit die fiend or 2 fiends of 10 or less hit die each. The percentages and type of fiend summoned are in Witches tables 10, 11 and 12. The materials for a proper summoning normally take 1 to 4 weeks to gather. The costs are normally 100gp per hit dice of the fiend summoned to a maximum of 100gp per level of the Witch. The witch must prepare for one full day in order to perform the summoning that night. If the summoning is rushed in any way a cumulative 5% penalty per wasted hour is applied to the chance of summoning (Witches Table 10). A Witch cannot do an "impromptu" summoning. This is effectively a 120% penalty, (24 hours x 5%).

Summoning is not without it's risks. A failed summoning requires the witch to make a system shock role. A failing role means the witch falls into a coma like state equal to the number of days of the hit dice of fiend attempted. If the witch successfully summons the fiend he still might lose control. An uncontrolled fiend may opt to kill the offending witch and then go a killing rampage on the Prime Material, especially if the fiend now has no means of return to it's native plane.

Greater Elemental Powers

The witch has gained some greater elemental powers. These are normally given to elemental witches and are based on their chosen element. Non-elemental witches with this power can choose which elemental path they want to follow when they first get this power. No witch will have access to all four elemental paths. These powers are the same as the Wizard spells of the same name.

Fire: Forest's Fiery Constrictor

Water: Part Water

Air: Invisible Stalker

Earth: Move Earth

Greater Wizard Spells

The witch has access to 3rd and 4th level Wizard Spells. The witch may only memorize one spell per day. The spells must be learned normally and are subject to any rules regarding wizard spells. The witch may only learn a number of wizard spells equal to her own intelligence. This number spells is for all wizard spells, whether they are from this power or the Limited Wizard Spells Power.

The witch's wizard spells are recorded in her own Book of Shadows. Even though these are wizard spells, they can not be learned by a wizard reading the witch's Book.

Wizard spells allowed maybe found in Chapter 4.

Immunity to Mind Control

The witch is immune to all forms of charm, hold and sleep spells as well as any magic item that mimics those spells. The witch has also become immune to all forms of psionic control.

Limited Wish

A limited wish is identical to the 7th level wizard spell of the same name. It may be used once per month, though the witch will age one year per use. This effect occurs despite any longevity.

Longevity

From this point onward the witch ages only at one-tenth the normal rate for her race, except for magical effects (which will increase or decrease the witch's biological age as usual; see below).

Manufacture Potions #4

The witch may manufacture any potion listed in Table 7 below, without the help of an alchemist. These potions are usually rarer and thus cost 600-1200 gps to make.

Shape Change

This power is usable once per day for no longer than two turns each time. Otherwise, this power is identical to the 9th level wizard spell of the same name.

Summon Plague

This power is the same as the fifth level Priest spell *Insect Plague*. The witch however does not require any spell components and can not be dispelled by a *dispel magic*.

Turn Undead, Advanced

The witch can now effect undead using the new expanded turning table (Table 28).

Superior Occult Powers

These powers are the highest powers granted to the witch.

Astral Travel

This power is the same as the ninth-level wizard spell *Astral Spell*. The witch is able to take a number of persons with her equal to her level divided by 6, rounded down. This number is doubled if the travelers are other witches. The witch can also take two witches instead of one other type of traveler. These travelers are linked to the witch and can be stranded in the Astral Plane. The witch and her travelers must sit in a circle and link their hands. The travelers are all linked to witches silver cord. If it is severed then they all will die.

This witch often leaves her familiars to guard her earthly body and that of her traveler's.

Evil Eye

The witch has the power of the *Evil Eye*. For this power to work the witch must make eye contact with her victim. The victim can not be previously charmed or held.

The witch can choose one of the following powers.

Stare	The witch locks on to her victim with a stare. The victim is immobile as long as the witch does not break the stare, plus one turn per level.
Charm	The victim is <i>charmed</i> for a number of turns equal to the witches level.
Blink	The witch transports the victim to a random location 10' (x level of the witch) away.
Overlook	The victim is effected with a wasting disease. They will lose 1 hit point per day effected by the disease. The number of days is equal to the level of the witch. The victim can be cured by a cleric of equal or greater level than the witch.

The Evil Eye is a powerful weapon to the witch. But there are ways to stop it. If a victim understands the methods to stop the evil eye, such as crossing themselves or spitting on the ground, then they receive a saving throw vs. Paralyzation.

Foretell Future

The witch can determine to outcome of any one action once per week. The witch makes an appeal to her Goddess who grants her knowledge of the future. In game terms the players asks the DM. The information must specific and one that can be answered briefly. Yes/No questions work the best. The base chance is 50% with the power increasing 1% per level of the witch.

This power may be augmented with various divinatory tools such as crystal balls, tarot cards, stones, dice, or just about anything. If the witch has any of the divinatory proficiencies, then she may add that bonus (usually 10%) to her total chance of getting an answer.

When failing to get an answer, the witch will either get no answer at all or an incorrect or misleading one. The nature of the answer is of course up to the DM.

Kiss of Death

The witch gains a Kiss of Death. When the witch wishes, she can give a person (Dwarf, Elf, Gnome, Human, ect.) a Kiss of Death. If the person is fewer than 8 hit die he dies, if he is over 8 hit die he must save vs. death or die. This may not be used in battle, only in a non-combat situation.

Manufacture Potions #5

The witch may manufacture any potion listed in Table 7 below, without the help of an alchemist. These potions are usually rarer and thus cost 1000-1500 gps to make.

Summon Divine Aid

The witch can summon a special being from the home of her Goddess. Typically this will be the Goddess' personal animal. Regardless of the type summoned the animal will be 15HD, AC of 0, a

THACO of 5, and attack 3 times per round, usually a claw-claw-bite routine. The summoned creature will also have a special power or attack. The animal will be intelligent (score 17-18) and can speak to the witch by speaking or telepathy. The summoned creature will fight for the witch until there are no more enemies or the witch dismisses it. The creature can be killed, but it's spirit will return to it's own plane. In the event that the summoned creature does die, then the witch can not call another until one month has passed.

The creature is independent and not controlled by the witch. She can guide it and give it commands, but creature is still free willed and works for the witch because of their Goddess.

Table 4: Divine Creatures

Goddess/Coven	Typical Animal
Any Elemental	Elemental of appropriate type.
Any Evil	Red Dragon
Any Good	Silver Dragon
Artemis	Giant Stag
Hecate	Hell Hound
Ishtar or Inanna	Lion or Sabre Toothed Tiger
Isis	Giant Eagle or Gyno-sphinx
Kali	Black Tiger or Displacer Beast
Loviatar	White Dragon

Superior Elemental Powers

The witch has gained a superior elemental power. These are normally given to elemental witches and are based on their chosen element. Non-elemental witches with this power can choose which elemental path they want to follow when they first get this power. No witch will have access to all four elemental paths. These powers are the same as the Wizard spells of the same name.

Fire: Elemental Aura (fire), or Meteor Swarm

Water: Elemental Aura (water)

Air: Elemental Aura (air)

Earth: Elemental Aura (earth)

Superior Psionic Powers

The witch has gained a Psionic Science. The sciences and their PSPs are listed in Table 14. The witch can use up to 1 Psionic Science per day. She may roll or choose any three sciences (but still only have access to one per day). If a prerequisite is required then the witch gains that as well. The witch may add the number of PSPs to her total if she is a Natural witch or a psionic wild talent. Otherwise the witch gains an extra 4 PSPs per level. Natural witches gain 5.

Superior Wizard Spells

The witch has access to 5th and 7th level Wizard Spells. The witch can only memorize one spell per day. The spells must be learned normally and are subject to any rules regarding wizard spells. The witch may only learn a number of wizard spells equal to her own intelligence. This number spells is for all wizard spells, whether they are from this power or the Limited Wizard Spells Power.

The witch's wizard spells are recorded in her own Book of Shadows. Even though these are wizard spells, they can not be learned by a wizard reading the witch's Book.

Wizard spells allowed maybe found in Chapter 4.

Wish

This is the same as the 7th level Wizard spell *Limited Wish*. This power may only be used once per week and the witch will age one year despite any other magical aging. The nature of the wish must be one the witch's Goddess can grant. For example, wishing someone back to life may be possible, but the witch's belief system may not allow it.

Unlike the Wish of the Malefica, this wish does not jeopardize the soul of the witch. She can use it a much as she likes, but still suffers all of the penalties of a *Limited Wish* spell (excepted as listed above). Of course any witch that is relying to much on her weekly wish to get herself

out of trouble may find that her Goddess has removed the power to remind the witch that there are always other solutions. On the other hand a particularly clever use of a wish might get the witch a second wish for the week from her Goddess. This will only be for that one occasion and the witch will go back to her weekly wish. Both cases need to be determined by the DM.

Witch's Blessing

At this level, the witch may grant one blessing each month upon an individual that she deems worthy. The recipient of the blessing must not have her life-path directly linked with the witch (i.e. not a party member). The blessing can take one of the following forms:

Table 5: Effects of Witches Blessing

1d6 Roll	Blessing
1	Newborn blessing - the witch may cast this blessing on newborn infants, granting them lifelong health, beauty, strength or luck, witch's choice, and they shall ever-more function as if they have a permanent bless cast upon them.
2	Glorious Battle - if granted upon a military or political leader before a critical battle, her force will function as if twice in number, and the leader will strike at +2, doing double damage, though her armor class is reduced by 3, due to the air of glory he carries along with him or herself.
3	Oracle - grants an individual an opportunity to speak directly with her diety. The diety may actually be clearer with a poor peasant than she might be with her own witch.
4	Deathwatch - grants and individual a spectral shadow, which will cast aside the individual at the moment a mortal blow is about to be struck and take the blow itself. The deathwatch works only once and may only bestowed on a person once in their life-time.
5	Favor - the individual is granted the permanent effects of a bless spell. Obviously the witch may not use these blessings on herself, her coven members or any of her close associates. However, many individuals may offer rewards in exchange for a witch's blessing, though witches are generally forbade from granting them for profit. Blessings take one round to bestow.
6	1d12 Blessing of
1	Kali +1 STR
2	Artemis +1 DEX
3	Athena +1 WIS
4	Isis +1 INT
5	Venus +1 CHR
6	Ishtar +1 CON
7	Hel +1 vs. Death
8	Lovitar +1 vs. Poison / Para
9	Baba Yaga +1 vs. Staff, Wand
10	Tiamat +1 vs. Dragon Breath
11	Hecate +1 vs. Magic
12	Choose one

The Witch's Blessing takes only a round to place, but it could take years to fulfill. The effects of a Witch's Blessing are not cumulative, i.e. no one can have three *Deathwatch's* placed on them. But someone can have multiple blessing laid by different witches. So a person could have a *Deathwatch* and a *Newborn Blessing*. This is often the case in some areas with families that have close ties to the local coven, but may not be members themselves.

Witch's Curse

The witch acquires the ability to inflict a witches curse on any single person or creature once per day. This is exactly identical to the 4th level wizard spell bestow curse, except that its effect is automatic; the victim is not allowed a saving throw. The effect of the curse persists for 24 hours unless the curse is dispelled by a remove curse, wish, or similar spell. To cast the spell, the witch must merely point at the victim and concentrate for one round; no verbal or material components are required. To determine the effects of the witches curse roll a 1d8 and consult Table 6.

Table 6: Effects of Witches Curse

2d6 Roll	Name	Effects
2	Curse of Wasting	Loss of hp per hour for the next 24 hours. If th victim is reduced to 0 hp, he dies
3-4	Curse of Darkness	<i>Blindness</i> , as per wizard spell.
5-9 (+1d6)	Curse of ...	One ability is lowered by 3 points
1	<i>Weakness</i>	<i>Strength</i>
2	<i>Clumsiness</i>	<i>Dexterity</i>
3	<i>Enfeeblement</i>	<i>Constitution</i>
4	<i>Stupidity</i>	<i>Intelligence</i>
5	<i>Ignorance</i>	<i>Wisdom</i>
6	<i>Ugliness</i>	<i>Charisma</i>
10-11	Curse of the Novice	To hit and damage roles lowered by -4
12	Sleep of Death	<i>Temporal Stasis</i> , as per spell. At the end of 25 hours the victim is reduced to 0hp and dies.

Like the Witch's Blessing, a Witch's Curse can be laid in one round, but the effects may take much longer to manifest themselves.

Table 7: Potions Created by Level

This assumes that the witch has researched the potion in question and the proper ingredients and equipment have been collected.

New potions described herein are *italicized*.

1d20	Potions Level 1	Potions Level 2	Potions Level 3	Potions Level 4	Potions Level 5
1	Animal Control	ESP	Acid Resistance	Appearance Dust	Cloud Giant Control
2	Clairvoyance	Extra Healing	Black Dragon Control	Blue Dragon Control	Dust of Disappearance
3	Clariaudience	Fire Breath	Brass Dragon Control	Bronze Dragon Control	Dust of Dryness
4	Climbing	<i>Flying Ointment</i>	<i>Death Armor</i>	Cloud Giant Control	Elemental Control
5	Diminution	Growth	Frost Giant Control	Cloud Giant Strength	Gold Dragon Control
6	Elixir of Life	Health Elixir	Green Dragon Control	Copper Dragon Control	<i>Magic Resistance</i>
7	Filter of Beauty	Heroism	Human Control	Elixir of Youth	Mist Dragon Control
8	Fire Resistance	Hill Giant Control	Keoghtom's Ointment	Fire Giant Control	Oil of Disenchantment
9	Gaseous Form	Hill Giant Strength	Longevity	Fire Giant Strength	Oil of Impact
10	Healing	Invisibility	Marvelous Pigments	Frost Giant Strength	Oil of Sharpness +5
11	Levitation	Invulnerability	Meditation Incense	<i>Lethe Potion</i>	Rust Dust
12	Oil of Sharpness +1	Oil of Sharpness +2	Oil of Fiery Burning	Oil of Etherealness	Shadow Dragon Control
13	Philter of Love	Oil of Slipperiness	Oil of Sharpness +3	Oil of Sharpness +4	Sovereign Glue
14	Plant Control	Philter of Glibness	Oil of Timelessness	Red Dragon Control	Storm Giant Control
15	Rainbow Hues	Polymorph Self	Stone Giant Control	Silver Dragon Control	Storm Giant Strength
16	<i>Sky Clad Oil</i>	Vitality	Stone Giant Strength	Tracelessness Dust	Titan Strength
17	Speed	Water Breathing	Super-Heroism	Treasure Finding	Ultimate Solution
18	Sweet Water		White Dragon Control	Undead Control	
19	Ventriloquism				
20					

Table 8: Witch Potion Failure*

Percent	Affect
20%	Base chance.
- 0.5%	Benefit per level.
- 2%	Intelligence 15
- 4%	Intelligence 16
- 7%	Intelligence 17
- 11%	Intelligence 18
+15%	Sub-standard equipment.
0%	Normal equipment.
-5%	Excellent equipment.
+15%	Sub-standard materials
- 5%	Extremely rare materials
*	Does not apply to Venefica

Table 9: Results of Potion Failure

Failure	Die roll	Failure result
	01-60%	Potion inert
	61-70%	Makes witch ill for 2-12 hours. -2 to all attacks.
	71-78%	Reversed effects.
	79-85%	Poisonous cloud is released. Witch becomes ill for 2-24 hours. -4 to all attacks.
	86-90%	Minor explosion. 1-6 hp damage to all within 10'.
	91-95%	Explosion. 1-10 hp damage to all within 15'.
	96-99%	Major explosion. 1-20 hp damage to all within 25'.
	00%	Discovery! A new type of potion is created. Determined by the DM.

Table 10: Summoning by Level

Witch Level	Fiend Type and Chance of Summoning						
	Type I	Type II	Type III	Type IV	Type V	Type VI	Special
16	35%	30%	25%	20%	15%	10%	5%
17	40%	35%	30%	25%	20%	15%	10%
18	45%	40%	35%	30%	25%	20%	15%
19	50%	45%	40%	35%	30%	25%	20%
20	55%	50%	45%	40%	35%	30%	25%
21	60%	55%	50%	45%	40%	35%	30%
22	65%	60%	55%	50%	45%	40%	35%
23	70%	65%	60%	55%	50%	45%	40%
24	75%	70%	65%	60%	55%	50%	45%
25	80%	75%	70%	65%	60%	55%	50%
26	85%	80%	75%	70%	65%	60%	55%
27	90%	85%	80%	75%	70%	65%	60%
28	95%	90%	85%	80%	75%	70%	65%
29	100%	95%	90%	85%	80%	75%	70%
30	105%	100%	95%	90%	85%	80%	75%

Table 11: Summoning Percentages



Fiend Type	Regaing Lost Control (% / Witch Level)	Asking Questions, Chance of Knowing	Asking Questions, Chance of Truth
I	3% / Level	30 %	10% + 1% per Witch level
II	3% / Level	40 %	20% + 1% per Witch level
III	2% / Level	50 %	30% + 1% per Witch level
IV	2% / Level	60 %	40% + 1% per Witch level
V	1% / Level	70 %	50% + 1% per Witch level
VI	1% / Level	80 %	60% + 1% per Witch level
Special	1% / Level	90 %	70% + 1% per Witch level

Table 12: Summoning Types

Fiend Type	Baatezu <i>LE</i>	Yugoloth <i>NE</i>	Gehreleth <i>NE(C)</i>	Tanar'ri <i>CE</i>	Slaad <i>CN</i>	Others <i>Any E</i>
I	Osyluth	Dergholoth	Hordling	Vrock	Red	Alu-Fiend
II	Hamatula	Piscoloth	Bodak	Hezrou	Blue	Erinyes
III	Amnizu	Yangoloth	Glabrezu	Glabrezu	Green	Yochol
IV	Cornugon	Mezzoloth	Farastu	Nalfeshee	Grey	Succubus
V	Gelugon	Nycaloth	Kelubar	Marilth	Black*	Night Hag
VI	Pit Fiend	Ultraloth	Shator	Balor	Death	
Special	<i>Duke</i>	<i>Lord</i>	<i>Lord</i>	<i>Prince</i>	<i>Lord</i>	

* Black Slaad are Grey Slaad that have 12 hd and THAC0 8. They act as assistants to the Death Slaadi.
See **Chapter 5: Monsters**.

The Witches Rede

Bide within the Law you must, in perfect Love and perfect Trust.
 Live you must and let to live, fairly take and fairly give.
 For tread the Circle thrice about to keep unwelcome spirits out.
 To bind the spell well every time, let the spell be said in rhyme.
 Light of eye and soft of touch, speak you little, listen much.
 Honor the Old Ones in deed and name, let love and light be our guides again.
 Deosil go by the waxing moon, chanting out the joyful tune.
 Widdershins go when the moon doth wane, and the werewolf howls by the dread wolfsbane.
 When the Lady's moon is new, kiss the hand to Her times two.
 When the moon rides at Her peak then your heart's desire seek.
 Heed the North winds mighty gale, lock the door and trim the sail.
 When the Wind blows from the East, expect the new and set the feast.
 When the wind comes from the South, love will kiss you on the mouth.
 When the wind whispers from the West, all hearts will find peace and rest.
 Nine woods in the Cauldron go, burn them fast and burn them slow.
 Birch in the fire goes to represent what the Lady knows.
 Oak in the forest towers with might in the fire it brings the God's insight.
 Rowan is a tree of power causing life and magick to flower.
 Willows at the waterside stand ready to help us to the Summerland.
 Hawthorn is burned to purify and to draw faerie to your eye.
 Hazel-the tree of wisdom and learning adds its strength to the bright fire burning.
 White are the flowers of Apple tree that brings us fruits of fertility.
 Grapes grow upon the vine giving us both joy and wine.
 Fir does mark the evergreen to represent immortality seen.
 Elder is the Lady's tree burn it not or cursed you'll be.
 Four times the Major Sabbats mark in the light and in the dark.
 As the old year starts to wane the new begins, it's now Samhain.
 When the time for Imbolc shows watch for flowers through the snows.
 When the wheel begins to turn soon the Beltane fires will burn
 As the wheel turns to Lamas night power is brought to magick rite.
 Four times the Minor Sabbats fall use the Sun to mark them all.
 When the wheel has turned to Yule light the log the Horned One rules.
 In the spring, when night equals day time for Ostara to come our way.
 When the Sun has reached it's height time for Oak and Holly to fight.
 Harvesting comes to one and all when the Autumn Equinox does fall.
 Heed the flower, bush, and tree by the Lady blessed you'll be.
 Where the rippling waters go cast a stone, the truth you'll know.
 When you have and hold a need, harken not to others greed.
 With a fool no season spend or be counted as his friend.
 Merry Meet and Merry Part bright the cheeks and warm the heart.
 Mind the Three-fold Laws you should three times bad and three times good.
 When misfortune is enow wear the star upon your brow.
 Be true in love this you must do unless your love is false to you.
 These Eight words the Rede fulfill:
"An ye harm none, do what ye will"

From [Selene's Wicca Page](#).

Special Restrictions

Great powers come at a great price. Some of these special restrictions are due to the unique nature of the class. Others are a direct result of the witches' dealing with supernatural powers. The DM may opt to increase or decrease these restrictions, however game balance needs to be preserved. Any lowering of the restrictions should accompany the lowering of special powers.

Witches

Along with the granted powers a witch receives she's also subject to a number of special restrictions. Some of the most obvious are the limited number of weapons and armor the witch can use when compared to other priests. Also a witch must belong to a coven in order to gain HSO spells. Other restrictions include:

Because of their non-conventional training, witches do not earn bonuses to their experience for high ability scores.

Generally speaking, outsiders are terrified of witches. Unless an NPC is exceptionally open-minded or has extremely high intelligence or wisdom (13 or more in either ability), the witch receives a 3 reaction roll, if she is known to be a witch. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has a low intelligence or wisdom (under 9 for both), the witch receives a 5 reaction roll. Additionally, if a witch lingers in a superstitious or unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her, torturing her, or executing her. (The DM decides the size of the mob, their intentions, and the likelihood of accosting the witch. As a rule of thumb, assume a 20 percent chance of a 4d6 member mob forming in a hostile community if the witch stays for the day. This chance increases by 5 to 20 percent every additional day the witch remains; the size of the mob increases by 2d6 members.)

Periodically the witch must struggle with the supernatural and extra-planular forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the witch can do is endure them. When undergoing these internal struggles, the witch suffers penalties to her abilities and saving throws. The DM has three options for determining the frequency and intensity of these penalties, depending on the needs of the campaign and how much bookkeeping he is willing to undertake.

1. The witch suffers a 2 penalty on her attack rolls and saving throws on a night with a particular phase of the moon. This moon phase will depend largely on the witch's coven and deity. Typically it is either the full or new moon. The penalty is in affect three nights before and three nights after the moon phase. The penalty applies for the twelve hour period between dusk (6 p.m.) and dawn (6 a.m.). This should happen once per month for at least seven days. On worlds with multiple moons the witch is only effected by one of the moons. Examples that are common are the full moon of an opposing god, or the new moon of an aligned god.

2. There is a 25 percent chance per day that the witch will be subjected to an internal struggle. The DM determines this at the beginning of the day; the witch is aware of the result. Throughout that night (12 hours; 6 p.m. to 6 a.m.), the witch suffers a 2 on her attack rolls and saving throws.

3. The witch struggles with the extra-planular forces every night. For a 12 hour period (from 6 p.m. to 6 a.m.) she suffers a 1 on her attack rolls only; saving throws are not effected.

A witch cannot be raised from the dead or use the *Raise Dead* or *Resurrect* spells.

Warlocks

Not only are they at constant war with each other and universally despised by nearly all, warlocks also have their own set of restrictions. Like witches, warlocks gain HSO spells. Also like witches warlocks must belong to a cult to gain these spells. Other restrictions include:

Because of their non-conventional training, warlocks do not earn bonuses to their experience for high ability scores.

Warlocks are not allowed to accumulate wealth. The warlock must turn in all treasure spoils to the cult. They are allowed to keep personal magic items and enough for a modest personal expense. A good rule of thumb is that 80% of all the warlock's wealth will go to the cult. This of course will effect the amount of power the warlock can gain at lower levels. At higher levels the warlock can get funds from her own followers.

Warlocks are always treated differently when encountered by a witch. If the witch and the warlock are aware of each others station and the witch is of a higher level then the warlock will be treated as if he were 1 level below his current level. If the alignment is the same then the warlock is treated as if he were 2 levels lower. These roles concern reactions and the ability to gather followers.

Those who understand the signs will notice a Warlock's presence. A Warlock has a base chance of being discovered as a Warlock equal to 5% plus her level x3, thus a 1st level Innate has only a $5 + 1 \times 3 = 8\%$ base chance. The warlock's Wisdom score can alter this. The chance is base Wisdom score x 2. The warlock's enemies can offset this by applying their intelligence score to the base, at the rate of Intelligence x 2. The chance of discovery is the following formula:

$\text{Discovery} = 5\% + (3 \times \text{Level}_{\text{Warlock}}) - 2\% \times \text{Intelligence}_{\text{Enemy}} + 2\% \times \text{Wisdom}_{\text{Warlock}}$

The DM has to consider also these points: Is the Warlock avoiding discovery? Who are her enemies? Other witches or warlocks, or others? Does her enemy understand how to read the signs? The DM might want to give any character (PC or NPC) an extra bonus if they have the Occult Knowledge proficiency slot or if they belong to guild of witch hunters. The DM may want to consider what the signs for each individual coven are, or that the same signs are universal to all warlocks. Common signs are a flame burning bright blue or milk turning sour in the warlock's presence.

All natural animals are unfriendly towards Warlocks, and will back away from them if at all possible. If cornered by a Warlock, they will attack the Warlock to the best of its ability.

The Warlock is barred from certain areas. The most common would be holy areas, but not always so. Much like the vampire, the warlock may not be able to enter a personal dwelling or a church, or from certain natural formations such as a cave or a running river.

Other restrictions:

- Warlocks may not tread upon consecrated (Holy) ground. To do so causes the Warlock 2d6+2 points of damage/round
- Warlocks are affected by Holy Water, 1d6 hp damage per vial.
- Weapons and items of cold wrought iron do double normal damage to Warlocks

Like witches, warlocks can not be raised from the dead or use the "Raise Dead" spell. Any attempts, simply fail or work as an *Animate Dead* spell instead.

Chapter 2: Role-Playing the Witch

Hear now the words of the witches, The secrets we hid in the night,
When dark was our destiny's pathway,
That now we bring forth into light.
Mysterious water and fire, The earth and the wide-ranging air,
By hidden quintessence we know them,
And will and keep silent and dare.
The birth and rebirth of all nature, The passing of winter and spring,
We share with the life universal, Rejoice in the magical ring,
Four times in the year the Great Sabbat Returns,
and the witches are seen
At Lammas and Candlemas dancing, On May Eve and old Hallowe'en.
When day-time and night-time are equal,
When sun is at greatest and least,
The four Lesser Sabbats are summoned, And Witches gather in feast.
Thirteen silver moons in a year are, Thirteen is the coven's array.
Thirteen times at Esbat make merry, For each golden year and a day.
The power that was passed down the age,
Each time between woman and man,
Each century unto the other, Ere time and the ages began,
When drawn is the magical circle, By sword or athame of power,
Its compass between two worlds lies, In land of the shades for that hour.
This world has no right then to know it,
And world of beyond will tell naught.
The oldest of Gods are invoked there,
The Great Work of magic is wrought.
For the two are mystical pillars, That stand at the gate of the shrine,
And two are the powers of nature, The forms and the forces divine.
The dark and the light in succession, The opposites each unto each,
Shown forth as a God and a Goddess: Of this our ancestors teach.
By night he's the wild winds rider,
The Horn'd One, the Lord of the Shades.
By day he's the King of the Woodland, The dweller in green forest glades.
She is youthful or old as she pleases,
She sails the torn clouds in her barque,
The bright silver lady of midnight,
The crone who weaves spells in the dark.
The master and mistress of magic, That dwell in the deeps of the mind,
Immortal and ever-renewing, With power to free or to bind.
So drink the good wine to the Old Gods,
And Dance and make love in their praise,
Till Elphame's fair land shall receive us In peace at the end of our days.
And Do What You Will be the challenge, So be it Love that harms none,
For this is the only commandment. By Magic of old, be it done!

**The Witches Creed From Doreen Valiente's,
"Witchcraft For Tomorrow"**

Being a Witch

Witches share similarities with other character classes. They also have quite a few differences. Even witches from the same coven and traditions can be very different from each other and what they believe.

Unlike other classes, one does not wake up one day and decide to become a witch. Generally the prospective witch, the Initiate, will hear *the Call of the Goddess* at a young age. She must then seek out a coven and a witch tradition. Upon entering the coven the highest-ranking witch (regardless of level), called the High Priestess, will invite the young initiate to learn all she can from the covens' *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 be learning from an old book of a forgotten coven, or she may be receiving direct instruction from her Goddess.

All witches follow what they believe to be the correct path. Often the Goddess influences this, but unlike clerics, the witch will receive their divine inspiration in a subtle, but constant manner. Witches are on a more personal level with their Goddesses than normal clerics.

A witch, much more often than the common cleric, will be more tolerant of others religious beliefs.

Cosmology

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

it is time for them to return to the earthly realm and begin the cycle all over again.

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

DM's Note: Because of this belief system a witch will never access to the Priest Spell *Raise Dead*. Nor can a witch have *Raise Dead* cast upon her. The Dungeon Master can work out the details of the Summerlands that work best for their own game universe. In most cases the Summerlands are an Outer Plane, but removed from the Great Ring.

Witch Traditions & Kits

Witch kits are known as **Traditions**. Generally all witches of a particular coven will belong to the same tradition. Certain covens or cults may put restrictions on which kit a witch may opt for. In all cases a coven will accept the general witch, i.e. no kit. Sometimes this is called a "Family Tradition", if handed down from mother to daughter. Traditions are also usually tied to a geographical area.

Often how a witch acts and behaves will be dependent on which coven she belongs to and according the world in which she lives in. However these kits are presented in the vein to aid role-playing the uniqueness of the witch.

Descriptions of Traditions

Each tradition is listed below and suggestions from powers, covens and role-playing. Remember these are only suggestions and may need to be modified by that witch's coven.

Preferred Covens: What covens is this type of witch usually found in. Traditions and covens are related. Usually all witches of a coven will be of the same tradition.

Barred Covens: Some covens will not accept witches with this tradition or these covens will not teach this type of tradition.

Role: What role does this type of witch usually play. These can be used a role-playing guides or typical NPC behavior.

Weapon Proficiencies: Required and recommended proficiencies are listed here. Most traditions will not have a required weapon proficiency outside of the dagger.

Non-Weapon Proficiencies: As with weapons, recommended and required non-weapon proficiencies will be listed here.

Equipment: What type of equipment is this witch likely to have.

Special Benefits:

Wealth: The amount of wealth the witch will start with. Unless otherwise noted the witches wealth will be her CHA score multiplied by 10.

Races: What races are typical to this tradition.

Occult Powers: Lists the typical occult powers, by level, that the witch will have. These of course can be modified to suit a coven or campaign world.

Family Tradition

Any witch can belong to a Family Tradition. The only thing that sets this tradition apart from the ones listed below is that it is usually handed down from mother to daughter. This tradition is particularly useful for solitaries. Any witch not following one of the traditions listed below can be considered to be following a family tradition or a wholly unique tradition.

Unlike the traditions listed below, there are no restrictions on the witch. She may choose any coven, occult power, or role she chooses. The family traditional witch also has no special benefits or restrictions.

Amazon Witch

Amazon Witches come from a society in which women occupy all of the important roles of ruler-ship. They are most common in a campaign world that is normally dominated by males. Amazon societies are by no means primitive. Males are relegated to secondary or even nonexistent role. When men do exist in the Amazon culture they are barely treated better than domesticated animals. Amazon Witches care even less for males than other members of their society. As with the Amazon Priestess, the Amazon Witch interpret the will of the Goddesses of the Amazons. Often the Amazon Witch will worship a secondary or otherwise lesser goddess. Like the Amazon Wizard the Witch will also be considered a mysterious element in an already alien culture.

There are no special ability score required to be an amazon, although high strength and constitution is entirely desirable. The only requirement to becoming an Amazon Witch is the character must be female. Warlocks are not permitted to become amazons. To abandon this kit, the Witch would have to renounce her amazon citizenship. If this removes the witch from her coven, then she may be considered a renegade.

Preferred Covens: Amazons respect ability in battle above all else. Amazon Witches will be expected then to hold their own in combative situations. Goddesses of War will be the most common of the Amazon Priestesshood. Witches may opt to also worship the Patroness of War, but common deities will be, the Goddess of the Moon, Patron of Women, Gods/Goddesses of Wisdom. An example of classical mythology would be Artemis or Diana, a huntress and a moon goddess. She was also the patron of young women and childbirth.

Barred Covens: The DM will have to decide which Goddesses are patrons for the Amazon society. Because of the xenophobic nature of Amazons all of their patron deities will be native to that culture. Thus nearly any kind of goddess can be worshipped. Generally speaking the Amazon Witch will not be worshipping Goddesses of Men, Peace or Disease. Amazons tend to shun the black arts, so very few will be involved with Necromancy.

Role: The Witch's role in Amazon society is just outside that of the normal priesthood. Not as highly considered as the warrior, the witch occupies a place outside the society caste. That of a woman touched by divinity. Treated with awe and respect, and maybe a little fear, the witch of Amazon society has a truly unique position when compared to other witches. Many Amazon queens have used wizards for advisors and priestesses for spiritual matters, but the witch combines both of these revered figures.

It should be noted that not all Amazon tribes will have witches. The witches of one Amazon tribe may not necessarily be friendly or antagonistic to amazons of another tribe.

Secondary Skills: Scribe.

Weapon Proficiencies: Required: None. Recommended: Long bow or Spear. In Amazon society, the use of the long bow is considered normal by every aspect in society. Girls learn to use the bow long before even formal schooling or acceptance to a coven.

Non-Weapon Proficiencies: Bonus Proficiencies: Riding (Land-Based), Animal Training. Recommended: (General) Animal Handling; (Warrior) Animal Lore, Bowyer/Fletcher, Hunting, Running, Survival, Tracking; (Witch) Astronomy, Herbalism.

Equipment: The Amazon Witch has her Book of Shadows and an Athame as starting equipment. She may also opt to buy a dagger or a long bow.

Special Benefits: An Amazon Witch is even rarer than a witch or an Amazon. First impressions are usually strongly in favor of the witch. When men or women from another culture first encounter the amazon witch they are usually not as cautious as they should be. Therefore the amazon receives a +3 benefit to hit and damage on her first round of attack with an unaccustomed male. This only lasts for the first attack, be it a physical or magical.

The DM should keep in mind several factors when dealing with first encounter situations:

Regardless of whether the Amazons first attack is successful or not, the opponent will not be subject to the penalties again. Such encounters have bolstered the myths surrounding the amazon.

An Amazon Witch may use the long bow and no proficiency loss. However Amazon witches cannot affect Undead.

Special Hindrances: The Amazon Witch is even more of an outsider than the amazon warrior. When she is in male dominated societies she suffers an additional -3 to all reaction rolls. This is on top of any minus she might receive due to simply being a witch. Although many superstitious male dominated societies may find the notion of an Amazon Witch no worse than an amazon, if only a bit redundant.

Wealth: Amazon Witches receive the normal wealth for witch classes.

Races: Amazons are generally human. Amazon witches can be Human or Half-Elven. Elven amazon witches are extremely rare. However one can imagine an Amazon culture of Drow in which there are witches.

Occult Powers

Lesser: Immune to Fear

Minor: Dance Macabre

Medial: Create Control Doll

Greater: Summon Plague

Superior: Shape Change

Crone

The old, hag-like witches of fairy tale and myth are Crones. Always female and ancient these witches strike the most fear into their enemies. That is not to say that these witches are always evil. Some crones in fact may belong to lawful good sisterhoods. They generally worship very old Goddesses. These witches are also known as village witches or wise women.

Of course crones do not start out as old. However do to the magical energies that surround them they often appear older than the actually are. One year of apparent age is added for each level of advancement. For example Helga begins as a witch of Atrops, one of the goddesses of Fate, at age 16. At first level Helga appears 17 years of age, 16+1. As she progresses and ages naturally, she also ages in appearance. At age 20 and 6th level she appears 26. At age 30 and at 10th level she looks 40. At age 50 she reaches 20th level and looks 70. She is still physically 50 years old, but looks like a 70 year old. As climbs the ladder of succession she reaches 29th level at the age of 66, of course now she appears to be a woman of 95 years of age.

Crones, due to their unnatural ageing, make physical attack as if they were at -2. They save however +2 on magic based attacks. Crones also have a base 10% magic resistance and it increases 1% for every level.

Some crones may hide their form as old women, usually they try younger forms or that of animals.

Preferred Covens: This kit is suitable for most covens and cults.

Barred Covens: None

Role: The crone can be used as a stereotypical witch or a misunderstood protagonist. The crone, usually due to her age, should be considered a invaluable source of information.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-Weapon Proficiencies: None required. Recommended: Herbalism.

Equipment: No special equipment required.

Special Benefits: As crones apparent age increase, so does their wisdom. To a maximum of 19. Their charisma also decreases accordingly.

Special Hindrances: The crone is limited by her appearance. She has an extra 10% penalty when trying to hire NPC or acquire followers.

Wealth: Crones receive the normal wealth for witch classes.

Races: Any race can become a crone, but most often they are human.

Occult Powers

Lesser: Manufacture Potions #1

Minor: Candle Magic

Medial: Create Magic Items

Greater: Longevity

Superior: Evil Eye

Faerie Witch

Witches of the Faerie, or Fairy, Tradition are based on works of fantasy and literature. Faerie witches have appeared in the works of Shakespeare and arguably the best known Faerie Witch was Morgaine, also known as Morgan Le Fey from the legends of King Arthur.

Faerie Witches are normally elven or have elven blood, such as half-elves. Some humans can and have been admitted to a Faerie Tradition.

The Faerie Tradition differs from other traditions in subtle ways. It is an ecstatic, rather than a fertility, tradition. Strong emphasis is placed on sensual experience and awareness. All witches of the faerie tradition are in direct contact with their Goddess. This leads to less of a reliance on ceremony and ritual for these witches. These witches make the least use of magic tools and circles. While this can be an advantage, this tradition is not for everyone and for very few humans. Elves, who are used to dealing with the magical realms of the Faerie, can perceive the Goddess much clearer than their human counterparts. Thus any human entering this tradition has a base chance of 30%, -1% per wisdom score of spell failure. Half-elves have a base chance of 15%. Elves don't have to check.

Covens made up of witches in the faerie tradition will some times refer to themselves as tribes or clans. Unlike most other covens, faerie witches coven meet only rarely.

Preferred Covens: This kit is suited for any coven or solitaires; mostly good or neutral witches. Typically all the faerie witches in an area will belong to the same coven. Faerie witches rarely join covens that have other traditions in addition to their own.

Barred Covens: Faerie Witches will not belong to Diabolic or Demonic covens.

Role: Faerie witches are a source of much ancient knowledge. However their typically rural homes will be well disguised. Faerie witches tend to be the most xenophobic of all the witch traditions. Because of this Faerie witches tend to be the rarest of adventuring player character witches.

Weapon Proficiencies: Required: None. Recommended: Dagger, Long Bow.

Non-Weapon Proficiencies: Required: None. Recommended: Agriculture, Animal Handling, Music.

Equipment: No special equipment is required.

Special Benefits: Faerie witches are quite adept at creating magic items. They can add a 10% bonus to their success. Faerie witches can learn the long bow as a weapon with no penalty.

Special Hindrances: Like the faerie races, Faerie witches are effected by cold forged iron. Faerie witches take an extra +1 hit point of damage from such weapons (to hit is not effected).

Wealth: Faerie Witches receive the normal wealth for witch classes.

Races: Mostly elves and half-elves will belong to these traditions. Some humans have been known to enter this tradition, but it is rare.

Occult Powers

Lesser: Glamour

Minor: Human Control

Medial: Immune to Charm & Hold

Greater: Shape Change

Superior: Wish or Witch's Blessing

Gypsy Witch

The roaming gypsies of many worlds have often been accused of witchcraft, or dealings with dark forces. The Gypsy Witch (or Vistana Witch in Ravenloft) is at least partial support to that claim. Gypsies tend to be aloof, almost xenophobic, the witches of their tribes would seem more so. A Gypsy witch is always given great respect by the other members of the tribe and normally feared by those outside of it. She may not necessarily be the leader of the tribe, but she will be among it's most powerful individuals. Typically a tribe may have one court level witch and two or three lesser witches as novices. The court witch will almost certainly be very old, while the novices may be anywhere from youth to late adulthood. Many times the old witch may adopt an orphaned child and raise her as her own and as a witch. Because of this it has become a saying in many countries that gypsies or witches steal small children.

No one, but the gypsies themselves, know to which goddess or goddesses the witch prays to. Also the witch is likely to keep all her secrets to herself. Often the witch will "dress-up" simpler magic or herbal remedies to seem more mysterious than they are. As with most witches, often her best defense is a strong sense of superstition in her enemies and friends alike.

In Ravenloft Vistana witches may only be female. However outcast males, such as the Darklings, may opt to be Warlocks. Vistani

witches only have their powers while they remain traveling. Any Vistani Witch who settles down and stops traveling will lose her powers.

Typical roles for the Gypsy/Vistani witch are fortunetellers, midwives, herbalist, and sages of the tribe. If a midwife is required Gypsy witches of good alignments will almost always give aid, despite their tribe's fear of strangers.

Preferred/Barred Covens: This kit is only suited for Gypsy covens. Gypsies can worship nearly any Goddess or God. Often the Goddess is not named and referred to only as "the Goddess".

Role: The witches of the Gypsies are as rare as faerie witches. Found only with gypsy bands, these witches should inspire mystery and even a little fear. While they tend to be neutral in alignment, they motives are often their own and may not involve the best intentions to the player characters. Gypsy witches can also work well as the "misunderstood protagonist", not evil, but perceived so by others. A player character gypsy witch might be adventuring away from her gypsy tribe for various reasons. A PC gypsy witch might even be the offspring of a lone gypsy witch and now she adventures to find her mother's (or grand mother's) family.

Weapon Proficiencies: Required: None. Recommended: Dagger, Staff.

Non-Weapon Proficiencies: Required: Herbalism. Recommended: Plant Lore.

Equipment: Non required. But most gypsy witches will have a deck of Tarot (or *Tarokka* for Vistani) cards or some other fortune telling device. Other common items would be a crystal ball or even a *Hand of Glory* (q.v.).

Special Benefits: Due to their mysterious nature these witches are often not believed to be spell casters, only normal gypsies. Their first spell or magical power used per encounter will save at -2. This only effects the first time a party encounters the gypsy witch and has not seen the gypsy witch perform magic before.

Special Hindrances: Because of their mutual distrust of strangers, Gypsy witches are a -20% penalty (above and beyond all other adjustments) when dealing with strangers.

Wealth: Gypsy Witches receive the normal wealth for witch classes.

Races: Only human gypsies can become gypsy witches.

Occult Powers

Lesser: Manufacture Potions #1 or Supernatural Protection

Minor: Dance Macabre

Medial: Manufacture Potions #3

Greater: Limited Wish

Superior: Evil Eye or Foretell Future

DM's Note: In some extremely rare cases elves or half elves may become gypsy witches. An earlier version of this document featured a new race called Gypsy Elves, which a race of nomadic elves. These elves and their half-elf offspring may become a gypsy witch.

Malefica (Demonic / Diabolic)

While the crone may be physically frightening, the idea that someone would willingly submit herself to the creatures of the Abyss or Hell is a much more frightening prospect. Malefica, or demonic or diabolic witches are evil witches in league with things from the lower planes. They worship the various Dukes of Hell or Princes of the Abyss. Power and riches are the lures for these witches, which may be male or female, elf or human. Their orgiastic sabbats are often used as examples by priests and witch-hunters for the need to destroy all witches. Creatures such as Orcus, Lolth, Asmodeous, Beeblezub, Grazz'tz and Set offer the most allure for these witches. Some like Demogorgon only attract non-human followers and others like Jubilex do not have any worshippers. These witches do not differ from any other witch to a significant degree. They do however gain the ability to request a service of their lord. This is reflected by a 5% increase at first level to summon their god. Thus a first level demonic witch has an 8% of summoning aid while a normal witch only has a 3% chance at first level. The witch then progresses normally with a 3% increase per level. The witch is also granted 3 to 7 wishes over the course of her life (1d6+2 ignore any "6"s). These wishes must be within the ability of her master to grasp and fulfill. Filling five sacks full of gold is, killing Zues is not. Plus the lord may attempt to alter the intent of the wishes to suit his own needs and wants.

After the last wish is granted the witch dies and joins her master on his plane.

Any minor transgression of their laws is met with swift divine retribution. The lords have even been known to kill their own witches when it has suited them. In all cases the witch outmatched and overpowered.

These witches appear more in rumor than in reality. They are often the bogeyman or spectre used to frighten children or blamed on when crops fail. But they are out there, in very small numbers and they are very dangerous.

This is one of the few traditions that worship a male power above a female power. This tradition also boasts more warlocks than all of the other traditions combined.

Malefica, along with Mara and Voodoo witches, make up what is known as the “Left Hand path traditions”.

Preferred/Barred Covens: This kit is only suited for a demonic or diabolic cult. No good witch will have this kit.

Role: This witch often serves as the consort to the evil power. Warlocks are recruited to become the human agents of the Blood War. In both cases the Fiend will require his/her Malefica to spread evil and try to defeat good. Malefica view themselves as superior not only to other witches, but to all others as well.

Weapon Proficiencies: Required: None. Recommended: Dagger, sickle.

Non-Weapon Proficiencies: Required: Demonology, Basic. Recommended: Demonology, Advanced.

Equipment: No special equipment is required.

Special Benefits: Wishes and increased ability to summon their god, as noted above.

Special Hindrances: The Malefica Witches are more effected by silver weapons. Any hit on a Malefica witch will cause an extra +1 hit point of damage. “To hits” are not adjusted.

Wealth: Malefica receive the normal wealth for witch classes. Some of these witches can use one of their wishes to get more wealth.

Races: Any race can become a Malefica. Humans are particularly favored by the powers of the lower planes.

Occult Powers

Lesser: Supernatural Protection

Minor: Bestow Curse

Medial: Create Magic Items

Greater: Fiend Summon

Superior: Witch’s Curse

DM’s Note: Malefica are always evil and should not be encouraged as player characters. Dungeons & Dragons is about heroic fantasy. Malefica make great NPCs to challenge players characters.

Mara (Death Mistress)

Evil is easy to spot in the Malefica Witch. But just as the Crone is often thought to be evil, the Mara will often thought to be good. Nothing could be further from the truth. These evil seductresses are in league with death and evil. They use their high charisma and natural (or unnatural) beauty to tempt men and women into lives of evil. Many of the court witches are granted Succubus followers and helpers by their evil Master or Mistress.

Power is the only thing that a Mara desires even if it takes magic, sex or death to accomplish that goal. Mara use their ability to control undead, instead of turning, to further corrupt and control the humans around them.

The Goddess Lilith controls many Mara and used to be a Mara herself. The Aztec Goddess of vice, Tlazolteotl, also has many Mara followers.

Mara must be any evil alignment. They must also be human. It should be noted that in the Bible, the name “Mara” also meant “Bitterness”. Mara have also been known as Maga, or Magas.

Weapons allowed: knife, dagger/dirk, sickle, scythe, whip, or scourge. They may use any magical version of these except flame-tongue varieties.

Armor allowed: none and no shields.

Followers: Henchman must be evil and human, hirelings cannot be more good or lawful than the death master currently is.

Preferred Covens: Any evil covens. This kit is suited for evil, death, or undead related cults and covens. Common Gods: Set, Orcus, Lilith.

Barred Covens: No good or life based covens.

Role: Mara should be the prime example of evil in any campaign. While Malefica are more interested in their particular role in the Blood War, or their patron, Mara are more interested in evil in general. Even if their patron is involved in the Blood War (rarely) the witch will only be remotely interested. This “quid-pro-quo” relationship is unlike the “contractual” obligations of the Malefica.

Weapon Proficiencies: Required: None. Recommended: Dagger

Non-Weapon Proficiencies: Dancing

Equipment: No special equipment required.

Special Benefits: Like the undead they control a Mara is immune to any mind effecting spells. They also can drain life; 1 hit point per touch. It is rumored that Mara can read minds, invade dreams and turn in to snakes.

Special Hindrances: The Mara, like the Malefica Witches, are more effected by silver weapons. Any hit on a Mara witch will cause an extra +1 hit point of damage. “To hits” are not adjusted.

Wealth: Mara receive the normal wealth for witch classes.

Races: Any race that become witches can choose to be a Mara.

Occult Powers

Lesser: Immune to Fear

Minor: Harm Touch

Medial: Necromantic Protection

Greater: Fiend Summoning or Control Undead, Advanced

Superior: Kiss of Death

DM’s Note: Mara are always evil and should not be encouraged as player characters. Dungeons & Dragons is about heroic fantasy. Mara make great NPCs to challenge players characters.

Natural Witch

Natural witches are people born with either their witch talents or under some odd circumstance of birth. Events like being born with a caul, a harelip, six fingers or toes, teeth, two different color eyes, or being the seventh son of a seventh son, could qualify as a Natural Witch. These witch are known by a variety of names as well, Psychic Witch, Talts, Gifted, and so on. Often the signs of being a natural witch are the same as being born a werewolf or even a vampire. Most of these belong to realm of myth; i.e. vampires are made, not born. Witches with a psionic wild talent may opt to become a Natural Witch.

The Goddess, religious practices, and alignment of these witches can vary greatly. Their only commonality is an accident of birth.

Preferred Covens: This kit is suited for any coven or solitaires, but obviously solitaires are most likely.

Barred Covens: None

Role: The natural witch is the ultimate outsider. Not only is she a witch by choice, but an oddity by birth. Often these witches hear the call of their Goddess very early in life. These witches tend to either be loners if good, or malcontent if evil. Some rare cases these witches are given a place of honor in their local area or village. For example, throughout much of Scottish history a village had an honored place for it’s local witch. It was not until the Church had decided that witchcraft was evil that the motives of the witch were ever called into question.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-Weapon Proficiencies: None recommended. The Natural witch will normally take up some non-witch proficiency to better disguise their true nature.

Equipment: No special equipment is required.

Special Benefits: This witch gains a special psionic wild talent. Listed below. Natural witches gain an extra 5 psp’s every level. Natural witches roll on the table below. Note any telepathic talent that requires contact automatically gains contact as well. The amount of PSPs that the witch gains is listed.

Special Hindrances: These witches are often marked at birth. They have a difficult time hiding their nature. Often they are viewed by the locals as “odd” or “touched”. Almost everyone local to the Natural witch knows or suspects them of being a witch. In unfamiliar lands, these witches are at a normal chance to be discovered.

Wealth: Natural witches receive the normal wealth for witch classes.

Races: Any, but more are human than any other race. Half-elves are already different by birth, anything extra may go ignored and elf society (save for Drow) is more accommodating of differences.

Occult Powers

These powers can vary greatly from witch to witch. These are suggestions for a “Psychic” style witch.

Lesser: Glamour

Minor: Human Control

Medial: Limited Psionic Powers

Greater: Immunity to Mind Control

Superior: Superior Psionic Powers

Table 13: Psionic Wild Talents, Devotions

%Roll	Talent	PSPs
	Clairsentient Devotions	
01	All-Round Vision	22
02	Combat Mind	21
03	Danger Sense	16
04	Feel Light	27
05	Feel Sound	17
06	Hear Light	18
07	Know Direction	1
08	Know Location	10
09	Poison Sense	1
10	Spirit Sense	10
11-12	Choose One Clairsentient	
	Psychokinetic Devotions	
13	Animate Object	20
14	Animate Shadow	19
15	Ballistic Attack	5
16	Control Body	40
17	Control Flames	18
18	Control Light	28
19	Control Sound	13
20	Control Wind	56
21	Create Sound	20
22	Inertial Barrier	27
23-24	Levitation	28
25	Molecular Agitation	29
26	Molecular Manipulation	26
27	Soften	16
28-29	Choose One Psychokinetic	
	Psychometabolic Devotions	
30	Absorb Disease	12
31	Adrenaline Control	24
32-33	Biofeedback	18
34	Body Control	27
35	Body Equilibrium	10
36	Body Weaponry	25
37	Catfall	4
38	Cause Decay	4
39	Cell Adjustment	85
40	Chameleon Power	18
41	Chemical Simulation	33
42	Displacement	18
43	Double Pain	7
44-45	Ectoplasmic Form	45
46	Expansion	10
47	Flesh Armor	24
48	Graft Weapon	14
49	Heightened Senses	9
50	Immovability	33
51	Lend Health	4
52	Mind Over Body	40
53-54	Share Strength	14
55	Suspend Animation	12
56-57	Choose One Psychometabolic	
	Psychoportive Devotions	
58	Astral Projection	14
59	Dimension Walk	24
60	Dimensional Door	12
61	Dream Travel	1 per 25 mi
62	Teleport Trigger	8
63	Time Shift	16
64	Time/Space Anchor	9
65-66	Choose One Psychoportive	
	Telepathic Devotions	
67	Attraction	Contact + 32
68	Aversion	Contact + 32
69	Awe	Contact + 32
70	Conceal Thoughts	17
71	Contact	Variable 12-72
72	Daydream	Contact + 12
73	Empathy	Contact + 5
74	ESP	Contact + 24
75-76	False Sensory Input	Contact + 16
77	Identity Penetration	Contact + 24

78-79	Incarnation Awareness	Contact + 52
80	Inflict Pain	Contact + 8
81	Invincible Foes	Contact + 20
82	Invisibility	Contact + 8
83-84	Life Detection	15
85-86	Mind Bar	22
	Phobia Amplification	Contact + 16
87	Post-Hypnotic Suggestion	Contact + 4
88	Psychic Impersonation	22
89	Psychic Messenger	16
90	Repugnance	Contact + 32
91	Send Thoughts	Contact + 8
92	Sight Link	Contact + 20
93	Sound Link	Contact + 16
94	Synaptic Static	55
95	Taste Link	Contact + 16
96	Telepathic Projection	Contact + 16
97	Truthear	12
98	Choose One Telepathic	
99	Choose any Two Devotions	
100	Roll on Table 14: Sciences	

Table 14: Psionic Wild Talents, Sciences

%Roll	Talent	PSPs
	Clairsentient Sciences	
01-02	Aura Sight	45
03-06	Clairaudience	22
07-10	Clairvoyance	23
11-15	Object Reading	16
16-17	Precognition	24
18-19	Sensitivity to Psychic Impressions	20
20	Choose from above	
	Psychokinetic Sciences	
21-22	Create Object	28
23-24	Detonate	18
25-26	Disintegrate	40
27-30	Project Force	10
31-36	Telekinesis	4+
37	Choose from above	
	Psychometabolic Sciences	
38-42	Animal Affinity	31
43-44	Complete Healing	30
45	Death Field	40
46	Energy Containment	10
47-48	Life Draining	31
49-51	Metamorphosis	25
52-55	Shadow-form	24
56	Choose from above	
	Psychoportive Sciences	
57-58	Banishment	70
59-62	Probability Travel	52
63-64	Summon Planar Creature	45 / 90
65-70	Teleport	10+
71-73	Teleport Other	20+
74	Choose from above	
	Telepathic Sciences	
75-77	Domination	C+ Var
78-84	Ejection	Var
85-87	Mass Domination	C+ Var
88-92	Mindlink	C+ 32
93	Mindwipe	C+ 32
94	Probe	C+ 36
95	Superior Invisibility	C+5/Creature
96	Switch Personality	C+ 30
97	Choose from above	
98-99	Roll again	
00	Roll twice on this table	

Var = Variable PSPs. See the *Complete Psionics Handbook*.

Occultist

Occultists are witches who study things arcane. Often thought to be evil because they study evil tomes and artifacts and consult spirits from other planes, the Occultist is most often neutral and worshipping a Goddess or God of knowledge or mysteries. Witches of Isis or Osiris make exceptional Occultists. Of course there are evil occultists who use their knowledge of the old ways to harm the people of good. Egyptian, Babylonian and Sumnerian deities are all good for Occultists.

The occult embodies occultism, which comes from the Latin word “occulere” meaning “to hide.” Occultism generally denotes hidden, secret or mysterious knowledge employed by individuals trying to reach the supernatural or ultimate reality, sometimes called the Cosmos. Usually individuals employing such knowledge are considered to be

engaged in occult activities, but this is not always true. Usually whenever the terms occult and occultism are mentioned their negative connotations are thought of. The occult historically has been pictured as something dark and hidden or evil.

Occultists generally have higher intelligence. Like the Crone they tend to worship older gods and goddesses. Occultist witches can also be found in the company of Mages. Many wizards and even sages often seek the research abilities of Occultists. Unlike other witches, Occultists are more often male than female. Plus, Occultists see themselves as superior not only to other witches, but to the rest of society as a whole, with the possible exception of wizards.

Witches of the Occult tradition are most often found in cities and are usually quite open about their practices. Their covens are sometimes known as Orders or Lodges. Occultists of 19th level or lower are members of the "Outer Lodge". Occultists of 20th level and higher are known as members of the "Inner Lodge". While Occultists consider each other as equals, there is a bias to members of the Inner Lodge. Generally they gather on temporal events, such as every new moon or every Friday the 13th. Another Occultist Witch must sponsor potential member in order to join a Lodge. All the other members then vote on the potential Occultist.

Occultists make the most use of magic circles. An occultist will use the spell's material component to draw the magical circle or use their Athames. The occultist witch must use a magic circle anytime they wish to cast a spell. Any time they enspell an object it must be done within the magic circle on their altar.

Occultists are looking for spiritual enlightenment, the powers of magic and the mind are secondary tools for attainment of this goal. They travel upwards through the Tree of Life (also the planetary spheres) to attain conversation with enlightenment at the topmost sphere.

Earth's most famous Occultist was arguably Aleister Crowley (1875-1947). His *Order of the Golden Dawn* lodge practiced old ritual magic and Qabbalistic magick.

Occultists cannot effect undead.

Preferred Covens: This kit is suited for most covens and cults. It is best suited for older covens, like that of Isis, or covens that seek truths, like that of Ptah.

Barred Covens: None. Most often Occultists are all in the same coven.

Role: Occultist Witches seek an understanding of the nature of the universe. To the Occultist, the universe is full of magical correspondences and the study of magic is the key to understanding. Most occultists tend to haughty individuals. This stems not only from their world view and perceived great intelligence, but from their higher social standing.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-Weapon Proficiencies: Required: Occult Knowledge, Spellcraft

Equipment: An occultist needs a consecrated altar in which to perform their magic. The altar can be made of any material, but wood is preferred. The occultist uses a special version of *Consecrate Athame* to use it in any spell work. The altar also must contain the various magickal tools of the witch, in addition to the Athame. These tools are a pentacle, usually a gold disc with a pentagram inscribed on it, a wand, made of wood, and a cup, which can be wood, gold or glass. These tools must also be consecrated. The initial equipment costs for the occultist is anywhere from 200 gp to 1,200 gps.

Special Benefits: Occultists tend to come from higher social standing and from larger urban centers. Because of this occultist have the benefit of not being as feared as other witches. Occultists are 25% less likely to incite a mob and have a 10% benefit when dealing with NPCs. This 10% is also applied in favor to the Occultist Warlock when avoiding detection.

Special Hindrances: To become an occultist the witch must have a high intelligence, at least 15 or more. Plus occultists are typically from higher middle or upperclass.

Wealth: Occultists tend to be upper-middle or upper class individuals. Their wealth is normal (CHAx10) plus an extra 2d6x10.

Races: Any, but mostly human.

Occult Powers

Lesser: Immune to Fear

Minor: Candle Magic

Medial: Limited Wizard Spells

Greater: Fiend Summon or Greater Elemental Powers

Superior: Astral Travel

Tantric Witch (Seductress)

The Tantric witch learns way to use psycho-sexual energies and focus it into her magick and they learn how to raise their psychosexual energy. This is visualized as a curled serpent of power (Kundalini) that lies at the base of the spine up through successive focal points (chakras), until it reaches the highest chakra, at the top of the skull, and the adept experiences, within, the union of the god and the goddess. This process (sadhana) begins with a systematic visualization of the deity, limb by limb, which materializes through the use of visual diagrams (yantras) and through the use of magic incantations (mantras).

To become a tantric witch a character must also have a charisma of 15 or greater.

A tantric witch's Healing Touch power (minor occult power) will cause the person being healed will experience a great amount of pleasure.

Generally there are two types of tantric witches. A Celebate/Chaste type who funnel Sex engery into magic. And the Seductress type. The most popular type of Tantric witches were the ancient priestesses of Inanna in ancient Sumer or the ancient fertility cults of the mother earth goddess. Holy times are each new moon and the new year.

Tantric witches will sing their spells. Often they will accompany spell casting with a musical instrument or by dancing. In most cases these will be considered the verbal and somatic material components. This aspect of their nature usually puts them on good terms with bards.

Preferred Covens: Tantric witches tend to opt for chaotic covens. But no covens are barred to them.

Barred Covens: None, but no Warlock can follow tantra.

Role: While tantric witches use sensuality to understand magick, they also believe that they are a necessary element in the fertility of the world and the people in it. So a temple consort can be considered tantric, but so can a mother heavy with child. Tantric witches can also be called on to perform certain fertility rites, such as pouring a jug of holy river water (the God) on to a field that is about to be planted (the Goddess). They can also perform handfastings (marriages) and can act as a midwife.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-Weapon Proficiencies: Dancing and any artistic.

Equipment: Tantric witches tend to spend a quite a bit of money to keep up their appearance and their wardrobe. At least one, and possibly more, musical instruments.

Special Benefits: The tantric witch may learn one musical instrument without the need to spend a proficiency slot. They are of course expected to learn more. Because they represent the foundations of life, Tantra witches become immune to disease at level 3.

Special Hindrances: The general populace that does not understand the witches role or the nature of tantra will most often view the witch as a prostitute or worse. Reactions to the witch will be at a -10%. Plus some other witches, Occultists and Faerie in particular, view Tantra as a "dirty", "base" or "non-intellectual" form of magic. They often treat them worse than non-witches.

Wealth: Tantric Witches receive the normal wealth for witch classes.

Races: Any race that can be a witch may opt from Tantra witchcraft.

Occult Powers

Lesser: Glamour

Minor: Heal Touch

Medial: Immunity to Charm & Hold

Greater: Fascination

Superior: Witch's Blessing or Curse

Tempestarii (Elementalist)

Like the Wizards of the same name these witches have powers over the elements. Unlike Elemental wizards, who seek to control the elements, Tempestarii, or Elemental Witches seek an understanding with the elements. Witches believe that there are five elements, fire, air, earth, water, and ether. However the witch may only access one of the first four. Any witch may chose one of the four primary elements; water, air, fire or earth as her own. This is chosen at the selection of this kit and may not

be changed, save for abandoning the kit. Generally the witch cannot cast spells from her opposing sphere and gain a +20% chance to learn and use spells in her home sphere. The witch also gains certain protections from her chosen element. She can save at +3 to saves versus her own element.

Contact with her opposing element will rob the witch of her spell casting powers for a number of days equal to her own level. The contact has to be significant however. For example Fire witches need to be submerged in water to lose their spells, or Earth witches need to be surrounded on all sides by air, as in flying. Water witches would have to be burned, which would more than likely kill them as well as strip their spell casting powers. Air witches would have to be buried alive.

This kit is suitable for any coven. Tempestarii covens are sometimes called "Circles". Elementarists will generally choose an element that is close to their deity. Air Witches usually worship a goddess of flying, fire witches may belong to diabolical cults, and so on. Water and Fire are the most popular elements for many witches. Which could explain why burning and drowning are the preferred methods of eradicating a witch in most lands. Warlocks tend to be fire elementarists. A coven can have all four kinds of Tempestarii as members. The spiritual and religious practices are not significantly different from each other.

In medieval lore, the Tempestarii were witches who specialized in storm raising for the mythical dwellers of a land called Magonia. When huge storm clouds rolled over the land, they were said to be the ships of the Magonians. The Tempestarii aided the Magonians by whipping up the wind and creating lightning and thunder. By maliciously dumping their cargoes overboard, the Magonians sent hail to pelt the crops below. Then they would land their ships and, with the further help of the Tempestarii, steal the beaten-down crops. Often they would streak back into the sky without paying the Tempestarii and the witches would give chase, which the peasants below saw as the wispy clouds in the sky that follow a storm.

Air

Air is the element of the mind. It is intellect, inspiration, imagination. It is ideas, knowledge, dreams and wishes. Air is the element of new life and new possibilities and is essential to spells and rituals of travel, instruction, finding lost items, some types of divination, and freedom. Air aids us in visualization, a vital technique in magick. Air is a masculine element and governs the magick of the four winds.

Direction: East

Color: Yellow

Time of Day: Dawn

Season: Spring

Elemental Spirit: Slyphs

Magickal Tool: Athame or Sword

Fire

Fire is the element of change and passion. It is creativity, motivation, will power, drive and sensuality. It is sexuality, both physical and spiritual. Fire is essential to spells and rituals of healing, purification, sex, breaking bad habits or destroying illness and disease. Fire is the element of authority and leadership. Fire is a masculine element and governs all candle magick.

Direction: South

Color: Red

Time of Day: Midday

Season: Summer

Elemental Spirit: Salamanders

Magickal Tool: Wand or Staff

Water

Water is the element of emotion and subconscious. It is love, purification, intuition, mysteries of the self, compassion and family. It is psychic ability. Water is essential in spells and rituals of friendship, marriage, happiness, fertility, healing, pleasure, and psychic abilities. Water is a feminine element and governs spells involving mirrors.

Direction: West

Color: Blue

Time of Day: Twilight

Season: Autumn

Elemental Spirit: Nixie

Magickal Tool: Chalice or Cauldron

Earth

Earth is the element of stability and of the body. It is wisdom, strength, growth and prosperity. It is the physical earth and the very heart of life. It is essential in spells and rituals of prosperity, business, fertility and stability. Earth is a feminine element and governs stone and knot magick.

Direction: North

Color: Green

Time of Day: Midnight

Season: Winter

Elemental Spirit: Pech

Magickal Tool: Stone or Pentagram

Preferred Covens: Any

Barred Covens: None

Role: The Tempestarii serve Goddesses with elemental spheres. They believe that communion with nature begins with the basic elements. The witches are usually on good terms with Venefica witches.

Weapon Proficiencies: Required: None. Recommended: Dagger

Non-Weapon Proficiencies: Required: Weather Sense, Astronomy. Recommended: Alchemy (Basic).

Equipment: No special equipment is required.

Special Benefits: Tempestarii are more immune to their own element. Gaining a +3 bonus to saves. Any spell damage taken from their affiliated element is halved. The Tempestarii may also extend the duration, area of effect, the damage, or number effected in when casting an aligned elemental spell. Typically this is +20% for one, not all of the spells attributes. She may also cast spells of her element much faster, usually 80% faster.

Special Hindrances: As listed above, the Tempestarii, are effected by their opposite element.

Wealth: Tempestarii receive the normal wealth for witch classes.

Races: Any race that become a witch can become a Tempestarii.

Occult Powers

Lesser: Supernatural Protection

Minor: Minor Elemental Powers

Medial: Limited Wizard Spells

Greater: Greater Elemental Powers

Superior: Superior Elemental Powers

Venefica

Venefica are witches who use philters and potions. These witches specialize in the study of potions and alchemy. While all witches have some alchemy skills, Venefica perfect them.

The venefica have powers unique to their tradition. Most of these deal with the use or creations of potions.

Identify Potions. Venefica can identify potions, poisons or other alchemical constructs. The base chance is 9%, plus 3% per level, plus their intelligence. So a 5th level venefica witch, with a 16 intelligence can identify potions 40% of the time.

Create Potions: Of course venefica can create potions, philters and poisons. These are detailed in their Occult powers.

Failure. The potions created by the venefica are subject to failure. The base chance is 40%. The following factors can effect failure of a venefica manufactured substance. Note: This Table differs from Table 8.

Table 15: Venefica Potion Failure

Percent	Affect
40%	Base chance.
- 0.5%	Benefit per level.
- 3%	Intelligence 15
- 5%	Intelligence 16
- 8%	Intelligence 17
- 13%	Intelligence 18
+10%	Sub-standard equipment.
0%	Normal equipment.
-5%	Excellent equipment.
+10%	Sub-standard materials
- 5%	Extremely rare materials

Preferred Covens: This kit is suited to all covens and cults.

Barred Covens: Typically Venefica avoid diabolic and demonic covens.

Role: The Venefica believes that creating potions aids her knowledge of magic. The Venefica can make potions to sell or for her own use. The venefica witch must live somewhere where she can have access to equipment and ingredients. Plus it is financially advantageous for the witch to live in or near an urban area.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-Weapon Proficiencies: Alchemy, Brewing and Herbalism.

Equipment: Alchemist equipment and labs. The initial set up costs for the Venefica will be about 100 gp (50 gp + 1d6x10 gp).

Special Benefits: The venefica witch gains an extra +3 to saves versus poisons or other potions due to her constant exposure to many chemicals.

Special Hindrances: To withstand the rigors of working with so many chemicals the venefica must have a Constitution score of 13 or greater. Also her interaction with all these chemicals will wear on the witch. She will lose 1 point of Charisma when she reaches 3rd level.

Wealth: Venefica receive the normal wealth for witch classes.

Races: Any witch race can become a Venefica, but it is particularly suited to humans.

They cannot effect undead.

Occult Powers

Lesser: Manufacture Potions #1

Minor: Manufacture Potions #2

Medial: Manufacture Potions #3

Greater: Manufacture Potions #4

Superior: Manufacture Potions #5

Voodoo Witch / Witch Doctor

Witches that practice Voodoo are usually in remote areas where various religions have met and clashed. Their religions are often newer, with strange and new practices, and old traditions. While they do not differ significantly from their more traditional sisters, these witches have several distinct qualities.

Voodoo witches are instructed by Guedes or Ghedes. In Voodoo, guedes are the spirits of the dead and voodoo witches believe that they are everywhere and in everything. They can worship any Goddess or God, often they worship many. Voodoo witches use magical focuses to cast their spells. These focuses are known as *fetishes*.

Voodoo witches can also follow other practices such as Jambo, Vodun, and Santeria.

Preferred/Barred Covens: This kit is best suited for unfamiliar or foreign covens and cults.

Role: The Witch Doctor acts as tribal shaman and healer.

Weapon Proficiencies: Required: None. Recommended:

Non-Weapon Proficiencies:

Equipment: The voodoo witch requires equipment to make their fetishes. This could include clay, wax, or other materials to make the spell focus. This will normally equate to 10-60 gps per month.

Special Benefits: The practice of the voodoo witch is often misunderstood. Thus the voodoo witch gains +1 to initiative when entering into combat the first time against an opponent. This is only done at the beginning of combat and only once per person is effective.

Special Hindrances: Possessing a fetish, is sign of voodoo witchcraft. A voodoo warlock is 10% more likely to be discovered.

Wealth: Will be relative to the culture the Witch Doctor is from.

Races: Any.

Voodoo witches can effect undead. Mostly they will command them, and not turn.

Occult Powers

Lesser: Brew Narcotics or Poisons

Minor: Dance Macabre

Medial: Create Control Doll

Greater: Fascination or Summon Plague

Superior: Evil Eye

DM's Note: Dragon Magazines #200, #202, #209, & #215 deal with kits, gods and magic from Africa. This information can also be used for voodoo witches. When adapting voodoo for Ravenloft or Gothic Earth a valuable guide can be found at the *Secrets of the Kargatane's* website and netbook, *The Book of Sorrows*, <http://www.kargatane.com/sorrows/voudou.shtml>

Creating your own Traditions

Dungeon Masters should feel free to create traditions and remove ones that work best with their camping world. However a tradition should have a rationale for existing that one of the other traditions could not cover. Almost any type of witch can be made using the Family Tradition.

If you do plan to create your own tradition there are many names of other types of witches that can be used. Borku, Ragna, and Wicca are only a few examples.

Kits for Other Classes

The witch does not exist in a vacuum. Other classes are effected by the existence of witchcraft in the campaign. Whether they are considered pro- or anti- witch, these kits tend to interact more than others with the witch.

Exorcist

Priest Kit, Good Alignments only.

This priest has the skill and training to cast out evil spirits. While neither pro- nor anti-witch, the Exorcist often finds themselves at odds with evil witches. "Evil spirits" might include, but are not limited to, ghosts, spectres, fiends, shadows, haunts or banshees. The Exorcist removes evil spirits through ritual, which mostly includes saying prayers and invoking the name of their god. It can also include dancing, drumming, and actually beating a possessed person.

The Exorcist is also granted a few occult powers to deal with spirits.

Level	Occult Power
1 st level	Turn Undead, Advanced
6 th level	Supernatural Protection
9 th level	Speak with Dead, Protection from Evil
12 th level	Necromantic Protection

Also at 12th level the Exorcist may cast Holy Word once per week. The Exorcist can also use the expanded Priests vs. Undead table located herein. Only humans can become an Exorcist. An exorcist will almost always either be a student of another, higher level exorcist or the teacher of a lower level one.

When playing an exorcist the best, or least most known, examples are Fathers Merrin and Karras from the movie *The Exorcist*. Both represent the exorcist at two points in his career; an older, wiser teacher (Merrin) and his younger, less experienced student (Karras). Each is very serious about their vocation, despite some reservations on the part of Karras. A pro-witch version of this kit is some times known as a "cleanser" or a "psychic cleanser".

This class has much in common with the paladin's Ghosthunter kit (from the *Complete Paladin's Handbook*) and the Witchhunter kit described below.

Barred: No priest classes are barred from becoming Exorcists. However they can only be of Good alignment. The patron gods of Exorcists tend to be sun or sky gods. They also tend to be the most powerful gods of the pantheon.

Role: The Exorcist lives to drive out evil. His or her constant perusal of their enemy has left little time left for what they consider to be frivolous pursuits. All Exorcists are very serious about their work. More so than the common priest, the Exorcist battles the enemies of their god and usually on that enemy's terrain. While most are very dour, they do not have to be. Learning the rites of exorcism are long and demanding. Priest who become Exorcist must have a high wisdom (15+) and a strong constitution. Exorcist's do not gain experience bonuses for high wisdom.

Secondary Skills: The Exorcist rivals the Mystic in his or her ability to read ancient texts. A good secondary skill for Exorcists would be a scribe or sage.

Weapon Proficiencies: Required: None. Recommended: mace, morning star, staff, war hammer. While this priesthood normally relies on magic and occult powers to force out evil, often the heft of a mace is necessary component when destroying evil. These priests have no problems in entering into combat versus undead, demons, or other fiends.

Non-weapon Proficiencies: Bonus: Demonology. Recommended: (witch) Occult knowledge, (priest) Languages (Ancient), necrology, religion, and spirit lore. The Exorcist can use the non-weapon proficiencies normally reserved for witches.

Equipment: The Exorcist needs various items to perform their duties. Namely holy water and symbol, chalk, incense, bells or other noise making items, and a prayer book. The exorcist can wear any type of armor they choose.

Wealth Options: The exorcist gains the normal amount of wealth for a priest character.

Race: No special restrictions on race.

DM's Note: This kit is similar, but not the same as the *Masque of the Red Death* kit of the same name.

Mystic

Priest Kit

Open to any type of cleric.

The Mystic is a cleric that follows the path of the witch. Typically they are very similar to the Occultist witch. They even have minor access to some High Secret Order Spells, typically only to 1st through 4th level spells. The mystic also has access to their choice of Occult powers as follows.

Level	Occult Power
1 st level	Turn Undead
6 th level	Circle of Protection
9 th level	Speak with Dead
12 th level	Read Magical Scrolls

The mystic also can choose from the witch list of non-weapon proficiencies.

Mysticism, which comes from the Greek "mystikos" meaning "pertaining to sacred rites," is the overwhelming feeling or sensation of being in unity with the supernatural, usually referred to as God or the Cosmos.

Mystics are priests that also interested in the occult, but may not worship a God or Goddess that has witches, or they may not have heard the Call. Mystics are fabulous researchers and should be considered experts on most occult subjects. Mystics, like Occultists, tend to be neutral in alignment with regard to good and evil. Most tend to be lawful- or true- neutral.

Role: The mystic, like the occultist witch, seeks to find the truths of the multiverse. The mystic believes that they can gain this knowledge through deep study, magic and communion with the divine. Mystics will often adventure to recover an ancient text or artifact. Mystics worship gods of knowledge and magic, in particular older gods, such Ptah or Isis.

Requirements: A mystic must have a minimum Wisdom score of 13. A high Intelligence is also desirable. Most research topics will require the mystic to make an INT check. A Mystic who has a wisdom and an intelligence above 15 each gain an extra 10% to their experience.

Secondary Skills: The Mystic has an amazing ability to read ancient texts. A good secondary skill for them would be a scribe or sage.

Weapon Proficiencies: Required: None. Recommended: Dagger.

Non-weapon Proficiencies: Bonus: Occult knowledge. Recommended: (witch) Astrology, Demonology, Yoga, (priest) Astronomy, Languages (Ancient), Necrology, Religion, and Spirit lore. The Mystic can use the non-weapon proficiencies normally reserved for witches.

Equipment: Like a witch, Mystics can not wear armor or use many weapons. Mystics are still prohibited from using edged weapons, but they may use any blunt weapon. Mystics can use crystal balls that are normally reserved for wizards. Other equipment required by the mystic would be papers and books related to their research.

Wealth Options: The mystic gains the normal amount of wealth for a priest character. However the mystic is much more interested in the world beyond and on pure intellectual pursuits. Thus they will never have more on them than they can carry.

Race: Only humans, half-elves, and elves can become a Mystic.

DM's Note: This kit is similar, but not the same as the *Masque of the Red Death* class or the *Skills and Powers* or *Al-Qadim* kits of the same name. Information from those sources can be used to expand or customize the witches or mystics in your campaign.

Sorcerer

Wizard Kit

Anti or Pro-witch

A sorcerer is a wizard that has learned some of the witch's magic. They are interested in the occult and often commune with creatures on other planes, both good and evil, to learn more about the

universe they live in and to learn more magic. Often these wizards are taught by an elder sorcerer or an emissary from the outer-planes and not in formal schools of magic.

Because of this the sorcerer is often confused with the witch, or more often the warlock. Sorcery differs from witchcraft in that it is believed that with proper knowledge and training anyone can do sorcery (or any wizard magic for that matter), but witchcraft requires some extra from the individual.

Preferred Schools & Barred Schools: No schools are barred to the Sorcerer. Sorcerers however cannot specialize in all of the school of magic, only general wizards, conjurers, diviners, and necromancers can become sorcerers.

Role: A sorcerer is a wizard that follows the path of the witch to the best of their ability. Sorcerers are often viewed as evil, but like the witch can be of any alignment. Sorcerers do not differ largely from their traditional wizard brothers. Like the mystic, the Sorcerer also has access to their choice of Occult powers as follows.

Level	Occult Power
1 st level	Detect Magic & Read Magic
6 th level	Immune to Fear
9 th level	Protection from Good/Evil
12 th level	Create Control Doll

Secondary Skills: Required: None. Recommended: Sage or Scribe.

Weapon Proficiency: None required.

Nonweapon Proficiency: Bonus Proficiencies: Herbalism, Spellcasting. Recommended: (General) Artistic Ability, Brewing, Cooking, Languages (Modern), Weather Sense; (Wizard) Ancient History, Astrology, Languages (Ancient), Reading/Writing, Religion; (Priest, double slot) Healing. The sorcerer can choose from the list of witch proficiencies.

Special Hindrances: The sorcerer is also subject to the same special restrictions as the witch. The sorcerer also suffers from the general fear that is associated with the witch. Sorcerers do however earn bonuses for high intelligence.

Wealth Options: The Sorcerer receives the standard $(1d4+1) \times 10$ gp as starting money.

Races: No racial restrictions. But generally only humans become sorcerers

DM's Note: This kit is designed to replace the Witch kit presented in the *Complete Wizards Handbook*. Any witch presented in other material maybe converted to the priestly witch presented here or to this Wizard Kit. Obviously this kit is similar, but not the same as the upcoming 3rd Edition D&D class of the same name.

Witch Hunter

All Classes Kit, Any Alignment
Anti-witch

The Witch Hunter spends his or her career locating and hunting witches or those suspected of witchcraft (which could be priests, wizards or common people).

The Witch Hunter may be of any alignment and may persecute witch of any alignment. Of course good Witch Hunters will normally only hunt non-good witches. Some may believe that any witch is an evil witch however.

Witch Hunters can take proficiencies from the Witch group of non-weapon proficiencies. Generally they limit themselves to the ones that aid them in discovering and understanding witches, such *Occult Knowledge* or *Witchcraft (qv)*. The Witch hunter gains the proficiencies, *Spellcraft* and *Supernatural Lore* free upon adopting this kit.

Wealth Options: A witch hunter starts out with the normal amount of money for their class. As they progress through their career they can charge for the recovery or discovery of witches. Typically they receive between 50 and 100 gps per level of the witch. This will vary by area.

Races: Any race may become a witch hunter.

Motivations for the witch hunter:

Faith. The witch hunter has been commanded by their gods, faith or church that witches must die. These types are usually priests or paladins questing to destroy all witches.

Money. There is money to be made in persecuting those accused of witchcraft. In some places the Witch Hunter can make 50 to 200 gps per "witch" turned over to the local magistrate. Obviously warriors and rogues can fill this niche quite well. These types are also known as "Witch Finders".

Revenge. The witch hunter peruses witches because of revenge. Usually a witch has wronged the Witch Hunter in some manner. For example, having ones family or friends killed by a witch or one suspected of witchcraft. There was one historical Witch Hunter whose own family was accused of witchcraft and killed. He became a witch hunter and went after all of the people who accused his family and had them executed for witchcraft. These types are also known as "Witch Slayers".

Witch Hunters also have a few special abilities when dealing with witches.

Defile. The Witch Hunter can destroy a thing or a place holy to the witch in 2d4 rounds (adjusted as needed). This ability depends on the Witch Hunter being able to identify the object in question, i.e. knowing the difference between an Athame and a normal dagger. Any object or place so defiled is unusable by the witch.

Entice Mob. The Witch Hunter can gather a mob of angry individuals to aid them in their quest. The number is equal to their maximum followers as determined by their charisma plus 2d6.

Incite Holy Rage. Similar to Entice Mob, a Holy Rage effects fewer people but with stronger results. The Witch Hunter, through talking or preaching can effect a number of people 2d4 with Holy Rage. This people will go after the witch with a berserker like ability. The rage lasts 1d6 turns or until the witch is found which ever is longer. Those involved have their to hit and damage rolls increased by +1, but they temporarily lose intelligence by -1 for the duration.

Magic Resistance. The witch hunter has learned enough occult correspondences to make themselves immune to the effects of the witch's magic. This is only effective against witch based magic, such as spells, a magickal candle, potion or wand. The magic resistance is equal to 7% plus 1% for each point of wisdom the Witch hunter has. This applies to both harmful and beneficial magic.

Witch Knight

Warrior Kit
Pro-Witch

The Witch Knight is a warrior kit, paladin variant for a witch coven. The Witch Knight originally appeared in the Usenet newsgroup, rec.games.frp.dnd back in 1996 by J. L. Kromer. Since then it has been reposted on the net in various forms. One place to get it is the [Great Classes and Kits Netbook, vol. 2](http://www.saucybard.com/troll/class.htm). Which can be found at Blue Troll's Net Book Webpage at <http://www.saucybard.com/troll/class.htm>.

Proficiencies

Like all characters witches may take non-weapon proficiencies. The group of Witch Proficiencies falls under the Priest grouping. If the DM allows certain priests, and even wizards, may have access to the witch's proficiency list.

Other proficiencies from the Priest Grouping that are available to the witch are listed below and come from the Player's Handbook and other reference books. While the witch has access to all the Priest proficiencies, these are the ones that are suggested the witch take.

DMs Note: Like the rules in the Players Handbook, Proficiencies are considered to be optional. The witch can be played without the information in this chapter. But I believe that proficiencies add a needed dimension to the witch or any type of character.

Table 16: Priest Proficiencies available to the Witch

Proficiency	# of Slots	Ability	Modifier	Source
Alchemy	2	Intelligence	-3	PO:SM
Ancient History	1	Intelligence	-1	PHB
Healing	2	Wisdom	-2	PHB
Herbalism	2	Intelligence	-2	PHB
Languages, Ancient	1	Intelligence	0	PHB
Necrology	1	Wisdom	0	CBN
Religion	1	Wisdom	0	PHB
Spellcraft	1	Intelligence	-2	PHB
Spirit Lore	1	Wisdom	+1	SHB

Also the witch can choose from the General group. These are only suggestions that the witch might take. Any witch can take any proficiency from the General Group.

Table 17: Suggested General Proficiencies

Proficiency	# of Slots	Ability	Modifier	Source
Animal Handling	2	Wisdom	-1	PHB
Artistic Ability	1	Wisdom	0	PHB
Brewing	1	Intelligence	0	PHB
Cooking	1	Intelligence	0	PHB
Dancing	1	Dexterity	0	PHB
Pottery	1	Dexterity	-2	PHB
Weaving	1	Intelligence	-1	PHB

Abbreviations:

PHB Player's Handbook 2nd Edition
 CBN Complete Book of Necromancers
 PO:SM Player's Option: Skills & Magic
 SHB Shaman Handbook

The following proficiency descriptions are arranged alphabetically. Each description gives a general outline of what a witch with the proficiency knows and can do. Furthermore, some descriptions include rules to cover specific uses or situations, or exact instructions on the effect of the proficiency.

Were the proficiency below has the same name as one printed on the PHB, use the witch related one below.

Alchemy

Basic, 1 slots, Intelligence, 0 modifier.

Advanced, 2/1 slots, Intelligence, +2 (or 10% modifier).

All witches know alchemy, or Venifacia. Basic Alchemy allows the witch to create simple non-magical potions and tonics. Also the witch can identify potions, poisons and powders (proficiency check required). She can make a non-magical healing potion that heals 2-5 hp of damage. A PC may only be healed this way once per day. Potions

must be created before hand and the equipment must be available to the witch.

Advanced Alchemy can only be taken after the Basic Alchemy slot is filled. This form of venifacia allows the witch to create magic potions and elixirs. This adds a +2 to identifying any alchemical concoction.

Any witch with the Advanced Alchemy proficiency can make the following potions and philters:

Potion	Notes	Estimated Cost
Any Poison	As per DMG	As per DMG
Hallucinogen	Confused for 2d4 turns	1-10 gps.
Healing (weak)	1-4 hit points	4-8 gps.
Holy Water	Useable by witches only	5 gps.
Sleep	Sleep for 2d4 turns	1-6 gps.

Witches with the Advanced Alchemy proficiency can add 10% to their rolls on the Potion Compatibility Table (Table 111) in the Dungeon Master's Guide. Any rolls above "00" are considered "00". They can also add 2 turns to the potion's duration.

Ancient Scripts and Runes

1 slot, Intelligence

The witch has learned an ancient, magical written language. The language may or may not have a spoken counter-part. The witch uses this language to inscribe her tools, scrolls or magical circles.

The language can only be read by those who know the language or by use of a witch's *read magic* spell. Note the wizard version of this spell will not work on this script. (Conversely *Read Witch Magic* will not work on scripts written by wizards.)

Astrology

2 slots, Intelligence, +0 modifier

This proficiency gives the witch understanding of the influence of the stars. Knowing the birth date and the time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and her knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event. The DM decides the exact prediction. Note that the prediction does not guarantee the result—it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

Astromancy

2 slots, Intelligence, +1 (or 5%) modifier.

This proficiency allows the character to cast certain spells with an added effect when the "stars are right".

Based on the witch's philosophy of magical correspondences, certain spells will perform better. Typically a witch will gain a benefit during certain phases of the moon or during certain calendar events such as solstices or equinoxes. A corresponding event must also occur when which the witch receives a likewise penalty. For example a witch may gain a benefit during the nights of a full moon, but lose that benefit during the other phases and gain a penalty during the new moon, or during the day of the full moon. The DM needs to find what works for the witch's coven or tradition.

Communal Casting

1 slot, Wisdom, +1 (or +5%) modifier.

Groups of three or more witches can cast a communal spell. Every witch in the casting circle must have the spell and this proficiency in order to cast a communal spell. One witch, usually the highest level is considered the focus. The spell is cast at her spell level. Each witch adds one-half of her own levels to the focus' witch's total. The spell's effects are then calculated using this new level total. In cases where the witch must touch or kiss someone then it is the focus witch who must do it. The other witches must stay in physical contact with the witch.

This proficiency only works with witches of the same coven.

Chiromancy

1 slot, Intelligence, +2 (+10%) bonus

Chiromancy, or more commonly, Palm Reading, is a technique that a witch (or a Rogue) can use for entertainment or profit. The witch has learned to read to the various lines of a person's hands. She can use this information to talk about a person's past, future or even a past life. The trick is not reading the palm, knowing what most people want to hear. The witch needs to make an intelligence check at +2 to determine vague details about a person. This aspect of palm reading may also be used by Rogues.

If the witch has some divinatory ability (occult power, spell or psychic) then the Chiromancy proficiency can be used to increase her chance of success. She can add an extra 10% (or +2) to any roll to aid her in her spell use when she focusing on the person whose palm she is reading. The proficiency can only be used on a person the witch is physically with, it will not aid her on person outside of her own physical presence, such as astral or via a crystal ball. The DM might even rule that the witch must be holding the person's hand.

Dancing

1 slot, Dexterity

The witch knows how to dance. Dancing is normally used as part of Sabbats and Esbats as part of worship. Some Traditions, such as Gypsy and Tantric, may require dancing as a part of spell casting.

Demonology

Basic, 1 slot, Intelligence, 0 modifier.

Advanced, 2/1 slots, Intelligence, +2 (or 10% modifier).

Demonology is the study of fiends of the lower planes. Basic Demonology is a general overview of demons, devils and their ilk and some of the basic means of identification or combat. Advanced Demonology can only be taken after the Basic Demonology slot is filled. Advanced Demonology focus on a specific breed or kind of fiend, chosen by the PC, such as Baatezu or Yugoloths. If a character wants to learn more about other fiends then she must take another Advanced Demonology slot, but then only at the cost of 1 per.

Advanced Demonology confers a +2 to hit when physically attacking the chosen fiend race. Also if the witch has the ability to summon fiends she may add 10% to her chance of success to summon and bind the fiend of her chosen type.

Example: Sybil is a Diabolic witch with the Fiend Summoning occult power. She has the following proficiencies:

Demonology, Basic 1 slot

Demonology, Advanced, Baatezu, 2 slots

Demonology, Advanced, Yugoloth, 1 slot.

When she attempts to summon a devil she can add 10% to her chance for success. However if she attempts to summon a demon her chances are unaffected.

The bonuses are cumulative with *Astromancy* and *Occult Knowledge*.

Herbal Healing

1 slot, Intelligence.

Heals 2-5 hp of damage per use. May only be used on a PC once per day. Can be used on an adventure only if the proper ingredients are available. The witch can identify healing and poisons herbs, plants and fungi (an INT check must made).

This cannot be combined with Basic Alchemy Healing for extra healing.

Languages (Revised)

1 slot, General, Intelligence, Special.

The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hiring, or simply a local towns-person. The PC may learn as many languages initially as their intelligence will allow. The number of languages are converted into non-weapon proficiencies. The cost of languages are **1 slot** each, until the max number of languages is learned. If the character want's to learn more

languages these require **2 slots** each and may require an intelligence check to learn (not use).

At least one slot needs to be used for a language and one needs to be used for a non-weapon proficiency.

Example: Selene a first level witch has an intelligence (INT) of 17 and has 6 languages. She also has 4 non-weapon proficiencies. This becomes 10 non-weapon proficiencies. She may chose 1 language and 9 proficiencies. She may decided to learn 6 languages, take 2 non-weapon slots and use her last two to learn one other language.

Lithomancy

1 slot, wisdom

Lithomancy is the ability to tell the future using stones. These stones will be inscribed with certain astrological symbols or other symbols of power. The stones are tossed and the future is read, much in the same manner as Tarot cards. Also, while the reading in not magical the witch is accurate 10% of all readings. Of course the witch will not know which reading are accurate and which are not.

A witch with the lithomancy proficiency can also identify precious stones and gems.

Mid-Wifery

1 slot, Wisdom.

Deals with the birthing and care of newborn babies and their mothers. A witch with the mid-wife proficiency can aid in birthing, delivery and care of the newborn. The witch can increase the chance a woman will survive the birth. The woman can add 2 extra points to her own constitution score because of the witch.

This proficiency can be made available to priests, and in particular healers.

Numerology

2 slot, Intelligence

The witch knows the secret codes of numbers and their meaning. The witch can transform names to numbers and use these numbers in magical work.

Numerology is believed to be one of the oldest occult practices that witches still use. With the Numerology proficiency a witch can send a simple message (no more than a dozen words) to her coven sisters. Plus the witch can use counters or dice to foretell the future (much like the *lithomancy* or *Tarot Reading* proficiencies).

This also gives the witch an extra percent chance of success when reading magical scrolls and alchemical formulas. (Proficiency check required to read.)

Occult Knowledge

1 slot, wisdom, +1 (or 5%) modifier.

Occult knowledge characteristically depends upon the notion of correspondences, or postulated relationships that unite all things stars, planets, gemstones, colors, or even parts of the human body and life events to one another and to invisible realities as well. Those who subscribe to this view believe that they can use occult knowledge to effect healing or to predict the future, for example. Occultism may also include a belief in beings, such as angels, deities, or spirits, who can be contacted by those who possess the appropriate knowledge. Occult knowledge is believed to be obtained through initiation by those who already have it, or through the study of the texts in which it is expounded.

Sagecraft

1 slot, Intelligence, +1 modifier

Sagecraft is the ability to research and record arcane topics. While this ability will not make the witch a full Sage, it will give her some of the benefits. When researching a topic the witch makes a normal INT check with a +1 bonus to find their chosen topic. A witch can hire herself out as an inexpensive sage to player characters or to wizards who do not have access to a full sage.

Séance

1 slot, Charisma, -1 or +5% modifier

A séance is an attempt to speak with the spirits of the dead. While most are held only to get money from an superstitious public, some witch can perform true seances. A true séance will add +5% chance to a *Speak to Dead* or similar spell. It will also add a +5% to any fiend summoning if done before the summoning ceremony has begun.

A séance performed only for entertainment or profit is checked against the victim's intelligence score. The victim is a -1 penalty. The witch must make a Charisma check to determine if she putting up a good performance. If the witch fails her check or the victim passes theirs then the deception is discovered.

Supernatural Lore

1 slot, Intelligence, +1 modifier.

This proficiency familiarizes the witch with various supernatural beings. These include, but should not be limited to, Golems, Fairies, the Undead, and Will-o-wisps. This does not cover fiends or other members of the outer planes.

Tarot Reading

1 slot, Wisdom.

This allows the witch to perform a reading with Tarot Cards. The covers knowledge of the cards meaning and how to set up different readings. While the outcome of the reading is not divinatory, in the

magical sense, the witch will interpret it as such. And due to her insight into supernatural matters a full 10% of all readings will be revealed to be true.

Witchcraft

1 slot, Wisdom, Special (+1 or -2, +5%)

The witchcraft proficiency allows the character to recognize the basic tenets of the witches religion and insight into their magical nature. A witch with this proficiency has a +1 chance of identifying a particular witch coven or cult, a particular set of general witch symbols, or a spell used by a witch.

Non-witches with this proficiency can also identify practices that are linked to witchcraft, however at a -2 penalty to the check. Often witch hunters take this proficiency to understand their quarry better.

This proficiency also adds a +5% benefit to discovering a warlock, regardless of class.

All witches are required to have this proficiency.

Yoga

1 slot, Constitution.

Yoga is the mastery of mind and body. While the witch will not attain the levels of a Yogi master, she can use the same principles. Yoga requires one hour of meditation and breathing exercises per day to gain it's benefits. The witch can heal faster (+1 per slot extra hp per day) while in Yoga trance. Yoga also increases the witch's concentration, so once per day she can add +1 per slot to any to hit or damage.

Chapter 3: Covens and Duties

*Between the windy, swirling fire
And all the stillness of the moon,
Sweet witch, you danced at my desire,
Turning some weird and lovely rune
To paces like the swirling fire.*

*As in the Sabbat's ancient round
With strange and subtle you went;
And toward the heavens and toward the ground
Your steeple-shapen hat was bent
As in the Sabbat's ancient round.*

*Upon the earth your paces wrought
A circle such as magians made...
And still some hidden thing you sought
With hands desirous, half afraid,
Beyond the ring your paces wrought.*

*Your supple youth and loveliness
A glamor left upon the air:
Whether to curse, whether to bless,
You wrought a stronger magic there
With your lithe youth and loveliness.*

*Your fingers, on the smoke and flame,
Moved in the mysterious conjuring;
You seemed to call a silent Name,
And lifted like an outstretched wing
Your somber gown against the flame.*

*What darkling and demoniac Lord,
In fear or triumph, did you call?
Ah! was it then that you implored,
With secret signs equivocal,
The coming of the covens' Lord?*

*Sweet witch you conjured forth my heart
To answer always at your will!
Like Merlin, in some place apart,
It lies enthralled and captive still:
Sweet witch, you conjured thus my heart!*

"Witch Dance" by Clark Ashton Smith
From *"Selected Poems" by Clark Ashton Smith,*
1971: Arkham House Publishers

Most player characters have associations that they can or do belong to. Wizards have schools, priests have their churches and their faith. Fighters and thieves may belong to a guild. Witches have their covens. Besides the role of providing the witch what she needs to be considered a witch, covens also provide the social background that witches have. Many join with a coven either when they are children or very young.

All witches and warlocks must belong to a coven or cult. Covens provide the framework for worship, training for specific abilities, and the environment for learning magic. Covens give the witch with her sense of identity. It is what makes her a witch.

The number of members will vary by the Goddess worshipped. Covens are usually groups of 12 witches with 1 leader (13 members) of the same traditions.

Organization and Ethos

As mentioned above the Witch belongs to group of other witches that worship the same deity or small group of deities. This group is known as a coven and is usually headed by an 11th level Witch. There are as many covens in the area as needed by the DM's world. Local groups of covens are headed by witches from 11th to 19th level. Once a witch reaches 19th level however progression is no longer a straight forward matter. The witch now must defeat the next 20th level witch (Topaz Witch) to obtain that level. The loser of this battle will either die, if a duel to the death is asked, or must step down to the next level, 19th, by losing 300,000 XP. The victor however does not receive any experience for defeating the witch. Witch battles of this sort are always given in front of an audience of the coven and are only issued during the Witch's coven's holy days.

When a witch attempts to move beyond 20th level she will reach a never-ending string of battles and contests. Many witches forgo the battles and wait for their predecessor to die of natural or unnatural causes so that they may move into the newly vacant slot. The longevity

that is received at 20th level coupled with the fact the witches power goes not appreciate greatly between 20th and 30th level can make this a long wait indeed. There can be only one witch occupying each of the "higher" levels in one deity's covens; thus there is only one Sapphire Witch, only one Ruby Witch, and so on.

Any time a higher level witch loses a battle and lives she may have to also battle the witch in her lower position. For example Cassandra, a Emerald Witch, is challenged by Katiran, a Ruby Witch, to a duel of wits. Cassandra loses and Katiran becomes the new Emerald Witch. Cassandra once again is now a Ruby witch, having lost 300,000 experience points. During the next holy season Cassandra is once again challenged; this time by Dominique, a Sapphire Witch with enough experience points for the next level. Cassandra defeats Dominique, and remains a Ruby Witch. Dominique loses 300,000 experience points; just enough to remain as the current Sapphire Witch. Had Cassandra lost however she would have become the Sapphire Witch and Dominique would now be the new Ruby Witch. Dominique lost nothing in her challenge except a loss of face and 300,000 experience points.

In nearly all cases when the current Princess of Witches challenges the Queen of Witches a death of either party will result. Challenges to the death are of course more common among the evil witches. Good witches will duel to some determined point, or if the current office holder is aged she may step down in favor of a younger mind. To assume that this is a simple duel however is a major oversimplification. The entire political, social, and ruling body of the coven could be upset and is very involved in the choices made. Entire kingdoms have been thrown into chaos and intrigue due to the malicious working of evil witches. It has even been known that the entire court of the Queen of Witches had the Queen assassinated so she could be replaced by the Princess of Witches. Any vacancies created by the removal of one or more members of the court (Sapphire Witch to Queen) are replaced by the first witch with the appropriate amount of experience points. Should a witch lose experience points for any reason and drop below the minimum for court requirements the next witch of the same level, with the appropriate amount of experience points will replace her.

Covens and Game Play

First and foremost witches should be used as a vehicle of which interest and mystery can be added to the campaign. Non Player Character witches will either be the Character's greatest asset or worst enemy. Remember a witch's motives are not necessarily that of other powerful NPC's. She could simply use the PC's as one small strand in a massive and complex web of intrigue. Or the witch may rely on the PC's for the nasty business of monster bashing while she weaves intricate spells to protect and aid her party.

Witch Player Characters should be handled with great care. As with any other character class too much of a good thing is bad. Witches, like mages, start out in the game relatively weak. But also like their mage brothers, they grow in power that soon becomes vast. Like priests, witches should be looked to as sources of wisdom and insight. If there are more than one or two witch characters in an adventuring party it should be assumed that they are both member of the same coven. Covens guard their secrets and HSO spells very carefully; a witch is not likely to work with another witch of a different coven. Even similarly aligned covens are wary of each other.

Unfortunately, due to the mysterious nature of witches, many are often hunted and killed. Granted there are evil witches, aligned with unspeakable things from the lower plans, there are also good and neutral witches. A witch, if she is known to be a witch, will be under suspicion from all save her closest of associates and friends. Many witches will disguise themselves as clerics or mages. But disguise is not a witch's function, therefore she may still be caught. In some areas paranoia of witches runs so high that actual clerics, mages or psions may actually be charged with witchcraft. The DM must design the specifics of his campaign worlds and laws made to deal with "witches". Of course not all witches are content to hide in the shadows or under guise. Some

witches are quite open and honest with their craft. This will all depend on the nature, personality, and alignment of the witch's deity.

Witches should add spice and variety to your campaign world, both good and evil witches. Witches are among the most powerful and complex of the spell casters. Many of the details have been left up to the player's and the DM's discretion. For instance, he may wish to design specific daily rituals for his witch, or he may wish to expand on the witch's relationship with the entities who train her. What exactly are they? Where are they? What exactly happens if the forces succeed in controlling the witch? The DM is encouraged to experiment with the witch class, as long as he avoids the temptation to make her excessively powerful.

Duties of the Coven

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

As mentioned before, warlocks are the human elements of the eons old Blood War that has existed in the lower planes. While witches may or may not be on friendly terms with other covens, warlocks seek to actively destroy other warlock cults. They claim this is part of their holy war. Warlocks are only on good terms with witches of the same deity and warlocks of the same cult. Common rites performed by warlocks are death rites and symbolic destruction of an enemy. Warlocks can be asked upon to cast curses for others.

Witches Tome

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

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

Any other character who has possession of the witch's tome has found a powerful weapon against the witch. Of course such a character may find himself in great peril as well. Many tomes are cursed or somehow magically trapped to prevent such interference. Contingencies, Curses, and Symbols, may be employed to keep the tome safe. Familiars or other guardians may be physically present. A witch's familiar can track down a stolen witch's tome even if the tome ethereally or astrally projected. Once the would be thief has the tome reading it may be a different manner. The spells are useless to any other character class, including other witches and warlocks, unless they are of the same coven. Even a Read Magic will not help.

Since the witch is intimately familiar with her tome a *Locate Object* spell always has a 100% chance of success. And heavens help the thief who has angered the witch in such a personal manner.

Contents

Every tome will be different and unique as the witch who owns it. There are some common elements that would normally be

included in every tome. The tome will also include prayers and devotionals. As well as instructions for proper meditation.

Power Ritual

Sometimes called the Focusing Ceremony, this the ritual that the witch uses to summon her powers and commune with her Goddess. It will be very similar to rituals of every other witch in her coven, but differ greatly from coven to coven. The ritual can include things as drawing a power circle or other diagram. Ritual litanies may be spoken. Sacrifices may be required at this point. Symbolism will be the heaviest here. If the patron deity is an agricultural goddess, then grain may be offered or flowers for a god of spring. The Power Ritual must be performed before the witch can ask for spells, powers or guidance.

The power ritual prepares the witch for divine knowledge and prepares the altar or holy place for the goddess' presence. Friendly, or evil, spirits may be invited if the goddess so inclines.

This is also known as "Calling down the Moon", "Casting circles" and "calling quarters".

Ceremonials

Ceremonials are the witch's rituals for certain events that are periodically based. Rituals for the New Moon, or the birth of a child are the most common. These are the witch's forms of organized worship outside the coven. Often these rituals performed with the coven, but they may also be performed alone. It is expected that witch will perform these ceremonials when they are expected, however the witch will not penalized if she misses one. If she continues to miss ceremonials then her god may begin to deny her powers then spells. Moon related ceremonials are the most common.

New Moon Ceremony: New Moon workings can be done from the day of the new moon to three and a half days after. The new moon is for starting new ventures, new beginnings. Also love and romance, health or adventuring.

Many witches will begin new adventures at the new moon.

Waxing Moon Ceremony: From seven to fourteen days after the new moon. The waxing moon is for constructive magic, such as love, wealth, success, courage, friendship, luck or health.

Full Moon Ceremony: From fourteen to seventeen and a half days after the new moon. Prime time for rituals for prophecy, protection, divination. Any working that needs extra power, such as help finding a new job or healing for serious conditions, can be done now. Also, love, knowledge, legal undertakings, money and dreams.

Waning Moon Ceremony: From three and a half to ten and a half days after the full moon. The waning moon is used for banishing magic, for ridding of addictions, illness or negativity.

Dark Moon Ceremony: From ten and a half to fourteen days after the full moon. The dark moon is a time for dealing with attackers, for exploring the darkest recesses and understanding anger and passion. Also bringing justice to bear.

Other Ceremonials are weekly or daily in nature.

Table 18: Witch Daily Ceremonials

Sunday	Power magick, health, vitality, money, career
Monday	Intuition, dreams, psychic ability, fertility
Tuesday	Money, enemies, courage, energy
Wednesday	Divination, communications, knowledge, wisdom
Thursday	Happiness, luck, wealth, victory, health
Friday	Love, romance, marriage, friendship
Saturday	Psychic ability, communications, new beginnings, protection, bindings

Other rituals may be performed depending on the witch, the coven and/or the event.

Full Moon/Prosperity Ritual

Full Moon/Earth Ritual

Full Moon/Cleansing Ritual

Altar Devotion
 New Moon Ritual
 Fire Protection Circle
 Protection Charm
 Distance Healing Ritual
 Tool Consecration
 Banishing Ritual
 Binding Ritual
 Night Prayer
 Ritual for Healing, Growth and Renewal
 Lightning Protection Ritual
 Psychic Herb Jar
 Talisman bracelet
 Waking Prayer
 Spring Maiden Ritual

Closing Rituals

Like the Power rituals that began the witch's holy time, closing rituals are required to signify the end. They are used to dismiss any spirits that have come to ceremony and to close out the business of worship. It is only after the closing ritual does witch gain the knowledge or the power she was seeking. If magical diagrams were used then they are erased. If magical or holy candles were used then the witch blows them out.

The Book of Law

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

Final Notes

The DM is of course encouraged to create any other number or nature of rituals and ceremonies to suit the campaign world. Players should also be encouraged to record the rituals required of their witch character. Although they are referred to as tomes, the official canon and the witch's personal writing could be in nearly any form, as long as it a written medium.

DMs Note: Even though some classical witches did not keep a tome and some Gaelic traditions forbid the writing of holy material, we will ignore that here for game play. AD&D game witches need to keep a written tome for their personal use and the coven needs to keep one for coven business. This of course assumes that the witch has the necessary intelligence to read and write.

Tools of the Craft

Witches rarely accomplish their goals on magic alone. Most, if not all, witches depend on tools, both mundane and magical. Certain tools are used in Witchcraft for ritual purposes, such as to invoke their Goddess or God, banish negative influences and cast circles. While these tools are not all necessary to practice Witchcraft, they are helpful in increasing concentration and directing energy. Most tools correspond to certain elements of nature, such as Earth, Air, Fire and Water, and are particularly helpful when performing rituals centering around that particular element. Some of the tools may be difficult to find, but the right one eventually comes to the witch.

Other tools are periphery in nature. Allowing the witch to complete her alchemy or candle making.

Ritual Tools

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

Witches are expected to treat their ritual tools with the utmost care. These items do not provide the witch with power, but only allow them to focus the energies of their Goddess.

Athame

The athame (pronounced ah-thah-may) is a magical knife that is commonly used in witchcraft. It is never used for cutting purposes, or for any purposes outside the coven or spell-work. The athame is used in ritual to direct energy and is an instrument of power and manipulation. The blade is often dull and double-edged and the handle is black or some other dark color to absorb power. They are very fine quality and normally have to be specially made. Normal or magical knives, daggers or swords created for combat cannot be used.

Each witch will own her own athame, but it is never used for combat or any other but ceremonial purposes. The knife will have the witch personal symbol of power and that of the coven somewhere on the handle.

A witch becomes very attached to her athame. Since athames are used in all of the witch's mundane and magical rituals it begins to absorb a bit of magical energy. The witch can always locate her athame as if it had a permanent *Locate Object* spell cast on it. A witch without her athame may not be able to cast some spells. Of course the witch may not *want* to cast any spells without her athame. Also due to its magical focusing power, the athame cannot rust and makes saves as if it were a +1 dagger of fine quality.

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

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

Broom

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

To make a magic broom, it is suggested that you use an ash staff, birch twigs and a willow binding. Ash is protective, birch cleansing and willow sacred to the Goddess. The coven would use woods or elements sacred to their Goddess.

The broom is associated with Water and is sacred to both the God and Goddess. Unlike the athame, the broom can be used for mundane purposes.

The broom of a witch is also known a *Bosom*.

Cauldron

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

The cauldron is the tool of the West and is associated with Water. The cauldron is feminine in nature and represents the Goddess, fertility and femininity.

Unlike some of ritualistic items, the cauldron can be used for mundane matters as well.

Censer

The censer, or incense burner, represents the element of Earth. It can be a big, swinging metal contraption like those used in churches or a small wooden stick incense holder whichever coven requires. The use both the stick holders and the metal ones for powdered incense are fairly common.

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

Chalice

The altar chalice symbolizes fertility and is related to the element of Water.

They are generally used to hold the ritual wine that is imbibed at the end of a rite, but it can also be used for holding water for scrying or other ritual purposes. The chalice can be made out of any substance, from silver or brass to wood or soapstone. When not in use the chalice should be stored away for safe keeping or displayed on the altar.

Some legends state that a normal human can gain magical power by drinking holy water, blood, or nearly anything from a witch chalice. These are generally rumors.

Pentacle

Of all the symbols and tools used in Wicca and witchcraft, this is probably the most misunderstood. The pentacle is usually a flat piece of metal or wood inscribed with a pentagram, a five-pointed star. When making a metal pentacle, gold or brass is often preferred.

The pentacle came from ceremonial magic and has been used in ritual and magick for thousands of years. It is used to represent feminine energy and to consecrate objects such as amulets and charms. The pentacle is also a traditional symbol of protection and is one of the official symbols of many witch traditions.

The pentacle is the tool of the North and is associated with Earth.

The pentacle is feminine in nature and represents the Goddess. The pentacle, as used by good witches, has the a single point of the star pointing up, which is not to be confused with the Diabolic version which is inverted (two points up).

Wand

The wand, an instrument of invocation, corresponds to the element of Air. It is sometimes used to direct energy, to scratch magical symbols in the ground or to stir the contents of a cauldron. Woods such as willow, elder, oak, hazel and apple are traditionally used for the wand, but any fairly straight piece of wood can work. Many witches carve special symbols into the wood to personalize the wand. It is not uncommon to see some truly beautiful wands made out of crystal with gems and stones set into them.

These wands are normally mundane with only a trace amount of a magical aura. As the witch progresses in power she opt to enchant her wand in some manner. Any wand found on or with a witch has a 3% chance per level of the witch of being enchanted to some degree.

For thousands of years the wand has been used in both magic and rituals. The wand is used mostly to invoke the God and Goddess, direct energy, and to charge other objects. It is used to draw symbols on the ground and even to stir the cauldron.

The wand is the tool of the South and is associated with Fire. In some traditions it is the tool of Air.

The wand is phallic in nature, is a masculine tool and is sacred to the Gods.

Other Tools

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

Bell

The bell is used for summoning spirits and for starting vibrations. Bells can either be rung by the witch or by the spirits she summons. It is believed that spirits and fairies will ring bells when they enter a room. Bells are rung to ward of bad spirits or to signify the begin or end of a ritual.

The bell is a feminine symbol and is often used for summoning the Goddess.

Staff

The Staff directly relates to the wand and has the same attributes and uses. Staves are used very frequently by witches. Staves are generally considered to be the tools of mages and wizards.

Stone

The Stone is used in much the same way as the pentacle and relates to it in many ways. It is a tool of the North and represents the Earth. For those of the Faery Tradition, the Stone has a very rich history. Again, the Stone is another tool that is often thought to be a trade off for many witches. Where a pentacle can be an inflammatory symbol, much misunderstood, just about everyone has rocks lying around in some form or another.

Sword

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

Sabbats and Holy Days

Sabbats are the official holy days, or "high" days, for witches and warlocks. They are very similar to any holy days practiced by any other priest, in particular Druids.

A Witch's Sabbat will depend on the coven or cult she belongs to, but these guidelines may be followed. By celebrating the natural cycle of the year through ritual, witches can attune themselves to nature and the Divine that is inherent in all things. There was a series of fire-festivals, occurring at 12week intervals, and spaced between the seasonal festivals of solstices and equinoxes (thus, a festival every six weeks.) These fire-festivals would last three days, beginning at sunset on the first day, and would be the best time for sacrifices and divination.

Yule

The Winter Solstice, Yuletide (Teutonic), Alban Arthan (Caledonii). Around Dec. 21

This Sabbat represents the rebirth of light. Here, on the longest night of the year, the Goddess gives birth to the Sun Child and hope for new light is reborn. Yule is a time of awakening to new goals and leaving old regrets behind. Pagan families would bring a live tree into the home so the wood spirits would have a place to keep warm during the cold winter months. Bells were hung in the limbs so you could

tell when a spirit was present. Food and treats were hung on the branches for the spirits to eat and a five-pointed star, the pentagram, symbol of the five elements, was placed atop the tree. The colors of the season, red and green, also are of Pagan origin, as is the custom of exchanging gifts. A solar festival, Yule is celebrated by fire and the use of a Yule log. A piece of the log is saved and kept throughout the year to protect the home. That piece is used to light the next year's log.

Yule means wheel, for now the wheel of the year has reached a turning point, with the longest night of the year. This is the seed point of the solar year, mid-winter, time of greatest darkness when we seek within ourselves to comprehend our true nature.

In virtually all witch traditions, this is the night the Great Mother Goddess gives birth to the baby Sun God and from this day forward, the days begin to lengthen, light is waxing. The ancient Pagans lit fires or candles to welcome the Sun's returning light and the onset of nature and the earth beginning to awaken although the Goddess was believed to be resting after her delivery since this is the shortest day of the year... Yule is the remnant of early rituals celebrated to hurry the end of winter and the bounty of spring, when food was once again readily available. Modern Pagans celebrate Yule as a reminder that the ultimate product of death is rebirth, a comforting thought in these days of unrest.

Traditional Foods	Fruits such as Pears, Apples and Oranges are served as well as Ginger tea, Cider and Pork. These items can be prepared and served in many different ways.
Herbs and Flowers	Holly, Mistletoe, Ivy, Cedar, Bay, Juniper, Rosemary, Pine.
Incense	Lilac, Bayberry, Cedar, Pine, Rosemary.
Woods and Herbs Burned	Cedar, Rosemary, Pine, Rosemary
Sacred Gemstone	Topaz

Candlemas

Imbolc (Celtic), Imbolgc Brigantia (Caledonii), Lupercus (Strega) February 2

The Return of Light. Candlemas involves celebrations of banishing the winter and welcoming the spring. At the time of Candlemas, the newborn Sun God is seen as a small child nursing from his Mother. At this phase of the cycle, winter is swept away and new beginnings are nurtured. Some Witch covens favor this time of year for initiations into the Craft. It is traditional at Candlemas to light every lamp in the house for a few minutes in honor of the Sun's rebirth. The ewes begin lactating around this time of year, and it is a sign that winter is coming to an end. Perhaps divinations were cast to determine when spring would come.

Actually, this holiday is most usually celebrated beginning at sundown on February 1 and continuing through the day of February 2. Imbolc means in the belly of the Mother because that is where seeds are beginning to stir as it is Spring.

Another name for this holiday is Oimelc, meaning milk of ewes since it is also the traditional lambing season in the old world. This holiday is especially sacred to the Celtic Fire Goddess, Brigit, patron of smithcraft, healing, midwifery, and poetry.

A Coven's High Priestess may wear a crown of lights (candles) to symbolize the return of the Goddess to her Maiden aspect, just as the Sun God has reached puberty. Weather lore associated with this sabbat is retained by the folk holiday of Groundhog's Day.

Traditional Foods	All foods from the Dairy including cheese or sour cream ect... Also Curries and all dishes made with peppers, onions, shallots, garlic and chives are fine. Foods symbolic of the Sun are also appropriate.
Herbs and Flowers	Violet, Primrose, Snowdrop, Rowan, All of the first flowers of the year.
Incense	Lilac
Sacred Gemstone	Amethyst
Special Activities	Light Candles or lamps in each room

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of the house right after sunset for a few minutes to honor the Sun's rebirth.

Ostara

Vernal (Spring) Equinox, Alban Eiler (Caledonii) Around March 21

The Spring Equinox is the point of equilibrium the balance is suspended just before spring bursts forth from winter. The God and Goddess are young children at play and holiday festivals use brightly colored eggs to represent the child within. Traditionally, Ostara is a time for collecting wildflowers, walking in nature's beauty and cultivating herb gardens. This is the time to free yourself from anything in the past that is holding you back.

As Spring reaches its midpoint, night and day stand in perfect balance, with light on the increase. The young Sun God now celebrates a hierogamy (sacred marriage) with the young Maiden Goddess, who conceives. In nine months, she will again become the Great Mother. It is a time of great fertility, new growth, and newborn animals.

The next full moon (a time of increased births) is called the Ostara and is sacred to Eostre the Saxon Lunar Goddess of fertility (from whence we get the word estrogen, whose two symbols were the egg and the rabbit.

Traditional Foods	Leafy green vegetables, Dairy foods, Nuts such as Pumpkin, Sunflower and Pine. Flower Dishes and Sprouts.
Herbs and Flowers	Daffodil, Jonquils, Woodruff, Violet, Gorse, Olive, Peony, Iris, Narcissus and all spring flowers.
Incense	Jasmine, Rose, Strawberry, Floral of any type
Sacred Gemstone	Jasper

Beltane

Mayday, Bealtinne (Caledonii), Festival of Tana (Strega), Walburga (Teutonic) April 30 (Mayday is celebrated on the first of May)

The Fires of Bel. Spring has arrived, and the people give thanks. This was a day of fertility and life, often the choice day for marriages. Beltane is the time of the sacred marriage which honors the fertility of the Earth; it represents the divine union of the Lord and Lady. Celebrations include weaving a web of life around the Maypole and leaping the Beltane fire for luck. This is a time of self discovery, love, union and developing your potential for personal growth.

Beltane means Fire of Bel, Belinos being one name for the Sun God, whose coronation feast we now celebrate. As summer begins, weather becomes warmer, and the plant world blossoms, an exuberant mood prevails. In old Celtic traditions it was a time of unabashed sexuality and promiscuity but it is rarely observed in that manner in modern times. Young people would spend the entire night in the woods A-Maying, and dance around the phallic May-pole the next morning. Older married couples may remove their wedding rings (and the restrictions they imply) for this one night.

May morning is a magical time for wild water (dew, flowing streams, and springs) which is collected and used to bathe in for beauty, or to drink for health. The Christian religion had only a poor substitute for the life-affirming May-pole -- namely, the death-affirming cross. Hence, in the Christian calendar this was celebrated as 'Roodmas'. In Germany, it was the feast of Saint Walpurga, or 'Walpurgisnacht'. An alternative date around May 5 (Old Beltane), when the sun reaches 15 degrees Taurus, is sometimes employed by Covens. Both 'Lady Day' and 'Ostara' are names incorrectly assigned to this holiday by some traditions of witchcraft.

Traditional Foods	Dairy Products, Oatmeal Cookies and Cakes or Marigold Custard are traditional.
Herbs and Flowers	Lily of the Valley, Hawthorn, Honeysuckle, St. John's Wort, Woodruff and all flowers.
Incense	Bayberry, Frankincense, Lilac, Rose.

Sacred Gemstone

Agate

Midsummer

Summer Solstice, Alban Hefin (Caledonii), Litha. Around June 21

The Summer Solstice, the longest day, is a time of triumph for the light. This holiday represents the Sun King in all his glory. In many Wiccan celebrations, this is when the Oak King, who represents the waxing year, is triumphed over by the Holly King, who represents the waning year. The two are one: the Oak King is the growing youth while the Holly King is the mature man. Healings and love magick are especially suitable at this time. Midsummer Night's Eve is supposed to be a good time to commune with field and forest sprites and faeries.

Although the name Litha is not well attested, it may come from Saxon tradition -- the opposite of Yule. On this longest day of the year, light and life are abundant. At mid-summer, the Sun God has reached the moment of his greatest strength. Seated on his greenwood throne, he is also lord of the forests, and his face is seen in church architecture peering from countless foliate masks.

Midsummer Night's Eve is also special for adherents of the Faerie faith. The alternative fixed calendar date of June 25 (Old Litha) is sometimes employed by covens. The name Beltane is sometimes incorrectly assigned to this holiday by some traditions of witchcraft, even though Beltane is the Gaelic word for May.

Traditional Foods	Garden fresh fruits and vegetables are made into a variety of dishes and eaten by Pagan's who choose to celebrate this day.
Herbs and Flowers	Mugwort, Vervain, Chamomile, Rose, Honeysuckle, Lily, Oak, Lavender, Ivy, Yarrow, Fern, Elder, Wild Thyme, Daisy, Carnation.
Incense	Lemon, Myrrh, Pine, Rose, Wisteria.
Woods Burned	Oak
Sacred Gemstone	Emerald

Lammas

Lughnassadh (Celtic), Cornucopia (Strega), Thingtide (Teutonic)
August 2 (Lughnassadh, the Celtic festival in honor of the Sun God, is held on the 7th)

The Feast of Lugh. The essential harvest festival, to give thanks to the Earth for Her bounty. The name is a reference to the Irish god Lugh of the Long Hand, son of the Sun. This is the celebration of the first fruits of the harvest. The Sun King, now Dark Lord, gives his energy to the crops to ensure life while the Mother prepares to give way to her aspect as the Crone. Now is the time to teach what you have learned, to share the fruits of your achievements with the world. Wheat weaving, such as the making of corn dollies, is traditional. Bread is baked and the altar is decorated with fruits and vegetables of the harvest.

Lughnasadh means the funeral games of Lugh, referring to Lugh, the Irish sun god. However, the funeral is not his own, but the funeral games he hosts in honor of his foster-mother Tailte. For that reason, the traditional Tailtean craft fairs and Tailtean marriages (which last for a year and a day) are celebrated at this time.

This day originally coincided with the first reapings of the harvest. It was known as the time when the plants of spring wither and drop their fruits or seeds for our use as well as to ensure future crops.

As autumn begins, the Sun God enters his old age, but is not yet dead. The God symbolically loses some of his strength as the Sun rises farther in the South each day and the nights grow longer. An alternative date around August 5 (Old Lammas), when the sun reaches 15 degrees Leo, is sometimes employed by Covens.

Traditional Foods	Apples, Grains, Breads and Berries.
Herbs and Flowers	All Grains, Grapes, Heather, Blackberries, Sloe, Crab Apples, Pears.
Incense	Aloes, Rose, Sandalwood.
Sacred Gemstone	Carnelian.

Autumn Equinox

Mabon (Celtic), Winter Finding (Teutonic), Alban Elfed (Caledonii)
Around Sept. 21

At the Autumn Equinox, the days and nights are equal. It is a time of balance, but light gives way to increased darkness. It is the second harvest, and the Goddess mourns her fallen consort, but the emphasis is on the message of rebirth that can be found in the harvest seeds. It is a good time to walk the forests, gathering dried plants for use as altar decorations or herbal magic. Cornbread and cider are good additions to festivities and fall leaves make good altar decorations.

In many mythologies, this is the day the Sun God, the God of Light is killed by his rival and dark twin the God of Darkness -- who was born at Midsummer, reached puberty at Lammas, and lives a mirror-image life of the Sun God.

Once again, day and night are equal, but from this mid-autumn day forward, darkness will be greater than light as night becomes longer than day. The God prepares to leave his physical body beginning the great adventure into the unseen toward renewal and rebirth of the Goddess. At this time, nature and the earth decline, drawing back their bounty readying for winter and its time of rest. The Goddess acknowledges the weakening Sun now although a fire burns within her womb. She feels the presence of the God even as he wanes.

The colorful Pagan symbolism is quite interesting at this time in that it can be felt through the emerging colors of autumn. The Autumn Equinox marks the completion of the traditional harvests began at Lughnasadh for this is the final grain harvest of John Barleycorn.

The Welsh word Mabon, meaning son, is used by some Witches for the name of this holiday, although such usage is recent and not attested historically.

Traditional Foods	Corn, or any other Fruits and Vegetables which are ready for harvest this time of year are important to the celebrating Pagan, traditional favorites are Corn bread and baked Beans and or Squash.
Herbs and Flowers	Morning Glories, Asters, Hazel, Corn, Aspen, Acorns, Oak Sprigs, Wheat Stalks, Cypress Cones, Pine Cones and all Harvest Gleanings.
Incense	Benzoin, Myrrh, Sage.
Sacred Gemstone	Chrysolite

Samhain

Shadowfest (Strega), Martinmas (Celtic/Scottish) October 31

Feast of the Dead, and beginning of the new year. Death came before Life in the Witches/Druidic cycle, because before new growth can occur, there must be room for it. On this day the boundary between this world and the Otherworld is thinnest, and so it is a time to remember all those who died during the year Samhain, popularly known as Halloween, is the Witches' New Year. It is said to be the time when the veil between the worlds is very thin, when souls that are leaving this physical plane can pass out and souls that are reincarnating can pass in.

Darkness increases and the Goddess reigns as the Crone, part of the three-in-one that also includes the Maiden and Mother. The God, the Dark Lord, passes into the underworld to become the seed of his own rebirth (which will occur again at Yule). Many Pagans prepare a Feast for the Dead on Samhain night, where they leave offerings of food and drink for the spirits. Divination is heightened this night. Jack-o-lanterns, gourds, cider, fall foliage can be used as altar decorations.

Great bonfires were built on hilltops and kept burning throughout the whole of the fire festivals. By day, there would be carnival like celebrations, and by night, serious rituals. Cattle were driven between bonfires to purify them, and couples would run and leap over the flames, often completely naked, also for purification. Some sites were centers for the "perpetual chant", where Druids in rotation would chant incantations without stop; during festivals the entire community would join the chant.

Samhain means Summer's End for now nights lengthen, winter begins, and we work with the positive aspects of the dark tides as

the Sun God and earth fall into slumber. In the increasing star and moonlight of longer nights, many hone their divinatory and psychic skills as the aid of spirits and guides from the other world can easily be enlisted at this time. Many Craft traditions as well as the ancient Celts considered this date as New Years Eve. It is the one night when the veil that separates our world from the next is at its thinnest allowing the dead to return to the world of the living where their spirit and memory is welcomed and celebrated by a feast attended by their kin. In some places and traditions, this was also the time when animals were harvested to ensure food throughout the winter.

In the British Isles, great bonfires blazed for the Celtic festival of Samhain. The young people would disguise themselves with hideous masks and walk through the village carrying lanterns made from carved turnips. The alternative date of November 6 ('Martinmas' or 'Old Hallows') is sometimes employed by Covens.

Traditional Foods	Apples, Pears, Pomegranates, All Grains, Pumpkin-pie, Hazelnuts, Cakes for the dead, Corn, Cranberry muffins and breads, Ale, Cider, Herbal teas (especially Mugwort) and Meat unless vegetarian.
Herbs	Calendula, Chrysanthemum, Wormwood, Hazel, Thistle.
Incense	Mint, Heliotrope, Nutmeg, Sage or Floral's.
Woods and Herbs Burned	Apple, Heliotrope, Mint, Nutmeg, Sage.
Sacred Gemstone	Aquamarine

Witches without a Coven

Under certain circumstances there will be a witch or warlock that exists without a coven. These witches can be grouped into two basic categories, solitaires and renegades. In either case witches without covens do not have access to High Secret Order spells.

Solitaries

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

When encountering the solitary, other witches may either feel sadness for their sister's aloneness, if same alignment or contempt or disgust, if different. A good or neutral aligned coven will never attempt to convert a solitary to their fold. They may however invite the solitary to see their worship. Evil covens may attempt to convert the solitary, regardless of her alignment, to join. Evil powers are often tempting to convert solitaires. Because they are so preyed on by other covens and evil gods, solitaires will reluctantly trust others. Consequently those unaware of the witch's status as a solitary will be more likely to believe that the witch is evil or at least up to no good.

Any solitary may join a coven (if the coven is willing) till they reach 10th level. After that point the solitary can continue as a witch till a maximum of 20th level.

Renegades

If solitaires are alone by necessity, then renegades are alone by choice. Any witch removed from her coven and continues to practice as a witch is considered a renegade. Most often these type have been convicted of some crime against the coven. They may still have some of their previous magics, but most often they have also been stripped of their powers by their Goddess. Sometimes these witch have left their coven and have become members of another coven, or started their own. While they may still be advancing as a witch, their former coven-sisters consider them as renegades and no longer witches.

A good example is the various cults of the God Set. There is the Temple of Set, the Church of Set and the Cult of Set. Which one was the first is unknown to most sages. Everyone else may not see any differences between these groups, but to the members the sects see the other members as renegades and treat them accordingly. However Set views them is unknown.

Notes on Creating a Coven

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

When Witches are to be added to the campaign the DM needs first decide which Powers will have witches and which will not. The players can then decide which they wish to play, a Priest or a Witch. The DM must decide the nature of the coven, it's members, it's laws and rules, it's spells and it's worship. This process is similar to defining a religion for a cleric in the Complete Priest's Handbook. Additional information may be found in the Complete Priest's Handbook, the Tome of Magic, and the Complete Wizard's Handbook

Examples of Covens

Wherever there are witches, there are covens. Every witch must belong to a coven and each coven is unique. Covens build the rules of conduct for the witches and provide them a place to learn their new abilities. The Goddesses instruct the covens and the coven members on magic and how they are to serve.

The Goddess of the witch is always the primary power in the witch's life. The witch will revere Her over any other goddesses or gods the witch might also acknowledge. Certain differences apply to the various Goddess of the witches. Presented here are various Goddesses and their respective covens.

Artemis as the Goddess

Witches who worship the Artemis aspect of the Goddess are on good terms with druids. These witches are common in amazon societies. As a witch of Artemis a woman pledges never to copulate with a man. These witches are both chaste and celibate. These witches may also choose to take the bow and arrow as their weapon.

Athena as the Goddess

The witches of this sect are usually on good terms with those of Artemis. Like those witches these women must always be celibate and chaste as their goddess. They may choose the spear as their weapon.

Bast as the Goddess

Bast is also ancient goddess, but she does not have any direct human worshippers. Bast is the mistress of all cats. Nearly every Find Familiar spell known invokes her name. Witches of Bast, few as they are, live a cat-like life style. They prefer the comforts and leisure life that cat's enjoy. Then spend long afternoons lying in the sun and enjoying the sensuous side of life. However do not confuse leisure with laziness. Witches of Bast are dedicated fighters of evil, in particular the workings of the Brotherhood of Set. Witches of Bast may chose one extra edged weapon at the loss of their ability to turn undead. Plus they gain a +1 to hit and damage when fighting snakes.

Brigit as The Goddess

She is the bright goddess, the patron of Healing, Midwifery, Herbalism and Wisdom. Brigit was one of the great Triple Goddesses of the Celtic people. She appeared as Brigit to the Irish, Brigantia in Northern England, Bride in Scotland, and Brigandu in Brittany. Many legends are told about Brigit. Some say that there are three Brigit's : one

sister in charge of poetry and inspiration who invented the Ogham alphabet, one in charge of healing and midwifery, and the third in charge of the hearth fire, smithies and other crafts.

Her coven is known as the Daughters of the Flame. These lawful good witches keep a holy flame burning at all times.

Diana as the Goddess

Diana is the Roman Goddess of fertility, the hunt and forests. She is the Roman equivalent of the Greek Goddess of Artemis. But unlike Artemis, the witches of Diana are not required to be chaste or celibate. In fact the celebration of Beletane the witch copulates with a druid priest in order to bring fertility back to the earth. Some have even become Tantric witches. Obviously these witches are on very good terms with Druids. Their religious practices are very similar to Druids and to that Artemis.

The covens of Diana are often very old and very popular.

Hecate as the Goddess

Hecate, in Greek mythology, goddess of darkness, and the daughter of the Titans Perses and Asteria. Unlike Artemis, who represented the moonlight and splendor of the night, Hecate represented its darkness and its terrors. On moonless nights she was believed to roam the earth with a pack of ghostly, howling dogs. She was the goddess of sorcery and witchcraft and was especially worshiped by magicians and witches, who sacrificed black lambs and black dogs to her. As goddess of the crossroads, Hecate and her pack of dogs were believed to haunt these remote spots, which seemed evil and ghostly places to travelers. In art Hecate is often represented with either three bodies or three heads and with serpents entwined about her neck.

Of all the deities who have covens, Hecate's covens are the most widespread and well known. Once a fairly benign goddess in early Greek times, Hecate became the dread Greek-Roman Goddess of ghosts, a close confidante of Persephone and a patron of witches. The brutally wronged Hecuba of Troy was reincarnated as one of Her black bitches, who accompanied Her on Her night walks. When Persephone was kidnapped by Hades in the later Greek myth, farseeing Hecate was the only one who witnessed it. Hecate was worshipped at three-way crossroads at night even by ordinary Greek families and could ward off ghosts if properly propitiated. But Romans also believed She had more sinister worshippers the witches and sorceresses who could coerce even the gods to do their will.

Hecate's worshippers are usually Witches, or Witch/Mage if demihuman. Humans make up the majority of her covens. All are women. The goddess usually deals with any witch leaving the coven directly. Hecate's covens are the "classical" covens of myth and fairy tale. Holy places for her are crossroads. The moon is her symbol. Her animal is the *Hellhound*, so large mastiffs maybe found in her covens.

Hel as the Goddess

One side of Hel's face was that of a beautiful woman. The other half was that of a rotting corpse, green and black, or of a skull. She ruled the realm of Niflheim, a huge black canyon in icy mountains, where those who did not die gloriously in battle went when their span of life was up. Niflheim was not burning but icy cold, filled with sleet, icy slush, cold mud and snow. Garm, the horrible hound whose breast was splattered with the blood of the dead, guarded the entrance. Her hall was called Damp-With-Sleet. Her plate was Hunger, Her knife Famine; Her two servants were both called Slow-Moving. Her bed was Sick-Bed, the stone at the entrance to her hall Drop-to-Destruction. So the Vikings described Her and Her home. Though the Vikings regarded her with horror, the common people worshipped her.

DM's Note: The gods of Aesir and Vanir are very old gods. Their religions however are not designed for the use of witches. Witches such as those who usually appeared in the Norse myths were usually Hags, and therefore cousins of the Giants, or Cronas, mages in league with the Giants. If witch is encountered, she will be worshipping something even older than Odin and his brothers. How a "Norse witch" views Ragnarok is best left to the DM.

Ishtar as the Goddess

Ishtar of the Babylonians, and alternately Inanna of the Sumerians, represent the duality approach to the female deity. Both are to be considered Nature deities; that is human nature. Both are the chief goddesses of their paths, both are the goddesses of love, and therefore sexuality. Also both are the goddesses of War, and therefore violence. These witches tend to have mercurial, almost chaotic personalities. These witches will receive many spells of a very active nature. These covens tend to be very ancient and set in their ways. Rituals will usually be consisted of old, lengthy litanies and sacrifices. These witches are also likely to receive a weapon proficiency, at some cost to their other abilities or spells. Warlocks of Ishtar are warriors and are usually Warlock/Fighter if demihuman. Warlocks will receive a weapon proficiency at a loss of their affecting undead ability.

Isis as the Goddess

Covens of Isis are old and represent ancient powers of the universe. These witches are in tune with the fundamental powers and forces of the universe. Isis' name is called in rights of fertility. She is also the patron goddess of Magic. There is much rivalry between Hecate and Isis in this category. All of Isis' covens are the paramount of good. Isis is also a feminine ideal.

With Osiris, Isis and Horus (the divine child) made up a Holy Trinity. She is the Goddess of marriage, motherhood, fertility, magick, healing, reincarnation and divination, to name a few. Isis is the patroness of priestesses. One myth has Isis poisoning the Sun God Ra, offering to save him only if he would reveal his secret name. At last, at the brink of destruction, Ra gives Isis his heart, with the secret name it held, and his two eyes (the Sun and the Moon). Isis quells the poison and ends up with Ra's supreme power. In time the great Eye was passed along to her son Horus. Proclus mentions a statue of her which bore the inscription "I am that which is, has been and shall be. My veil no one has lifted." Hence, to lift the veil of Isis is to pierce the heart of a great mystery.

Kali as the Goddess

Kali is the most fully realized of all the Dark Goddesses. It has been claimed that Her name is derived from the Hindu word for Time, yet also means "black." She is also called Durga.

Her very appearance is meant to terrify. She is black and emaciated, with fangs and claws. She wears a girdle of severed arms, a necklace of skulls or severed heads, earrings of children's corpses, cobras as bracelets or garlands. Her mouth is bloodsmearred. She is accompanied by seven black skinned Type V demons (Marilth).

Often She is shown standing or dancing on the corpse of the god Shiva; here, She feasts on his intestines.

Yet even Kalis not always dark. She also is a loving mother, and especially in that aspect is worshipped by millions of Hindus.

Used to a god that is all "good", Westerners have found it difficult to understand why Hindus would worship such a deity, or why their art emphasizes Her most hideous forms. But: "Tantric worshippers of Kali thought it essential to face her Curse, the terror of death, as willingly as they accepted Blessings from her beautiful, nurturing, maternal aspect. For them, wisdom meant learning that no coin has only one side: as death can't exist without life, so also life can't exist without death. Kali's sages communed with her in the grisly atmosphere of the cremation ground, to become familiar with images of death. They said, 'His Goddess, his loving Mother in time, who gives him birth and loves him in the flesh, also destroys him in the flesh. His image of Her is incomplete if he does not know Her as his tearer and devourer.'" Barbara Walker, *The Woman's Encyclopedia of Myths and Secrets*

Kali, the Black Earth Mother of the Indians, is also seen by her witches and warlocks as an Earth/Fertility Goddess. There are many parallels between the witch's view of Kali and that of Ishtar. Kali's regular priests (Thuggee) see her as the destroyer and a goddess of death. Her witches however view Kali as the Force of Nature, a mother who can give life and take it away. Witches of Kalgenerally have several Thuggee males in their covens as their strong arms. Slaves are kept and human sacrifice is common. Kali's holiest nights are on the new moon and Wednesdays.

Lolth as the Goddess

Lolth, the Spider Queen and Goddess of the Drow, is cruel and malicious. The only person in her world is herself. She is constantly plotting to keep her loyal minions in a state of turmoil. This way she can find the strongest and most cunning of her followers to serve her. Drow, being brought up under this religion, are all but perfectly suited to this arrangement. With the drow's instinctive distrust and wit, all but the most wily of opponents will be thrown into disarray. Seeing that Lolth is the goddess of chaos, this seems all but fitting. The main object of affection among Lolth worshippers is the spider. It is a offense punishable by death to kill or even maim a spider. Lolth gives unto her most loyal henchmen a poisonous spider to aid, guard, but also to watch in their furtherance of the religion. It has not been unknown that a follower has been killed by the so gracious gift from Lolth.

Lolth is most frequently found in the form of giant black widow spider. This form can be changed to an extremely beautiful drow female. These two forms can also be combined to produce a giant spider with a lovely female drow head. In any form Lolth is a presence to be feared. Instead of using her material form Lolth will more likely just show that she is watching by having a pair of smirking female lips appear on the nearest spider seen. If her help is needed more directly then she will imbue a follower with great fighting prowess like: always hitting first, weapons never breaking, and a improvement of armor protection. These followers are almost always surrounded by flickering black edged radiance.

The clergy of Lolth are all women. The priestesses of Lolth are the only subject of Lolth to hold any real power in drow society. If a priestess of any rank says to do something there better not be any hesitation. Punishment for disobedience is usually swift and destructive. Killing is not their style, maiming is more reward for slow wits and procrastination. A priestesses has the feeling that they are the judge, jury and executioner of the society at their feet, and the power given to her by Lolth as justification for any action that she may take. Priestesses sole purpose in life is to weed out the weak and sanctify the strong.

She is the Goddess to Drow witches.

Lovitar as the Goddess

Of the Finnish, "the people who ran from the woods", few Goddesses are as evil and sadistic as Lovitar, Maiden of Pain. Witches of Lovitar dispense pain to all of their enemies. Typical garb is white and daggers are allowed as weapons. HSO spells deal primarily with pain and cold. Other granted powers are, Pain Touch once/day/3 levels (4 to hit and 2 to DEX checks, for a number of rounds equal to his level) Priests and Witches can wear a special scale mail that is only AC 6. Occasionally those who have done well in advancing her cause will be given a white wand that absorbs 1d10 spell levels (only the one it was given to can use it).

Tlazolteol as the Goddess

Aztec witches who worship Tlazolteol, the goddess of vice, are often tranttic witches or crones. They spend a great amount of time on their appearance and try to look as desirable as possible. Once they have someone alone they will attempt to corrupt or kill them. Most prefer to corrupt others. Bards speak of a particularly successful witch of Tlazolteol who had been in the bedrooms of many of a particular country's politicians. Single handedly she had nearly toppled the government through jealousy and deceit.

Other Non-Goddess Cults

Not all who call themselves witches worship the Goddess. Some prefer the lure of power that fiends can give them. Others are closer to a priestly shaman.

Most non-Goddess covens and cults will worship something from the lower planes, but some do not. Most Goddess aligned witches find these witches to be aberrant and unworthy of the name "witch".

Demons, Devils, and Fiends

The foul things that reside in the lower planes are most likely to attract the young and entice them to become witches. The fiends look for consorts and worshipers among the humans. Some humans (and elves) seek out the beings from the lowers planes for power over there brethren. Devils are more likely to have witches and warlocks among the humans. Demons tend to attract non-human and demi-human types. Their human followers tend to be warlocks however. Among the covens of witches each greater and arch devil is represented as well as some of the lesser ones. Among demons only the Demon Princes seem to have witch covens, with some exceptions; Demongorgon attracts more non-human monsters than human worshipers, so his covens are small. Lolth is discussed in Elves above. The followers of the Demon Prince Orcus are usually Necromancers or Warlocks. Among human worshipping demons, the Demon Prince Grazz't and the Fiend Princess Lilith attract the most number of witches. Other fiend-covens maybe defined as needed.

Orcus: This cult includes Witches and Warlocks of the Demon priest of undead, as well as Deathmasters, Necromancers and wizards. Orcus is the evil god of the afterlife. Orcus however takes the dead and reanimates them to a parody of life known as the Undead. His goal is to cover the world with death. **The Temple of Orcus**, is not a popular cult and it's members are not numerous. Like most chaotic evil gods, Orcus is more feared than worshipped, but there are those that relish his power and potential and these become his active priests and worshippers. The relationships between the various branches of the faith vary widely, being dependent upon the whims and characters of the cult leaders in a manner typical of a chaotic religion. As worshippers of the Prince Of Undead, witches of Orcus are extremely morbid. This fascination with death is so strong that they wish to study and examine such things as corpses and undead, often conducting grisly and disgusting experiments. In common with their god they share a strong desire for power and dominance, seeing the benefits they gain from their worship as tools to achieving this end. They are also morally bankrupt and totally corruptible, and believe everybody else to be similarly motivated and thus are usually quite paranoid. Their desire for power and interest in necromancy is such that many eventually become vampires or liches. Along with their great knowledge of undead, witches of Orcus are also familiar with the various types of demons. Because of their unpredictable, evil nature and attitudes, witches of Orcus are feared and avoided by normal people, who are repulsed by their depravity.

Set: Of all the gods who could be considered "mad", none come as close as the Egyptian god Set, also known as Seth or Suketh. His cult, the **Brotherhood of Set**, is in fact a very old organization of Warlocks, wizards and mercenaries. No female witches are ever permitted to join. The Warlocks, as expected, enjoy the rank of commanders of the cult. Even the lowest warlock can have any number of mercenaries at his beck and call.

Dwarves, Gnomes, and Halflings

The point of view of demi-humans is usually very removed from witches. Most demi-humans cannot become witches, and therefore their goddess are usually not viewed by witches as part of the Goddess or God. As these races are prohibited from becoming witch player characters it is assumed it is because of some fundamental belief difference between their representative gods and the belief systems of witches. Dwarves and Gnomes are also too alienated from the effects of magic and Halflings are likewise not prone enough to magic. It could be assumed that the same applies to Kender.

Elven and Faerie Traditions

The peoples of the elvish also do not have witches per se, but the High Priestess of Lolth can be considered witches for game play. Her covens would be much as they are now played, save that her witches would be at the highest level of the social class. Warlocks are unknown to the drow. Surface elven deities do not support witches, but rather the tribal shaman/cleric. Elves that are witches usually belong to one of the "human" covens.

Chapter 4: Arts Magica and Maleficia

“Magic is the Highest, most Absolute, and most Divine Knowledge of Natural Philosophy, advanced in its works and wonderful operations by a right understanding of the inward and occult virtue of things; so that true Agents being applied to proper Patients, strange and admirable effects will thereby be produced. Whence magicians are profound and diligent searchers into Nature; they, because of their skill, know how to anticipate an effect, the which to the vulgar shall seem to be a miracle.”

The Goetia of the Lemegeton of King Solomon.

MAGICK is for ALL!

*Aleister Crowley
Magick in Theory and Practice*

Magic, or Magick, is the lifeblood of all witches. Manipulating the forces of divine magic is what sets the witch apart from other mortals, even other spell-casters. To a witch magic, or Magick, is everywhere and in everything. To many witches, magic is often the same word as life. In the witch’s mind magic is not simply a way of attaining practical ends, it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess and beliefs. In this respect magic often merges with religion, and indeed the line between the two is frequently blurred. While a priest and wizard view magic and religion as distinct, the witch sees no such differences.

Witches distinguish three types of magical practice. Homeopathic magic, or the use of small portions of a thing to represent and affect the whole. Sympathetic magic, in which a symbolic action (for example, sticking pins into a doll) affects an object with which the symbol is in “sympathy” or harmony, and contagious magic, the influencing of one thing through contact with another that is believed to be magically charged. The theoretical foundation for most magical practices is a belief in correspondences, or hidden relationships among entities within the universe especially between human beings and the external world. According to this view, the application of the right colors, objects, sounds, or gestures in a given context can bring about the desired result. The theory of correspondences affirms the power of thought to confer reality on products of the imagination, particularly when these thoughts are expressed through significant symbols.

A distinction can also be drawn between white and black magic: White magic is employed for benign ends or for personal discovery, and black magic is used to harm others. The majority of the magic the witch employs then can best be described as gray.

Many witches believe that they can cast any type of magic regardless of alignment. Magic itself is neither good or evil, no more than the wind and rain are good or evil. However witches also believe in the “Rule of Three” that what ever they send out into the world will come back to them threefold. So good witches tend not to cast Black magic. Evil witches are very likely to use White or Gray magic when it benefits themselves.

Magical Correspondences

Witches believe in the notion of *magical correspondences*, that reality can be effected by magic that is related to other object. This magic can be Homeopathic, Sympathetic or Contagious. Thus the use of spell components is **extremely** important to the witch.

Homeopathic Magic uses small portions of something to effect the whole. For example when a witch will creates a control doll she will use a bit of hair of the person she is trying to control.

Sympathetic Magic, or symbolic magic, is based on the symbolism used. So when a witch casts *Drowsiness* she uses rose petals or sand because of their symbolism.

Contagious Magic effects something because of it’s relationship to a magically charged object. The most common magically charged object the witch has is her athame. The spell is cast through the athame and the athame then directs the spell.

Some magic uses all three. A control doll is created with homeopathic magic. Needles stuck in it to affect someone else is sympathetic magic, and casting a spell on the doll to affect another is contagious magic.

Most witches recognize the following correspondences:

Table 19: Animal Magic

Animal	Properties
Ant	Patience
Antelope	Action
Armadillo	Boundaries
Badger	Aggressiveness
Bat	Rebirth
Bear	Introspection
Beaver	Builder
Buffalo	Prayer & Abundance
Butterfly	Transformation
Coyote	Trickster
Crow	Law
Deer	Gentleness
Dog	Loyalty
Dolphin	Manna
Dragonfly	Illusion
Eagle	Spirit
Elk	Stamina
Fox	Camouflage
Frog	Cleansing
Grouse	Sacred Spiral
Hawk	Messenger
Horse	Power
Hummingbird	Joy
Lizard	Dreaming
Lynx	Secrets
Moose	Self Esteem
Mountain Lion	Leadership
Mouse	Scrutiny
Opossum	Diversion
Otter	Woman Medicine
Owl	Deception
Porcupine	Innocence
Rabbit	Fear
Raven	Magic
Skunk	Reputation
Snake	Transmutation
Spider	Weaving
Squirrel	Gathering
Swan	Grace
Turkey	Give Away
Turtle	Mother Earth
Weasel	Stealth
Whale	Record Keeper
Wolf	Teacher

Table 20: Color Correspondences

Color	Properties
Red	energy, strength, passion, love, career goals, courage
Orange	business goals, career goals, justice, success, ambition
Yellow	learning, breaking mental blocks, confidence, persuasion
Pink	romantic love, peace, nurturing
Green	finances, luck, physical healing, abundance,

	growth
Blue	wisdom, protection, calm, creativity, patience
Purple	spiritual power, psychic ability, ambition, third eye
Silver	telepathy, clairvoyance, intuition, dreams, astral energy
Black	protection, repelling, binding
White	peace, purity, spirituality, higher self

Magic Circles

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

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

To construct a circle the witch needs to know what she is going to do (summoning a demon, conversing with her goddess, etc.), what materials will be appropriate and what symbols she needs to use. All of this can take hours to days to prepare and months or years to research. Generally speaking, the simpler the function, the easier the construction and cost. Simple things like monthly rituals and communing with her goddess should be relatively easy for the witch. These will be found in the coven's *Book of Law*. Adventures can be built around solitaires and witches looking for other types of rituals and the materials needed.

The lines on a magic circle are normally double lines spaced far enough apart for the witch to inscribe symbols and runes within. However great care needs to be taken by the witch when drawing such symbols. Incorrect symbols are useless.

To make magic circles the witch requires the either the **witchcraft**, **occult knowledge**, or **spell craft** proficiencies. A failed check means the circle is incorrect or inaccurate in some manner, but the witch will still believe that it is correct.

Circle



Also known simply as the Magic Circle or Thaumaturgic Circle. The magic circle is used for spell focusing. Often used by the witch during her rituals and sabbats. This is used when casting any spell.

Triangle



Also known as the Elemental Triangle or Thaumaturgic Triangle. The elemental triangle is useful when summoning creatures from the elemental planes.

Pentagram



The most common is the pentagram, also known as a pentangle. This is a five pointed star. Good or neutrally aligned witches will use it with the point of the star facing up or forward. Evil aligned witches use an inverted pentagram. Often warlocks will adopt the pentagram as part of their own personal symbols.

The pentagram is most used to summon creatures from the various spirit realms. Fiends, ghosts and the like are summoned within the confine of the magic circle. If constructed correctly the summoned creature can't leave the pentagram unless released by the caster.

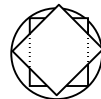
The witch may also protect herself within the confines of a pentagram. Just as the fiend can not leave a pentagram, they can not enter one either.

Hexagram



Two triangles are placed in a circle to create a six-pointed star. The witch stands in the center area. The upright triangle represents the male energies of the universe. The inverted triangle represents the feminine energies. This will protect the witch from creature from the inner planes.

Octogram



Two squares are placed within a circle to form an eight pointed star. The first square represents the four elements. The other square represents the four polar alignments: Law, Chaos, Good, and Evil. Some witches claim they also represent the eight schools of magic.

This magic circle is used to protect the witch from wizards. Witches within one of these circles gain a magic resistance equal to their level multiplied by 2 against wizard magic. Other types of magic is not effected

Combined Circles

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

Witch's Familiars

Familiars are often the most under used aspect of a wizard character. The same should not be said for the witch. To begin with a witch's familiar will always be a normal animal, never an imp. Of course they will be the most intelligent members of their species. Many witches believe that familiars are the reincarnated souls of humans, or even other witches, sent back to aid others. Some, in particular Maleficia, believe that their familiars are in fact imps (or quasits) in animal form.

The witch gains the following abilities when she gains a familiar.

- +1 bonus to any surprise roll, due to the familiar's heightened senses.
- The familiar adds it's hit point total to the witch's.
- +1 to hit rolls
- Adds extra levels of spell storage for the witch, as per a pearl of power (determined randomly).
- Additional Sensory powers listed in Table 21.

The witch also contributes to the familiar. Because of it's association with the witch the familiar:

- Makes saving throws as does the witch.
- The familiar can speak as a human to the witch only.
- Can understand human speech and can communicate in simple ways, i.e. it can make it's feelings known to others.
- Gain 1d4 hit-points per level of the witch. (The amount of hit points added to the witch is only the familiar's original hit points.)
- The familiar can cast any 1st to 3rd level spell known by the witch, once per day.

The typical types of familiars that can be found and their sensory powers are listed below. Even though the witch can have multiple familiars, the effects of gained powers and benefits are not cumulative.

To call a familiar the witch needs to meditate and perform special rituals that cannot be interrupted. Typically these will occur only during special times of the year and if the spell is interrupted then the witch will have to wait till the next occurrence. Examples would be mid summer, a blue moon or an eclipse. The witch will need to burn fine incense (at least 100-600 gp value) and leave small tokens of food or gold to entice the familiar to come.

Witches' familiars are quite powerful. The familiar adds its hit points to the witch's, but, if the familiar dies the witch only loses the hit points the familiar originally added not double the number. The witch will still lose 1 point of Constitution.

Familiars as tough as a witch's are difficult to locate; if her familiar dies a witch must wait from 3 to 18 years to find another. Familiars are usually given bizarre names by their mistresses, such as puns (MephistoFleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), alterations on the names of their deity (Heceight), and so on.

A witch's familiar is capable of human speech, has high intelligence and considerable cleverness, and is AC 5 with 2HD. Such familiars may not appear noticeably different from others of their kind however. A witch's familiar adds +1 to its "to hit" and damage rolls. Possession of a familiar gifts the witch with the abilities given by a pearl of power (of a type randomly determined for each individual familiar), because the familiar's own mind can store spells and telepathically assist the witch. A telepathic link bonds both witch and familiar within a 12" radius.

The witch can have a number of hit dice of familiars that is equal to her own. Typically, a witch will then wait till 2nd level before casting *Acquire Witch's Familiar*. Even though the witch can have multiple familiars she gains no added benefit for it. If the witch casts *Trade Places* then she must specify which familiar she is using. Generally a witch will limit her familiars to one or two.



A familiar is much more than a pet or a servant for the witch. A familiar is a guide for the witch and a conduit for the witch to speak to both the natural and supernatural worlds. The familiar should be seen as a partner for the witch. It should also be noted that a familiar will consider itself as equal to the witch, or even the witch as *it's* familiar.

Familiars all have personalities and should be played as such. The other players should treat the familiar like another party member. Granted one that may not add much to the combat round, but a valued member all the same.

Once the familiar has joined up with its witch, the DM must think about the effect the newcomer will have on the other animals in the party. If the witch has a ferret and another character keeps guard dogs or a hungry falcon, trouble could easily erupt unless everyone is very careful. The witch player needs to consider all of the pros and cons before calling a familiar.

A witch will lose 1,000 xp for every familiar lost or killed.

DM's Note: *The Complete Book of Necromancers* presents rules for using fiendish and undead familiars. While these could easily be adapted to use for the witch, I would suggest avoiding them except for some witches in the Left Hand Path. The familiar types presented there have the potential of giving the witch game unbalancing power. Familiars for witches have always been described as animals, this work tries to continue that tradition.

Table 21: Witch's Familiars

D100 Roll	Familiar*	Sensory Powers	Additional Powers to the Witch
	Badger	Superior olfactory powers	+1 to Constitution
	Bat	Excellent hearing	Improved maneuverability (1 class better) during any flight.
	Beaver	Superior olfactory powers	Double normal speed when swimming
	Cat	Excellent night vision & superior hearing	Improved AC, -1 bonus
	Coyote	Superior eyesight, hearing and olfactory powers	Surprised only on a roll of 1 on a d6.
	Crow	Excellent vision	Improved maneuverability (1 class better) during any flight.
	Dog	Superior eyesight, hearing and olfactory powers	Surprised only on a roll of 1 on a d6.
	Eagle	Very superior distance vision	+1 to Strength
	Fox	Superior night sight, hearing and olfactory powers	+1 to Intelligence
	Hawk	Very superior distance vision	Improved maneuverability (1 class better) during any flight.
	Lizard	Wide-angle vision.	+1 to Dexterity
	Lynx	Superior night sight and olfactory powers	Double normal speed
	Mouse	Superior night sight and olfactory powers	+1 to Dexterity
	Owl	Night vision equals human daylight vision, superior hearing	+1 to Wisdom
	Porcupine	Superior olfactory powers	Improved AC, -1 bonus
	Rabbit	Superior hearing and olfactory powers. Wide angle vision	Surprised only on a roll of 1 on a d6.
	Raccoon	Superior hearing and olfactory powers. Wide angle vision	Surprised only on a roll of 1 on a d6.
	Rat	Superior night sight and olfactory powers	+1 to Saving throws vs. Poison
	Raven	Excellent vision	+1 to Saving throws vs. Magic
	Snake	Superior vision and olfactory powers	Surprised only on a roll of 1 on a d6.
	Squirrel	Superior hearing and olfactory powers. Wide angle vision	+1 to Dexterity
	Swan	Superior distance vision	+1 to Charisma
	Toad	Wide-angle vision	+1 to Saving throws vs. Petrify
	Turtle	Wide-angle vision	Improved AC, -1 bonus
	Weasel	Superior hearing and olfactory powers	+1 to Dexterity
	Wolf	Superior eyesight, hearing and olfactory powers	Improved weather survival. An extra ± 15 degrees.
	None**	No familiar available within spell range	

* The DM may substitute other small animals suitable to the area

** The witch must wait till the next holy day to try again.

Spells

The witch has a very broad range of spells to choose from. She has major access to the spheres of All, Astral, Charm, Creation, Divination, Elemental, Necromantic, and Summoning. Plus they have minor access to the spheres of Healing, Protection, Thought and Weather.

The warlock has major access to the spheres of All, Astral, Charm, Combat, Divination, Elemental, Necromantic, and Summoning. They also have minor access to the spheres of Healing (Reversed), Protection, Thought and Wards.

As noted above witches that belong to an organized coven or cult also have major access the another sphere, that of the High Secret Order. Like others spheres the sphere of the High Secret Order (HSO) are a group of interrelated spells, these spells are related by their use to witches. Each deity can design which coven receives which High Secret Order spells. Each coven keeps it's High Secret Order Spells secret from other covens and witches, even ones of the same deity. Generally HSO spells will be spells designed for specific purpose.

If a Dungeon Master desires a witch with more variety, then a the restrictions on which spells to use may be removed or changed. Some DM's may even allow witches to learn some wizard spells. Spells that summon beings from the lower planes may not be granted by the witch's deity in most cases, but possible for a warlock. A Demon Prince may not want his witch to summon him at any time she takes a notion, but allow the warlock to summon reinforcements. Of course nothing should stop a witch from researching such arcane knowledge on her own.

New Spells and The High Secret Order

Witches, by their very nature are mysterious and thus have a number of new and mysterious spells. All new spells will be presented at the end of Chapter 5. Each will be dealt with in detail and suggestions of use.

The High Secret Order is a group of spells that are gathered together in one sphere, in this case the Sphere of the High Secret Order. Many of the spells are modified versions of certain priest or some mage spells. In any case knowledge of spells in the High Secret Order is highly guarded. Only witches may pray for guidance to cast these spells. Praying for the HSO spells is usually an elaborate affair for witches, after all they are what separates a witch from a common priestess. The deity's representatives usually teach spells of the more common variety. HSO spells are usually taught to the witch by her deity directly. Other than their unique nature and exclusivity to witches, HSO spells are treated exactly like other spells.

Spells from other Sources

Witches can use most priest spells presented in other sources. When choosing other spells keep in mind which spells the witch's Goddess is likely to give her witch.

Listed below are spells from TSR®'s main source books of magic, The Players Handbook and the Tome of Magic. This list is not comprehensive or exhaustive. DM's should feel free to add and remove spells from this list as their campaign needs.

Table 22: Priest Spells from Other Sources

Spell Name	Lvl	Sphere	Source
Augury	1	Divination	Player's Handbook
Bless	1	All	Player's Handbook
Call Upon Faith	1	Summoning	Tome of Magic
Combine	1	All	Player's Handbook
Create Water	1	Elemental (Water)	Player's Handbook
Cure Light Wounds	1	Healing	Player's Handbook
Detect Evil	1	All	Player's Handbook
Detect Magic	1	Divination	Player's Handbook
Detect Poison	1	Divination	Player's Handbook
Detect Snares & Pits	1	Divination	Player's Handbook
Emotion Read	1	Thought	Tome of Magic
Faerie Fire	1	Weather	Player's Handbook

Invisibility to Undead	1	Necromantic	Player's Handbook
Protection From Evil	1	Protection	Player's Handbook
Purify Food & Drink	1	All	Player's Handbook
Remove Fear	1	Charm	Player's Handbook
Ring of Hands	1	Protection	Tome of Magic
Sanctuary	1	Protection	Player's Handbook
Speak With Astral Traveler	1	Astral	Tome of Magic
Aid	2	Necromantic	Player's Handbook
Detect Charm	2	Divination	Player's Handbook
Dust Devil	2	Elemental (Air)	Player's Handbook
Enthrall	2	Charm	Player's Handbook
Fire Trap	2	Elemental (Fire)	Player's Handbook
Flame Blade [1]	2	Elemental (Fire)	Player's Handbook
Heat Metal	2	Elemental (Fire)	Player's Handbook
Hold Person	2	Charm	Player's Handbook
Idea	2	Thought	Tome of Magic
Know Alignment	2	Divination	Player's Handbook
Mind Read	2	Thought	Tome of Magic
Mystic Transfer	2	Charm	Tome of Magic
Obscurement	2	Weather	Player's Handbook
Resist Fire/Resist Cold	2	Protection	Player's Handbook
Slow Poison	2	Healing	Player's Handbook
Animate Dead	3	Necromantic	Player's Handbook
Astral Window	3	Astral	Tome of Magic
Call Lightning	3	Weather	Player's Handbook
Create Food & Water	3	Creation	Player's Handbook
Cure Blindness or Deafness	3	Necromantic	Player's Handbook
Cure Disease	3	Necromantic	Player's Handbook
Emotion Control	3	Thought	Tome of Magic
Flame Walk	3	Elemental (Fire)	Player's Handbook
Meld Into Stone	3	Elemental (Earth)	Player's Handbook
Memory Read	3	Thought	Tome of Magic
Pyrotechnics	3	Elemental (Fire)	Player's Handbook
Remove Curse	3	Protection	Player's Handbook
Speak With Dead	3	Divination	Player's Handbook
Stone Shape	3	Elemental (Earth)	Player's Handbook
Telepathy	3	Thought	Tome of Magic
Unearthly Choir	3	Combat	Tome of Magic
Water Walk	3	Elemental (Water)	Player's Handbook
Abjure	4	Summoning	Player's Handbook
Call Woodland Beings	4	Summoning	Player's Handbook
Cloak of Bravery	4	Charm	Player's Handbook
Cure Serious Wounds	4	Healing	Player's Handbook
Detect Lie	4	Divination	Player's Handbook
Focus	4	All	Tome of Magic
Fortify	4	Healing	Tome of Magic
Join With Astral Traveler	4	Astral	Tome of Magic
Mental Domination	4	Thought	Tome of Magic
Neutralize Poison	4	Healing	Player's Handbook
Produce Fire	4	Elemental (Fire)	Player's Handbook

Protection From Evil, 10' Radius	4	Protection	Player's Handbook
Reflecting Pool	4	Divination	Player's Handbook
Tongues	4	Divination	Player's Handbook
Air Walk	5	Elemental (Air)	Player's Handbook
Atonement	5	All	Player's Handbook
Commune	5	Divination	Player's Handbook
Control Winds	5	Weather	Player's Handbook
Cure Critical Wounds	5	Healing	Player's Handbook
Flame Strike	5	Combat	Player's Handbook
Magic Font	5	Divination	Player's Handbook
Meld	5	Charm	Tome of Magic
Plane Shift	5	Astral	Player's Handbook
Quest	5	Charm	Player's Handbook
Spike Stones	5	Elemental (Earth)	Player's Handbook
Wall of Fire	5	Elemental (Fire)	Player's Handbook
Aerial Servant	6	Summoning	Player's Handbook
Animate Object	6	Creation	Player's Handbook
Conjure Animals	6	Summoning	Player's Handbook
Conjure Fire Elemental	6	Elemental (Fire)	Player's Handbook
Find the Path	6	Divination	Player's Handbook
Fire Seeds	6	Elemental (Fire)	Player's Handbook
Heroes' Feast	6	Creation	Player's Handbook
Speak With Monsters	6	Divination	Player's Handbook
Word of Recall	6	Summoning	Player's Handbook
Animate Rock	7	Elemental (Earth)	Player's Handbook
Astral Spell	7	Astral	Player's Handbook
Confusion	7	Charm	Player's Handbook
Conjure Earth Elemental	7	Elemental (Earth)	Player's Handbook
Control Weather	7	Weather	Player's Handbook
Divine Inspiration	7	Divination	Tome of Magic
Earthquake	7	Elemental (Earth)	Player's Handbook
Exaction	7	Charm	Player's Handbook
Fire Storm	7	Elemental (Fire)	Player's Handbook
Gate	7	Summoning	Player's Handbook
Mind Tracker	7	Divination	Tome of Magic
Regenerate	7	Necromantic	Player's Handbook
Reincarnate	7	Necromantic	Player's Handbook
Restoration	7	Necromantic	Player's Handbook
Spirit of Power	7	Summoning	Tome of Magic
Succor	7	Summoning	Player's Handbook
Transmute Metal to Wood	7	Elemental (Earth)	Player's Handbook
Wind Walk	7	Elemental (Air)	Player's Handbook

Wizard Spells

Certain witch covens can offer a limited number of wizard spells as High Secret Order Spells. Typically these spells will be the same as their wizardry counterpart. Changes will normally involve using the witch's athame as an extra spell component. All these spells will belong to the High Secret Order Sphere.

Table 23: Wizard Spells

Spell Name	Lvl	Sphere	Source
Affect Normal Fires	1	Alteration	Players Handbook
Alarm	1	Abjuration, Evocation	Players Handbook
Audible Glamer	1	Illusion/Phantasm	Players Handbook
Burning Hands	1	Alteration	Players Handbook
Cantrip	1	All Schools	Players Handbook
Conjure Spell Component	1	Conjuration/Summoning	Tome of Magic
Dancing Lights	1	Alteration	Players Handbook
Detect Undead	1	Divination, Necromancy	Players Handbook
Erase	1	Alteration	Players Handbook
Feather Fall	1	Alteration	Players Handbook
Friends	1	Enchantment/Charm	Players Handbook
Gaze Reflection	1	Alteration	Players Handbook
Hold Portal	1	Alteration	Players Handbook
Nystul's Magical Aura	1	Illusion/Phantasm	Players Handbook
Phantasmal Force	1	Illusion/Phantasm	Players Handbook
Shield	1	Evocation	Players Handbook
Shocking Grasp	1	Alteration	Players Handbook
Spook	1	Illusion/Phantasm	Players Handbook
Alter Self	2	Alteration	Players Handbook
Bind	2	Enchantment	Players Handbook
ESP	2	Divination	Players Handbook
Forget	2	Enchantment/Charm	Players Handbook
Hypnotic Pattern	2	Illusion/Phantasm	Players Handbook
Magic Mouth	2	Alteration	Players Handbook
Mirror Image	2	Illusion/Phantasm	Players Handbook
Protection From Paralysis	2	Abjuration	Tome of Magic
Ride the Wind	2	Alteration	Tome of Magic
Summon Swarm	2	Conjuration/Summoning	Players Handbook
Tasha's Uncontrollable Hideous Laughter	2	Enchantment/Charm	Players Handbook
Blink	3	Alteration	Players Handbook
Clairaudience	3	Divination	Players Handbook
Clairvoyance	3	Divination	Players Handbook
Dispel Magic	3	Abjuration	Players Handbook
Fly	3	Alteration	Players Handbook
Gust of Wind	3	Alteration	Players Handbook
Haste	3	Alteration	Players Handbook
Infravision	3	Alteration	Players Handbook
Protection From Normal Missiles	3	Abjuration	Players Handbook
Secret Page	3	Alteration	Players Handbook
Slow	3	Alteration	Players Handbook
Spectral Force	3	Illusion/Phantasm	Players Handbook
Spirit Armor	3	Necromancy	Tome of Magic
Wraithform	3	Alteration,	Players Handbook

		Illusion	
Charm Monster	4	Enchantment/ Charm	Players Handbook
Confusion	4	Enchantment/ Charm	Players Handbook
Detect Scrying	4	Divination	Players Handbook
Emotion	4	Enchantment/ Charm	Players Handbook
Rainbow Pattern	4	Alteration, Illusion/ Phantasm	Players Handbook
Remove Curse	4	Abjuration	Players Handbook
Shadow Monsters	4	Illusion/ Phantasm	Players Handbook
Summon Lycanthrope	4	Conjuration/ Summoning	Tome of Magic
Conjure Elemental	5	Conjuration/ Summoning	Players Handbook
Contact Other Plane	5	Divination	Players Handbook
Demishadow Monsters	5	Illusion/ Phantasm	Players Handbook
Domination	5	Enchantment/ Charm	Players Handbook
Fabricate	5	Enchantment, Alteration	Players Handbook
False Vision	5	Divination	Players Handbook
Hold Monster	5	Enchantment/ Charm	Players Handbook
Seeming	5	Illusion/ Phantasm	Players Handbook
Sending	5	Evocation	Players Handbook
Shadow Magic	5	Illusion/ Phantasm	Players Handbook
Summon Shadow	5	Conjuration/ Summoning, Necromancy	Players Handbook
Antimagic Shell	6	Abjuration	Players Handbook
Control Weather	6	Alteration	Players Handbook
Demishadow Magic	6	Illusion/ Phantasm	Players Handbook
Geas	6	Enchantment/ Charm	Players Handbook
Legend Lore	6	Divination	Players Handbook
Mirage Arcana	6	Illusion/ Phantasm, Alteration	Players Handbook
Reincarnation	6	Necromancy	Players Handbook
Repulsion	6	Abjuration	Players Handbook
True Seeing	6	Divination	Players Handbook
Banishment	7	Abjuration	Players Handbook
Charm Plants	7	Enchantment/ Charm	Players Handbook
Control Undead	7	Necromancy	Players Handbook
Phase Door	7	Alteration	Players Handbook
Shadow Walk	7	Illusion, Enchantment	Players Handbook
Vision	7	Divination	Players Handbook

Spell Descriptions

Unless otherwise noted, all witch spells are treated as clerical spells of the same level.

DM's Note: Some of the spells listed below are adaptations of spells that had previously appeared in other net-books or posted to the Internet. They have been altered to better fit the witch class. When possible the author and/or the source has been cited. Any author who wishes to have their spell removed, then please contact me.

First-Level Spells

Animate Skeleton (Necromancy)

Sphere: Necromantic

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 hour

Area of Effect: Corpse touched

Saving Throw: None

Author: Jeff Vogel <jvogel@jarthur.claremont.edu>

Source:

With this spell, a necromancer can turn one humanoid corpse into a skeleton. The skeleton may then be controlled as per animate dead. A wizard may have only one skeleton per level in existence through use of this spell. The material component of this spell is a salve that requires 50 gp and 24 uninterrupted hours to create.

Hit points of the skeleton are determined randomly. Disposing of skeletons with insufficient hit points is possible, if expensive. When a skeleton created by this spell is damaged, the damage cannot be repaired.

Beguile I (Enchantment/Charm)

Sphere: Charm

Range: 5 feet + 1 foot / level

Components: V, S,

Duration: 1 turn + 1 turn / level

Casting Time: 1

Area of Effect: One person (4 HD/levels or less)

Saving Throw: See below

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell is used by witches (some warlocks have customized it for their use). This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. Saves are a straight throw versus spells, modified by Wisdom only (no magical protection device apply). Furthermore, the victim saves at -1 for every two points of Charisma of the caster above 12, rounded up (i.e. -1 at charisma 13 or 14, -2 at 15 or 16, -3 at 17 or 18). This save gives characters or creatures with a decent Wisdom a better chance of save vs. spells, tones the power down a bit, and makes the calculation of saves much easier than the original method that appears below.

ALTERNATIVE SAVE: The save for this spell is computed by adding the Beguile spell level (1 through 7) to the charisma score of the witch and subtracting the wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Fighters need a 13 to save, rogues need a 12, mages need a 9, and clerics need a 8.

There are seven level variations of this spell (Beguile II at second level, Beguile III at third level).

Bleeding Touch (Necromancy)

Sphere: Necromantic

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: Negates

Author:

Source: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell causes a bleeding wound to appear on the victim. Witches must roll to hit, and if they miss, they lose the spell. The victim must save versus death magic or suffer 1d6 points of damage for every two levels of the witch. The material component for this spell is a thorn from a rose or hawthorn plant.

Bless Growth (Alteration)

Sphere: High Secret Order
 Range: Touch
 Components: V, S,
 Duration: 1 turn per level
 Casting Time: 1 segment
 Area of Effect: 10 yards per level of area touched
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is favored by many witch traditions, in particular Tantric and Faerie. The witch touches an object or person and it and everything in a 10 yard (per level) radius will act as if a special form of Bless had been cast on them. Growth is improved by 20% during the duration of the spell. Cast on humans they can heal 20% faster or increase their chances of conceiving a child. Plants will grow by an extra 20%, produce more fruit at that harvest, and withstand harsh conditions better.

This spell can be reversed by Malefica and Mara, or any type of Warlock to Blight Growth.

Blister (Necromancy)

Sphere: Necromantic
 Range: 100'
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 2
 Area of Effect: One Creature
 Saving Throw: None
 Author: Legolas (The Blood Mage)
 Source:

Blister causes the skin of the unfortunate target of this spell to sprout blisters all over her skin. This is very painful, and will cause the target to get a -1 to her next initiative. It will also cause 1d6 points of damage for every 2 levels of the caster.

Material component is a drop of the witch's blood causing 1 hit point of damage.

Blood Armor (Necromancy)

Sphere: Necromantic
 Range: Touch
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 2
 Area of Effect: 1 person
 Saving Throw: Negates
 Author: Legolas (The Blood Mage)
 Source:

Blood armor causes a red shimmering to form around the target. For the next turn, the target's armor class will be lowered by 5.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Blood Hound (Necromantic, Summoning)

Sphere: Creation
 Range: 10 yards
 Components: V, S, M
 Duration: 12 turns + 6 turns/level
 Casting Time: 1 round
 Area of Effect: One creature
 Saving Throw: None
 Author: Legolas (The Blood Mage)
 Source:

This spell allows the caster to take control of a canine creature to be a helper and boon companion to the spell caster for the duration of the spell. The blood hound will always understand verbal commands given it, so long as they are 12 words or less and relatively simple. The hound will further also be capable of tracking as if a ranger of half the level of the summoner, and can hunt sufficiently well to feed the spell-caster for one day, provided there is game extant in the witch's area. At the end of the duration, if the canine is not put under the control of another Blood Hound spell it will attack the caster in a blind rage. This rage will impart the creature with a +1 to hit, and +1 damage.

The type of canine that is controllable follows:

1st - 3rd level: jackal
 4th - 7th level: wild dog
 8th - 12th level: wolf
 13th + level: dire wolf

If the caster takes a lower-level hound (or a dire wolf when 18th level), it will have maximum hit points, be +1 to hit and on damage, track at +1 level, and can understand even relatively complex commands of up to 50 words in length. Material component is a drop of the witch's blood causing 1 hit point of damage and a piece of fresh meat.

Blood Reading (Divination)

Sphere: Necromantic
 Range: Caster
 Components: V, S, M
 Duration: One Question
 Casting Time: 2
 Area of Effect: Caster
 Saving Throw: None
 Author: Legolas (The Blood Mage)
 Source:

Blood Reading is a VERY limited augury. When blood reading is cast, the witch pours some of their blood onto a plate, tray, etc. From the patterns, the witch is able to divine a possible future to her question. The answer is always sketchy, and not always right. The answer to any question is always up to DM's discretion. (For a good example of this spell, watch Robin Hood prince of Thieves. The old witch does the equivalent of a Blood Reading)

Blood Strike (Necromantic, Invocation/Evocation)

Sphere: Necromantic
 Range: Touch
 Components: V, S, M
 Duration: 2 hits with weapon
 Casting Time: 2
 Area of Effect: One Weapon
 Saving Throw: None
 Author: Legolas (The Blood Mage)
 Source:

With blood strike a witch can endow a weapon with a magical aura. This aura lasts until the weapon has hit another creature twice. The first time it hits it will add 1d6 damage, and the weapon will be +2 to hit. The second time it hits it will add 1d4 damage, and it will be +1 to hit. neither of these bonuses to hit will allow the weapon to strike a creature that requires a magical weapon to hit. Material component is a drop of the witch's blood causing 2 hit points of damage.

Charm Man I (Enchantment/Charm)

Sphere: High Secret Order
 Range: 16 feet
 Components: V, S,
 Duration: 1d4+1 turns
 Casting Time: 1
 Area of Effect: 1d4 men per level of 3 HD or 1
 Saving Throw: Negates
 Author: John Daniel <c548285@umcvmc.missouri.edu>
 Source:

This spell is used by witches and houri's, but other clever casters, including male ones, should be able to adjust the spell for their needs. One must have a Charisma score of at least 11 to cast this spell.

The spell affects victims like a charm person. If there is a leader with a group of men, he may negate the charm if his Charisma plus a roll of 1d8 surpasses the witch's Charisma by six points or more. If the spell is not dispelled by a leader, each man within the area of effect must attempt a saving throw versus spell. A successful saving throw negates the effect of the spell for that man only. If there are more men within range than the maximum number that can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any action of the caster before: they automatically make their saving throw.

Consecrate Athame (Invocation/Evocation)

Sphere: High Secret Order

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 athame

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

Prepares the witch's athame for ritual. Until consecrated the athame is unsuitable for coven work. This spell only needs to be cast once per athame. The athame will radiate a faint aura of magic, but it will not be magical itself. By casting this spell the witch attunes the athame to herself.

As with many witch spells, this spell 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. If the witch loses her athame she must recover it or wait till the next occurrence of the special date to consecrate another one. Until that time she may not be able to cast spells or to participate in some ceremonies.

The material components for this spell is the witch's athame, which is not consumed, and special oil, which is.

Create Fire (Elemental, Fire)

Sphere: High Secret Order

Range: 6"

Components: V, M

Duration: 6 turns +1 per level

Casting Time: 2

Area of Effect: object touched

Saving Throw: None

Author:

Source: Warlocks

This spell creates enough fire to light a torch or a campfire.

The fire appears on the object touched by the warlock with the tip of his athame. The fire will burn for the number of turns listed above unless it is put out or comes in contact with a flammable object. Other than its creation the fire is normal in every respect. The material component is the warlock's athame, which is not consumed when the spell is cast.

Devotion (Enchantment/Charm)

Sphere: Charm

Range: 10 yards/level

Components: V, S,

Duration: 2 turns/level

Casting Time: 1

Area of Effect: 1 Person

Saving Throw: Negates

Author:

Source: The Net Tome of Magick

This affects a single individual who will become devoted to the witch and will be unable to do anything except follow wherever the witch goes.

If the devotee is obstructed from being with the witch they will try to beat off any opponents, including their own comrades, in a berserk fury, in order to continue being with the witch. The devotion is broken if the witch attacks or harms the devotee or a successful dispel magic is cast.

Dowse (Divination)

Sphere: Divination

Range: 3" + 1 per level

Components: V, S, M

Duration: 3 turns + 1/level

Casting Time: 3 segments

Area of Effect: 1" area around the witch

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

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

Almost any other type of items may be found in this manner such as edible plants, burnable wood, small gems. However it can not be used to find people, monsters or specific items. The nature of the item to be found must be stated on the spell's onset and can not be changed. If for example the witch wants to find water and edible berries, she must cast Dowse twice.

This spell can also be made available to other clerics, in particular druids. The material component for this spell is a stick shaped like a Y. The witch holds the stick with both fists, with fingers up and the single end pointing forward. While the stick does not vanish when the spell is complete, it is unusable for other dowsing attempts.

Drowsiness (Enchantment/Charm)

Sphere: Charm

Range: 3 yards

Components: V, S, M

Duration: 3 turns

Casting Time: 1 round

Area of Effect: 1 person/level 20' radius

Saving Throw: Special

Author: Alessandro Ruocco <loogan@mbox.vol.it>

Source: The Complete Netbook of Witches and Warlocks

This spell has been created to permit to a witch to put people to sleep without having to be worried to cover her actions; the witch can, in this way, act freely for the duration of the spell, and the victim, when awake, will only believe to have gone to sleep.

Essentially, with this spell the witch can put to sleep one person per level, provided he has up to (and not more than) 4 HD. The spell, however, works only on persons which are not occupied in any work (i.e. a guard which is resting or discussing with another one, a worker which has finished working or is resting, etc.). Even if the victim realizes the spell, however, he forgets to have seen the witch (if this happened), and realizes only to have gone asleep for a brief moment. The reversed form of the spell protects, for the same duration, from any kind of sleep, either magical or induced with drugs.

The material components of the spell are some rose petals, in the same quantity as the number of persons which have to be drowsinessed.

Electrical Charge (Elemental-Air)

Sphere: Elemental

Range: Touch

Components: V, S,

Duration: 5 rounds per level.

Casting Time: 7.

Area of Effect: 1 person.

Saving Throw: Negates

Author: Ruderion Truefaith (Rudi van de Wetering)

Source: The Net Tome of Magick

This spell charges the recipient person with an electrical charge capable of inflicting 1D8 + 1 per level damage when this person is touched, hit, or hits. The spell ends after discharge or expiration of the duration. The recipient is less vulnerable to electrical attack (+2 on savings). The duration of the spell is halved in damp surroundings and 0 under water.

Excellent Night Vision (Divination)

Sphere: Divination.

Range: Touch

Components: V, S, M

Duration: 1 hour + 10 minutes per level.

Casting Time: 6.

Area of Effect: 1 creature.

Saving Throw: Negates

Author: Ruderion Truefaith (Rudi van de Wetering)

Source: The Net Tome of Magick

The beneficiary of this spell gains the ability to see in complete darkness as if it were bright daylight. Dependent on the weather circumstances, his visual range is up to 100 yard. Vision is not obscured by light sources or spells that influence sight, except for darkness and continual darkness, which halve visual range and 'light' intensity.

Creatures used to complete darkness suffer all penalties for being in daylight (except damage).

Material components for this spell is a small burning candle which is consumed in the spell casting.

Fascination (Enchantment/Charm)

Sphere: Charm

Range: 120 yards

Components: V, S,

Duration: Variable

Casting Time: 8

Area of Effect: 1 person

Saving Throw: See Below

Author: Alessandro Ruocco <loogan@mbox.vol.it>

Source: The Complete Netbook of Witches and Warlocks

This spell is a more subtle version of the charm person spell. The Fascinated persons undergo an insane, and instantaneous, passion for the witch, and they can neither refuse her anything, nor being harmful to her in any direct way, but they aren't necessarily her friends: if these persons, in any way, realize that their impulses have been magically twisted, they will feel toward the witch a sort of rage, and a lot of hate for having been so manipulated (whenever they will realize to have been fascinated, the spell ends), and there is a 20% chance, plus a 2% chance per round (cumulative), that they will go in search of authorities (provided there are any in that moment...) in order to make the witch arrested. The Saving Throw is modified by a +2 if the victim is of the same sex of the caster and heterosexual, and by a +1 per level if the witch is of a lower level than the victim, by a -1 if the witch is higher (both to a maximum of ± 6). It is possible to fascinate someone even if he/she sleeps.

Reversed, this spell counteracts charm person or fascination, or any other spell up to 2nd level which induces artificial sentiments. If the difference in level between the witch and the victim is higher than 6 levels (the witch has to be higher), it can act also as a dispel magic, but limited at the same purpose as detailed above for the reversed spell

Flesh Kill (Necromancy)

Sphere: Necromantic

Range: 60 Feet

Components: V, S, M

Duration: 2 rounds per level.

Casting Time:

Area of Effect: One limb

Saving Throw: Negates

Author: Legolas (The Blood Mage)

Source:

The limb that the witch points at suddenly turns gray. It is rendered useless for the remainder of the spell. The target, if a paladin or cleric, can sacrifice one round of attack to roll a save vs. paralysis. If this save succeeds, the limb becomes usable again. The material object for this spell is a piece of zombie flesh and a drop of the witch's blood (2 hit points damage).

The limb that the witch points at suddenly turns gray. It is rendered useless for the remainder of the spell. The target, if a paladin or cleric, can sacrifice one round of attack to roll a save vs. paralysis. If this save succeeds, the limb becomes usable again. The material object for this spell is a piece of zombie flesh and a drop of the witch's blood (2 hit points damage).

Foretell (Divination)

Sphere: Divination

Range: Caster

Components: V, S, M

Duration: Instant

Casting Time: 5 segs

Area of Effect: 1 question asked

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

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

The witch has a base chance of 50% of failure. This is reduced by 1% per level of the witch. Proficiencies such as Astrology, Lithomancy, Numerology, or Tarot Reading increase the witch's chances by 10% (an extra 5% per extra slot). Thus a 5th level witch, with the Tarot Reading and Lithomancy proficiencies. She has a base 50% chance, -5% for level and -10% for the proficiencies (when using either Cards or Stones, not both) so her chance for failure is 35%.

Asking questions that are obvious, such as "will I die?" will always give a positive response. Asking a question such as "Will I die if I open this box?" are a little more vague and are subject to an 10% penalty of failure. The material components for this spell are any object that represents luck, such as a four leaf clover, a rabbits foot or a copper piece.

The object is consumed by the spell.

Glowstone (Alteration)

Sphere: Elemental (Earth)

Range: Touch

Components: V, M

Duration: 1 hour

Casting Time: 1 segment

Area of Effect: 2" diameter

Saving Throw: None

Author: Katarine

Source: Katarine's Spellbook

This spell causes any smoothed, ordinary pebble to glow with enough light to see about 20 feet well. The spell requires a pebble held in the caster's hand while arcane words are muttered. Unfortunately, this spell works only on small, rounded stones, and is consumed by the spell.

Hecate's Spiritual Dog (Conjuration/Summoning)

Sphere: Summoning

Range: 10 feet per Level

Components: V, S,

Duration: Special

Casting Time: 6

Area of Effect: Special

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell summons the spirit of a dead dog to act as the witch wishes for the duration of the spell. The dog has one Hit Die for every odd level the

caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.). A non-combative dog is useful mostly for warning and will vanish after one warning or 1d6 hours + 1 hour per level, whichever comes first. A combative dog fights as a dog with Hit Dice as generated by the summoning and lasts until killed or 1d6 rounds + 1 round per level. Both have an Armor Class in inverse proportion to caster level up to level 10 (level 1: AC 10, level 2: AC 9, etc.). Past level 10 the dogs have AC 0.

The material components of this spell are the witch's athame, dog fur (for a non-combative dog) or a dog tooth (for a combative dog).

Illusionary Fire Curtain (Elemental -Fire)

Sphere: Elemental

Range: 0.

Components: V, S,

Duration: 2 rounds per level.

Casting Time: 5.

Area of Effect: 10 yard circle.

Saving Throw: Special

Author: Yarith Calendula (Mario Lange)

Source: The Net Tome of Magick

This spell summons a reflection of a circle of fire, treated as an illusion. The fire curtain is three yard high and one yard thick.

Creature within the circle have an unobscured view, but those without have difficulties seeing through it. Long range attacks from within the circle receive a +2 bonus, those from the outside a -4 penalty.

Creature with an intelligence greater than 9 receive a saving throw versus spell to negate the effects.

Impotence (Alteration, Necromantic)

Sphere: Necromantic

Range: 10 yards/level

Components: V, S,

Duration: 1 day/level

Casting Time: 3

Area of Effect: 1 person

Saving Throw: Negates

Author:

Source: AD&D Sex Guide

The victim of this spell becomes impotent for a number of days equal to the witch's level. During this period they suffer a penalty of -2 to all attack rolls and saving throws. Wisdom, Constitution and Charisma scores are lowered by 1d3 points each for the spell's duration, and the character will feel downright miserable. The impotence is broken if a successful dispel magic or remove curse is cast.

Katrine's Dart (Alteration)

Sphere: Elemental (Fire), Combat

Range: 2"

Components: V, S, M

Duration: Instant

Casting Time: 1 segment

Area of Effect: One creature

Saving Throw: Negates

Author: Katarine

Source: Katarine's Spellbook

This causes a small cylindrical object (splinter, dart, needle, etc.) to become a flaming dart which will strike the desired target. If the target fails the save, the Dart does d4 damage per level. This spell is overall weaker than Magic Missile, but is more versatile in that the caster need not see the target in order to hit it. As long as the target is within range, and the caster has some way of distinguishing it (whatever's causing that smell around the corner, or the orc guard behind the cracked door), the Dart will strike the target. This is particularly effective in sheer darkness. It is cast by muttering arcane words while tossing the cylindrical object in the initial direction the Dart will take.

Kiss of Charm (Enchantment/Charm)

Sphere: Charm

Range: Touch

Components: V, S,

Duration: Special

Casting Time: 1

Area of Effect: One person kissed

Saving Throw: Neg.

Author:

Source: The Complete Netbook of Witches and Warlocks

This subtle spell works like a charm person spell, except that the target must be of the opposite sex of the caster and the caster must kiss her target. The target saves at -2. Otherwise this spell acts just like a charm person spell.

Kiss Of Healing (Necromancy)

Sphere: Necromantic

Range: Touch

Components: S,

Duration: Permanent

Casting Time: 5

Area of Effect: 1 person kissed

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell acts much as per the 1st level priest spell, "cure light wounds". The witch can cure 1d8 points of damage to anyone, including herself. The person must be able to be kissed by the witch. A simple "peck" will do, although some traditions differ on where the person needs to be kissed. Most suggest kissing the wounded area, others believe that a kiss on the forehead is enough. The nature of the kiss will be up to the witch's coven or tradition.

The reverse of this spell, Kiss of Wounding, inflicts 1d8 points of damage. As above the witch must be able to kiss the victim.

Kiss Of Sleeping (Enchantment/Charm)

Sphere: Necromantic

Range: Touch

Components: S,

Duration: See Below

Casting Time: 1d8 hours + 1 hour/level

Area of Effect: 1 person kissed

Saving Throw: None

Author:

Source: AD&D Sex Guide

The victim of this spell falls into a deep sleep for 1d8 hours plus 1 hour per level of the witch. They cannot be awakened by normal means such as shaking, slapping, etc. The slumber is broken if a successful dispel magic, remove curse or kiss of waking is cast.

Kiss Of Waking (Enchantment/Charm)

Sphere: Necromantic

Range: Touch

Components: S,

Duration: Permanent

Casting Time: 1

Area of Effect: 1 person kissed

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell will awaken one person under the effects of any form of magical or non-magical sleep (such as a Kiss of Sleeping).

Lesser Banishing Rite (Abjuration)

Sphere: High Secret Order

Range: 0

Components: V, S,

Duration: Special

Casting Time: 1 round

Area of Effect: Caster

Saving Throw: None

Author: Alessandro Ruocco <loogan@inbox.vol.it>

Source: The Complete Netbook of Witches and Warlocks

The lesser banishing rite allows witches to partially protect themselves from malign magic directed at them.

This rite requires the witch to be alone in an enclosed space such as a private room or within a magic circle of the appropriate type. If the witch is currently the target of ongoing magical attack, the witch receives an additional saving throw to resist the effect of the magic, and gains a bonus of +1 to that saving throw.

Note that most traditional magic spells do not qualify as "ongoing magical attack", because they are instantaneous in their effect. Attacks that do qualify are sympathetic magic and psionics attack from a distance. Also, if the witch is currently being hunted by an Invisible Stalker or Phantasmal Killer, the lesser banishing rite will give the caster a +1 bonus to saves vs. spells against this magical creature for the remainder of the day. In the first case, however, the spell has a duration of 6 turns. Finally, when casting the lesser banishing rite, witches can sense the direction and approximate distance (*1 mile) from which the attack is coming, but not who, or what, is who is attacking.

This spell was one of the first created by Selunite witches, and was requested to protect themselves, especially the ones who were adventuring, by the effects of the sympathetic magic exerted by evil spellcasters.

Love Bite (Necromancy)

Sphere: High Secret Order

Range: 60 yards

Components: V, S,

Duration: 0

Casting Time: 1 segment

Area of Effect: 1 or more creature in a 10ft cube

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell allows the witch to attack distant targets using a magical love bite. The damage taken by the victim is 1d4 hit points. For every two extra levels of experience the witch gains an additional love bite, i.e. 2 at 3rd level, 3 at 5th level, 4 at 7th level, to a maximum of 5 at 9th level. This spell does not affect undead.

Magic Disk (Evocation)

Sphere: Creation

Range: 20"

Components: V, S, M

Duration: 10 rounds

Casting Time: 2

Area of Effect: Special

Saving Throw: See Below

Author:

Source: The Complete Netbook of Witches and Warlocks

This magical missile is +3 to hit if cast by a witch level 1-10 and +4 to hit if cast by a witch 11 level or higher.

The missile is disk in shape and appears as a mote of pure force. The disk will cause 1d6 points of damage per level of the witch. If a victim is hit they are allowed a save versus Spells for half damage. The disk cannot be cast through water and the victim must be seen by the witch. The range is up to 20 feet indoors or 20 yards outside.

The material component is a small disk (of any material) or coin with a pentagram inscribed on it. It is consumed during the casting.

Minor Fighting Prowess (Alteration)

Sphere: Combat

Range: 10 yards

Components: V, S, M

Duration: 1 round per level

Casting Time: 5

Area of Effect: 1 creature

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

By casting that spell, a witch improves a creature's fighting ability. In fact, the creature will fight as a fighter of the same level (or number of hit dice) for the duration of the spell. If the creature has more than 6 levels or hit dice, it will get multiple attacks per round. The material component of the spell is a miniature metal sword, which is not consumed by the spell. The witch needs to point a finger at the creature to be affected.

Mirror, Mirror (Alteration)

Sphere: Elemental (Water)

Range: 6"

Components: V, S, M

Duration: Until dispelled

Casting Time: 1 round

Area of Effect: 1 square feet/level

Saving Throw: None

Author:

Source: The Net Tome of Magic

This spell will crystallize the outer layer of any smooth, solid surface causing it to reflect light. The spell works, but is ineffective on surfaces that are already reflective.

NOTE: This would be effective in reflecting gaze weapons.

Mistrailing (Alteration)

Sphere: High Secret Order

Range: 30 yards

Components: V, S, M

Duration: 1 turn / level

Casting Time: 2 rounds

Area of Effect: 2 creatures / level

Saving Throw: None

Author: Alessandro Ruocco <loogan@inbox.vol.it>

Source: The Complete Netbook of Witches and Warlocks

This spell, cast on two or more persons, lowers the possibility that anyone else has of finding the tracks of those receiving the spell. People without the tracking proficiency or magical means have absolutely no possibility to trace back the subjects of the spell; a character or NPC with the tracking proficiency or magical means has only a 20% chance of finding any useful trace, and is not able to follow them for more than a round. Should he be successful a first time, after having lost the tracks, he can try again, up to the moment in which he will fail to search for any trace. (The DM must be sure that a character who tries to follow a group who is mistrailing has only one try at the level which he is at the moment, if he fails the first try.)

The material component of the spell is a sprig of oak, which must be burned, and whose ashes must be spread while pronouncing the spell.

The spell can be reversed (unmistrailing), and this reversed form has two functions: the first lets the group to be followed very easily by anyone; the second reveals the traces used by a group which is using the mistrailing or pass without trace spells.

The spell originated when a group of Sharite witches was pursued by some Harpers in Elturel; with the aid of the spell, the witches were able to escape, but it is said that the Harpers managed to get them later in Waterdeep.

Pain (Necromantic)

Sphere: Necromantic

Range: 60'

Components: V, S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: One Creature

Saving Throw: See Text

Author: Legolas (The Blood Mage)

Source:

Pain causes a target to be hit with an intense amount of pain. The target is allowed a Saving Throw Vs. Spells.

Failure - The target is forced to it's knees in pain, -5 to all actions for 1d4 rounds. 1d6 damage.

Success - -2 actions for 1d4 rounds

Material component is a drop of the witch's blood causing 1 hit point of damage.

Painful Wounds (Necromancy)

Sphere: Necromantic

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 4

Area of Effect: Creature touched

Saving Throw: Special

Author: Robert A. Howard

Source:

This spell causes any existing wounds (caused by a bleeding touch or any blow of 4 or more hit points of damage, or when the victim is at half its maximum hit points or less) to become excruciatingly painful. To hit the victim, the priest must roll to-hit, and if he misses, the spell is lost. The victim must make a saving throw versus paralysis or be unable to do anything but roll on the ground screaming in pain. The material component is a pinch of salt.

Rapport (Greater Divination)

Sphere: High Secret Order

Range: 10 yards

Components: V, S,

Duration: 1 round / level

Casting Time: 1 round

Area of Effect: special

Saving Throw: Special

Author: Alessandro Ruocco <logan@mbox.vol.it>

Source: The Complete Netbook of Witches and Warlocks

There are 8 aspects of this spell. The first and simplest is gained when the witch first learns the spell. The other aspects become available as the witch advances in level.

The first aspect is a form of telepathy that allows up to six witches-and only witches-to exchange thoughts. Only one of the witches has to cast the spell, but all of the witches involved must be willing participants. The telepathy includes only concepts that can be communicated verbally. The time taken to exchange thoughts is 1/4 the time it would take to communicate the information verbally. This communication is silent, cannot be mentally perceived by others, and cannot be blocked by loud noises. A dispel magic cannot break the rapport, and there is no saving throw.

Witches gain the second aspect, rapid sharing, at 3rd level. This is a more sophisticated form of rapport between the caster and only one other witch. The time required to transfer information is 1/4 of that required for 1st-aspect rapport (1/16). In addition, strong sensory data, such as sounds and odors, can be conveyed as well. The other witch must be a willing participant. There is no saving throw allowed.

Witches gain the third aspect, called truth-reading, at 5th level. This allows the caster to determine if a single individual (who doesn't have to be a witch) is lying. This is identical to a detect lie spell. A normal saving throw applies.

The fourth aspect, mind scan, is gained on achieving the 7th level. It allows the witch to scan the mind of another person (who needs not to be a witch), letting the witch judge superficial intensions, motives, etc. (This is a slightly deeper scan than that allowed by ESP.) A successful save vs. spells negates the scan.

Witches gain the fifth aspect on reaching the 10th level. This is an even more sophisticated form of rapport between the caster and one other witch. The time required to transfer information is 1/10 of that required for the 1st-aspect rapport (1/40). In addition, fairly subtle sensory data, such as the exact appearance of a person, or a particular shade or hue, can be conveyed as well. (Seeing a place second-hand through this aspect of rapport makes it as familiar to the witch as if the place were "studied carefully.") The other witch must be a willing participant. There is no saving throw.

The sixth aspect is gained on achieving the 12th level. It allows a witch to suppress a listener's doubt of any statement the witch may make, and forces the listener to suspend disbelief; the effect is similar to that of undetectable lie. The listener makes a saving throw vs. spells with a -2 penalty. A successful save indicates that the listener suspects, but doesn't know that the witch is lying.

The seventh aspect, a more powerful form of truth-reading, is gained when the witch reaches the 14th level. This form of rapport has the same effect of detect lie, except that it extends to as many as four individuals. The standard saving throw applies, with the following modifiers: -3 on the save if only one individual is being "read", -2 for two individuals, -1 for three individuals, and no modifier for four individuals.

The eighth and most powerful aspect is gained when the witch reaches the 16th level. This aspect, mind probe, allows the witch to scan the subject thoughts to the depth allowed by the fifth aspects above (i.e., fairly subtle sensory data). The subject does not have to be willing, or a witch. A successful save vs. spells indicates that the subject has managed to block his or her mind to the witch.

Read Witch's Magic (Divination)

Sphere: High Secret Order

Range: 0"

Components: V, S, M

Duration: Permanent

Casting Time: 5 segments

Area of Effect: 1 item

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell will allow the witch to read Witch's magic, also known as magick. This is useful when reading scrolls inscribed by other witches. This spell works like the normal "Read Magic" but it will not read scrolls inscribed by mages or clerics.

Seduction I (Enchantment/Charm)

Sphere: Charm

Range: Special

Components: V, S, M

Duration: See below

Casting Time: 1 hour

Area of Effect: 1 person

Saving Throw: Special

Author:

Source: AD&D Sex Guide

The spellcaster may affect one individual of the opposite sexual orientation to become enamored with the spellcaster and willingly subject to all of his/her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to those who make a successful wisdom check. In order to cast the spell, the spellcaster must extract a personal item of the victim's, and then cast the spell onto the item in solitude. When the item is given back to the victim and recognized, the spell is complete. The victim is allowed a special save on a d20 based on intelligence. The roll is modified by adding the victim's wisdom and subtracting the spellcaster's apparent charisma (OPTIONAL: comeliness). For example the victim must save at -1 for every two points of Charisma of the caster above 12, rounded up (-1 at Charisma 13 or 14, -2 at 15 or 16, etc.).

The spell is effective until dispelled. While under the enchantment, the victim will take as gospel everything the spellcaster says, and will strive to protect and defend the spellcaster at all times. If the spell is broken by another magic or by the will of the enchanter, however, the victim will remember everything and know that magic was involved.

The spell is Permanent or until dispelled or saved against.

Silver Tongue (Enchantment/Charm)

Sphere: High Secret Order

Range: Speech

Components: V,

Duration: 1 hour / level

Casting Time: 1 segment

Area of Effect: Special
 Saving Throw: Negates
 Author:
 Source: AD&D Sex Guide

This spell enables the witch to lie so convincingly that anyone within earshot of normal speech will believe anything they say, unless of course their senses tell them otherwise. They will not, for example, believe the witch if told that a monster is attacking them, unless they can see it. If the wearer of a ring of truth is listening to the witch then the words of the lie are not heard, thus indirectly revealing the lie to the ring user

Wall of Darkness (Conjuration/Summoning)

Sphere: Creation
 Range: 60 yards
 Components: V, S, M
 Duration: 1 round/level
 Casting Time: 2
 Area of Effect: 10' x 10' sq./level
 Saving Throw: None
 Author: Legolas (The Blood Mage)
 Source:

This spell brings into being a wall of blackness that has a slight red glow which cannot be seen through, even with infravision or ultravision. It is dispelled instantly by a light or continual light (q.v.) spell. It has no physical existence, and does not hinder nor harm those passing through it. It does, however, block the passage of sound from one side to the other, assuming that the spell is not cast in such a way (such as in a field of grass) which would otherwise allow sound to move around the edges of the wall.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Witch Light (Alteration)

Sphere: High Secret Order
 Range: 10 sq ft/level.
 Components: V, S,
 Duration: 1 turn per level
 Casting Time: 1 seg.
 Area of Effect: Staff or wand touched.
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This is a High Secret Order spell available to all witches. Similar to wizard and priest spell Light, Witch's Light has a few minor differences. All that is required of the witch is a simple verbal command and to touch the surface she want to light, typically it will be the end of her staff or wand. The light acts like a glowing torch. Objects outside of the area of effect can not be seen. Anyone looking at the light from beyond the area of effect will only see a dim glowing orb similar to a Faerie Fire or a Willow Wisp. The light has no effect on light sensitive creatures or undead. The light is bright enough for the witch to read by. The witch can dim or change the color of the light as needed.

Wither (Necromantic)

Sphere: Necromantic
 Range: 3"
 Components: V, S, M
 Duration: Instantaneous
 Casting Time: 1
 Area of Effect: 10 Square feet/Level
 Saving Throw: See Below
 Author: Legolas (The Blood Mage)
 Source:

This spell kills all normal vegetation within an area of 10 square feet level of the caster. The shape of the effected area may be determined by the caster at casting time.

Tougher plants get a saving throw Vs the effects of the spell. Normal trees get a saving throw of 11, while larger or older trees have a saving

throw of 6. Special plants such as Treants suffer but 1D6 points of damage.

This spell is very offensive to all druids. Anyone casting this spell in a druid's presence will most certainly gain their wrath.

Material component is a drop of the witch's blood causing 1 hit point of damage.

Second-Level Spells

Acquire Witch's Familiar (Conjuration/Summoning)

Sphere: High Secret Order
 Range: 1 mile/level (special)
 Components: V, S, M
 Duration: Special
 Casting Time: 1 day
 Area of Effect: 1 familiar
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is similar to a wizard's find familiar spell save that there is no chance of not acquiring a familiar. Unlike wizards, a witch can have many familiars. The witch can have a number of hit-dice of familiars that is equal or less than her own level. The typical witch will usually limit her self to one or two familiars.

To call a familiar the witch needs to meditate and perform special rituals that cannot be interrupted. Typically these will occur only during special times of the year and if the spell is interrupted then the witch will have to wait till the next occurrence. Examples would be mid summer, a blue moon or an eclipse. The witch will need to burn fine incense (at least 100-600 gp value) and leave small tokens of food or gold to entice the familiar to come. After the preparation the witch actually casts the spell. The spell produces a trance in which the witch's mind and senses become attuned with those of the familiar. The mental and physical link is permanent, and the difficulty of achieving this determines the casting time of 24 hours.

Witches' familiars are quite powerful. The familiar adds its hit points to the witch's, but, if the familiar dies the witch only loses the hit points the familiar originally added not double the number. Familiars as tough as a witch's are difficult to locate; if her familiar dies a witch must wait from 3 to 18 years to find another. Familiars are usually given bizarre names by their mistresses, such as puns (MephistoFleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), alterations on the names of their deity (Heceight), and so on. The specific animal types used as familiars by witches are the same as used by wizards. However, a witch's familiar is capable of human speech, has high intelligence and considerable cleverness, and is AC 5 with 2HD. Such familiars may not appear noticeably different from others of their kind however. A witch's familiar adds +1 to its "to hit" and damage rolls. Possession of a familiar gifts the witch with the abilities given by a pearl of power (of a type randomly determined for each individual familiar), because the familiar's own mind can store spells and telepathically assist the witch. A telepathic link bonds both witch and familiar within a 12" radius. Special familiars may be acquired as per the wizard spell, and such always have the maximum number of hit points.

Witch familiars are found in Table 21.

Air Blast (Elemental, Air)

Sphere: High Secret Order
 Range: Centered around the witch
 Components: V, S, M
 Duration: 2 rounds
 Casting Time: 2 segments
 Area of Effect: 60 yards
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell creates a blast of air that will blow away lighter (less than 10 lbs.) objects and prevent most attacks.

Any missile weapon fired is at a -6 to hit and damage, and meele attacks are at a -3 to hit and damage.

Vision is limited to 30 yards or less depending on conditions.

The material component of this spell is a bit of dust that the witch blows off of her hand.

Animate Zombie (Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: Corpse touched
Saving Throw: None
Author: Jeff Vogel <jvogel@jarthur.claremont.edu>
Source:

This spell is identical to Animate Skeleton in most respects. Instead of creating a skeleton, it creates a zombie. The wizard may control a number of zombies made by this spell equal to half his level, round down. The material component is a salve that costs 100 gp and 48 hours of uninterrupted time.

Aura Reading (Greater Divination)

Sphere: High Secret Order
Range: 0"
Components: V, S, M
Duration: 1 round / level
Casting Time: 3 segments
Area of Effect: 1 yard diameter / level
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell is similar to the psychic power of Aura Sight. The witch can read the auras of a number of people within the area of her spell. The witch can either "see" the person's alignment, level of experience, or whether a person is lying, but not all three at the same time. The witch, unlike the psychic, must learn what the various auras mean. Because of this there is always a chance of failure. The witch must make an Intelligence check each time she uses the spell to make sure she understands what she sees. If she has the Occult Knowledge proficiency then she can add +1 bonus to her chances per slot taken. The witch only needs to stare at her subject in order to use this spell.

Unlike Aura Sight the level of the subject does not effect the spell's use. This spell requires a piece of quartz crystal which is consumed in the casting.

Beguile II (Enchantment/Charm)

Sphere: Charm
Range: 5 feet + 1 foot / level
Components: V, S,
Duration: 1 turn + 1 turn / level
Casting Time: 1
Area of Effect: One person (6 HD/levels or less)
Saving Throw: See below
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguile I save that one person of 6 HD/levels or less is effected.

Blackfire (Invocation/Evocation, Elemental)

Sphere: Creation
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 1-foot-radius sphere
Saving Throw: None
Author: Legolas (The Blood Mage)
Source:

When this spell is cast, a cold, black fire appears in the witch's hand, shedding violet colored light equivalent to torch-light. The caster can

hold the blackfire without taking damage or throw it at an opponent. Throwing it at an opponent requires a roll "to hit". If the sphere hits, the target ignites the creature's life force doing 1d6 hp damage the first round and 1d3 the following rounds until extinguished. The flames can be extinguished by padding them out, but water has no effect. The flames only consume living matter (creatures and plants) and have no effect on non-living material or undead. The end product of blackfire combustion is oxygen and a gray-blue ash. Material component is a drop of the witch's blood causing 2 hit points of damage.

Blood Fever (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: End of combat
Casting Time: 2
Area of Effect: 1 Person
Saving Throw: None
Author: Legolas (The Blood Mage)
Source:

Blood fever allows the target to go into a sort of berserking rage. Until the end of combat, the target will be +2 to hit and damage. The recipient will also be at +3 strength for the purposes of opening doors, bending bars, carrying things, ect. This will NOT effect hit and damage rolls however! Until the end of combat, the target will not retreat. this spell causes 1 point of damage to the target.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Blood Guise (Alteration, Necromantic)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 1 person
Saving Throw: None
Author: Legolas (The Blood Mage)
Source:

Blood guise painfully distorts the features of the target, so that they look to be a different person. For every 10% change (or fraction thereof) this spell causes 1 point of damage to the target. The changes last for 1 turn/level.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Blood Sphere (Alteration, Necromantic)

Sphere: Necromantic
Range: 1" / Level
Components: V, S, M
Duration:
Casting Time: 2 Segments
Area of Effect: 2" Diameter sphere
Saving Throw:
Author: Legolas (The Blood Mage)
Source:

This spell creates a small ball of crackly red light which expands outwards when it contacts a solid object, hits its target, reaches its maximum range or it reaches the point where the caster wishes it to expand. When it does expand, a large amount of electrical energy is given off, small lightning bolts arc from object to object inside the sphere and red light is given off in a 6" diameter sphere. All creatures within the area of effect must make a save Vs spells or take 1-3 points of damage per 2 levels of the caster (a successful save means damage is halved). If a particular creature was targeted for the spell then they take 1-4 damage per 2 levels of the caster and their saving throw is made at a -2.

If the area in which the shock-sphere expands is not circular then the sphere will expand to conform to the volume it can occupy. The shock-

sphere covers a volume of 4200 cubic feet. If a creature fails its saving throw Vs spell then all of her items must make a saving throw Vs lightning or be destroyed.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Body Warmth (Necromancy)

Sphere: Necromantic, Sun

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: Creature touched

Saving Throw: Special

Author:

Source: Nir Hener<s2909800@techst02.technion.ac.il>

A cold blooded or non-living creature (undead) receiving this spell is becoming warm, his heartbeat can be felt and all forms of detect life give positive answers.

If the creature is not intelligent, it is entitled to a saving throw versus spell. Otherwise, the spell can be cast on a willing recipient and is stopped at his wish. In any case, the spell will not last over a day. The spell has no effect on warm blooded creatures, nor does it inflict any damage whatsoever to the receiving creature. It might, at the DM's decision, disable the creature from doing things related to his cold blooded organism.

The material components are the priest's holy symbol and a light source. The light (preferably sunlight) is to be reflected upon the affected creature, while the priest lays his other hand upon its heart.

The reverse, body chill, has the reverse effect upon warm blooded creatures (no heartbeat can be found, detect life gives negative answer etc.).

Burning Wind (Alteration, Necromantic)

Sphere: Necromantic, Elemental

Range: 30' x 30' cone

Components: V, S, M

Duration: Instant

Casting Time: 2

Area of Effect: 30' cone

Saving Throw: 1/2

Author: Legolas (The Blood Mage)

Source:

Burning wind causes a cone of hot air to extend from the witch's hand. This will cause 1d4 points of damage for every level of the witch (beginning at second level) to all creatures within the cone. So a witch of 6th level will cause 6d4 points of damage.

Victims can save vs. spells for half that damage.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Dance Tantra (Enchantment/Charm)

Sphere: Charm

Range: 10 yards

Components: V, S,

Duration: Special

Casting Time: Variable

Area of Effect: One person

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell charms one person of the opposite sex selected by the caster. It is subtle, and its casting cannot be detected before it is completed. The caster dances a seductive dance and disrobes while doing so. For every round he/she dances, a -1 penalty is imposed on the save. A charmed victim will not attack the caster, or allow anyone else to do so. After the dance has stopped the victim will remain in a trance like state for a number of rounds equal to the witches charisma (OPTIONAL:

Comilleness). The victim is treated as if they were under the effects of a charm spell.

Device Empathy (Greater Divination)

Sphere: Divination

Range: Touch

Components: V, S,

Duration: 1 round/level

Casting Time: 1 round

Area of Effect: One Item

Saving Throw: None

Author:

Source: Mystics

When this spell is cast, the witch may handle one (non magical) device and understand its uses and powers. Note that the witch must be able to touch the device to receive the psychic impressions from it, and she must be able to study it for a minimum of one round after the spell is cast. Also, there is a 3% chance per level of the spell caster that she will be able to discover who used the device last. This power must be used within a number of days equal to the witches level after the witch first discovers the device.

Drain Blood (Alteration, Necromantic)

Sphere: Necromancy

Range: 70'

Components: V, S, M

Duration: Instant

Casting Time: 2 segments

Area of Effect: Touch

Saving Throw: None

Author: Legolas (The Blood Mage)

Source:

Drain blood causes the target to be drained of some of her blood. The target will be at -4 to all actions because of lightheadedness for the next 1d6 rounds. The witch must touch the victim with her hand.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Enhanced Taste (Alteration)

Sphere: Divination

Range: Touch

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3

Area of Effect: None

Saving Throw: None

Author:

Source: Complete Handbook of Witches and Warlocks

Enhanced taste greatly enhances the tasting capability of the recipient. The recipient of this spell will be able, by tasting a kind of food, to know what are its constituents. It is also possible to tell the quality of a wine, of drinking water, The spells also allows the recipient to detect poisons very efficiently. With only a single drop of poison, the recipient of the spell will be able to tell if it is poison. Unless specified otherwise, the quantity of poison necessary to be detected is not enough to cause damage to the imbiber. The material component of the spell is the witch's holy symbol.

Ghoul Touch (Necromancy)

Sphere: High Secret Order

Range: 0

Components: V, S,

Duration: 2 rounds + 1 round per level

Casting Time: 2

Area of Effect: The caster

Saving Throw: Negates

Author: Bret Mikeal O'Neal <bo@csd4.csd.uwm.edu>

Source:

Casting this spell changes the casters hands into ghastrly clawed terminals, much like a ghouls. The wizard may then attack with these decayed hands. The damage is 1d3 per claw + Strength bonus. A saving throw versus paralysis must be rolled by the creature hit. Those failing the saving throw are paralyzed for 1d4 rounds. Note that the caster can attack with both hands with appropriate penalties. Elves, slimes, undead, and automatons are immune to this spell. Spellcasters may cast other spells while this spell is going, but any other touch spell will negate the ghouls hands.

Glamour (Enchantment/Charm)

Sphere: High Secret Order
Range: 20 yards / level
Components: V, S, M
Duration: 2 rounds / level
Casting Time: 1 seg.
Area of Effect: Caster
Saving Throw: See Below
Author:
Source: The Complete Netbook of Witches and Warlocks

This minor charm can be used by most witches. The witch can alter her appearance to appear more powerful, beautiful, frightening or ugly as she chooses. When describing the witch others will believe that she was either more lovely, taller, fiercer, or whatever the witch desires.

The witch can alter her Charisma by 1 point divided by 3 + 1d4. The witch can decide which direction this change can take. A successful save by anyone viewing the witch will see her for she truly is.

If the witch raises her Charisma above 19 or below 4 then she can either charm or horrify any who views her. The effected person must make a save vs. magic or either act as if a Fascination or Fear spell, respectively, had been cast on them.

The material component for this spell is a pinch of fairy dust, to raise her charisma, or a bit goblin droppings to lower it.

Gwenhywfar's Glad Garden (Conjuration/Summoning)

Sphere: High Secret Order
Range: Touch
Components: V, S, M
Duration: 8 hours + 1 hour / level
Casting Time: 2
Area of Effect: 10' Square
Saving Throw: See below
Author:
Source: The Complete Netbook of Witches and Warlocks

Casting this spell calls into being a 10' square patch of garden flowers, daisies, petunias and the like, each of the flowers bearing little smiling faces, which turn to face the witch wherever she may go. They will sing for her on command, and their voices are quite good, but their true function is one of guarding. Should the witch need to take rest while traveling in a wooded area, the garden will keep watch over her. Should any humanoid or creature come within 50' of the witch, the garden will detect them. The approaching creature(s) must roll a saving throw versus spells, or the garden will be able to detect their alignment. Should good or neutral creatures be approaching, the garden will be begging singing happy songs. If evil creatures begin approaching, the garden chooses to sing a dirge. If the garden does not detect the approaching creatures alignment, it will sing a war march. At any rate, the singing will wake up the witch, if not the rest of her party. The material component of this spell is a handful of wildflower seeds. Should the garden be watered daily with Sweetwater, it will survive beyond its normal duration.

Holy Sleep (Enchantment/Charm)

Sphere: Combat
Range: 30 yards
Components: V, S, M
Duration: 5 rounds/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

Author:

Source: Complete Handbook of Witches and Warlocks

This spell is similar to as the 1st-level magic-user spell Sleep. The witch can effect a number of hit dice equal to her own level + 1d4. So a fifth level witch can effect 6-9 hit dice (5+1d4) of victims. The creatures with the lowest hit dice are effected first. Creatures with hit die greater than the witch's level are not effected at all.

The material component of the spell is the witch's athame and rose petals or sand.

Infected Wounds (Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 1 day per level
Casting Time: 5
Area of Effect: Creature touched
Saving Throw: Negates
Author:
Source: Robert A. Howard <ssa94isa06@rcnvm.rcn.mass.edu>

This spell will cause any wounds to become infected, be they scratches or large wounds. To hit their intended victims, priests must roll to hit, and if they miss, the spell is lost. The victim must make a saving throw versus death magic, and if he fails, his wounds will not heal naturally. Healing and herbalism will also fail to heal these wounds. The use of magical healing will heal the infection, at the cost of a cure light wounds - no damage will be healed, but infected wounds will be negated. The material component for this spell is a pinch of mud or dirt from a pig's mud hole.

Kiss Of Strength (Alteration)

Sphere: Necromantic
Range: Touch
Components: S,
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 1 person kissed
Saving Throw: None
Author:
Source: AD&D Sex Guide

As per the 2nd level wizard spell, save the witch must kiss the spell recipient.

The reverse of this spell, Kiss of Weakness, drains the victim of 2d4 points of Strength for 1 day. After receiving such a kiss, the victim will be completely helpless for 1d6 turns. The drained strength returns after the 24 hour period at a rate of 1 point per day. The kiss' effect is reduced if a successful remove curse is cast and the rate of strength return increases to 1 point per hour.

Minor Hex (Alteration)

Sphere: High Secret Order
Range: 20'
Components: V, S, M
Duration: 1 round per level
Casting Time: 3 segments
Area of Effect: 1 person
Saving Throw: Neg.
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell causes one person to experience a mild witch curse known as a Hex. The hex in this case is to cause the person viewed by the witch bad luck. During the duration of the spell the person will be a -1 for all of their rolls to hit and damage. Plus they will suffer a penalty of one to all saving throws and proficiency checks. The victim can save versus spells to negate this effect.

If the witch is viewing the person through a crystal ball or other scrying device then they gain a +1 to their save.

The material component is four leaf clover that witch pulls apart or the small end of a wishbone.

Minor Quest (Enchantment/Charm)

Sphere: Charm

Range: 2"

Components: V, S, M

Duration: 6 hours

Casting Time: 1 segment

Area of Effect: 5" diameter sphere

Saving Throw: Neg.

Author: The Witch

Source: The Complete Netbook of Witches and Warlocks

The spell effects up to 12 levels of characters or up to 6 HD of monsters, with lowest levels effected first.

The witch must be able to verbally communicate with the victims for the spell to work. After casting the spell the witch sends the victims away on some small errand for themselves, such as going to town for supplies or to the river for water. If the intended victim or victims fail a saving throw, they are compelled to attempt the errand, provided that it poses no direct threat to their well-being or safety. There is a 20% chance, plus 1% per level of the witch, that the quested being or beings forget about the witch after the spell is worn off or after the quest is complete, which ever comes first.

A successful save negates the spell for that victim alone.

The material components for this spell are a small piece of string that the witch twists around her finger. The string is consumed after casting.

Pain Armor (Alteration, Necromantic)

Sphere: Necromancy

Range: 0"

Components: V, S, M

Duration: 1 Round/Level

Casting Time: 2 segments

Area of Effect: Caster

Saving Throw: See Below

Author: Legolas (The Blood Mage)

Source:

While this spell is in effect any creature who touches the caster with exposed flesh (to cast a spell, for example) will suffer the following:

On a Saving Throw Vs. Spells.

Failure - The target is forced to it's knees in pain, -5 to all actions for 1d4 rounds. 1d6 damage.

Success - -2 actions for 1d4 rounds

The spell will not protect the caster from damage, nor does it have any effect on an opponent wielding a weapon, but it will effect undead. In any hand attacks, the caster adds one point of damage to the total.

Material component is a drop of the witch's blood causing 2 hit points of damage.

Protection Vs. Elementals (Abjuration)

Sphere: Elemental (All)

Range: Touch

Components: V, S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: Creature Touched

Saving Throw: None

Author:

Source: Complete Handbook of Witches and Warlocks

This spell grants the affected creature protection versus elementals. True elementals will not be able to attack the recipient of the spell as in the case of a protection versus evil spell. However, the spell is broken if the affected creature attacks the elemental. The spell can only be used for one elemental type at a time. The material component of the spell depends on the type of elemental the caster wants the affected creature to be protected from, it is a small piece of the concerned element, be it a small rock, a bit of water.

Restful Sleep (Alteration)

The Complete Netbook of Witches and Warlocks

Sphere: Necromantic

Range: Touch

Components: V, S, M

Duration: 1 night

Casting Time: 1 round

Area of Effect: Creature Touched

Saving Throw: None

Author:

Source: Cesar's Netbook

When this spell is cast on a creature, the affected subject will only need to sleep 3/4 of the normal regular time that they usually have to sleep. A regular night, under the effect of a Cesar's Restful Sleep spell will last for 6 hours. This affects spellcasters as well. A spellcaster that normally have to sleep for 10 hours to be able to regain his spells will now only have to sleep 7.5 hours. The material component of this spell is a small feather.

Rite of Create Fetish (Enchantment/Charm)

Sphere: High Secret Order

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 5 rounds

Area of Effect: 1 object

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell allows the witch to turn a small object into a fetish, or spell focus. The witch must know ahead of time what she be will using the fetish for. If the spell focus is for a person she can improve the spell's chance by using an item from the person.

The base chance is of success is 60% any time the fetish is used. Once the fetish fails then it is no longer attuned to the focus and begins to fail an extra 10% each time it is used. Once the fetish reaches 0% of success then it is unusable and a new one must be made.

The witch can improve her chances with the fetish by the materials she uses. Bonuses to the fetish are list below.

+1% per level of witch.

0% simple fetish

+1% if made to look like the focus

+5% made of the same material as focus. For example if the focus is a person then a bit of his or her hair, clothes or blood. Or if a building then some it's materials.

+2% item is something owned by the focus.

+4% item is considered very close to the focus.

These bonuses are cumulative.

Spells cast at or on the fetish react the same as if they were cast on the focus itself. The focus can save as normal for the spell.

Summon Undead (Conjuration, Necromancy)

Sphere: Necromantic

Range: Special

Components: V, S, M

Duration: 1d8 turns + 1 turn per level

Casting Time: 1 turn

Area of Effect: 100-foot per level

Saving Throw: None

Author: S.C. Lawley

Source: Orcus Priesthood

The nearest 2d6 undead of Hit Dice equal to or less than the level of the caster and within 100 foot per level of the priest, must travel to the caller at normal pace. The summoned undead will not be hostile, nor are they under the control of the summoner. They may act as they wish. Once they have arrived at the summoner, the undead may turn around and go back where they came from, attack anyone in their way, talk to the summoner, or perform any other action that seems reasonable to them. Unthinking undead (such as zombies and skeletons) with a purpose immediately return to their station. Wandering, unthinking undead stay and wait for orders (for which the caster needs to use some form of undead control

such as a potion, spell, or granted power) unless there are obvious foes besides the summoner to attack.

The summoner must have bone dust that is scattered to the wind during the spell casting.

Transfer Charm (Enchantment/Charm)

Sphere: Charm
Range: 120 yards
Components: V, S,
Duration: Special
Casting Time: 1
Area of Effect: 1 person
Saving Throw: Negates
Author:
Source: AD&D Sex Guide

This spell transfers control of a charmed individual to another person, i.e. if the witch encounters someone who has been charmed by another magic-user, they can use this spell to transfer control over that person from the original caster to either themselves or even someone else. The duration remains as per the original charm spell used.

Wound Closure (Alteration, Necromantic)

Sphere: Necromancy
Range: 0"
Components: V, S, M
Duration: Permanent
Casting Time: 5 Segments
Area of Effect: Creature Touched
Saving Throw: None
Author: Legolas (The Blood Mage)
Source:

This spell closes the wounds of the recipient to prevent bleeding and infection, incidentally curing 1-4 hit points of damage, which the caster receives. All of the victim's wounds will be closed by a single casting, but further applications are possible to increase the healing effect. The spell can be used to on corpses to disguise the cause of death, but it does not work on non-corporeal or extra-planar entities

Zombie Dust (Necromancy)

Sphere: Necromantic
Range: 10 yards
Components: V, S, M
Duration: 2 rounds + 1 round per level
Casting Time: 1
Area of Effect: 20-foot cube
Saving Throw: Negates
Author: Al Singleton (Isaac Winthrop) <eaay@catcc.bitnet>
Source:

Blowing dust into the 20-foot cubic area causes all creatures in area to save versus spell or automatically lose initiative rolls for the duration of the spell. If individual initiative is used treat this as a +20 on initiative. The material component is zombie dust: the dust of zombies that have turned dead once again. The ability to breath has no effect on this spell: it operates by magic, not by inhalation.

Third-Level Spells

Astral Sense (Abjuration)

Sphere: High Secret Order
Range: 0"
Components: V, S, M
Duration: 1 round per level
Casting Time: 1 round
Area of Effect: Person touched
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

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

The material component for this spell is a bit of special blue power that the witch uses to draw an eye on her forehead.

Aura Manipulation (Alteration)

Sphere: High Secret Order
Range: Touch
Components: V, S, M
Duration: See Below
Casting Time: 1 turn
Area of Effect: one person
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

The witch can alter the aura of herself or another. The witch can disguise a person's alignment, level or whether or not the person is telling the truth or a lie. This spell will fool and magical detection, such as the witch's own Aura Reading. This spell will also fool any psionist whose level is less than the witch. A psionist whose level is equal or greater than the witch will need to make a psionic power check to determine the true nature of the aura. Failure means the psionist sees only what the witch wants him to see, a Power score roll will not reveal the spell, but the witch who cast it.

This spell also requires a piece of quartz crystal.

Beguile III (Enchantment/Charm)

Sphere: Charm
Range: 5 feet + 1 foot / level
Components: V, S,
Duration: 1 turn + 1 turn / level
Casting Time: 1
Area of Effect: One person (8 HD/levels or less)
Saving Throw: See below
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguile I save that one person of 8 HD/levels or less is effected.

Charm Man II (Enchantment/Charm)

Sphere: High Secret Order
Range: 16 feet
Components: V, S,
Duration: 1d6+4 turns
Casting Time: 1
Area of Effect: 1d6 men per level of 4 HD or 1
Saving Throw: Special
Author: John Daniel <c548285@umcvmb.missouri.edu>
Source:

Except as noted, this spell is the same as the 1st-level spell charm man I. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of charm man I (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Charm Undead (Enchantment/Charm, Necromancy)

Sphere: Charm
Range: 30 yards
Components: V, S,
Duration: Special
Casting Time: 3
Area of Effect: One or more creatures in a 20-
Saving Throw: Special
Author:

Source:

This spell works just like the Player's Handbook's spell charm monster, except as noted above and that it only works on undead.
This spell will only work on undead with an intelligence of 9 or greater.

Elemental Armor (Elemental, All)

Sphere: High Secret Order

Range: 0

Components: V, S, M

Duration: 1 round per level

Casting Time: 2 segments

Area of Effect: person touched

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell creates a suit of magical body armor surrounding the witch or whomever she touches. The armor is made out of elemental matter. Tempestarii witches choose their own element, other witches may use any element. The armor circles the witch and provides an AC of 2, plus any bonuses the witch may already have. The armor is flexible to the witch and she can act as if she is not wearing armor at all. To attackers the armor is as hard as plate mail.

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

The components for this spell are a consecrated pentacle and a some of the element needed. The element is consumed in the casting.

Enhanced Hearing (Alteration)

Sphere: Divination

Range: Touch

Components: V, S, M

Duration: 1 round / level

Casting Time: 3

Area of Effect: Creature Touched

Saving Throw: None

Author:

Source: Cesar's Netbook

The recipient of that spell gains an incredibly acute hearing. Cesar's Enhanced Hearing gives the recipient a 90% of hearing noises. His acute hearing also allows him to be surprised only on a 1 on a 10-sided die, unless the opponents are magically silenced, in which case, the surprise chance is normal. This spell makes the recipient's ears go red, this being a mystery that even Cesar himself could not figure out. The ways of the gods are bizarre sometimes. The material component of the spell is the priest's holy symbol.

Enhanced Sight (Alteration)

Sphere: Divination

Range: Touch

Components: V, S, M

Duration: 1 round / level

Casting Time: 3

Area of Effect: Creature Touched

Saving Throw: None

Author:

Source: Cesar's Netbook

The recipient of this spell will benefit from an incredibly accurate sight for the duration of the spell. The visual acuity is 50 times better, from both short and long range objects. Thus, the recipient of the spell will be able to recognize people from 50 times the normal distance and will be able to detect things 50 times smaller, like the flaws in an apparently perfect jewel. The material component of the spell is a pair of glasses, the glasses are not consumed by the spell.

Flames of the Heart (Necromantic)

Sphere: Necromancy

Range: See below

Components: V, S, M

Duration: 3 rounds + 1 round/level

Casting Time: 3

Area of Effect: Special

Saving Throw: None

Author: Legolas (The Blood Mage)

Source:

This spell sheathes the caster in hot yellow flames and blurs the witch's features somewhat, causing them to assume a smooth and somewhat indistinct shape, also turning a dark red color. The flames will appear to be present even coming out of the witch's eyes and mouth. These flames give the caster no special protection, but they do shed dim light in a 10' radius. Further more, any creature striking the caster with a claw, bite, or similar attack or a hand-held weapon less than 5 feet long will suffer damage as though contacting a Wall of Fire spell (q.v.)--2d6 damage + 1 point per level of the caster. Undead suffer double damage, and creatures especially susceptible to flame may also take additional damage. The caster may attempt a melee attack to burn others with this fire, a successful blow causing 1d6 damage + 1 point per two levels of the caster. Creatures passing within a 5' radius of the caster suffer 1d4 heat damage. By standing still and concentrating, the caster may extend this heat radiation, inflicting 2d4 within a 5' radius and 1d4 within a 10' radius, but this falls back to the usual level if the caster stops concentrating or resumes moving. The caster can attempt to destroy inanimate objects by touching them, requiring a save vs. normal fire to avoid destruction. This may be attempted once per round, at a -1 cumulative penalty for each consecutive round of handling. Items on the witch's person at the time of the casting of this spell are unaffected by the flame. The caster may end this spell prematurely if desired. The material component for this spell is a flask of oil, poured over the witch's head during the casting of the spell, and an open flame of any size. Material component is a drop of the witch's blood causing 3 hit points of damage.

Hypnosis (Enchantment/Charm)

Sphere: Charm

Range: Sight (reciprocal)

Components: V, S, M

Duration: 24 hours

Casting Time: 1

Area of Effect: One creature

Saving Throw: Negates

Author:

Source: The Complete Netbook of Witches and Warlocks

The victim of this spell must save versus magic or be hypnotized by the witch, thus obey all commands of the witch, except those that are self-destructive or radically against her alignment. While under the "unclosed" spell, it will be somewhat apparent that the victim is under a charm (Intelligence and Wisdom checks apply), however, the spell may be "closed" by the witch until the duration expires. To do this, the witch may give the victim a set of instructions to obey under a specific set of circumstances. Until those circumstances arise, the victim will act normal not realizing that she is under the spell. After the spell has elapsed, the victim will have no recollection of any events while under hypnosis unless the witch has instructed her to remember. In this way, the victim's long-term memory for the hypnosis period can also be programmed. To effect the hypnosis, the witch must use a small shiny object to catch the victim's attention. This object is not consumed in the casting.

Invisible Weapon (Illusion/Phantasm)

Sphere: Combat

Range: 10 yards

Components: V, S, M

Duration: 1 round / level

Casting Time: 3

Area of Effect: 1 weapon

Saving Throw: None

Author:

Source: Cesar's Netbook

By casting that spell, the priest makes one weapon invisible to everyone except the wielder. An opponent can be hit more easily with an invisible weapon, since it does not see it. The effect in game terms is that the opponent gets a +2 penalty to his armor class for the duration of the spell. The AC penalty only applies for being struck by an invisible weapon. True seeing, detect invisible, and all other invisible detection spells will allow the victim to see the weapon, thus negating the spell's effect. The weapon remains invisible for the duration of the spell, whether it hits the target or not. The material components for the spell are an eyelash and a bit of gum arabic.

Kiss Of Slavery (Enchantment/Charm)

Sphere: Charm
Range: Touch
Components: S,
Duration: Special
Casting Time: 1
Area of Effect: 1 person kissed
Saving Throw: None
Author:
Source: AD&D Sex Guide

This spell is almost the same as the 1st level wizard spell charm person, except that the victim will obey any of the caster's orders unquestionably and will not stop until the task has been completed. This can work against the caster as even an order given in jest must be fulfilled. A given order cannot be countermanded. The charm is not broken even if the witch attacks or harms the victim. The charm can be removed if a successful dispel charm or remove curse is cast.

Lesser Strengthening Rite (Invocation/Evocation)

Sphere: High Secret Order
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 2 segments
Area of Effect: 1 person
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell allows the witch to raise her own or some else's Strength, Constitution and hit points. Strength and Constitution scores will go up 1 point each. Hit points are raised 1 point per level of the witch. This magic will raise these scores to past their otherwise normal limits. This extra hardiness will last a number of rounds equal to the witch's level. The gained points will be lost after the last round. If this lowers the recipient's hit points below 0, then they remain at 1 hit point and are left unconscious for a number of rounds equal to the remaining hit points. For example, Cassandra casts the Lesser Strengthening Rite on herself when confronting a band of goblins. She is 7th level with 21 hit points remaining. Her hit points move up to 28 and her STR and CON scores go up by one each. She battles the goblins and takes a total of 25 hit points. At the end of the seventh round she is at 3 hit points when she loses her gained 7. She is left at 1 hit point and unconscious for 4 rounds. The material component for this spell is a few leaves from the Spring Adonis plant.

Lethe (Enchantment/Charm)

Sphere: High Secret Order
Range: 25'
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 20' sphere
Saving Throw: Normal
Author:
Source: The Complete Netbook of Witches and Warlocks

Lethe, named after the river in the underworld, is a magical version of the wizard spell Forget. There are some differences. The spell effects

all within a 20' radius of the witch. She can decide who is and is not effected. The number of hours of memory removed is equal to a number of hours of experience that the witch has. The victims will only remember having a feeling of "lost-time" and not recall anything in the time period in question.

The memories can be returned if a Heal or Remove Curse spell is cast on the victim. The flood of lost memories will cause the victim to go unconscious for a number of turns equal to the hours lost.

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

Love (Enchantment/Charm)

Sphere: Charm
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: Negates
Author:
Source: AD&D Sex Guide

This spell requires some intimate item belonging to the intended victim for it to work, such as a lock of hair, nail clippings, locket or the like. The spell is chanted over the item and it will cause the character to whom it belongs to fall in love. The witch can choose whether this person is the next appropriate person the victim sees, or a compatible but specific person of the witches' choice, or even the witch herself if they are attractive to the target. The duration is as per the 1st level wizard spell charm person. The effect of this spell cannot be removed only broken as per the conditions on the charm person spell.

Lust (Enchantment/Charm)

Sphere: Charm
Range: 50 yards
Components: V, S,
Duration: 1d3 rounds + 1 round per level
Casting Time: 3
Area of Effect: 20-foot radius
Saving Throw: Negates
Author: Lord Skigg <camp1te@wkuvx1.bitnet>
Source: The Great Net Prayer Book

This spell will cause a male to kiss and hug the nearest person and not let go. The target will follow his victim until the duration of the spell. The seductress must be careful not to cast this spell near herself. The reverse of this spell, hate, will cause the target to attack the closest person (this may even be the caster) in the area for no reason.

If he kills this target, he will attack more victims until the spell has expired.

Rage (necromantic)

Sphere: Necromancy
Range: Touch
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 1 round
Area of Effect: 1 humanoid/level
Saving Throw: None
Author: Legolas (The Blood Mage)
Source:

Through this spell the witch can incite the powers of a full-fledged berserker in 1 fighter or witch per level. To be affected, the witch must be a witch or cleric of Tempus; fighters, however, can be affected regardless of religion but they must be willing. The witch can select herself as one of the targets. Any wights affected cannot cast spells while the rage lasts. The benefits are equal to being a berserker (see fighters handbook):

1: Spell effects: The targets are immune (no saving throw is necessary) to the wizard spells charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas, and the clerical spells command, charm person or mammal, enthrall, cloak of bravery and symbol. They also get a +4 to save against the wizard spells blindness, Tasha's uncontrollable

hicious laughter, hold person, charm monster, and confusion, and the clerical spells hold person and hold animal. Also the emotion spell has no effect on the targets, unless the caster chose the fear result. If fear was chosen, the targets get normal saving throws; if they make it, they continue on as before, but if they fail, they are prematurely snapped out of the rage, but no other fear effects take place. The fear spell has exactly the same effect. If a target fails a saving throw against charm monster, she simply counts the caster as one of her allies; she doesn't come out of the berserk or obey the witch's commands. The rage offers no real protection from finger of death, except that the spell effects do not take place until the spell ends. If the target saves, she doesn't suffer the 2d8+1 damage until immediately after the spell ends.

2: Combat benefits: While berserk, the character gets +2 to attack, +4 to damage, +2 to all saves and +5 hp. The targets, while under the effect of the spell, is immune to KO results from the punching and wrestling rules, and takes only half damage from bare-handed attacks from these rules.

Unlike the true berserker, the targets do not suffer any after-effects of coming out of the rage with the exception of losing the 5 bonus hit points. Also, unlike the true berserker, the targets remain semi-rational and can (within reason) choose their targets, and will not attack friends. They do, however, suffer the following hindrances:

1: While under the effect of the spell, a witch or fighter/priest cannot cast spells.

2: The targets are temporarily rendered immune to the following clerical spells: cure wounds, bless, and regenerate. If a taunt spell is used on a target she gets a saving throw at -3 to avoid its effects.

Material component is a drop of the witch's blood causing 3 hit points of damage.

Resist Charm (Enchantment/Charm)

Sphere: Charm

Range: 0

Components: V, S,

Duration: 3 rounds/level

Casting Time: 4

Area of Effect: The caster

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell surrounds the witch with a protective aura which makes them immune to any kind of charm or hold spell including charm person, hold person, geas, quest, suggestion and also bardic charm.

Rite of Remote Seeing (Alteration)

Sphere: High Secret Order

Range: Touch

Components: V, S, M

Duration: 3 rounds / level

Casting Time: 1 round

Area of Effect: Familiar

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

This spell may only used on the witch's familiar. The witch and the familiar sit inside a magic circle while the witch casts the the spell. The witch then touches the familiar. The witch can now see through her familiar's eyes. The scene is how the familiar will see it so there is a 35% chance -1% per level that the witch will misunderstand what she sees.

Plus the witch cannot hear what the familiar hears. The connect is limited to the maximum distance that the familiar can travel. Plus the witch does not control the familiar, she can only suggest where it goes. The familiar will never enter an area it considers to dangerous.

The witch's Goddess considers this spell a very special gift and will quickly revoke it for minor infractions the witch might commit against the familiar. If the familiar dies during the spell the witch will be unable to secure another one for a number of years equal to her own level.

The material componet for this spell is a piece of rose colored glass, which is used in the spells casting.

Seduction II (Enchantment/Charm)

Sphere: Charm

Range: 1 yard

Components: V, S,

Duration: 1 turn

Casting Time: 1

Area of Effect: One person of 4 HD or less

Saving Throw: Special

Author: John Daniel <c548285@umcvmc.missouri.edu>

Source:

Except for other wise noted, this is the same as the 1st level witch spell "Seduction".

Spirit of Avalon (Conjuration/Summoning)

Sphere: High Secret Order

Range: Touch

Components: V, S, M

Duration: 10 turns / level

Casting Time: 1 turn

Area of Effect: Special

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

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 3 and 6HD, doing 1-12 damage with a ghostly sword. The spirit will not enter the battle at large, only defending its master, and will dissipate should its master be slain. The material component of this spell is a piece of a standing stone.

Witch Writing (Illusion/Phantasm)

Sphere: High Secret Order

Range: 0

Components: V, S, M

Duration: 1 day/level

Casting Time: 6

Area of Effect: One page of text

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

Witch Writing is similar to the wizard spell Illusionary Script, however the writing done by a Witch Writer will appear to be in the reader's common language, the message is completely different however. In order to read the writing one needs to speak the word of release or meet the conditions in which reveal the message. Typically the witch will choose a specific event like the first moon-rise of the new year or the blood of an innocent man must be spilled on it. As with Illusionary Script, the Witch Writing can be subjected to a dispell magic to break the spell. The script saves vs. magic as the witch how wrote it. The witch can always read her own witch writing.

At the duration of the spell the script, both illusionary and actual, become illegible if the release word has not been spoken.

Unlike the Illusionary script spell, Witch Writing is cast on materials used. The witch can write up to a number pages equal to her own level. The spell cannot be used to protect scrolls or other magical writing, it is generally used to send messages from one witch to another.

The witch writes her message, but thinks of another which is what appears when anyone else reads the enspelled message.

The material components for this spell are a special dual tipped writing pen (or quill), which is not consumed and a special ink of lemon juice and silver dust, about 30gp per page.

NOTE: A witch is not likely to enspell her own Book of Shadows with this writing. The durations is not long enough for real security and the potential damage is to too great.

Fourth-Level Spells

Beguide IV (Enchantment/Charm)

Sphere: Charm
 Range: 5 feet + 1foot / level
 Components: V, S,
 Duration: 1 turn + 1 turn / level
 Casting Time: 1
 Area of Effect: One person (10 HD/levels or less)
 Saving Throw: See below
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguile I save that one person of 10 HD/levels or less is effected.

Boudoir (Alteration/Illusion)

Sphere: Creation
 Range: 0
 Components: V, S,
 Duration: 4 hours + 1 hour/level
 Casting Time: 3
 Area of Effect: 15 foot diamter sphere
 Saving Throw: None
 Author:
 Source: AD&D Sex Guide

As per the 3rd level wizard spell Leomund's Tiny Hut. However, this spell enhances upon the witch spell as follows:

The exterior and interior of the hut appear as an extravagant pavilion with the finest silken drapes, cushions, etc.

A table of refreshments with fine wines, fruits and sweetmeats is created. These are real and satisfy any thirst or hunger.

Whilst within the boudoir, the witch's Charisma score is increased by 1 and additional spells may be gained as appropriate. Should they leave, their Charisma returns to normal and any additional spells gained due to increased Charisma are lost.

Broom (Enchantment)

Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: 1d6 hours + 1 hour per level
 Casting Time: 1 turn
 Area of Effect: Broom touched
 Saving Throw: None
 Author: Geoffrey Edward Fagan <gefagan@uokmax.ecn.uoknor.edu>
 Source:

A witch uses this spell to enchant her broom with the power of flight. The broom flies with a movement rate of 30, minus 1 per 14 pounds above 182 pounds which it is carrying, and it can climb and turn at an angle of 30 in response to the verbal command of its mistress. While the enchantment lasts, the witch can summon the broom from up to 300 yards away. The material components are a broom, which is not used up by the casting, and a feather, which is. The long casting time is necessary to set the command words, but if the spell is recast on an already enchanted broom, it has a casting time of 3.

Card Reading (Greater Divination)

Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: 1 turn
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author:

Source: The Complete Netbook of Witches and Warlocks

By means of this spell the witch can foretell the future of one person, object or place with a deck of cards. These cards may be normal cards or Tarot cards. Normally tarot cards are used. Only important events can be foretold (DM's option).

The base probability is 50% plus 1% per level of the witch. Witches with the Tarot Reading proficiency can 10% per slot to this score.

For every year into the future the witch must minus 10% per year (or 1% per month).

The material component for this spell is a deck of cards which are not consumed.

Cleanse (Invocation/Evocation)

Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 10 ft per level
 Saving Throw: See below
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell works like the Holy Word spell, but it can only force out evil spirits, undead, of creatures from the outer planes from the area of effect. It can not harm or destroy any of these spirits, but they will leave the area. Undead are treated as if they were turned. This spell will also remove a spirit from an object or person. In this case the possessing spirit gains a saving throw. If it fails it leaves the body or object and flees the area.

The material component for this spell is the witches athame and fine insence.

Cloak of Shifting Shadows (Alteration, Illusion)

Sphere: Necromantic, Protection
 Range: 0
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Person touched
 Saving Throw: None
 Author: Robert A. Howard <ssa94isa06@rcnvms.rcn.mass.edu>
 Source: The Great Net Prayer Book

Shifting shadows is a spell that mimics the abilities of a displacer beast or a cloak of displacement, using shadows to hinder weapons and spells. First attacks, including magic missiles, against someone cloaked will miss, although multiple missiles will hit (the first one always misses). After the first strike, the cloak gives a -3 to-hit and damage against the shielded person. Spells are saved against at +3. The cloaked person cannot be clearly seen (except with true seeing), nor can her features be made out. The spell does not cloak voices, so if the cloaked person speaks, you might be able to tell who it is.

The material component of this spell is a cloak and a bit of smoke colored glass. The cloak may be reused, the glass is consumed in the casting.

Cure Unrequited Love (Enchantment/Charm)

Sphere: Charm
 Range: 120 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 person
 Saving Throw: Negates
 Author:
 Source: AD&D Sex Guide

This spell is a combination of the charm person and love spells and can make a person who does not find the witch attractive fall in love with them regardless of sex or sexual orientation. The duration is as per the

charm person spell. The effect of this spell cannot be removed, only broken as per the conditions on the charm person spell. Note that any victim of this spell then becomes susceptible to other witch spells based on attraction.

Cure with Fire (Necromancy)

Sphere: Healing, Elemental (Fire)

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 7

Area of Effect: Creature touched

Saving Throw: None

Author: Dennis Kefallinos <denison@theseas.ntua.gr>

Source: The Great Net Prayer Book

By laying his hand upon a creature, the priest heals 3d8 points of wound or other injury damage to the creature's body. This healing cannot affect non-corporeal, non-living or extraplanar creatures. Because of the heat the spell causes inside its body, the creature for this day needs 1.5 times the normal amount of water (or the following day, if the spell is cast at night). Also, very flammable objects (lamp oil, for example) worn or just carried may catch fire.

The reverse of the spell, harm with fire, operates similarly but causes damage. The material component is the caster's holy symbol.

Effect Temperature (Alteration)

Sphere: High Secret Order

Range: 0"

Components: V, S, M

Duration: 1 hour per level

Casting Time: 1 round

Area of Effect: 10 square yards per level

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

The witch can alter the temperature in a area by a drastic amount. Typically she can change the temperature 30 degrees in either direction. She can add an extra degree for every level of experience she has. Anyone in the area of effect will suffer the effects of the changing weather. The witch can also use this spell to alter conditions to be more favorable. Generally the witch's goddess will not allow her the power to effect the natural order of the world with this spell, that is effect harvests or planting.

The material component for this spell is a small gem reduced to powder.

Eye of Set (Necromancy)

Sphere: Necromantic

Range: 20 yards per level

Components: V, S, M

Duration: Special

Casting Time: 5

Area of Effect: One creature

Saving Throw: Negates

Author: Thomas Huijer <v912451@morrien.si.hhs.nl>

Source: The Great Net Prayer Book

The target of this spell comes under the eye of Set and will become sick and slowly waste away. The target loses 1 point of Strength and Constitution per day and 1 HP per day. This cannot be healed. It stops when a remove curse is cast, which has 10% chance of curing per level of the caster while a heal always cures. After the remove curse or heal, lost hit points can be healed normally and lost Strength and Constitution points recover at a rate of one per day.

The material component for this spell is an eye of a creature killed no longer than one hour before the spell is cast.

Fearlessness (Abjuration)

Sphere: War

Range: 0"

Components: V, S, M

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Duration: 2 turns per level

Casting Time: 1 turn

Area of Effect: All followers in a 60-yard rad

Saving Throw: None

Author: Paul D. Walker <pdwalker@hk.super.net>

Source: The Great Net Prayer Book

When this spell is cast, it fills the followers of the priest's god with bravery. For the duration of the spell, all of the followers will be immune to any form of fear. There is one material component required.

The spell requires the ritual slaying of a brave animal, such as a lion

The priest then drinks the blood of the animal and then blesses the followers, thus transferring the trait of bravery to them. That material component causes some druids to be upset, so there might sometimes be some frictions between the religions that use this spell and the local sect of druids.

Grandmother's Shall (Illusion/Phantasm)

Sphere: High Secret Order

Range: 0"

Components: V, S, M

Duration: 1 round per level

Casting Time: 1 hour

Area of Effect: 1 shall

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

A favored spell among crones, this spell will enchant a normal shall to provide a disguise for the witch. While wearing the shall the witch will not appear to be a witch or crone, but a non-descript grandmother. The witch's features does not change, but how people treat her does.

A witch so disguised has an extra 50% chance to avoid being detected, or caught up by an angry mob.

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

Hate (Enchantment/Charm)

Sphere: Charm

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 1 turn

Area of Effect: 1 person

Saving Throw: Negates

Author:

Source: AD&D Sex Guide

This spell is the reverse of the love spell. The victim will want to either attack the object of their hatred or plot to kill him/her, and if successful they will then revert to normal. The duration is as per the charm person spell. Unlike the love spell the effect can be removed if a successful dispel charm or remove curse is cast.

Kiss Of Paralysis (Enchantment/Charm)

Sphere: Necromantic

Range: Touch

Components: S,

Duration: 1 day/level

Casting Time: 3

Area of Effect: 1 person kissed

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell paralyses the victim for a number of days equal to the caster's level. A victim will be subject to the normal rules for thirst and starvation if not rescued from this situation. The charm can be removed if a successful dispel charm or remove curse is cast.

Love Sickness (Enchantment/Charm)

Sphere: Charm

Range: 120 yards
 Components: V, S,
 Duration: Special
 Casting Time: 4
 Area of Effect: 1 person
 Saving Throw: Negates
 Author:
 Source: AD&D Sex Guide

This spell affects a single victim, who must find the witch desirable. It makes it's victim become so much in love with the witch that if they lose sight of the witch they fall into a terrible depression, refusing to eat, turning to drink and becoming a general wreck. Any attack rolls and saving throws are made at a penalty of -7. As a result the victim will die of starvation in a number of days equal to their Constitution plus 4, and there is a 5% chance of them committing suicide each day. Further, if the witch tells them to go away, they are compelled to do so. This unpleasant condition will wear off as a charm person effect, but otherwise must be removed by a successful dispel charm or remove curse spell.

Middle Banishing Rite (Abjuration)

Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

The Middle Banishing Rite is very similar to the priest spell "Remove Curse" and the wizard spell "Dispel Magic". The Middle Banishing Rite will disjoin most witch magic. Any spell that is effected by remove curse, such as False Memory or dispel magic, such as Spiritual Dagger, is effected by this spell. Plus it can remove up to 6 (1d6) charges from any witch enchanted item.

Note is spell can not effect all wizard magic. The material component for this spell is a small stick that is broken when the spell is cast.

Resist Charm 10' Radius (Enchantment/Charm)

Sphere: Protection, Charm
 Range: 0"
 Components: V, S,
 Duration: 3 rounds/level
 Casting Time: 4
 Area of Effect: 10 foot radius sphere centered
 Saving Throw: None
 Author:
 Source: AD&D Sex Guide

This spell surrounds the witch with a protective aura, extending to 10 foot in all directions, which makes them and any other within the area of effect immune to any kind of charm or hold spell including charm person, hold person, geas, quest, suggestion and also bardic charm.

Rite of Undead Disruption (Necromancy)

Sphere: Necromantic
 Range: caster
 Components: V, S, M
 Duration: 3 rounds + 1 round / level
 Casting Time: 5 segments
 Area of Effect: 4" + 1" per level sphere around the witch
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

When the witch casts the Rite of Undead Disruption a faintly glowing sphere sounds the witch and moves with her. Within this sphere the witch is protected by physical attacks by undead. Any undead of of Type D or less (skeletons, zombies, ghouls and shadows) are destroyed

if they cross the barrier. Greater undead suffer 1d6 hit points of damage per level of the witch. They suffer no additional damage if they remain in the sphere. The witch is not immune to any missile or spell attacks from the undead.

The witch inscribes a pentagram on the ground to cast this spell. This spell may be learned by other priests.

Sanctum Sigil (Abjuration, Invocation)

Sphere: Guardian
 Range: 0
 Components: V, S, M
 Duration: 1 day per level
 Casting Time: 1 turn
 Area of Effect: 100-yard radius sphere, centre
 Saving Throw: None
 Author: Unknown
 Source: The Great Net Prayer Book

This spell creates a magical symbol similar to that produced by a glyph of warding. It is inscribed in the air, does not move, and provides protection from either law, chaos, good, or evil, in the following manner: should any creature of the specified alignment enter the area of effect, the witch will be mentally alerted to its presence, even awakened from sleep, provided that the witch is herself within the area of effect. Note that the warning message to the priest gives neither its alignment nor its location, and only the priest receives said message.

The material component is burning incense.

Slow Death (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: Permanent
 Casting Time: 8
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Tim Rightnour <garbled@indirect.com>
 Source: The Great Net Prayer Book

This will cause a creature to slowly wither away and die over a period of 13 days. After this he cannot be brought back to life short of a wish, or divine intervention. If the spell is detected and identified by a priest of at least ninth level, it can be removed. This can only be done before the eighth day, and can only be accomplished by a priest of fifteenth level, casting a remove curse.

Spiritual Dagger (Invocation/Evocation)

Sphere: High Secret Order
 Range: 10'
 Components: V, S, M
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is directed through the witch's athame and creates an invisible, spiritual dagger up to 10 feet away. The spiritual dagger acts like a normal dagger and is remotely controlled by the witch, so her own to hit and damage rolls apply. The spiritual dagger is treated as +1 dagger with respect to what creatures it can hit. The victim must be with in line of sight of the witch and within ten feet.

The witch can dispel the spiritual dagger anytime she wishes. A dispel magic spell will negate the spiritual dagger as well. The dagger will also disappear when it's opponent dies or flees.

The spell component for this spell is the witch's Athame, which is not consumed in the casting.

Witch Bottle (Abjuration)

Sphere: High Secret Order, Protection
 Range: 12"

Components: V, S, M
 Duration: 1 round / level
 Casting Time: 1 round
 Area of Effect: Single person
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This ritual is used to create a magical charm that will protect the wearer from attack or harm by a witch. It must be created for a specific person, who is the only person able to benefit from its magic. It must be created in secret and in seclusion. The requirements are: A sturdy pint bottle with a cork, lead to seal the bottle, a half pint of ram's blood, three small iron nails, seven thorns, a pinch of salt, and hair and nail clippings from the person seeking protection. All these are put into the bottle, corked, sealed, and boiled on a fire at midnight while the ritual is performed. The wearer of the bottle gets a +3 vs spell magic and a +2 vs psionic attack, circle magic, rune/ ward magic, and poison attacks from all witches. This protection also extends to witch familiars and servants. These bonuses do not apply to any other attacks. The materials become inert after the spell ends.

Fifth-Level Spells

Animate Ghoul (Necromancy)
 Sphere: Necromantic
 Range: 10 yards
 Components: V, S,
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author: Peter Gourlay <gourlay@slais.ubc.ca>
 Source:

This spell creates a higher form of undead, a ghoul, from the body of any humanoid smaller than an ogre. The body must be reasonably intact, and must have obtained at least fifth level in any class before death. The ghoul usually obeys the commands of its animator, though it is free willed. If the wizard appears weak or vulnerable, the ghoul will turn on him. This is not a common occurrence, as ghouls tend to be cowards. They will not carry out suicidal requests.

Beguide V (Enchantment/Charm)
 Sphere: Charm
 Range: 5 feet + 1 foot / level
 Components: V, S,
 Duration: 1 turn + 1 turn / level
 Casting Time: 1
 Area of Effect: One person (12 HD/levels or less)
 Saving Throw: See below
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguide I save that one person of 12 HD/levels or less is effected.

Blade Dance (Invocation/Evocation)
 Sphere: High Secret Order
 Range: 20 square yards
 Components: V, S, M
 Duration: 2 rounds per level
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

To begin this spell the witch starts a dance with a specially enchanted boline (knife) and her Athame. The witch dances while muttering the spell words, at the last segment she throws the boline at a target. The boline spins around the area the witch decides and multiplies in a

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manner similar to the Priest spell Blade Barrier. If the witch holds the boline in her left hand it spin counter-clockwise and clockwise if she holds it in her right. The spinning barrier can vary from 5 feet to 30 feet in diameter. The barrier lasts until someone casts Dispel Witch Magic or Remove Curse, no other spells will work, even Dispel Magic. Otherwise the witch can terminate the spell at will.

Blade Resistance (Alteration)
 Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: 1 round per level
 Casting Time: 2 segment
 Area of Effect: Person touched
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

By casting this spell the witch has made herself or whomever she touches immune to metal blades. A dagger, sword or spear will simply pass through the witch without damage. Any pluses the blades may have are calculated to hit and for damage, so a normal two handed sword will cause no damage, but a +3 dagger will cause 3 hit points of damage. This spell provides no protection from blunt weapons or non-bladed missile weapons. The witch only requires her athame to cast this spell.

Bull of Heaven (Alteration)
 Sphere: High Secret Order
 Range: Touch
 Components: V, S, M
 Duration: 10 rounds + 1 round/level
 Casting Time: 9 segments
 Area of Effect: 1 normal animal touched
 Saving Throw: Negates
 Author:
 Source: The Complete Netbook of Witches and Warlocks

In the Sumerian myths Inanna sent a frightful bull to destroy Gilgamesh. With the use of this spell a witch can gain some of that power. By casting this spell on any normal, non-magical animal the witch turns it into a powerful force of nature. The witch speaks the spell and rubs the animal with a special sented oil. When the spell is complete the animal's hit dice have doubled with maximum hit points. They also gain an extra attack sequence at the end of their second round. The witch can give the animal a simple command, such as "attack the orcs" or "knock down that door". The animal will follow the command to best of it's ability. Of course the animal will not perform any obviously suicidal missions for the witch. The animal will perform the action until completion, the spells end or it' or the witch's death. If the animal completes the action or if the spell duration ends then the animal will return to the state in which the witch encountered it, hit points returned to normal. If the animal is killed it will be reincarnated to a higher form by the witch's Goddess. The material component in this spell, the sented oil, is very rare and is consumed in the casting.

Charm Man III (Enchantment/Charm)
 Sphere: High Secret Order
 Range: 16 feet
 Components: V, S,
 Duration: 1d8+4 turns
 Casting Time: 1
 Area of Effect: 1d8 men per level of 5 HD or 1
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmc.missouri.edu>
 Source:

Except as noted, this spell is the same as the 1st-level spell charm man I. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of the 3rd-level spell charm man II (make another saving throw for the leader). If a leader of a group fails his saving

throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Consequence (Greater Divination)

Sphere: Divination, Numbers

Range: 0

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author: TSR

Source: Tome of Magic

This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using his knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

As an example, consider a priest and his party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the priest casts consequence, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the priest's player, "To your goals these have no place, but still they can cause more woe."

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second priest casts the spell within 24 hours of another casting, he receives an accurate reading.

The material component is three special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell. The coins or dice are not consumed in the casting.

Dolor (Enchantment/Charm)

Sphere: High Secret Order

Range: 5 yards +1 yard / level

Components: V, S,

Duration: Special

Casting Time: 5 segments

Area of Effect: One Creature

Saving Throw: Special

Author:

Source:

Casting this spell on another humanoid or creature causes it to experience searing racking pain all along its body. These spasms causes the afflicted to be at -4 to hit, and -4 to armor class and -3 to saves. Each round, the afflicted has a 10% cumulative chance of falling unconscious. The spell lasts as long as the witch concentrates on it, or for three rounds after the witch stops concentrating (in other words the witch can choose to simply cast it and have it last 3 rounds, or can maintain it for longer). For Prime Material based creatures, a save versus spells will negate the effects of this spell. For Outer Planar creatures, this spell is 20% likely per round to send them back to their plane of existence, and they must save versus spells at -2 to negate the effects.

Escape of the Snake (Alteration)

Sphere: High Secret Order

Range: person touched

Components: V

Duration: 1 round per level

Casting Time: 2 segments

Area of Effect: person touched

Saving Throw: Negates

Author:

Source: The Complete Netbook of Witches and Warlocks

By means of this spell the witch or anyone she touches can escape any bounds that have them personally restrained. When the witch casts the spell she becomes as flexible as a snake and she can escape any personal bonds, such as rope, a pillory or a noose, but not a cell or a locked room. Her base percent chance is her strength percent to break bonds plus dexterity x2 plus her level x2. The witch can only make one attempt per round. Each round after that the witch must subtract 3% from her base chance.

For example Natasha is tied up by a rope from a group of angry villagers. She casts Escape of the Snake and attempts to wriggle out of her bonds. She is 11th level and has a strength of 10 and a dexterity of 16. So her base chance is 6% (bend bars/lift gates for str of 10) + 22 (11x2) + 32 (16x2) or 60%. This chance decreases 3% each round for the next 10 rounds (11 total) she attempts it.

Immunity (Abjuration)

Sphere: High Secret Order

Range: Touch

Components: V, S, M

Duration: 10 turns / level

Casting Time: 8

Area of Effect: One being

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

The effect of this spell grant the witch temporary immunity from all sorts of natural poisons and diseases. Furthermore, the witch gains a +4 save versus poisons and diseases of an enchanted or magical nature, such as green dragon breath, for the duration of the spell. The material component of this spell is a mandrake root or the eye of an alchemist.

Kiss Of Change (Alteration)

Sphere: Necromantic

Range: Touch

Components: S,

Duration: Special

Casting Time: 1

Area of Effect: 1 person kissed

Saving Throw: None

Author:

Source: AD&D Sex Guide

This spell affects it's victim as the 4th level wizard spell polymorph other except that it's effect is not permanent. As with other kiss spells there is no immediate saving throw, but the victim may be able to break free of the spell's effect after a period of time, depending upon their Constitution. Checks are made using the following table, and if the character makes a successful saving throw vs. spells they revert back to their normal form.

Constitution	Check Every
1-6	3 weeks
7-9	2 weeks
10-11	1 week
12-15	3 days
16-17	1 day
18	12 hours
19 or more	6 hours

Kiss of Death (Necromancy)

Sphere: Necromantic

Range: 0"
 Components: S, M
 Duration: Permanent
 Casting Time: 3
 Area of Effect: Person touched
 Saving Throw: None
 Author: Boudewijn Wayers <dedos4@win.tue.nl>
 Source: The Great Net Prayer Book

This spell will instantly kill the target. In order for the spell to take effect, the priest must kiss the victim. Note that this spell grants the victim no saving throw, but has an important prerequisite: the victim of the spell must be in love with the priest. This love must be non-magical in nature. Furthermore, the victim may not be under the influence of any spell from the enchantment/charm school. This spell may only be cast by a good-aligned priest if he himself is also in love with the victim, and commits suicide immediately after the casting.

The material component for this spell are the priest's holy symbol and some ice-water, which is to be smeared upon the priest's lips before the kiss of death is delivered.

Kiss Of Disfigurement (Alteration)

Sphere: Necromantic
 Range: Touch
 Components: S,
 Duration: Special
 Casting Time: 1
 Area of Effect: 1 person kissed
 Saving Throw: None
 Author:
 Source: AD&D Sex Guide

This spell reduces the Charisma of the victim to zero. They grow horns, an extra nose, become covered in warts, develop a vile body stench which makes a skunk's odour seem like a sweet perfume, gain an impossible speech impediment, etc. and are rendered generally repulsive. As a result the victim becomes shunned by humanity. Anyone who they try to approach will instantly attack or flee, including friends and relatives. Small children will follow them about throwing stones, pigs will cross the street to avoid them, etc. ad nauseum. The duration of the spell is permanent unless broken by a successful remove curse spell.

Minor Rite of Enchantment (Abjuration)

Sphere: High Secret Order
 Range: 0
 Components: V, S, M
 Duration: 1d6+4 months
 Casting Time: 10 rounds
 Area of Effect: item touched
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell will prepare any item to receive magickal energies. Typically this will be items of a less permanent nature. The item must be of fine quality and is usually hand crafted by the witch. The witch sets the item on an altar with her witch tools (athame, pentacle, cup and wand) to prepare the rite. The item is rubbed with oils or herbs or exposed to incense, whatever the nature of the item might be. The witch must then cast another spell on the item to finish the rite. This is the spell that the item will replicate. The item can use its spell like power once per day, at the witch's level until the duration is up.

Typical spells used would be the various charm (Charm Man, Begile, Seduction) or protection spells, or other spells of a passive nature. Or to create a +1 weapon of any type.

The items receiving the enchantment is known as a talisman.

Protection from Poison (Abjuration)

Sphere: Wards, Healing
 Range: 0"
 Components: V, S, M
 Duration: Special

Casting Time: 5
 Area of Effect: Creature touched
 Saving Throw: Negates
 Author: Unknown
 Source: Unknown

When cast on a subject, this spell will activate the next time an attempt is made to use any form of poison against the subject. The spell will cancel out the poison, after which it will be used up. The material component of this spell is the tail of an adder.

Rite of Magical Resistance (Abjuration)

Sphere: High Secret Order
 Range: person touched
 Components: V, S, M
 Duration: 1 round / level
 Casting Time: 5 segments
 Area of Effect: 1 person
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell allows the witch to avoid the effects of wizard spells. When cast the spell will place a hazy shield around the witch or whomever she touches. The spell will then absorb a number of spell levels equal to the witch's level plus 3. So a 5th level witch can absorb 8 spell levels. These can be 2 4th level spells, 8 1st level spells, or 1 8th level spell, or any combination. These apply to both baneful and beneficial spells. It does not apply to clerical spells or the spells from other witches. The witch gains 50% magic resistance from magical items used by wizards as well, such as wands or staves.

The witch must inscribe a pentagram or an octogram on the ground.

Rite of Wishing (Conjuration/Summoning)

Sphere: High Secret Order
 Range: Special
 Components: V,
 Duration: Special
 Casting Time: 1 round
 Area of Effect: Special
 Saving Throw: Special
 Author:
 Source: The Complete Netbook of Witches and Warlocks

The Rite of Wishing, or Lesser Wish, is similar to the wizard spells wish and limited wish. Like those spells, the Rite of Wishing, attempts to make something into reality. The witch pleads her wish to her Goddess who makes it come to pass. But unlike the magical wish spells, the Rite of Wishing comes about in natural, not supernatural, means. For example a witch might wish for a cure for a sick child. As the wish is cast a traveling healer's horse throws a shoe and he must stop in the witch's town to repair it. The healer then heals the child, who is the son of the local blacksmith as payment. Since the powers that bring to wish to pass are limited to natural world sometimes the wish does not work as they are intended. An old saying among witches is that "wishes take their magick from your heart, not your head" is true to some degree. A witch who wishes for riches may get them as an inheritance from a beloved uncle who has just passed away from a sudden illness.

Most witches will avoid this spell because of its potential for destructiveness. They will cast them for others who will not heed their warnings about suddenly gaining your fondest wish. Wishes of an aggressive or evil nature are often returned upon the wisher three-fold.

Seduction III (Enchantment/Charm)

Sphere: Charm
 Range: 10 yards
 Components: V, S,
 Duration: 1 hour
 Casting Time: 1
 Area of Effect: One person of 9 HD or less
 Saving Throw: Special
 Author: John Daniel <c548285@umcvmc.missouri.edu>

Source:

Except as noted, this spell is the same as the 1st-level spell seduction I. If a successful saving throw is made, this spell functions exactly as seduction I (make another saving throw).

Starflare (Evocation/Invocation)

Sphere: Sun
Range: 1"/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 8 rounds
Area of Effect: 1" radius
Saving Throw: None
Author:
Source: The Net Tome of Magick

This ultra bright light will keep all undead away, and burns for one round per level of the spell caster. This spell will overcome all darkness. All undead caught within the area of effect take 1 point of damage per level of spell caster, and are forced out of the area immediately.

Trade Places (Alteration)

Sphere: High Secret Order
Range: 36"
Components: V, S, M
Duration: 1 turn per level
Casting Time: 1 hour
Area of Effect: the witch and one familiar
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

By casting Trade Places the spirit of the witch enters the body of her own familiar. The witch retains her own intelligence and knowledge, but her skills are those of her familiar. The witch can only attack as the familiar can and she can not cast spells. The familiar's spirit stays behind to protect the body of the witch.

To prepare for this spell the witch and her familiar sit across from each other inside a pentagram. The material components for this spell is a special knotted cord made up of the witch's own hair and the familiar's (or feathers or scales). The cord is consumed in the casting. The witch will be careful not to wander to far away while in the familiar's form. The familiar still suffers the same penalties from being to far from the witch. If either the familiar or the witch die, then both are dead. The witch can end the spell early by returning to the magic pentagram. If the witch does not return to her own body when the spell ends, she will stuck in the familiar's body for 24 hours. The witch's body will of course suffer any consequences of not eating or sleeping for that time.

The witch casting this spell becomes intimately familiar with her animal familiar. This spell can be revoked by the witch's Goddess if she has ever harmed her familiar or any member of the familiar's species.

Undead Regeneration (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S,
Duration: Instantaneous
Casting Time: 6
Area of Effect: 1 Undead
Saving Throw: None
Author:
Source: Orcus Priesthood

By means of this spell the witch can "heal" an undead, restoring to its unlife a number of hit points equal to 1d6 plus the caster's level. Gaseous and intangible undead can be "touched" by a caster reaching into the space they occupy. The spell prevents normal undead attacks or effects of contact with undead from affecting the caster.

The reverse of this spell, Drain Undead, inflicts a like amount of damage. Undead "drain" damage is not gained as healing or extra hit

points by the caster. The same protections against undead powers are given to the caster as Undead Regeneration confers.

Only undead can be affected by either version of the spell.

Sixth-Level Spells

Anchoring Rite (Abjuration)

Sphere: High Secret Order
Range: 1 person
Components: V, S, M
Duration: 1 turn / level
Casting Time: 1 turn
Area of Effect: person touched
Saving Throw: Normal
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell prevents some one from leaving the plane that they are currently on. Thus cast on a person in the Prime Material, then this person can not become astral, ethereal or phase shifted by any means. This also prevents the effected person from bying or using teleport or dimension door.

The witch can also use the spell on herself.

The spell my also be cast on a dead person to prevent them from becoming undead, or to be Raised, Resurrected or Reincarnated.

The spell components for this spell are the witches athame, which is not consumed, and a small lead weight on a silver thread (10 gps worth), which is consumed.

Beguile VI (Enchantment/Charm)

Sphere: Charm
Range: 5 feet + 1foot / level
Components: V, S,
Duration: 1 turn + 1 turn / level
Casting Time: 1
Area of Effect: One person (14 HD/levels or less)
Saving Throw: See below
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguile I save that one person of 14 HD/levels or less is effected.

Bind Spirit (Enchantment/Charm)

Sphere: High Secret Order
Range:
Components: V, S, M
Duration:
Casting Time:
Area of Effect:
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

Holds a spirit

Blown Kiss (Evocation)

Sphere: Necromantic
Range: 60 yards
Components: S,
Duration: Special
Casting Time: Special
Area of Effect: 1 person kissed
Saving Throw: Special
Author:
Source: AD&D Sex Guide

This spell enables the witch to use any kiss spell at a distance without the normal physical contact required. It must be used in conjunction with another kiss spell and the duration and saving throw are as per the kiss spell blown.

Deathwalk (Enchantment/Charm)

Sphere: Charm

Range: 0

Components: V, M

Duration: Permanent

Casting Time: 3 rounds

Area of Effect: Creature touched

Saving Throw: None

Author: The Avangion of Delphi <syrek@delphi.com>

Source: The Great Net Prayer Book

A very potent and deadly spell, deathwalk should be used only when a long-term damaging effect is desired. The creature affected is, quite simply, no longer able to fall into a normal unconscious sleep. If sleep is cast upon the affected creature or the creature is otherwise affected in such a way that unconsciousness would result, the creature falls into a restless unconscious gaining no benefits from it. For every 3 consecutive days the creature is unable to sleep, all abilities temporarily drop by 1 point and 1d4 HP are temporarily lost, however no abilities can drop below 2 and hit points cannot be reduced to 0. The incoherent and sluggishness eventually gets to the point where the creature is must keep bed, and can barely move. In this way, deathwalk releases its true powers because if the creature cannot eat or perform other necessary bodily functions especially that of proper health care, death ensues. After eight consecutive days without sleep, the creature must make a successful saving throw versus paralysis each day or fall into a restless coma. The material components for this spell are a black shroud, which burns while the spell is in effect, and a small crystal sphere that essentially traps the spirit and essence of the affected creature within it.

Eater From Within (Necromancy)

Sphere: Necromantic

Range: 9"

Components: V, S, M

Duration: 2 rd./ level

Casting Time: 6

Area of Effect: one creature

Saving Throw: Special

Author: Legolas (The Blood Mage)

Source:

This spell creates a small blood red ball of light that zips from the casters outstretched hand to the target creature and disappears within. Any person that is not immune to disease will be effected by this spell. The spell can be countered with either a dispel magic or with a cure disease spell, otherwise the spell will commence "eating" the insides of its host at the rate of 1d3 hit points per round. While under this form of attack no being can cast spells and all who try to fight have their attack, defense and saving throws reduced by -3 because the pain is so intense. Material component is a drop of the witch's blood causing 6 hit points of damage.

False Memory (Enchantment/Charm)

Sphere: High Secret Order

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: See below

Area of Effect: One person touched

Saving Throw: Negates

Author:

Source: The Complete Netbook of Witches and Warlocks

False Memory does just that; it places a false memory in the recipient's mind. The witch can "record" a number of hours of false memory time equal to her level. But to do so requires one minute of hour added. Thus it would take a 15th level witch 15 minutes to replace 15 hours of memory. The witch can decide how much memory she chooses to replace. The victim will then forget what actually took place during that time period. To the victim the memories seem real and accurate. They true memories can only be restored by a Remove Curse or a wish spell.

When inserting the memories the witch needs to be somewhat familiar with the situations she is adding. If the witch adds a memory of exploring caves and she has never been in a cave herself, then the false memory will begin to fade. The victim needs to make an Intelligence check, if they succeed then they can look for a cure, a failed one means the false memory goes unnoticed.

This spell can not be used to convince someone they are now someone else, or to make them do something against their own nature. The spell only replaces a fixed number of hours of memory, it does not alter anything else. Skills can not be forgot or learned and spells can not be taught.

The material component for this spell is a quill pen and vial of special ink that the witch has to make on her own.

Greater Banishing Rite (Abjuration)

Sphere: High Secret Order

Range: 0

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: Special

Saving Throw: None

Author:

Source: The Complete Netbook of Witches and Warlocks

The Greater Banish Rite also removes magic from a particular area or person. This spell will cure lycanthropy, reverse a polymorph spell or return any creature to its natural form. Note for undead it's natural form is that of a dead person, so casting this spell on an undead creature has the same effect as casting a Raise Dead on them.

The material component for this spell is a small chain made from paper rings that is pulled apart when the spell is cast.

Hammer of Retribution (Invocation)

Sphere: War

Range: 10 yards per level

Components: V, S, M

Duration: Instantaneous

Casting Time: 1 round

Area of Effect: 5-foot radius per level

Saving Throw: 1/2

Author: Dan Alexander Thompson <dant@cs.utexas.edu>

Source: The Great Net Prayer Book

This powerful spell is invoked primarily against invading armies or in siege warfare. The spell's primary effect is to destroy troops or fortifications of creatures who have done unredressed damage to a priest or his companions. The spell begins with the priest describing the atrocities an army or band of marauders is guilty of. The priest must have first-hand knowledge of these crimes, or must have heard testimony from a witness under the effect of a zone of truth or true speak spell.

The spell strikes as a great column of force that descends from the sky.

The area of effect is a circle whose radius is 5 feet per level of priest. All creatures within the area of effect take 1d6 HP per level of priest in damage. Creatures making a saving throw versus spell take half damage. Small objects must save versus crushing blow or be destroyed. Structures suffer damage as if hit by a heavy catapult (2d12). Any creature unfortunate enough to be flying over the area of effect takes 1d6 points of damage for every 10 feet above the ground the creature was flying to a maximum of 10d6 plus the normal damage due to the crushing blow of the spell.

When cast over water, the spell raises a wave 10 feet high per level of the priest, travelling 30 feet per minute in a circle that grows outward from the area of effect. On land, the force of this spell often crushes trees and rends the earth producing a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The material component of this spell is the priest's holy symbol and a war hammer which the priest throws into the air as the spell is cast.

The hammer is destroyed in the casting.

Heartbreaker (Evocation)

Sphere: Necromantic

Range: 30 yards
 Components: V, S,
 Duration: Special
 Casting Time: 4
 Area of Effect: 1 creature
 Saving Throw: Special
 Author:
 Source: AD&D Sex Guide

This spell induces a sudden heart attack in it's target. Victims of the heart attack permanently lose 1 point of Strength, 1 point of Constitution and take 2d8 points of damage. In addition the victim is unable to perform any strenuous physical action, e.g. combat and moves at half speed for 1d4 days. If the victim makes a saving throw vs. spells the heart attack is avoided but the target still takes 2d8 points of damage.

Kiss Of Life (Necromancy)

Sphere: Necromantic
 Range: Touch
 Components: S,
 Duration: Permanent
 Casting Time: 1
 Area of Effect: 1 person kissed
 Saving Throw: Special
 Author:
 Source: AD&D Sex Guide

This spell will heal any one person to full strength. The spell recipient can have 0 hit points, but not dead (if using the death's door rule). This spell can not be used to bring the dead back to life. Note that this spell cannot be reversed.

Light Storm (Evocation/Invocation)

Sphere: Sun
 Range: 20 feet / level
 Components: V, S,
 Duration: 6 rounds
 Casting Time: 6
 Area of Effect: 20 foot diameter
 Saving Throw: Negates
 Author: EclipsMan@aol.com
 Source:

The caster releases a magic flare from their pointer finger, aimed towards the sky. The sky will turn black, then an illuminated white cloud will appear showering 4d6 light beams into creatures of the caster's choice. These beams will only strike those of the opposite alignment to the caster (neutral mages cannot cast this spell). Each beam causes 2d4 damage.

This spell will automatically kill Undead, turning them to dust.

Love (Enchantment/Charm)

Sphere: Charm
 Range: 100 yards
 Components: V, S,
 Duration: Permanent
 Casting Time: 9
 Area of Effect: One creature
 Saving Throw: Negates
 Author: Lord Skigg <camplte@wkvx1.bitnet>
 Source: The Great Net Prayer Book

The spell will cause the target to fall in love with the caster and can only be broken by the seductress betraying or attacking the target (of course the spell can be broken by a dispel charm or limited wish). The target will stay with the seductress as long as he lives. The target will protect, honour, and love the seductress.

Pentagram of Protection (Abjuration)

Sphere: High Secret Order
 Range: See Below

Components: V, S, M
 Duration: 1 turn per level
 Casting Time: 1 round*
 Area of Effect: 20' diameter sphere
 Saving Throw: None
 Author: The Mystic
 Source: The Complete Netbook of Witches and Warlocks

* This includes the time to draw the pentagram.

This spell is similar to Protection from Evil, but is more powerful. When this spell is cast, all creatures standing within the Pentagram of Protection are almost toally immune to the attacks made by enchanted creatures. Such creatures cannot pass through the sphere for physical attacks at all and most of their spell attacks. In fact the only spells that can pass through are those that require light to pass (i.e. Light, Stone Gaze, etc) and all saving throws of those within the pentagram are made at plus 4. All other spells or magical effects that could pass through, such a the charm of vampires, or the fear aura of dragons, are negated as they pass through. All spells cast out of the pentagram are also at a -2 penalaty. This does not effect the casting witch however.

Creature within the pentagram can leave anytime they wish, but they cannot re-enter. Plus attacks within the pentagram are always done at a -2. If the casting witch moves out of the pentagram, then the spell is broken. The pentagram is rooted to the spot and cannot move with the witch.

The material components are a mixture of powered silver and chalks. Five candles are placed at each point and lit. After the spell is complete all material components are consumed. Cost for the silver and candles should be no less than 100gp.

Summon Nightmare (Conjuration/Summoning)

Sphere: Summoning
 Range: Special
 Components: V, S, M
 Duration: 1 night.
 Casting Time: 10 segments
 Area of Effect: Special
 Saving Throw: None
 Author:
 Source: The Netbook of Witches and Warlocks

This spell will summon 1 Nightmare to serve the witch for one night. The witch must be outside at night to begin the summoning. The nightmare will serve the witch as her mount till sunrise. At sunrise the Nightmare will return to the netherrealms. The spell components for this spell are a pinch of sulpher and an old horse shoe.

Wall of Roses (Conjuration/Summoning)

Sphere: High Secret Order
 Range: 20 yards / level
 Components: V, S, M
 Duration: 7 days + 1 day / level
 Casting Time: 1 round
 Area of Effect: 100 sq.yards / level
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell calls into being an enormous wall of thorny rose bushes. A high level witch could effectively encircle a small city with such a wall, should she choose. The wall rises to a height of only ten feet, but is extremely effective in keeping land based creatures out. The roses are resistant to non-magical burning, and save as a 10HD creature against magical burning. Any creature trying to force or hack it's way through the roses will take 2-20+1 h.p./lvl of caster damage to do so, as the vines tend to swing when disturbed and it is impossible to protect oneself against them. Note that the wall will snake it's way around pedestrians when forming, so the witch can not simply cast this spell onto an opposing army, slaying them all in one fell swoop. The material component of this spell is a single live rose blossom.

Wave of Mutilation (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V, S, M
 Duration: Instant
 Casting Time: 4 segments
 Area of Effect: Special
 Saving Throw: Half
 Author:
 Source:

This spell sends out a cone of magical energy from the witch's hand (or Athame) 10 feet long and 1 foot in diameter per level of the witch. This energy causes all living matter to become twisted, cut and burn. The wave causes 4d6 points of damage to any within it's area of effect. Save for half. Undead, magical constructs and non-living matter are not effected. The affected may heal normally or magically after the attack. This spell uses a drop Pixie blood for it's componet.

Worship (Enchantment/Charm)

Sphere: High Secret Order
 Range: 20 yards
 Components: V,
 Duration: 10 turns +1 turn / level
 Casting Time: 6 segments
 Area of Effect: One Creature
 Saving Throw: Negates
 Author:
 Source:

Any humanoid being who fails its save versus spells at -4 is under the complete and utter control of the witch, performing any task she should ask, short of the obviously suicidal. The affected believes the witch to be a benevolent goddess, and shall act accordingly. The witch and the affected will be able to understand one another, despite any language differences. The affected will perform slave labor, fight in combat, or cast spells for the witch, but will not blindly throw away their own life. Once the duration expires, the affected falls into a deep sleep, which lasts 1 day, after which they remember nothing of their servitude to the witch. A creature's magic resistance is reduced by 50% when saving against this spell.

Seventh-Level Spells**Beguide VII** (Enchantment/Charm)

Sphere: Charm
 Range: 5 feet + 1foot / level
 Components: V, S,
 Duration: 1 turn + 1 turn / level
 Casting Time: 1
 Area of Effect: One person (16 HD/levels or less)
 Saving Throw: See below
 Author:
 Source: The Complete Netbook of Witches and Warlocks

This spell is the same as the 1st level spell Beguile I save that one person of 16 HD/levels or less is effected.

Breath of Sliebheim (Necromancy)

Sphere: Necromantic
 Range: 10 yds
 Components: V, S, M
 Duration: Special
 Casting Time: 1 rd/ level
 Area of Effect: 40 x 20 x 20 ft cloud
 Saving Throw: None
 Author:
 Source: The Net Tome of Magick

After casting this spell, the priest exhales a billowing emerald green cloud of noxious gas. Any creature of 5 HD or less within the cloud are slain instantly without a saving throw. Creatures of 6 HD or more recieve a saving throw vs. poison with a penalty of -2; if they fail their

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saving throw, they are instantly slain, and even if they pass their saving throw, they still take 1d10 points of damage. The cloud moves away from the caster at the rate of 10 feet per round. Gentle winds causes it to alter its course, while strong winds cause it to dissipate in 2 rounds, as does any thick vegetation. The material component for this spell is a emerald that is worth at least 500 gp. It is consumed in the casting of the spell.
 Spell by: Victor Seow <libram@hotmail.com>

Charm Man IV (Enchantment/Charm)

Sphere: High Secret Order
 Range: 16 feet
 Components: V, S,
 Duration: 1d10+4 turns
 Casting Time: 1
 Area of Effect: 1d10 men per level of 6 HD or
 Saving Throw: Special
 Author: John Daniel <c548285@umcvm.missouri.edu>
 Source:

Except as noted, this spell is the same as the 1st-level spell charm man I. If a successful saving throw is made by a group's leader, the effects of this spell are reduced to those of the 5th-level spell charm man III (make another saving throw for the leader). If a leader of a group fails his saving throw, the spell works on him, but all other members of the group still get to make a personal saving throw to negate the effects.

Create Undead (Necromancy)

Sphere: Necromantic
 Range: 3"
 Components: V, S,
 Duration: Permanent
 Casting Time: 1 round
 Area of Effect: 1 creature
 Saving Throw: Special
 Author:
 Source: The Net Tome of Magick

When this spell is cast on a dead character type he/she is transformed into an undead creature of appropriate strength, excluding Liches. Exceptionally powerful characters who were more powerful than any normal undead might be transformed into vampires with some of their old character abilities (at the Game Master's option). The reverse slays undead who miss their saving throw.

Death Wail (Necromancy)

Sphere: Necromantic
 Range: 0
 Components: V,
 Duration: Instantaneous
 Casting Time: 9
 Area of Effect: 30 foot radius sphere
 Saving Throw: Negates
 Author: Dan Alexander Thompson <dant@cs.utexas.edu>
 Source: The Great Net Prayer Book

At the culmination of this dreadful spell, the priest utters a deafening cry or shriek which is heard by one creature within area of effect per level of the priest. Those hearing the spell must save versus death magic or die instantly. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but are considered to automatically make their saving throws. This spell is most often cast over the body of a slain comrade in an effort to slay those responsible for the death and in mourning for the lost friend. Since the use of this spell attracts the attention of the priest's deity, and because the deaths result from the deity sharing in the grief of the priest, the spell works only if the priest is truly mourning the lost friend, and only if the deity approves and joins the priest. Those creatures most directly responsible for the death of the comrade are slain first, thereafter, victims are chosen at random. The priest is never the victim of his own death wail.

This spell need never be prayed for by the priest, however, seven spell levels of available spells are drained from the priest's mind (beginning with the highest level spells available). If the priest has fewer than 7 spell

levels remaining, he takes 1d6 points of damage for every spell level less than 7 currently memorised.

Demon Trap (Abjuration)

Sphere: Protection, Wards
Range: 6"
Components: V, S, M
Duration: Until Dispelled
Casting Time: 7 segments
Area of Effect: 1 creature
Saving Throw: Negates
Author:
Source: The Net Tome of Magick

This subtle enchantment will prevent a demon, ghost or similar creature from leaving a body it has possessed, thus condemning it to the fate of the body. Instead of the demon escaping when the body dies, he dies with it. Immortal creatures, of course, would not die permanently; they would, however, be treated as if killed on this plane, i.e., they would be dispelled to their own plane. This would also effect spell casters using magic to possess a creature.

Kiss Of Regression (Alteration)

Sphere: Necromantic
Range: Touch
Components: S,
Duration: Special
Casting Time: 1
Area of Effect: 1 person kissed
Saving Throw: None
Author:
Source: AD&D Sex Guide

This spell regresses the target to their youth and they physically and mentally become a child aged 2d4 years. To all intents and purposes the target loses all experience, skills and memory. The duration of the spell is permanent unless broken by a successful remove curse spell cast by a 15th level or greater spellcaster.

Major Rite of Enchantment (Enchantment)

Sphere: High Secret Order
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 24 hours
Area of Effect: Item touched
Saving Throw: None
Author:
Source: The Complete Netbook of Witches and Warlocks

This spell will allow the witch to enchant items of a permanent nature. It is the same as the sixth level wizard spell *Enchant an Item*, with the following differences. The item must be placed on the witch's altar, surrounded by the witch's ritual tools. The witch must meditate and pray to her Goddess while touching or holding the item. Often the witch sits inside a magic circle. This spell can be used to store any spell that the witch can cast or to create magical weapons. The witch can enchant any type of weapon, even ones she cannot use herself.

The spell components will largely depend on the nature of the enchantment placed on the item.

Seduction IV (Enchantment/Charm)

Sphere: Charm
Range: 100 yards
Components: V, S,
Duration: 12 hours
Casting Time: 1
Area of Effect: One person of 20 HD or less
Saving Throw: Special
Author: John Daniel <c548285@umcvmc.missouri.edu>
Source:

Except as noted, this spell is the same as the 1st-level spell seduction. I. If a successful saving throw is made, this spell functions exactly as the 4th-level spell seduction III (make another saving throw).

Set's Plague (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 1"/2 levels
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None
Author:
Source: The Net Tome of Magick

This spell brings forth one black phantom-like snake per level of spellcaster. The snakes are approximately 4" long and attack whomever the caster wills. Upon scoring a successful hit they do only 1 point of damage, but inject venom into the wound, requiring the victim to save versus poison or die. They are armor class 3, and attack as 4 hit die creatures with 6 hit points. They may hover, or fly at up to 12" speed.

Summon Divine Forces (Conjuration/Summoning)

Sphere: High Secret Order
Range: 9"
Components: V, S, M
Duration: 5 rounds per level
Casting Time: 1 turn
Area of Effect: Creature summoned
Saving Throw: None
Author: The Mystic
Source: The Complete Netbook of Witches and Warlocks

When this very powerful spell is cast, a force, or being, from one of the outer planes is able to pass through to our own. This being will be of the same basic alignment as the witch summoning it, and it will appear in the form of a large monster with various abilities according to its alignment. The creatures have no treasure and will not attack the witch. They will fight to the death, in which case they are sent back to their own plane or until the witch asks them to stop. If the witch is killed during this spell, the creature will continue to attack. After combat the creature will take the dead body of the witch back to her deity. All creatures are immune to Sleep, Charm, or Hold spells. Only magical weapons or magic can hit them.

Good: The being will appear as winged unicorn or ki-rin. (HD:12, MV: 12"/24", AC:-2, MR:60%, #Att:3, DMG: 2d4/2d4/4d4). This creature can use the following spell like powers once per day, Cure Light Wounds, Cure Serious Wounds, Continual Light, Etherealness and Astral Spell. The creature is also immune to death spells and fire based attacks. This being will attempt to heal anyone in the witch's party of good alignment before returning to its own realm.

Neutral: This being will appear as a giant bear or some other natural animal. However it will have 12 hit dice. (HD:12, MV: 12, AC:-2, MR:50%, #Att:3, DMG: 1d8/1d8/4d4). It will normally fight in a claw/claw/bite routine. This animal is highly intelligent and can speak to the witch. Its touch can heal (as per the spell) any one once per day.

Evil: This being will appear as a Red Dragon with 12 hit dice. It attacks just like a normal red dragon. It is immune to fire and can cause darkness or detect good any time it wants.

(Note: Presented here are basic summoned creatures. The actual creature will also depend on the witch's deity. So for example a witch of Hecate would receive a gigantic Hell Hound to aid her).

The material components for this spell are a small wax figure of the creature to be summoned and a piece of a similar creature. So for the unicorn and bit of horse hair is required and for the dragon the scale of a reptile.

Superior Banishing Rite (Conjuration/Summoning)

Sphere: High Secret Order
 Range: 10 yards
 Components: V, S, M
 Duration: Special
 Casting Time: 9 segments
 Area of Effect: One creature
 Saving Throw: Special
 Author:
 Source:

This very powerful spell will instantly send the targeted creature to a random Outer Plane, with no means of getting back. If this spell is cast upon an outer planar being, they have no save versus the effect, and are returned to their home plane for 1 year/lvl of the witch, despite any magic resistance or other protections against this spell. If this is cast on a Prime Material being, they are allowed a save versus spells at -5, their fate to be determined by the DM. Exposure to certain outer planes usually means instant and irretrievable death, while it is conceivable that a powerful being might make its way back from certain others, noticeably displeased of course.

Wall of Lightning (Invocation/Evocation)

Sphere: Weather
 Range: 10 yards per level
 Components: S, M
 Duration: 1 turn + 1 round/level
 Casting Time: 4
 Area of Effect: Special
 Saving Throw: None
 Author: EclipsMan@aol.com
 Source:

This spell brings forth an immobile, blazing wall of magical electricity that shimmers a color of the caster's choice. This wall proves a barrier against normal missile attacks. The wall of lightning must be cast vertically in respect to the caster. One side sends 1d4 sparks of electricity forth per round, causing 2d4 points of damage to any caught in its path. Attempting to walk through the wall will cause 3d10 points of electricity damage, +1d10 if the creature has a large amount of metal on its being (such as armor), and/or +1d6 if the creature is wet.

Widershins Dance (Alteration)

Sphere: High Secret Order
 Range: 10"
 Components: V, S, M
 Duration: See below
 Casting Time: 1 round
 Area of Effect: 1 object, area or person.
 Saving Throw: See Below
 Author:
 Source: The Complete Netbook of Witches and Warlocks

By casting this spell and performing the Widershins Dance the witch may reverse one action, spell or outcome. For example she can dance around a area that has been magically darkened she can reverse the spell and the area will lighten up. A area of protection from evil, becomes a protection from good. Or she can dance around a person that has suffered damage, disease or a curse and they are removed. The witch can reverse any one specified action up to a number of days equal to her level. The witch can not use it as an attack, but she reverse healing. The witch must choose the actions she wishes to reverse and she begin a twirling counter-clockwise (widershins) dance around the object or person. This spell can not be used to raise a person from the dead or reverse a transformation to undeath.

If the the reversal is on a spell, then the spell lasts a number of rounds equal to half of what it had before. Removing damage or curses, such lycanthropy, are permanent.

The Widershins dance can not unconsecrate a holy area.

The spell component is a small musical instrument which is played during the casting and knotted rope which is untied at the end. The rope is consumed in the casting, the musical instrument is not.

Witch Weather (Conjuration/Summoning)

Sphere: High Secret Order, Weather
 Range: 0
 Components: V, S, M
 Duration: See Below
 Casting Time: 1 turn
 Area of Effect: See Below
 Saving Throw: None
 Author:
 Source: The Complete Netbook of Witches and Warlocks

The spell will allow the witch to raise a storm, blizzard or other appropriate weather. The weather will always be one of harsh conditions depending on the area's natural climate. For example a temperate area will produce a thunderstorm, an arctic one will produce a blizzard. The weather will manifest itself in 1d6 turns after the witch summons it. The area of effect will be dependent on the area the weather comes to, but generally it will be a number of miles equal to the witch's level multiplied by three.

The weather is not under control of the witch, but it will mimic her mood. If in a combat situation the weather will be rough and choppy. If the witch is at rest, then it will be a non-threatening storm. Certain elements of the storms will look different than normal, such as green clouds or orange lightning.

"Ever mind the Rule of Three.

What ye send out, comes back to thee."

- Traditional Witch saying

Magic Items

Witches and warlocks may use any magic item that are usable by clerics. For game purposes the witch is treated as if she were a same level cleric of that alignment. In addition the witch may use any rod, staff or wand that mimics another spell or ability of the witch. For game purposes she is considered a wizard of same alignment and level. Staves of Power, Wizardry and Magi are prohibited until the witch reaches 11th level. At sixteenth level the witch can use any magic item that is conceivable for her to produce.

Certain magic items should be lessened in effect when used by a witch. Suggestions normally are magic items created by another witch and items that oppose the witch's religion; such as a sphere of continual light by a witch of Hecate, or curing potions by witches' of Lovitar.

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

Like any magic using class, the witch may opt to create magic items. The DM may wish to restrict the PC to create only magic item that are useable by other witches. This can be lessened to followers of the same god or alignment or even stricter, to be used only by members of the same coven.

Affected Magic Items

Some magic items are affected by the supernatural nature of the witch. Listed below are some magic items and their effects. Some are subtly improved, others fail to work at all for the witch.

Alchemy Jug: A witch can extract an extra 10% of any liquid produced, or 15% if they have the alchemy proficiency. A venefica can extract an extra 25% from the jug.

Book of Exalted Deeds / Book of Vile Darkness: These magical holy books give benefits to clerics of good or evil alignments. These books are ineffective to witches. They gain no experience or benefit from these books. They are however treated as if they were neutral priests, regardless of alignment. They lose 10,000-40,000 points of experience if they pursue this work.

Bowl of Commanding Water Elementals: This item works normally for all witches except elementalists, a Water Elemental Witch can summon a 14 hit die elemental. A Fire Elemental Witch cannot use this item at all.

Brazier of Commanding Fire Elementals: This item works normally for all witches except elementalists, a Fire Elemental Witch can summon a 14 hit die elemental. A Water Elemental Witch cannot use this item at all.

Broom of Animated Attack: The witch has a 5% chance per level of correctly identifying this annoying item. Some witches believe that this item was created jealous wizards to embarrass the witch.

Broom of Flying: This item gains improvements under a witches command. It can carry 275 pounds at a 45 base rate movement speed. This movement is slowed by 1 for every additional 21 pounds. It can still climb or dive at 30 degrees. But it can travel alone from 450 yards to witch. The witch can discover the command word if she has any of the divination proficiencies (lithomancy, numerology, tarot reading).

Censer of Commanding Air Elementals: This item works normally for all witches except elementalists, an Air Elemental Witch can summon a 14 hit die elemental. An Earth Elemental Witch cannot use this item at all.

Crystal Ball: A witch with any of the divination proficiencies (lithomancy, numerology, tarot reading) can use these in conjunction

with the crystal ball to improve their chances of locating by +25%. The proficiencies are not cumulative, a maximum of 25% is added. When a witch is the subject of scrying she has an 8% of noticing it. The chance increases 2% per level.

Manual of Golems: Witches cannot use any form of these books.

Stone of Controlling Earth Elementals: This item works normally for all witches except elementalists, an Earth Elemental Witch can summon a 14 hit die elemental. An Air Elemental Witch cannot use this item at all.

New Magical Items

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

Potions Oils, & Powders

Lethe Potion: This potion will cause a person to forget the events of the last hour. A *remove curse* or *heal* spell will return the lost memory.
XP Value: 100 xps if identified, 0 if taken.

Flying Ointment: This oily rub is made from the fat of a consecrated animal. The ointment is rubbed over the witch's body and it allows her to fly as per the *Fly* spell. This potion can also be used by wizards and can be safely used by Earth Elemental witches.
XP Value: 400 xps

Potion of Death Armor: Created and used by powerful necromancers and warlocks. This potion is rubbed onto the witches (or warlocks) body. Anyone touching the witch with bare skin must save vs. Death or take 2-8 points of damage (save negates). This spell lasts a number of rounds equal to 2d6. Many Goddesses could consider use of this potion evil.
XP Value: 600 xps

Potion of Magic Resistance: This rare potion will confer a magic resistance of 10-40% (1d4x10) for an equal number of rounds (1 to 4).
XP Value: 100 xps times strength (1 to 4)

Powder of the Pentagram: This magical powder can used to make more powerful magical circles. Magical circles created have an extra 25% added to the spell's effects. The powder can only be used once per magic circle. A pouch will contain enough for 2 to 5 (1d4+1) such circles.
XP Value: 1,000 xps

Sky Clad Oil: This oil is rubbed on the body to protect the witch from the elements while sky-clad (nude). The oil is only effective on bare skin. A witch can survive temperatures of -60 degrees Fahrenheit to +200 degrees, but only when uncovered. Any part of her body covered by clothes will not receive the magical protection.

This oil can be used by any other class, but witches are very secretive about it's nature. This oil can also safely used with any other type of body potion or oil, in particular Flying Ointment.
XP Value: 500 xps

Ring

Ring of Spell Storing, Witchcraft: Similar to the normal ring of spell storing, but only affective for witches.
XP Value: 3,000 xps

Rods, Staves, Wands

Rod of Witch Detection: Will determine if someone is a witch. The wand will grow warm in the presence of a witch or warlock. The rod will be able to identify 3d6 witches, regardless of alignment. When using this in conjunction with reading warlock signs, then rod adds a 50% to the user's ability to discover a warlock.
XP Value: 5,500 xps

Staff of the Warlock: Like staff of the Magi, but only effective in the hands of warlocks. Some of its powers drain charges, while others do not. The following powers can be used without draining any charges.

- Create Fire
- Detect magic
- Light/Darkness
- Protection from Good

These powers will drain one charge per use.

- Cone of Cold
- Fireball or Lightning bolt (choose one randomly)
- Hold Person/Monster
- Invisibility

The staff adds +2 to the warlock's saving throws vs. magic. The staff can not absorb wizard spell energy and must be recharged by the warlock himself. The staff is also capable of acting as a staff of striking for 4d6 points of damage per hit. Unlike the staff of the Magi, the staff of the warlock has no retributive strike.

XP Value: 10,000 xps

Witch Wand: Works as a wand of spell focus and spell storing, but only for witches. The wand will add 5%, 10% or 20% to witches ability to cast a spell and provide a -1, -2 or -4, respectively, to the prospective victims saving throw. The wand can also store a number of level of spells for the witch to use later. The levels are total number of levels that can be stored. These may be divided among any number of spells.

Roll (d6)	Spell Benefit	Saving Throws	Spell Levels
1-3	+5%	-1	5
4-5	+10%	-2	10
6	+20%	-4	20

The witch wand also has the following spell-like powers that may be used once per day each.

- Create Fire
- Detect magic
- Light/Darkness

These powers cost one charge per use.

- Charm Person, Man or Animal
- Cure / Cause Light Wounds.
- Neutralize Poison
- Remove / Cause Curse

The wand may be recharged only by a witch.

XP Value: 7,000 xps

Books, Manuals, & Tomes

Book Cover, Magical: This leather looking book cover will grow or shrink to fit any size book. One place on the book the cover provides magical protection to the book.

XP Value: 1,000 xps

Book of Occult Studies: This book looks like any other number of books and/or tomes. Its contents can only be determined by reading. The witch who wants to gain the benefits of this book must spend one week reading and studying its contents. Once complete the book confers on the witch the Proficiency of *Occult Knowledge*. If the witch already has this proficiency then she may add one more slot to it for any extra bonuses. Plus the witch gains one point of wisdom and enough experience to place her half way between her next level. Witches over 20th level will gain enough experience to place them 1 point short of the next level and one extra point of Intelligence, in addition to the one extra point of wisdom.

This book may be read by any alignment of witch or warlock. Any priest reading this book will gain no extra wisdom or proficiencies and also will lose 10,000 to 40,000 points of experience. In any case the book will disappear when read.

XP Value: 8,000 xps

Book of Shadows, Magical: This blank book can be used by a witch to record her own *Book of Shadows*. The book can only be opened by that witch or any she invites to open it. If lost the book will act as if a *Locate Object* spell was cast on it, allowing the witch to find it. The book is flame proof.

The Complete Netbook of Witches and Warlocks

XP Value: 5,000 xps

Manual of Druthers: A Druther is a special type wooden golem that a witch can create. Otherwise this book acts just like a conventional Manual of Golems. The Druther costs only about 1,000 gp to create and can take any form as long as it is all wood. It can be carved or simply twigs and boards attached to each other. 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.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the druther will fall to pieces within one turn of completion due to the witch's imperfect understanding.

Note: Druthers are extremely flammable. Any fire based attack will always cause double the amount the damage. Any cold based attack does no damage.

XP Value: 2,500 xps

Page, Magical: This blank page can be inserted into any mundane Book of Shadows or Book of Law. It confers +10% magical protection to the book. Also twice the amount of text can be recorded on the page.

XP Value: 500 xps

Miscellaneous Items

Alchemy Caldron: This magical device is usable only by a witch and can produce twice the amount of liquid as an Alchemy Jug. A venefica can even produce an extra 50% more above this. The caldron can pour forth five gallons per round. The caldron is quite heavy (25 pounds).

XP Value: 5,000 xps

Athame Sheath of Spell Focus: All witches have athames, or personal daggers. These magical sheathes impart their magic to the athame. The sheathes will shrink or grow to fit the athame in question. The athame must remain in the sheath for 24 hours before it transfers its magic. After this the wielder can add 10% to her spell rolls or opponents can save at +2 penalty. Each use uses one charge from the sheath and each sheathe can hold 3-18 charges.

XP Value: 500 xps per charge

Amulet of Evil Eye Protection: This amulet, which often looks like an eye, is used to protect others from a witches' *Evil Eye* power. This allows the wearer to save vs. Paralyzation at +2 to avoid the effects.

This item may also be used by witches to protect themselves from other witches.

XP Value: 5,000 xps

Amulet of Proof against Detection, Witch: This amulet will protect the witch from being detected as a witch by magical means (such as a *Rod of Witch Detection*, *Gem of True Seeing*). It will also protect the warlock from being detected by those who can read the signs.

XP Value: 4,000 xps

Amulet of Protection vs. Witches: This amulet will add +1 to +3 (1d6 divided by 2) to any saving throw from a spell from a witch. Plus it will give a corresponding amount bonus to AC or to ability checks when countering attacks from a witch.

XP Value: 3,000 xps

Crystal Skull: This item looks like the skull of a human made completely from a single piece of crystal. Otherwise it is completely identical to a crystal ball that can only be used by witches. These skulls have the same chances of special powers and detection as crystal balls.

XP Value: 1,500 xps

Eyes of Aura Detection: These magical lenses fit over the witches eyes. These "eyes" allow the witch to see living things at 90' in total darkness. These eyes detect life auras and can be used even when the subject is *invisible* or shielded from normal sight. The witch cannot detect out-of-phase or ethereal subjects. The witch also cannot detect the details of the person's face, only their auras.

The witch can see the aura, but she can not interpret it. So she can not determine anything about the person.

XP Value: 1,000 xps

Ghoul Gloves: Favored by warlocks these gloves will cause a mild paralysis. The wearer needs to make a successful hit on the victim's bare skin. The victim needs to save vs. paralysis or fall into a stupor. The victim will move at one fourth their normal rate, take a +3 penalty to their initiative, and take a -3 penalty to their hit and damage rolls. The paralysis lasts 1 to 4 rounds. This item can be used by any class.

XP Value: 1,000 xps

Hand of Glory: This was a right hand of a murderer that was severed while the corpse was still hanging from the gallows. It was then used as a charm or in black magic practices after being magically preserved. It is also believed robbers often used the hand when breaking into buildings and homes.

When the hand was ready, candles were fitted on it between the fingers. These were called the "dead man's candles" were made from another murderer's fat, with the wick being made from his hair. Another method of curing the severed and dried hand was dip it in wax. After this process the fingers themselves could be lit.

The hand with burning candles or fingers was shocking when coming at people. It froze them in their tracks and rendered them speechless. Burglars lit the hand before entering homes. A warning sign was that if the thumb would not light it meant there was someone in the house who could not be charmed or made afraid. It was believed once the hand was lit nothing but milk could extinguish it. Homeowners attempted to fight back. To combat the hand of glory all sorts of ointments were smeared on the thresholds. The compositions of these various ointments consisted of everything from the blood of screech owls, the fat of white hens, or the bowel of black cats.

The following control phrase is spoken when the hand is invoked:

"Let those who rest, more deeply sleep;

Let those awake their vigils keep.

Oh, Hand of Glory, shed thy light

And guide us to our spoil tonight."

When lit the hand offers the following protections:

Thieves: +15% to move silent and to open locks.

Witches: Gain 25% to move silent and to open locks.

All others: Gain 10% to move silent and to open locks.

The hand also can cause fear as per the wizard spell.

XP Value: 7,500 xps

Hathor's Mirror : The Egyptian goddess Hathor first gave this magical mirror to her witches. The mirror provides protection to the witch. Any witch who has Hathor's Mirror may cause harm to reflect back on itself. So magical attacks such as spells and gaze weapons are reflected back. The mirror uses once charge per gaze attack or spell and typically has 3-18 charges when found.

XP Value: 2,000 xps

Mojo Bag: This small bag can be worn on the witch's person and is similar to a bag of holding. The bag will hold enough spell components for 80 levels of spell components. While in the bag the spell component is protected from damage. The witch only needs to think of which component she needs and reach into her bag.

Like a bag of holding, a mojo bag can not be placed in a portable hole or another bag of holding. Doing so will destroy both items and all they contain.

This is also known as a medicine bag.

XP Value: 2,000 xps

Ouija Board, Magical: This magical item aids the witch in contacting spirits or foretelling the future. Typically it adds +10% or +2 to the witch's attempts.

XP Value: 1,000 xps

Ouija Board, Tainted: This item used to be a magical Ouija board but it has become tainted with the spirit of an evil entity. The board adds a +25% chance to contact a spirit. The spirit will however be an evil and malignant one. The chance of getting a truthful response is only 5%.

This board also contains the spirit of a wraith that will escape after the witch has used the board for 2d6 rounds and attempt to kill anyone around the board.

XP Value: 750 xps if identified, 0 xp if used

Pentacle of Banishment: This item is a small gold coin with a pentacle on it. It will banish one creature as per a Cleric "Holy Word" spell. Creatures not effected by a holy word are unaffected by this item. Can only be used once per creature. The witch must present the pentacle to the creature and say the command word. The command word is usually encoded on the coin in a magical script.

XP Value: 3,000 xps

Pipes of the Sussrus: These are magical pipes (bag pipes or pan pipes) that have been carved from a dead Sussrus. They can charm or hold any undead as per the *Charm Monster* spell.

XP Value: 500 xps

Skull of Death: This item looks like the skull of some large animal. When the skull is worn like a helmet it confers the following powers.

- AC bonus of -2
- Cast *Death Spell* once per day
- Cast *Ghoul Touch* three times per day
- Speak with dead

The Death Spell and Ghoul Touch powers use one charge each. The skull typically has 2d20x2 (4-40) charges when found. Evil witches, warlocks, necromancers, death priests and the like can use the Skull.

XP Value: 4,000 xps

Magic Weapons & Armor

Armor +1, +3 vs. Witches: This magical armor is much valued by witch hunters. While normally it confers a +1 protection to AC, against witches and any magical construct or summoning of a witch, such as a Druther. It also provides an extra +3 to saving throws.

XP Value: 1,000 xps

Arrow, Witchfinder: This arrow when shot into the air will point in the direction of any witch within 200 yards. The arrow also confers a +1 to hit, but not damage to a witch. To all others it is a normal arrow.

XP Value: 200 xps

Athame +1/+3 Witch Killer: This weapon was made out of a begin Athame. It acts as normal +1 dagger until it comes in contact with a witch. At this point it will attack and damage the witch at +3 to all rolls.

XP Value: 300 xps

Dagger +1/+3, Mind's Eye: Also known as an empathic dagger, this weapon may be used by any class that can use daggers. The dagger begins combat as a +1 magical dagger. But after one round of combat the dagger imbues an empathic understanding of the opponent. The next round the dagger is +2 to hit and damage and adds a +2 bonus to the wielder's armor class. The next round and every round hereafter the dagger confers a +3 to hit, damage and armor class. These weapons are believed to have been created by a coven of psychic witches.

XP Value: 500 xps

Dagger +1, Deep Sleep: This dagger appears as a normal dagger, a *detect magic* spell will reveal that it is a +1 dagger. The true nature of this dagger is revealed in combat. When ever and any time the dagger scores a hit and causes at least 1 point of damage the victim must save vs. paralysis or fall into a deep sleep similar to a *sleep* spell. The sleep lasts for 2-5 rounds.

XP Value: 250 xps

Sword +3, Witch Slayer. Witch hunting warriors, in particular paladins, favor these magic swords. The swords add +3 to hit and damage when confronting any type of witch. Plus it will confer to the wielder +3 benefit to any saving throw to spells cast by witches.

Against other opponents it acts as a normal +1 sword.

A full 5% of these swords are also effective against wizards and psionics.

XP Value: 1,000 xps

Chapter 5: Monsters

“Whoever fights monsters should see to it that in the process he does not become a monster.

And when you look into an abyss, the abyss also looks into you.”

**Friedrich Nietzsche,
Thus Sprach Zarathrusa**

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

Using Monsters in Your Campaign

As in any AD&D game, monsters are designed to add a challenge to player characters. Some of these monsters are from the literature of the Faerie Tradition. DM'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.

Monsters from Other Sources

Monsters have always been associated with witches, either as familiars or other antagonists in “fairy tales”. Many good and neutral aligned witches befriend many of the creatures of the forest or their locale to aid them. This is especially true for witches of the Faerie Traditions. Evil witches and warlocks associate with many humanoid monsters and undead creatures. Other monsters, such as the Lamia and the Penanggalan are believed to be or have been witches in a former life.

What follows is a list of monsters that have or can be associated with the witch. Mostly these will be in situations with an NPC witch. Notably absent from the list are the various fiends. While some witches and warlocks do have dealings with them, this is considered the exception rather than the rule.

Abbreviations:

MM	Monstrous Manual
MAxx	Monstrous Manual Annual
OMxx	Original Monster Manual (1 or 2)
FF	Fiend Folio (Original or 2 nd Edition)
DLMC	Dragonlance Monstrous Compendium
FRxMC	Forgotten Realms Monstrous Compendiums
PS	Planescape Setting
RVxx	Ravenloft Monstrous Compendiums

Table 24: Animals

Creature	Frequency	Source
Badger	Common	MM 241
Bat, Common	Common	MM 15
Cat, Domestic	Common	MM 38
Eagle, Wild	Uncommon	MM 27
Falcon	Common	MM 27
Ferret	Common	MM 244
Fox	Common	MM 244
Frog, Giant	Uncommon	MM 119
Hawk	Common	MM 27
Hedgehog	Common	MM 244
Mouse	Common	MM 244
Rabbit	Common	MM 244

Raccoon	Common	MM 244
Rat	Common	MM 300
Raven	Common	MM 27
Skunk	Common	MM 241
Vulture	Common	MM 27
Warthog	Common	MM 241
Wolf	Uncommon	MM 362
Wolverine	Uncommon	MM 241
Woodchuck	Common	MM 244

Table 25: Humanoids

Creature	Frequency	Source
Atomie	Rare	MM 328
Booka	Uncommon	FF 16
Brownie	Rare	MM 31
Brownie, Buckawn	Rare	OMII 21
Brownie, Dobie	Rare	MAII 23
Dryad	Very Rare	MM 93
Faerie, Fiddler	Uncommon	MAIII 43
Faerie, Petty, Bramble	Rare	MAIII 44
Faerie, Petty, Gorse	Uncommon	MAIII 45
Faerie, Seelie	Very Rare	MAII 105
Faerie, Unseelie	Very Rare	MAII 106
Goblin	Uncommon	MM 163
Grig	Very Rare	MM 328
Hag, Annis	Very Rare	MM 181
Hag, Green	Very Rare	MM 181
Hag, Night	Very Rare	PS 80
Hag, Sea	Rare	MM 181
Hobgoblin	Uncommon	MM 191
Korred	Very Rare	MM 308
Leprechaun	Uncommon	MM 220
Nymph	Very Rare	MM 270
Ogre	Common	MM 272
Pixie	Very Rare	MM 328
Satyr	Uncommon	MM 308
Sirine	Very Rare	MM 314
Sprite	Rare	MM 328

Table 26: Monsters

Creature	Frequency	Source
Bullywug	Rare	MM 34
Elemental, Air	Very Rare	MM 99
Elemental, Earth	Very Rare	MM 99
Elemental, Fire	Very Rare	MM 100
Elemental-kin, Aerial Servent	Very Rare	MM 101
Elemental-kin, Earth, Pech	Rare	MM 102
Elemental-kin, Fire, Salamander	Rare	MM 103
Elemental, Kin, Water, Nereid	Very Rare	MM 104
Elemental, Water	Very Rare	MM 100
Gargoyle	Uncommon	MM 125
Gremlin	Very Rare	MM 174
Griffon	Uncommon	MM 178
Harpy	Rare	MM 184
Hell Hound	Very Rare	MM 187
Hellcat	Rare	FF 50
Imp	Very Rare	MM 201
Lamia	Very Rare	MM 217
Naga, Guardian	Very Rare	MM 266
Naga, Spirit	Rare	MM 266
Naga, Water	Uncommon	MM 266
Nightmare	Very Rare	MM 269
Raven, Giant	Rare	MM 27
Sprite, Baobhan Sith	Rare	RVIII 15

Troll	Uncommon	MM 349
Unicorn	Rare	MM 353
Vulture, Giant	Uncommon	MM 27
Weasel, Giant	Rare	MAII 83
Will o' wisp	Uncommon	MM 361
Wyvern	Uncommon	MM 366

Table 27: Undead

Creature	Frequency	Source
Apparition	Very Rare	FF 12
Banshee	Very Rare	MM 13
Cat, Crypt	Very Rare	MAII 26
Ghast	Rare	MM 131
Ghost	Very Rare	MM 130
Ghoul	Uncommon	MM 131
Haunt	Very Rare	MM 186
Heucuva	Very Rare	MM 188
Mara	Rare	FR2MC
Mummy	Rare	MM 261
Penanggalan	Rare	FF 71
Phantom	Very Rare	MM 287
Poltergeist	Rare	MM 296
Shadow	Rare	MM 312
Skeleton	Rare	MM 315
Spectre	Rare	MM 323
Vampire, Common	Rare	MM 355
Vampire, Nosferatu	Very Rare	RVIII 109
Wichtlin	Very Rare	DLMC
Wight	Uncommon	MM 360
Wraith	Uncommon	MM 365
Zombie	Rare	MM 373

Undead

Good and neutral witches are granted extra powers to destroy the undead. The witch's tie to the supernatural gives them greater understanding the forces that animate the undead. The same forces are what the witch uses to disperse these foul creatures. The witch with the ability to turn undead advances as does a priest of the same level. However when priests stop at level 13, the witch continues. Her Goddess has also given her the ability to effect the fiends of the lower planes. Table 28 lists the chance and effect of the witch turning an undead/supernatural creature. Table 29 lists the undead or supernatural creature by type. DMs should feel free to modify the list of effected creature as they need to fit their campaign. Plus the Dungeon Master might want to allow certain intelligent undead, such as vampires, liches, or mummies, a saving throw vs. death magic to avoid the effects. Plus certain areas may nullify these effects, such as evil areas, the lower planes, Ravenloft, or anything else the DM desires. Type N to R undead and Type I to VII fiends are treated as if a *Holy Word* spell had been cast on them.

Evil witches and warlocks can use the same tables, but they control rather than destroy the undead.

Table 28: Expanded Priests vs. Undead

Type	1	2	3	4	5	6	7	8	13	14	16	17	18	19	20	22	24	27	29	30
A	10	7	4	T	T	d	d	D	D	D	D+	D+	D+	D*	D*	D*	D*	D*	D*	D*
B	13	10	7	T	T	d	d	d	D	D	D	D+	D+	D+	D*	D*	D*	D*	D*	D*
C	6	13	10	4	T	T	d	d	d	D	D	D	D+	D+	D+	D*	D*	D*	D*	D*
D	19	16	13	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*	D*	D*
E	20	19	16	10	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*	D*
F	-	20	19	13	10	7	4	T	T	d	d	D	D	D	D	D+	D+	D+	D*	D*
G	-	-	20	16	13	10	7	4	T	d	d	D	D	D	D	D	D+	D+	D+	D*
H	-	-	-	20	16	13	10	7	4	T	d	d	D	D	D	D	D	D+	D+	D+
I	-	-	-	-	20	16	13	10	7	T	T	d	d	D	D	D	D	D	D	D+
J	-	-	-	-	-	20	16	13	10	4	T	d	d	d	D	D	D	D	D	D+
K	-	-	-	-	-	-	20	16	13	7	4	T	d	d	d	D	D	D	D	D
L	-	-	-	-	-	-	-	20	16	10	7	T	T	d	d	d	D	D	D	D
M	-	-	-	-	-	-	-	-	20	13	10	4	T	T	d	d	d	D	D	D
N ¹	-	-	-	-	-	-	-	-	-	16	13	7	4	T	T	d	d	d	D	D
O	-	-	-	-	-	-	-	-	-	20	16	10	7	4	T	T	d	d	d	D
P	-	-	-	-	-	-	-	-	-	-	20	13	10	7	4	T	T	d	d	d
Q	-	-	-	-	-	-	-	-	-	-	-	16	13	10	7	4	T	T	d	d
R	-	-	-	-	-	-	-	-	-	-	-	20	16	13	10	7	4	T	T	d

T Undead is automatically Turned.
d Undead can be dispelled, destroyed or damned, 1d12 HD. If evil then undead is Commanded. For Fiends treat as a *Holy Word*.
D 7 - 12 (1d6 + 6) HD affected.
D+ 9 - 14 (1d6 + 8) HD affected.
D* 11 - 16 (1d6 + 10) HD affected.

*This power is ineffectual in areas of evil, such as altars of evil, the lower planes, Ravenloft, and DM choice.

Table 29: Undead by Type

Type	Undead	Others
A	Skeleton	Wandering Poltergeist, Skeleton Animal
B	Zombie	
C	Ghoul	Poltergeist, Coffin Corpse, Lacedon
D	Shadow	Lesser Wight
E	Wight	Huecuva
F	Ghost	Monster Zombie
G	Wraith	Sheet Phantom, Crypt Thing, Penanggalan, Strahd Skeleton
H	Mummy	Son of Kyuss, Strahd Zombies
I	Spectre	Sheet Ghoul, Lesser Vampire, Apparation, Juju Zombie
J	Vampire	Common and variants
K	Ghost	Banshee
L	Lich	Fiend Type I¹
M	Special	Fiend Type II , Night Hag, lesser Daemon, Strahd Steed.
N ¹	Fiend Type III	<i>Demi-Lich, Revellant</i>
O	Fiend Type IV	<i>Skeleton Warrior, Death Knight</i>
P	Fiend Type V	<i>Demon Lord, Eye of Fear and Flame, Greater Vampire</i>
Q	Fiend Type VI	<i>Greater Demon, Death Commander</i>
R	Fiend Type VII	<i>Demon Prince, (Special)</i>

¹Type N to R Undead and Type I to VII Fiends are treated as if a *Holy Word* spell were cast.

Batlings

CLIMATE/TERRAIN:	Temperate Caves
FREQUENCY:	Very Rare
ORGANIZATION:	Family
ACTIVITY CYCLE:	Night
DIET :	Insects, Fruits
INTELLIGENCE:	High (15)
TREASURE:	C
ALIGNMENT:	Chaotic Good
NO. APPEARING:	2 - 5,
ARMOR CLASS:	6
MOVEMENT:	8", 48" FL
HIT DICE:	1 +4
THAC0:	18
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1d4 / 1d4 or 1d6
SPECIAL ATTACKS:	Hypersonic shriek
SPECIAL DEFENSES:	Speed
MAGIC RESISTANCE:	25%
SIZE:	S (2' tall)
MORALE:	Elite (13-14)
XP VALUE:	400
PSIONICS:	Nil



Batlings are magical crossbreeds of pixies and bats.

Appearance: Batlings look like pixies with bat-like wings and features. Their feet are like those of a bat with small claws for hanging upside down. Their bodies however resemble pixies with short soft fur covering it. Their fur ranges from light brown to a deep black. Their faces are also like that of pixies, but some bat-like characteristics. They have a sharp teeth and large ears like a bat. They also 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. When speaking, batlings have wonderfully high pitched voices.

They tend not to wear clothing when young or among their own kind. However 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.

Combat: Batlings are not strong fighters. They prefer to use their small size and speed to avoid confrontations. However they will go to any lengths to protect their homes or their young. Males and females are equal in combat. Young batlings are non-combative. Batlings may attack with their feet claws twice per round doing 1 to 4 hp of damage. Some batlings do carry small thin swords. They use this swords two-handed for 1d6 hp of damage.

If threatened Batlings may let out a hypersonic shriek. This shriek may be done three times per day. Anyone under 5 HD within hearing distance of the batling must make a save vs. Paralyzation or become deaf, as per the spell, for 2d6 rounds. They also suffer 2d10 hp of damage. If they save or are above 5 HD then they only take 2d6 hp of damage.

Habitat/Society: Batlings were created by an insane warlock who was researching new familiar types. 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 enter act 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 around 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 surround them. Batlings come out at night to socialize and feed. An adult batling can eat 3 to 4 times his own weight a night in flying insects. This helps support their high metabolic rate. Batlings are also found of fruits, especially grapes. They make an extremely potent wine from grapes and a fungus that grows in their caves.

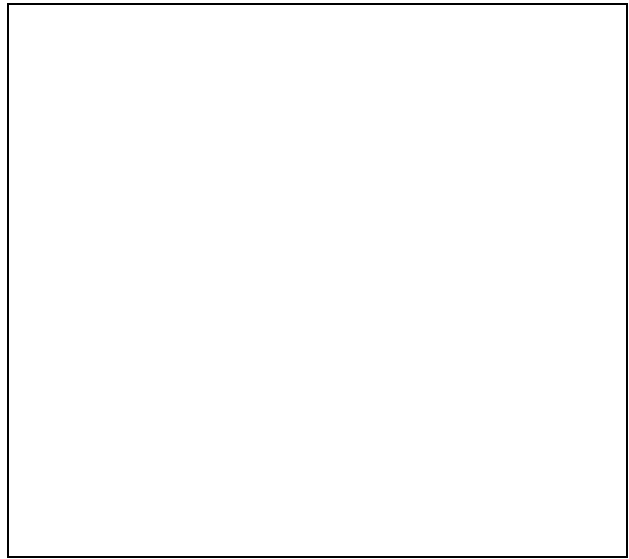
Batlings mate once a year in the spring and the female gives birth to a clutch of two young. Batlings usually mate for life. Batlings keep their lair far from humanoid eyes. Usually they have many regular bats in their lair to keep guard.

Ecology: Even though they are a "created" race, Batlings have found a niche in the ecology of the world. Their diet has placed no strain on the local ecology. If batlings have a natural enemy it would be goblins. Goblins capture batlings in suspended steel traps. They gag the batlings and enjoy pulling off their wings. Goblins usually eat the males and children but keep the females around as slaves. A particularly ugly breed of Bendith Y' Mamau (q.v.) are born to these unfortunate batlings.

Batlings have been the subject of recent debate and experiments by wizards. Batling fur or guano has been used in place of bats' in spell components. The spell *Wave of Mutilation* (q.v.) was discovered in this research.

Bendith Y' Mamau

CLIMATE/TERRAIN:	Any Land
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Omnivore
INTELLIGENCE:	Low (6-8)
TREASURE:	E
ALIGNMENT:	Chaotic Neutral (Evil)
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	18" Fly 24"
HIT DICE:	2+2
THAC0:	18
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1
SPECIAL ATTACKS:	1d4
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	25%
SIZE:	S (1 ½' to 2')
MORALE:	Average (9-10)
XP VALUE:	250
PSIONICS:	Nil



The Bendith Y' Mamau ("The Mothers' Blessing", pronounced "*Bendith uh Momay*") is a rather unpleasant clan of Welsh fairies. They steal children and substitute them for their own ugly ones, called Crimbils. Through the intervention of a witch, the parents can regain the stolen child, who will remember nothing of its time with the Bendith Y' Mamau, except for a vague recollection of sweet music.

Appearance: They are ugly creatures, and sometimes regarded as the result of interbreeding between goblins and fairies. They have the ill-disposition and ugly appearance of goblins, but the magic of faeries.

The adult Bendith Y' Mamau are a stunted and ugly kith; short, with twisted limbs and grayish skin. Their eyes are puckered and inscrutable and their noses large and bulbous. Their mouths are usually grim with their lower lip protruding over their upper, much like the mouths gurners are so fond of pulling. Their hair is thick and wiry, usually ginger in color, with the male grumps invariably going bald. Their ears are large and round, sticking out, and their eyebrows resemble large thick tufts of ginger hair. Their redeeming feature is their voice which is rich and resonant (the males) of sweet and lilting (the females).

Childling Bendith (called Crimbils) are, if anything, even uglier than the adults. They quickly show an aptitude for music and song, reveling in the attention it garners. When not practicing their arts they tend to live lonely childhoods, shunned by other children and becoming jealous of their attractive classmates. Despite this, Crimbils are surprisingly calm of temperament

Combat: Bendith Y' Mamau do not normally enter into combat. If pressed they can use the following magical abilities once per day at will: *Invisibility*, *Levitation*, *Shape Change*, and, *Shrink*.

Like all members of the faerie race, Bendith Y' Mamau can only be struck or harmed by cold forged iron.

Habitat/Society: They usually live in clans, in underground caverns, and do not enjoy the company of humans. Bendith Y' Mamau go out of their way to make people's lives unpleasant, stealing cattle and children, killing farm animals, and breaking important tools are some of their favorite pastimes. Bowls of milk were put out for them to prevent them from causing mischief.

It's not that the Bendith Y' Mamau are evil, but they are generally very selfish, caring little for the distress they cause the family. The Seelie Court has made efforts to curb this activity, citing that it could attract unwelcome attention, and the Bendith that wish to join

the Seelie Court (and there are a few) must swear an Oath never to partake in any such activities.

Wilder Bendith are passionate musicians, constantly frustrated by their inability to reach the heights they know are just beyond their skills. They use their musical gifts to compensate for their homely mien, only meeting with very limited success. Thus, they are often frustrated and angry, driving themselves harder into their music.

Ecology: Like most of the faerie races, Bendith Y' Mamau, are not a burden on their local ecology.

Boroka

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	High
TREASURE:	C
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-2
ARMOR CLASS:	2
MOVEMENT:	24"
HIT DICE:	4+6
THAC0:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8/2-8 or by weapon
SPECIAL ATTACKS:	Illusion, charm
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Normal
SIZE:	M (5' high)
MORALE:	13
XP VALUE:	1,000
PSIONICS:	Nil



Appearance: The Boroka is a cannibalistic monster from the Philippines. She has the head and upper torso of a woman, four feet like a horse, and the wings of an eagle. Her skin is a uniform bone white. She is fond of eating children. This monster is related in appearance to the lamia or a centaur with no tail. Her human parts are extremely beautiful, and they have mesmerizing voices. Their skin is cold to the touch.

Combat: The Boroka prefer not to attack. When they need to defend themselves they use their ability to charm (as per spell) and illusion to ward off attackers. However their diet brings them into situations in which combat is unavoidable.

When entering into combat the Boroka fights with its claws or by weapon type. Typically they prefer smaller weapons such as daggers or short swords.

Habitat/Society: Boroka are believed to be reincarnated from a coven of witches that had been cursed by their own Goddess. What they did to receive such a horrible punishment is lost to time, but locals believe the witches were practicing cannibalism and eating their own children.

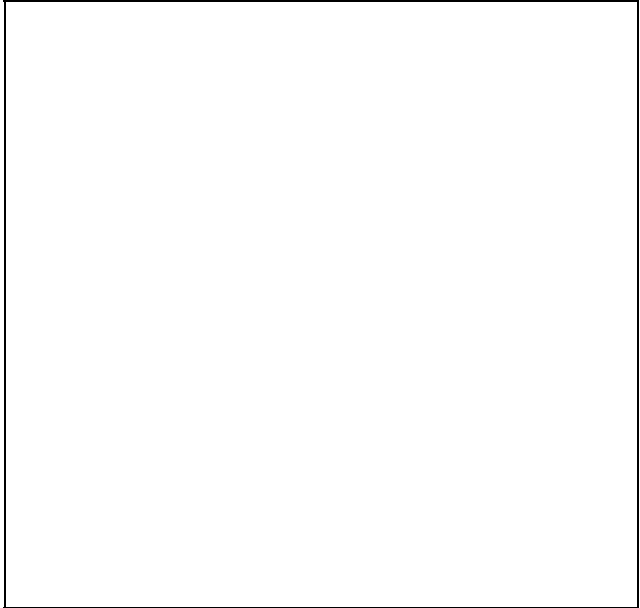
In order to reproduce the Boroka must charm a human male. Only female children are ever born to these unions. Often the tribe of Boroka will charm a male and keep him their for months or even years as breeding stock, until he eventually die from exhaustion.

Boroka tend to be solitary, although they do live in small tribal bands of no more than twelve individuals. If more than one Boroka are encountered then will be a mother and a daughter. The daughter fights as does the mother for half damage. If combat is going badly the mother will not hesitate to abandon her offspring to save herself. Young Boroka reach full maturity in 10 years. They typically live to an age of 45 years. Mothers and daughters do not associate with each other after the daughter reaches maturity.

Ecology: Boroka are not a natural creation. They are the offspring and of the original reincarnated witches.

Cluracan

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Omnivore
INTELLIGENCE:	Average (10-11)
TREASURE:	See Below
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	12"
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	0
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75%
SIZE:	T (2' - 3' tall)
MORALE:	Steady (11)
XP VALUE:	300
PSIONICS:	Nil



Appearance: The Cluracan (or Cluricaune) is a cousin of the Leprechaun which is inordinately fond of wine, spirits, beer, and ale. They are solitary creatures, although they tend to happily latch themselves onto unsuspecting folk. Once attached to a dwelling, they stay in the wine cellar (or equivalent), where they poach the supply. One benefit is that servants and the like who attempt to take a drink without the owner's permission will likely be scared off by the little fellow, but it is doubtful that the cost is worth it. Families have been known to move their entire household in the hopes that the Cluracan plaguing them will not follow, but these mischievous little fellows will often stow away in the packed goods and follow the family.

Combat: Cluracan do not enter into combat. If pressed they can use the following magical abilities once per day at will: *Invisibility*, *Levitation*, *Shape Change*, and *Shrink*. In addition, Cluracan can consume a large quantity of drink. They seem to enjoy being drunk even though they do not suffer the debilitating effects of intoxication.

Like all members of the faerie race, Cluracan can only be struck or harmed by cold forged iron.

Habitat/Society: Cluracan usually get along fine with Leprechauns and Fir Darrigs, their closest relatives. Like them, Cluracan are tricksters and their favorite victims are humans.

When not drinking the Cluracan can be found chasing nymphs and other female fairies. So far only males have ever been seen, leading many sages to wonder if the females exist at all or if they are only an offshoot of leprechaun. It is believed that the Cluracan can mate with leprechaun and pixie females.

The Cluracan is sometimes addressed as "Naggeneen", a word implying a small quantity of drink. He always appears as an old-looking, diminutive man of no more than three feet in height, well-dressed. It is said that all Cluracan carry a little leather purse, the *Spre'na Skillenagh* (or Shilling Fortune), which contains a single coin which, once spent, renews itself. They are said to enjoy fine tobacco as well, and often know the way to hidden treasure. Cluracan are tricky and clever, and they will avoid skirmishes to the best of their (considerable) ability. Even if trapped, they will seek (and usually find) a way out. They are possessed of ordinary strength, although once bound they will alter their appearance and can achieve remarkable feats, including the doubling or tripling of their strength and speed.

Ecology: Usually found in basements or wine cellars, Cluracan are not a burden on local ecology. However they have been known to drink entire stocks of wine. One famous vintner returned from a holiday with his family only to find his priceless collection consumed by a very fat and drunk Cluracan. The offender only smiled, burped and promptly disappeared.

Druther

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Nil
INTELLIGENCE:	Non (0)
TREASURE:	None
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	8
MOVEMENT:	8
HIT DICE:	9 (45 hp)
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12 (2d6)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Nil
SIZE:	M-L (3' to 8' tall)
MORALE:	Fearless (20)
XP VALUE:	3,000
PSIONICS:	Nil



Appearance: Druthers can appear in any form. Usually they are biped and always 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 the a warlock was had such beautifully carved druthers that they were often mistaken for wood nymph.

Combat: A Druther is mindless in combat. It strikes with it's wood fists with almost no regard to what else is going on. The druther can only be hit by magical weapons, +1 or better. Arrows or other piercing items, such as spears or thrust daggers, only do 1 point of damage per hit. Water base attacks have no effect on the druther whatsoever. Fire based attacks always do double damage. Cold based attacks do no damage. A druther is immune to *sleep*, *hold*, *charm* or *fear* spells.

Habitat/Society: A Druther is a type of wood golem that can only be created by a witch. It is weaker than most golems. 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 can not do or wont do herself, like killing or scaring an enemy. Often a witch will have a few druthers protecting her home while disguised as trees.

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. Other witches have used the spell *Magical Mouth* to add communication to their work.

Ecology: Druthers are not natural creatures and have no place in the natural ecology of the world. Conversely, because they neither consume or waste, they have no effects on the local economy. Treants, dryads, and wood nymphs view a druther in the manner a human views the undead. 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.

Creation: If the witch has access to a *Manual of Druthers*, then she can create a Druther from that work. A witch may also opt to create one from scratch. The witch will need at least 200 pounds of wood, either as sticks, planks or individually carved pieces. The witch will need her consecrated witch tools and fine incense which will cost the witch about 2,000 gp. After creating the body for the druther, the witch will have to cast *reincarnate*, *air walk*, *call woodland beings*, *bless growth*, and *major rite of enchantment*.

Drudges: Sometimes druthers are referred to as "Drudges", mostly due to their ability to menial work, usually around the home. While a druther may be used to do the witch's dirty work, a drudge will do the witch's dirty laundry. Adventurers have reported of a witch with intricately carved wood drudges as her household staff. A drudge butler was so well made that they could not tell it was a magical construct at all.

Rogue Druthers: The druther has a great tie to it's animating elemental force. Thus there is only a 35% (-1% per level of the witch) chance that the druther will break free. Sometimes the druther will break free of the witch's control, but not of it's 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.

Elf, Gypsy

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Tribal
ACTIVITY CYCLE:	Any
DIET :	Omnivore
INTELLIGENCE:	High to Supra- (14-20)
TREASURE:	N (G, S, T with Tribe)
ALIGNMENT:	Chaotic Good (Neutral)
NO. APPEARING:	20-200
ARMOR CLASS:	5 (10)
MOVEMENT:	12"
HIT DICE:	1+2
THACO:	19 (18)
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or 1-10
SPECIAL ATTACKS:	+1 to hit with bow or sword
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	75% resistance to sleep & charm
SIZE:	M (5½' to 6 tall)
MORALE:	Elite (14)
XP VALUE:	500
PSIONICS:	Varies by Individual

Appearance: Gypsy Elves look much like their High Elf cousins. They were originally no different than the High Elves. Traveling and encountering different lands and peoples for more than a millennium has altered the appearance of the race. They stand a bit taller than normal elves, about 5½' to almost 6' tall. They are darker complexion, having an almost olive skin color. Their hair tends to be dark. Blacks and browns are very common. Once in a great while a blond or redhead will be born, this is usually a cause for great celebration. If a child is born with white hair then this is considered a great omen of change.

Combat: Normally encountered Gypsy Elves will be armed with daggers or small bows. It is not uncommon for them to have long swords or long bows of High Elf origin. Years of moving from land to land has taught the gypsy elves at least one combat tactic. It is often easier and better for all if you can talk your way out of combat. Not that the gypsy elves are pacifists, they simply realize that their travels may bring them back to a land close to other enemies. When possible they camp in easily defensible areas with many methods of escape. When cornered or forced to fight then Gypsy Elves live up to their heritage.

The typical Gypsy Elf camp will contain, sword 20%; sword and spear 20%; sword and bow 20%; bow 35%; two-handed sword 5%. At least 10% of this group will have a magical (+1) item. The swordsmen and sword and spearmen will be mounted on small horses. Warriors will be evenly divided between males and females. Only the oldest and the youngest will not participate in combat.

Habitat/Society: Like their human counterparts, Gypsy Elves travel all over the known world. However, unlike the Human Gypsies, Gypsy Elves are much more gregarious. The origins of the Gypsy Elves (and Shadow Elves) date back to what has become to be known as the *Sundering of the Elves*. When the Dark elves broke free from the light elves they split into several races. The light elves of course became the High Elves and the dark became the Drow. There were elves that remained outside of the conflict. One group was a band of light elves that protected both the dark and light elves from each other. When the gods split the elves apart, the gypsy elves were left without a home to call their own. Since they never harmed another elf before they were not forced into the Underdark. Ever since then the Gypsy Elves have wandered from place to place

looking for a home. While Gypsy elves tend to be neutral to all other races, they are always treated as "good" to other elves. There are several universal elven customs that apply only to Gypsy Elves.

1. No Gypsy Elf may harm another Elf. Even Drow and Half-Elves.
2. No other elf, Drow or Half-, may harm a Gypsy Elf.
3. No Elven community may refuse lodging to a band of Gypsy Elves. The Gypsy then must agree to be on their way soon after.

At any point in time other elven species may be found in a group of Gypsy Elves, as they may freely travel as long as they abide by the Gypsy Elves rules and lifestyle. These "Free Wanderers" can make up to 10% of the tribe's population. They usually include:

30 %	High Elves.
20 %	Wood Elves.
20 %	Half-Elves.
10 %	Grey, Wild (Grugach) or Valley Elves.
10 %	Desert or Snow Elves.*
5 %	Drow or Aquatic Elves.*
5 %	Shadow Elves.

* Depends on how close the Gypsy Elves are to their natural habitats

As long as the other elves do not fight amongst themselves or the other Gypsy Elves they may remain with the tribe as long as they like. Also any Gypsy Elf is invited to remain in any Elf community, but few rarely do.

Consequently the racial make up of Gypsy Elves is somewhat mixed. Actually there is no Gypsy Elf race. It is the human populations of the world call them "Gypsy". The elves refer to them only as "Wandering Elves". Gypsy Elves often refer to themselves as the "Free Elves".

Gypsy Elves are on friendly terms with humans. They find Human Gypsies to be to xeno-phobic for their tastes. But they will travel with them for mutual benefit. This helps to explain the high amount of Half-Elves.

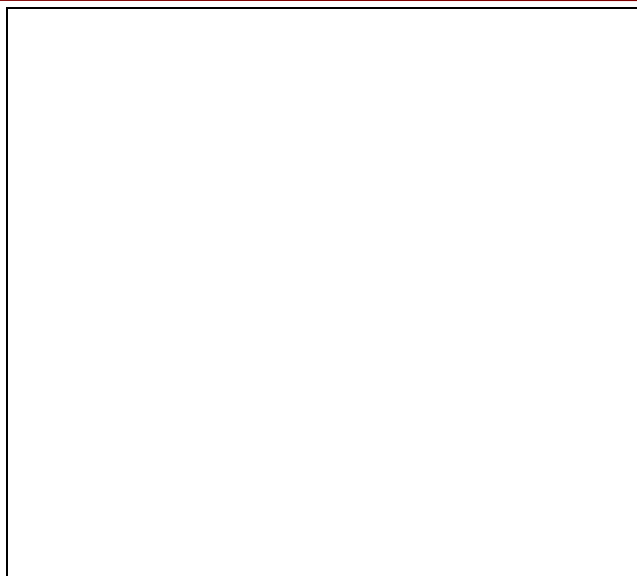
Ecology: Gypsy Elves, like their High Elf cousins, produce fine art, in particular music and dance. Many have excelled in wood carving and sell these pieces of art in communities they pass through. What these elves cannot make, they buy. In this respect they are very good terms with humans.

Gypsy Elves are careful never to take more from the land or their hosts than they absolutely need. It has been said that there will be no evidence of a gypsy elf camp 24 hours after they leave.

Gypsy Elves may become witches. They are free to take any tradition, but most often pick Faerie and Gypsy traditions.

Fir Darrig

CLIMATE/TERRAIN:	Temperate
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Omnivore
INTELLIGENCE:	Average (10-12)
TREASURE:	F*
ALIGNMENT:	Chaotic Neutral (evil)
NO. APPEARING:	1-4
ARMOR CLASS:	7
MOVEMENT:	18"
HIT DICE:	2
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d4
SPECIAL ATTACKS:	Magic
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	65%
SIZE:	T (2' - 2½' tall)
MORALE:	Steady (11)
XP VALUE:	300
PSIONICS:	Nil



Appearance: The Fir Darrig (also Fir Dhearga or Fear Dearg) are diminutive, simian Hobgoblins/Leprechaun crossbreeds. They typically wear a red cap and coat, and thus the name (Red Hat or the Red Man). The Fir Darrig are inordinately fond of cruel practical jokes, and they tend to be rude. They often travel alone, although there are occasional incidents where an unlucky victim has run across multiple Fir Darrig having a little fun. Many Fir Darrig have taken up the habit of travelling and seeking to warm themselves by others' fires, and the Fir Darrig so refused is likely to play harmful pranks upon the refuser. The correct response to such a request (and one which will leave the Fir Darrig kindly disposed towards the individual and unlikely to harm him) would be "Na dean fochmuid fainn" ("Do not mock us"). The Fir Darrig are known to be shape-shifters, and they often use this ability to strike fear into those they wish to annoy.

Combat: Like many of the Faerie races, Fir Darrigs prefer not to enter into physical combat. The Fir Darrig has the following powers, usable once per day; *Invisibility*, *Fear(100' radius)*, *Shape Shift* and *Teleport (self) without Error*. It will use these powers to prevent from actually having to attack. If forced into combat, Fir Darrigs use long knives. Unlike the other faeries, they can and will enter into melee when the need arises. They are usually stronger and are better fighters than their cousins the leprechauns and the cluracan.

Like all members of the faerie race, Fir Darrigs can only be struck or harmed by cold forged iron.

Habitat/Society: Fir Darrigs are on reasonably good terms with other fairy races. Their love of home, hearth, and good tobacco puts them at ease with Leprechauns, Cluracan and Halflings. Although halflings tend to think of them as rude and inconsiderate guests. Fir Darrigs are disliked by Dwarves, but not hated. Fir Darrigs think dwarves take themselves too seriously. No love is shared between the Fir Darrig and their closest non-faerie cousins, Hobgoblins. Fir Darrigs enjoy most of the same things that leprechauns do, gold, a good drink and smoking long pipes. Like the Cluracan (q.v.) no female Fir Darrigs have ever been seen.

Some Fir Darrigs have been known to be evil (rarely). It is believed that they get their red coat and hat by dyeing them in blood.

Ecology: Fir Darrig's occupy the same ecological niche as do other faerie. They do not burden their environment, but are often a nuisance to humans.

Makva (Wood Hag)

CLIMATE/TERRAIN:	Any Forrest
FREQUENCY:	Very Rare
ORGANIZATION:	Covey
ACTIVITY CYCLE:	Night
DIET :	Carnivore
INTELLIGENCE:	Very (11-12)
TREASURE:	E
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1 (3)
ARMOR CLASS:	1
MOVEMENT:	18"
HIT DICE:	8
THACO:	12
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	3-18/3-18/2-12
SPECIAL ATTACKS:	CON drain.
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	25%
SIZE:	M (5'-7' tall)
MORALE:	13
XP VALUE:	4,500
PSIONICS:	Nil

Appearance: The Makva, or the Wood Hag, is a relative of the Night Hag and other Hags. The Makva makes her home in the deepest forests where she feeds on unsuspecting travelers. She is particularly fond of children. Her normal appearance is very hag-like, tall, green skin with black hair, although some have been spotted with green or red hair. Long clawed hands with nails as hard as iron talons. Their mouths are filled with rotting black teeth and a 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.

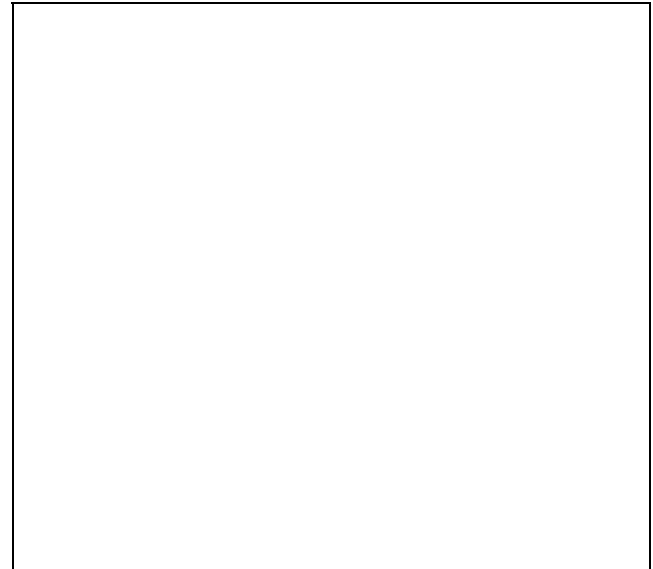
Combat: The wood hag is very strong (18/00) and will attack with her claws and a bite. The bite of a Wood Hag also drains blood. Any successful critical (natural 20 rolled) bite hit will drain one point of Constitution. Any character drained to zero will become a wraith haunting the woods around the wood hag.

The Makva can also employ the following spell like powers three times per day: *Ray of Enfeeblement* and *Magic Missile*. They can cast an *Advanced Illusion* four times per day and can use the following powers at will, *know alignment*, *polymorph self* and *sleep*. Wood hags are immune to *sleep*, *charm*, and *hold* spells.

The Makva cannot touch iron and takes double damage from weapons made of pure or cold forged iron.

Habitat/Society: The wood hag is more solitary than the other Hags. More often than not a wood hag will be found alone. Covey's that include Wood Hags almost always include another type of Hag, in particular an Annis or a Green Hag. A wood hag can use the special powers of a covey when she is in one, including a *Hag Eye*. A solitary wood hag will never have a Hag Eye.

Wood hags often employ trolls to protect their homes and for mutual protection. At any given time there will be 3 to 6 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. The wood hag will also ally her self with evil witches and warlocks. They have also been known to consort with demons and vampires as well. Makva do not get along well with Night Hags. Some have theorized that Makva were once part of the Night Hag "society" but were removed for being too chaotic.



Wood Hags have often been confused with witches and many of the tale told to frighten children about witch have been about wood hags. It is almost certain that the tale of *Hansel and Gretel* could have been about a wood hag (or even the witch Baba Yaga).

Makva are believed to live up to 800 years, but this has never been confirmed. They have been known to keep harpies as pets.

Ecology: Found only in the deepest of forests, wood hags do not reproduce as often as her cousins. The wood hag can mate with any human or elf male. Since some wood hags have been spotted with green or red hair, and their "allergy" to iron, some speculation has been prompted about their relationship with dryads. Like other hags and dryads, wood hags only produce female offspring.

Makva also have a draining attack similar to a succubus, thus reinforcing the apparent relationship between all of the Hag types. But unlike a Night Hag, a wood hag can not *gate* or become ethereal or astral.

Slaad, Black

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very Rare (Limbo)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Carnivore
INTELLIGENCE:	Very
TREASURE:	R x 3
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	12"
HIT DICE:	12+4
THAC0:	7
NO. OF ATTACKS:	3 or 2
DAMAGE/ATTACK:	2d6/2d6/2d8 or by weapon
SPECIAL ATTACKS:	See below, spell use
SPECIAL DEFENSES:	See below, Regeneration
MAGIC RESISTANCE:	60%
SIZE:	M (6')
MORALE:	Fanatic (17-18)
XP VALUE:	20,000
PSIONICS:	Varies by individual



Appearance: The Black Slaadi appear can appear as a black colored Sladd. However it amuses them to appear as humanoids complete with gender. A Black Slaad can take any appearance they choose. Each Black Slaad is unique. They can communicate with any creature through telepathy. Unlike the Gray Slaad, Black Slaad are fascinated with humanity and spend a lot of time on the Prime Material.

Combat: The typical Black Slaadi (if there can really be such a thing) will normally be found with a Grey Slaad lieutenant and a small army (10-20) of Red or Blue Slaadi. When in their natural form they attack with a claw/claw/bite routine or in their human form by a weapon. The weapon will vary from individual to individual, but all will be at least +3 to hit and damage.

Black Slaad have demonstrated the following spell like powers, usable once per round at will: *advanced illusion, darkness 15' radius, ESP, fear, flame strike, infravision, invisibility, know alignment, lightning bolt, power word blind, power word kill (once per day), symbol of pain (once per day), unholy word (once per day), and wind walk.* No single Black Slaad has ever shown all of these powers, but much is unknown about them.

Once per turn a black slaad can *gate* in 1-6 of any type of other slaad, save for other black and death slaadi. This power has a 90% chance of success.

Habitat/Society: There are a limited number of Black Slaadi. Formed from very ancient Grey Slaadi, the Black Slaadi rule lesser areas of Limbo. Often one of the Black Slaadi will take a name and title. The Black Slaad serve the few Death Slaadi, who in return serve Ssendam, Lord of the Insane and Ygrol,

Lord of Entropy and Death. The black Black Slaad are lords of lesser areas of Limbo. Of the Slaad ruling classes, they deal the most with humans. Some lesser "lords" and "ladies" are also known.

- Ecnahc, the Lord of Randomness
- Jack, the Lord of Discord
- Xioc, the Lord of Disorder
- Caswyn, Lady of Emotion
- Tiamat, Lady of Chaos

Notably, Tiamat, the self-proclaimed Lady of Chaos, has taken "her" name from the Power Tiamat, the Chromatic Dragon and Goddess of all evil dragons. There is open hatred between the two

cults of followers.

Like Green and Grey Slaadi, Black Slaadi can not directly reproduce themselves. Anytime one dies or on the whims of Ygrol or Ssendam a Grey Slaadi is "promoted" to a Black.

Ecology: Black Slaadi share a belief with some chaotic neutral warlocks that the final battle between Good and Evil will be fought on the windswept plains of Limbo. What the Lords of Limbo are planning to do about this is unknown.

Black Slaad are even less interested in the Blood war than the lower slaadi. Humans, and in particular Warlocks, interest the Black Slaad. They are often found on the Prime Material trading magical items for other magical items or magical knowledge.

Troll, Earth

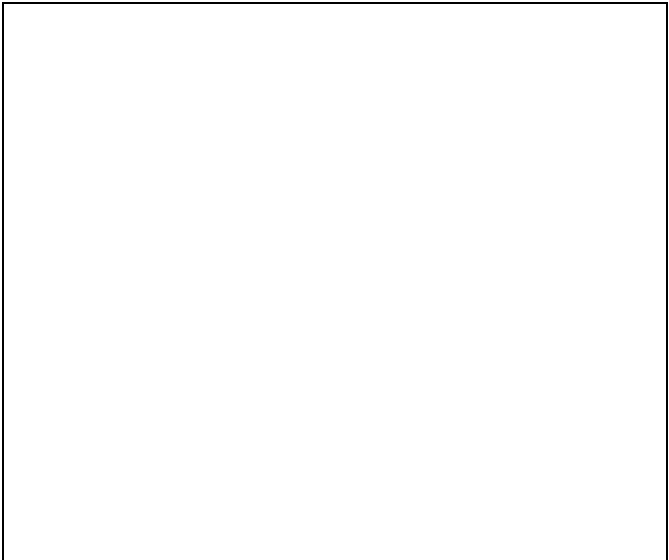
CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET :	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	Q (D)
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	6+6
THAC0:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	5-8/5-8/5-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	Nil
SIZE:	L (9')
MORALE:	Elite (14)
XP VALUE:	1,500
PSIONICS:	Nil

Earth-trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. Unlike the Trolls of the Realms, the trolls of Earth have a thick hide of flesh that appears to be human color. Their hide ranges in color from pale milky white in Arctic regions, to tan to dark brown. They normally wear tattered old clothes or rags that are always covered in dirt and grim. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. It is usually greasy and full of dirt. Their dull, sunken black eyes possess 90-foot infravision. Their mouths are full of sharp, but rotting teeth. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts, however a full 5% of all female trolls born will appear as strikingly beautiful, very tall human females. It is unknown why this happens. Trolls resemble tall, ungainly, thin Ogres; to which they are related. They also look more "human" than their cousins of the Realms or other AD&D worlds.

Combat: Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the cases that a troll wields a weapon, more commonly than their cousins in the Realms or Oerth, it attacks with a +8 damage bonus. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creature recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

Trolls fear sunlight and avoid it at all times. During daylight hours the troll will remain underground or sleeping in an enclosed area. A troll will turn to stone if exposed to direct sunlight. The troll will remain in this petrified state until sundown. Any damage done to the troll while it is stone will be *regenerated* as normal.

Habitat/Society: Trolls can survive in all climes, but prefer dense forests and subterranean locales, since they have an aversion to sunlight. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and are 90% undetectable. Anyone who steps



on a trollhole is 75% likely to fall through the leafy door and tumble into the den below. Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans, though they have a fondness for sheep. Earth Trolls, like other trolls, can eat their food raw, but they prefer it cooked. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans.

Ecology: Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.

Crossbreeds: Like normal Trolls, Earth Trolls can interbreed to produce Troll-like offspring. Sages believe that their blood is malleable and that is why they can regenerate, interbreed, and why they turn to stone.

Half Trolls: Half Trolls are very tall. Averaging 6½' to 8'. Half-Trolls share many of the characteristics of their Troll heritage. While they do not turn to stone in sunlight they do avoid it. In conditions of bright light (sunlight, continual light, etc.) the half-troll is at a penalty of -1. A half-troll character however may add 1 extra hit point to every level advancement to normal rolls. Half trolls usually speak orc, kobold, gnoll, their alignment language and of course their own language, Trollspeak. The lifespan of a troll is shorter than that of a human. They are young adults from 10 to 14, adults from 15 to 28, middle aged from 29 to 47, old from 48 to 65 and venerable at 66. Trolls have a spirit and not a soul, so they can not be raised by normal means.

Vampire, Baobhan Sith

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET :	Blood
INTELLIGENCE:	High (15)
TREASURE:	A
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1-3
ARMOR CLASS:	5
MOVEMENT:	12"
HIT DICE:	7 + 3
THAC0:	14
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Energy Drain
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	Standard
SIZE:	M (5' tall)
MORALE:	Elite (13-14)
XP VALUE:	2,500
PSIONICS:	If in life



Appearance: Baobhan Sith (Bavanshee) are Gaelic Vampires of the Irish-Scottish tradition. They may be of Human or Half-Eleven stock. They appear as young beautiful women, usually one to three in a group. They can speak any language their victim knows due to a form of telepathy, but they will sound as if they have a strange accent. Baobhan Sith do not drain blood with their fangs as other vampires do, but rather with their very long and sharp finger nails. These nails look normal when the vampire is not engaged in combat, but lengthen and sharpen to talons when they have captured a victim.

Combat: Baobhan Sith drains her victims of blood using her nails to cut wounds. Also known as the "dancing vampires", Baobhan Sith will charm their victims using a charm person or suggestion spell. They then will dance with their victims, charming and draining blood as they go. The vampire must make a successful "to hit" roll for vampiric contact, and automatically drains 3-18 hp of blood in one round. The spell is then broken and the victim may now attack back normally -but the vampire will not release the victim unless he makes an open doors roll. The Baobhan Sith will drain 3 -18 hp of blood each round till it is removed. Any victim drained below zero is dead, and can not be raised, but they also do not become vampires, unless they were females. The Baobhan Sith has a clawed attack which does 1 - 8 hp of damage, but this attack is rarely used since they prefer to use spells and drain blood. Baobhan Sith also have all the abilities and weaknesses of the Common Vampire, save for the following differences. Silver only causes normal damage, iron however causes double damage and the vampire will avoid it. A shamrock will repel them, not garlic. To kill one you need a stake of oak or hawthorn wood taken from a druid's grove. They are turned as Vampires. They do not change in to bats or mist, but do however become wolves or non-corporeal, as a ghost. They generally do not opt to use these forms be-cause they then can not

use spell abilities or charm. Baobhan Sith are effected by holy water and symbols. A Druid may attempt to turn a Baobhan Sith as a Priest of the same level, but only if the Baobhan Sith enters a Druid's grove. They are not effected by any mind effecting spells or psionics.

Habitat/Society: Baobhan Sith typically make their homes in forests, glades or other natural settings. They will have a secured coffin somewhere underground to return to in the daylight. Baobhan Sith are even more withdrawn from society than are their common counterparts. They care nothing for power or slaves, but there are exceptions. Baobhan Sith follow the Vampire Abilities by Age if encountered in Ravenloft. There are Three ways a person might become a Baobhan Sith. First is if a woman is drained to death by another Baobhan Sith. Secondly, which is only told in gypsy or druid camps to frighten young girls, is that a young girl with a high charisma (15+) is caught in the woods over night then she will die, and the next night rise as a Baobhan Sith. And lastly, 1% of all female killings of a Nosferatu will produce a Baobhan Sith. Typically Baobhan Sith were enchanters, wizards or witches in life and now continue their professions in death.

Ecology: Baobhan Sith, like other Vampires, are Undead and therefore have no place in the natural place in the ecological order. It is believed by locals that Baobhan Sith may be cursed women who followed the path of wantonness or Enchantment magic or witchcraft.

LeananSidhe: (Lan-awn - Shee) are located on the Isle of Man. She is the muse of Irish and Scottish poets. Those that are inspired by her, live short but brilliant lives.

Chapter 6: NPCs, Allies and Enemies

*Out of her desert lair the lamia came,
A lovely serpent shaped as women are.
Meeting me there, she hailed me by the name*

*Belovèd lips had used in days afar;
And when the lamia sang, it seemed I heard
The voice of love in some old avatar.*

*Her lethal beauty like a philtre stirred
Through all my blood and filled my heart with light:
I wedded her with ardor undeterred*

*By the strange mottlings of her body white,
By the things that crept across us in her den
And the dead who lay beside us through the night.*

*Colder her flesh than the serpents of the fen,
Yet on her breast I lost mine ancient woe
And found the joy forbid to living men.*

*But, ah, it was a thousand years ago
I took the lovely lamia for bride...
And nevermore shall they that meet me know*

It is a thousand years since I have died.

"Lamia" by Clark Ashton Smith
*From "Selected Poems" by Clark Ashton Smith, 1971:
Arkham House Publishers*

The following witches have appeared in fantasy literature or myth. Some were created for this work and were used in play-testing.

Use the witches below as NPC's in your own campaign, and adjusted them as you feel necessary. When using NPC's in your game, avoid using them as "super-monsters" or just as a simple source of information. Read the stories that these characters have appeared in, they should have the same depth of personality and motives as the Player Characters. Encounters with these characters should always be memorable.

Feel free to use these characters in any adventure setting to add a bit of spice or mystery to the game.

Baba Yaga

30th Level Queen of Witches (Crone), Dual classed Mage 30th Level. Chaotic Evil.
Human Female

STR: 20 (+3/+8)

DEX: 18

CON: 21

INT: 25

WIS: 23

CHA: -1

HP: 135

THAC0: 2

#AT: 2

DMG: 3-8/3-8

Special Attacks: Horror, magic

Special Defenses: Charm, hold and sleep spells.

Occult Powers

Lesser: Brew Poisons

Minor: Human Control

Medial: Limited Wizard Spells

Greater: Fiend Summon

Superior: Evil Eye

Baba Yaga is often represented as a little, ugly old woman with a huge and distorted nose, and long teeth. She is also called JeziBaba or Baba Yaga Kostianaya Noga ("bonelegs"), referring to the fact that she is rather skinny in appearance. She is regarded as the devil's own grandmother. This is more a comment about her age and her potential for evil than her actual progeny.

In a number of East European myths, Baba Yaga is a cannibalistic witch who lives in a hut on the edge of the forest. Such as the witch from *Hansel and Gretel*. The hut stands on chicken legs and will only lower itself after Baba Yaga said a certain rhyme. Surrounding the hut is a picket fence, on which she places the skulls of her victims. For transportation Baba Yaga uses a giant mortar which she drives at high speed across the forest floor by steering the pestle with her right hand, and sweeping away all traces of her passage with a broom in the left hand. She is often followed by a host of spirits.

Baba Yaga is the archetypal Hag. She is an aged, ugly crone who has a horrifying appearance and a curt disposition. Some say she is the guardian of the frontier between the territory of mortals and the spirit world. She is well known to many fiends, and they give her a wide berth. It is known that she has some their number imprisoned in her hut.

Baba Yaga is very intelligent. She is curious and wants to learn about the occult and life after death. She can probe into an issue, but because she is secretive, she often knows more than she chooses to disclose. But she can be tricked and has been before. She also still has a soft spot in her heart for young girls, because she longs for a granddaughter of her own.

When pressured into combat Baba Yaga will attack with her spells. As a dual classed Witch-Mage Baba Yaga can cast almost any witch or wizard spell. If pressed into physical combat she can attack with her claws or a magical fire-place poker. The poker is +4 and acts as *Flame Brand, Sword*. She can also summon the Tanar'ri (Demon) Lord, Kostchtchie.

BabaYaga's Hut

The legendary abode of the witch Baba Yaga has appeared in various TSR® products over the years. And predictably, they have varied over the years. Baba Yaga often lets the hut loose on a prime material plane world to wreck havoc and evil.

The Hungry Witch lived in a small, windowless and doorless Izba, made of logs. It stood on two (sometimes three) giant chicken legs, and spun rapidly in a yard that contained her geese and horses, and which was surrounded by 11 skull-lanterns on poles with a

12th pole standing empty. In addition to the fact that the hut may have been alive, Baba Yaga could command it to seal a person inside. Presumably, it could walk out of the yard, but it never did so in Russian tales.

Attempting to force a way into Baba Yaga's hut was a dangerous prospect; it spun at speeds faster than any Russian could possibly run, and (with no visible openings) would sling anyone who managed to grab it into the forest at dangerous speed. To get the hut to stop spinning, the proper spell (a Folk Magic incantation) had to be used; usually something like, "Hut, hut! Still you should be, with your back to the forest and your door to me!" In some stories, the hut wasn't spinning at all, and its legs (if they were even visible) were bent to lower the hut invitingly to the ground.

The Hut appears to be only to be about 15' by 15' by 10' high. It is made of wood and has a thatched roof. The hut can move at an alarming 60" speed over most terrain. Plus the interior of the hut is far greater than the exterior. Estimates are that it is at least 10 to 15 times greater than it would appear. The hut can travel both astrally and ethereally at the will of the hut's owner. The hut's owner is described as Baba Yaga or the person who knows the proper command phrases. The interior of the hut is immune to effects of the outside weather (a very useful bit of magic in Russian winters!) and it is immune to fire. The hut protects those inside from being detected by scrying, magic or psionics.

Baba Yaga's Mortar and Pestle

Baba Yaga can travel about the forest in a large mortar and pestle. She sits in the mortar, steers with the pestle and sweeps up her tracks with her broom behind her. This way she can travel over any surface, including water, but not air. She can travel at a speed of 36" under most conditions.

Circe

30th Level Queen of Witches (Tempestarii) Chaotic Neutral, Evil Tendencies.
Human Female (Demi-God)

STR: 10
DEX: 14
CON: 11
INT: 17
WIS: 19
CHA: 18 (19 with Glamour)

HP: 82
THAC0: 2
#AT: 1
DMG: Dagger (1-4)
Special Attacks: Spell use.
Special Defenses: 25% Magic Resistance

Oculta Powers

Lesser: Glamour
Minor: Elemental Powers
Medial: Limited Wizard Spells
Greater: Shape Change
Superior: Superior Wizard Spells

Of the classic Greek witches, Circe (pronounced “SER-see”), is the most powerful. She is a 30th Queen of Witches who delights in the tormenting of human heroes. Circe always appears to be a beautiful young woman. Her coven is made up of women of high charisma and black, evil hearts.

Circe worships the Goddess Hecate and may be one of Her greatest witches. Circe is also believed to be immortal, or at least very long lived. She, her brother Aeetes, and her sister Pasiphae were powerful beings. As children of Perseis, an Oceanid, and Helios, the sun, their natures were purely divine. Demi-gods, they were free to act according to their whim, and were capable of bringing much woe to those who crossed them. While Aeetes and Pasiphae embraced their godly heritage, Circe focused more on earthly matters.

She might be best remembered as the witch who waylaid Odysseus and his men on the island of Aea. She turned Odysseus’ men into swine, though the hero himself convinced her to restore them to human form. She then afforded Odysseus and his men the hospitality of her island, and when they eventually left, she counselled them on how to pass safely by the deadly Sirens, and evade the monsters Scylla and Charybdis. Circe later had a son by Odysseus, called Telegonus. When Telegonus grew to manhood, he desired to know who his father was, and Circe informed him of his parentage. Finding this out, Telegonus went in search of Odysseus. Telegonus made his way to Ithaca, but without knowing it was the native land of his father. Thinking that Telegonus was raiding his cattle herds, Odysseus ran out to defend his property, and Telegonus killed him with a poison-tipped spear. When Telegonus discovered his mistake, he was regretful and brought the body of his father back to Circe. He also brought Penelope and Telemachus back with him, and Circe made the two immortal. Penelope and Telegonus wed, and Circe sent them to live on the Isle of the Blest, and Circe herself married Telemachus.

Circe makes a great adversary against the PC’s, and while some of actions can be viewed as evil, she is mostly self-centered. She always has an eye out strong, brave men. She will typically find one she likes and try to *Polymorph* the rest of the group. She finds other women a threat, despite her incredible beauty and magic, and will attempt to *polymorph* them first. She does not do this out of mal-intent, she could just as easily charm or kill anyone, but because she likes to. She also likes animals.

Circe’s Wand

The wand of Circe can polymorph any human to any non-magical animal of the wielder’s choice. The victim must be within the wand’s range of 60’. Anyone so polymorphed is under control of the witch wielding the wand, similar to a *potion of animal control*. The wand cannot effect normal animals or magical monsters.

In Circe’s hand it also acts as a wand of spell focusing. The wand is made of fine ivory and tipped with gold.

Louhi

30th Level Queen of Witches, Crone. Chaotic Evil.
Human Female

STR: 8
DEX: 18
CON: 19
INT: 14
WIS: 19
CHA: 7

HP: 110
THAC0: 2
#AT: 1
DMG: 1d6+4 (Frost Dagger)
Special Attacks: Spells, Summon Invisible Stalker
Special Defenses: Nil
Magic Resistance: 15%

Occult Powers

Lesser: Brew Poisons
Minor: Elemental Powers
Medial: Limited Wizard Spells
Greater: Shape Change
Superior: Superior Wizard Spells

The old crone of Pohjola has a very loyal following of witches and warlocks. Louhi herself is considered to the Queen of witches (30th level) and not a god. All other witches and warlocks in her coven will be below this level. Her covens also sponsor a large number of sorcerers.

Witches of Pohjola use potions and poisons to eliminate their enemies. She also makes waxen images of people. Louhi may send an invisible stalker to aid her witches for purely evil deeds, but even the tiniest of transgressions are punished severely. Her High Coven is completely lawful evil and worships Lovitar, whom she refers to as the "Lady of the North". She sacrifices sheep and coins every winter solstice. Louhi follows Lovitar more for her power over the cold than pain. Pain is just a happy addition for her.

She has created a new spell, *Origin of the Nine Diseases*, which talks about the birth of demon her sons. This spell will heal any disease. Members of her cult can use this 7th level, High Secret Order spell to heal any disease, including mummy rot.

"Louhi" came from the Finnish word meaning snake or dragon, and she is often portrayed as a dragon that ate the sun. Thus total solar eclipses are times of great power for her witches.

It was told in The Kalevala, the national epic of Finland that she once stole the sun and the moon to freeze the Earth. The sun was recovered by Vainamoinen the Great Knower.

Louhi is an atypical crone. She is 6 foot tall with long black hair. She stands straight and not hunched over.

The Sampo

The Sampo is a great magical device that was created eons past. Almost every Finn knows of the Sampo, few know what it is exactly. The Sampo is a magical forge that is capable of creating any number of mundane or magical items. It is believed that Louhi created the Sampo, but lost it. She is constantly trying to recover it. It is also currently believed to be protected by Vainamoinen or Lemminkainen, or some other Finnish hero.

Morganne Le Fey

14th level Witch, Fairy Tradition. Chaotic Evil, (Neutral)
Human (1/4 Elf) female

STR: 10
DEX: 17
CON: 17
INT: 16
WIS: 17
CHA: 8 (18)* When using *Glamour*.

HP: 80
THAC0: 15
#AT: 1
DMG: 1d4+1 (dagger +1)
Special Attacks: Spell use
Special Defenses: Immune to sleep, charm and hold.

Occult Powers

Lesser: Glamour

Minor: Manufacture Potions #2

Medial: Limited Wizard Spells

Morganne le Fay (Morgaine la Fee or Morgana the Fairy). The daughter of Queen Igrayne and Duke Gorlois, and she is the half-sister of King Arthur. She is also the mother of Mordred. Arthur is his father.

Morganne was raised in the court of Duke Gorlois. After her father died and her mother married Urther Pendragon she left for Avalon to study with her Aunt Vivianne, the Lady of the Lake.

Moraganne has studied the ways of the Goddess and has become a powerful witch in her own right. However she has turned to the darker side of the Goddess. Morganne works for her own ends. She is not exactly evil, but she is self-centered and believes she is serving as the Goddess would have her to.

Morganne is not a tall woman, only slightly less than 5' tall. Also she is not particularly attractive to most men. Like her aunt, Morganne carries faerie (sidhe) blood in her veins. Also like her aunt she is small and dark complected. Her looks are, at best, ordinary unless she uses a *Glamour* to enhanced them. Her mother and other maternal aunt (both lesser witches) are tall with long red hair and absolutely beautiful. Despite this, Moranne holds her self with an air of authority and quiet power.

Play Tested NPCs

These are some of the NPC's used in Playtesting. Feel free to use these NPC in your campaign as NPC's or as pre-rolled PCs.

Renee' Kavnervo

6th level Mara Witch of Lovitar, Chaotic Evil
Human Female

STR: 7
DEX: 9
CON: 11
INT: 13
WIS: 17
CHA: 14
HP: 30
THAC0: 18
#AT: 1
DMG: 1d6 (Dagger)
Special Attacks: Spell use, occult powers
Special Defenses: None
Occult Powers
Lesser: Chill Touch

Renee' was introduced to cult of Lovitar as a young adult by her adopted father. She repaid his "kindness" by killing him when she heard the call for herself. Since that time Renee' has become a very effective solitary for her Goddess of pain.

Currently Renee' is a solitary, but she is in search of strong coven to join.

Renee' is a little taller than 5' tall, very pale skin and black hair. While she does not announce to world that she is a witch, she will not deny it either when asked. Renee' loathes to be touched by anyone. Doing so will send her in to a manic rage and she will attack with her dagger or *Chill Touch* first.

Seth McGuiness

9th level Witch of The Goddess, Solitary. Neutral Good.
Half-Elf Male

STR: 16
DEX: 15
CON: 13
INT: 17
WIS: 17
CHA: 14
HP:
THAC0: 14
#AT: 1
DMG: 1d6 (Dagger) + STR
Special Attacks: Spell use, occult powers
Special Defenses: None
Occult Powers
Lesser: Immune to Fear
Minor: Elemental Powers

Seth was rescued from a cult of warlocks (the Cult of the Whispering God) at the age of 4 by a group of druids. The patriarch allowed Seth to be adopted by a young druid couple. Seth grew up never knowing any different. When Seth was nine his adopted mother died, not knowing how else to stay close to his father, Seth joined the druid priesthood. A few years later (at age 14) Seth heard the call of the Goddess. Seth's practice's are very similar to that of the Druids and his Goddess allows him to continue with his druid learning.

While Seth practices his witchcraft in secret, he does not consider it to be evil or wrong. He knows his father would not approve. When first meeting with Seth he will portray himself as a druid or even a farmer.

Seth is now 21 years old. He is tall with dark hair and a dark complexion. He laughs and sings easily. While a favorite among the young ladies of his village, Seth has never used his witchcraft to sway any.

Amoun' Set

6th level Warlock, Diabolic Tradition. Lawful Evil.
Human Male

STR: 9
DEX: 13
CON: 13
INT: 17
WIS: 17
CHA: 14
HP: 42
THAC0: 14
#AT: 1
DMG: 1d6 (Dagger)
Special Attacks: Spell use, occult powers
Special Defenses: None
Occult Powers
Lesser: Immune to Fear

Amoun' Set is still quite young (14 years) but is well on his way to becoming the most dangerous member in his cult. Lead by his mother, their cult worships someone only known as the "Whispering God". Although it is never mentioned aloud, but Amoun' Set was born nine months after a particularly wild Belatane, and many believe he could be the son of the god himself. Either way, Amoun' holds himself in way that suggests a high birth.

Amoun' is arrogant and believes that he is above all others. He is an open racist, believing that all other races are sub-humans and should be killed. He is not that fond of other humans either.

Lavenda Singh

4th level Tantric Witch of Kali, Chaotic Good.
Human Female

STR: 8
DEX: 15
CON: 12
INT: 14
WIS: 16
CHA: 17
HP: 28
THAC0: 18
#AT: 1
DMG: 1d6 (Dagger)
Special Attacks: Spell use
Special Defenses: None

Lavenda was born to a very well to do family were she was expected to marry a wealthy associate of her father's. This all changed when she heard the voice of Kali. Lavenda changed her parents plans for her and joined the cult of Kali as a temple courtesan. This lead to her eventual rise in the ranks of Her tantric worship.

While her parents can only see the destructive side of the Black earth Mother, Lavenda worships Her for Her power of creation and her aspect as protector and earth mother.

Appendix A: New Goddesses

Witches of different covens honor different Goddess. Presented here are three new Goddesses to add to your witch campaigns.

The Goddesses will be presented in the same format as the 2nd Edition *Legends and Lore* book, with some notable exceptions. While a power level of the Goddess will be noted (Greater, Lesser, Demi-), to a witch she will always be treated as a Greater Goddess in respect to what powers she has and what spells she can grant. If other clerics wish to worship any of the Goddess (if that is permitted) then she will be treated as her listed power level.

Avatars of the witches Goddesses rarely if ever make an appearance in the world. This is why they have witches. Avatar statistics will be listed, but the DM must use extreme care when using a Goddess' avatar.

A Goddess should only personally become involved in a campaign under the most dire of consequences. These statistics should never be viewed as a super-powerful monster type! Goddess do not appear randomly and for no reason.

Calling Down the Goddess

When the Goddess needs to act in the world of humankind she will do so through her witches. If this is not enough then she can literally and figuratively act through her witches. She can, with the witches permission, take over the body of the witch. While this something that happens almost every Sabbat to the coven's leader, this is a more personal use of the witches body. Any witch so possessed will appear to any witch to have the power of the Goddess, many will see only the Goddess herself. Non-witches will see only the witch. In this manner the witch acts and speaks as the Goddess' avatar.

These situations will nearly always be non-combat related ones. The Goddesses needs to tell her witches something important or personal, or has business in the world that she must attend to personally. In any case the Goddess will take the utmost care in protecting her witch-host. If there is any situation in which the witch-host might be killed, the Goddess will teleport out of harms way.

Powers of the Goddess

All Goddesses of the witch have the following powers.

Creation: Goddesses can create any object, animate or inanimate, they can think of. This process is draining, however, since they are converting their own energy stores into physical objects.

Communication and Languages: All Goddesses understand and can speak any language. It is assumed that this includes written and spoken languages as well as other, more unusual, forms of communication like the light and color based dialect of the will o'wisp. Goddesses can speak directly and secretly to any being across any void and through any physical or mystical barrier. This power transcends the bounds of space and planes, but not (as a rule) time.

Immortality: All Goddesses are immortal.

Initiative: When dealing with mortals, all Goddesses automatically receive the initiative. Of course, they can choose to simply wait and see what the mortals opt to do, but they may always act first if they desire.

Life and Death: Goddesses can kill any living mortal creature with but a thought. Likewise, they can bestow life upon any slain mortal being anywhere.

Magic Use: All Goddesses may use any spell of any level. This includes the spells of priests or wizards and does not require the use of spell books, prayers, or material, verbal, and somatic components. In short, invoking such powers requires the slightest act of will on the part of the Goddess.

Magic Resistance: Goddesses are 100% resistant to mortal magics, 75% resistant to the magic of Goddesses of lesser ranks or other gods, and 50% resistant to the spells of other greater Goddesses.

Multi-tasks: Goddesses can perform any number of tasks at once. Of course, natural limitations based on their current physical form may apply, but there is never a penalty on their actions due to complexity.

Planar Travel: Just as they can teleport across space without error, so too can they travel between the various planes of existence at will.

Saving Throws: All Goddesses are assumed to automatically make all saving throws required of them. This is a reflection of their great abilities, mental powers, and physical stamina.

Sensing Ability: These beings are truly omniscient. That is, they know what is happening everywhere at all times. In many cases, they can accurately predict the precise actions of mortals based on their vast knowledge.

Shapeshifting: Goddesses can transform themselves into any object, animate or inanimate, of any size.

Teleport: All Goddesses possess the innate ability to instantly teleport to any point on the same plane. They can do this at will and without any chance of error.

These powers are in addition to the powers listed below. Note these powers are also only used when the Goddess is presenting herself to her own witches, which always view her as a Greater Power. Otherwise her power level is listed in the description below (as per the *Legends and Lore*, 2nd Edition book).

The Goddess and Her Consort

(Greater Goddess and God)

The Goddess is the pure divinity that many witches worship. The Consort is her male counterpart.

Pagans and witches worship these deities under various names. The Goddess is the female ideal, as represented by Nature. This is the same goddess worshipped by druids. The Horned God, or the Black Man is her male counterpart. He, however, is not worshipped directly but His name is used in the rituals and He is equally as important. The Horned God is not a devil or a demon, but something much older. He corresponds to Cernunnous, the Leader of the Wild Hunt for druids. These Witches obviously are on good terms with Druids; some say they are related. There are similarities between the rituals of the two sects. There are no known warlocks of the Goddess.

He is the lord of life, death and the underworld. Being the Sun to the Goddess of the Moon as he alternates with her in ruling over life and death. With her he cooperates in continuing the cycle of life, death and rebirth, or reincarnation. His own life is said to be circular. The Horned God is born at the winter solstice, marries with the Goddess at Beltane (May 1), and dies at the summer solstice. His death represents a sacrifice to life.

The Goddess worshipped under the name of Diana is the same goddess worshipped under the name Brigit or Kali or Ishtar. To the witch all are part of the great whole Goddess. Each is but a different aspect. Also all of her consorts, whether it is The Black Man, the Sun God or Osiris are all part of the Consort.

Statistics, The Goddess: AL N; WAL any; AoC life, fertility, women, midwifery and wisdom; SY image of the Goddess or the moon.

Statistics, The Consort: AL N; WAL any; AoC life, fertility, men, forces of nature; SY image of the Consort.

The Goddess' Avatar (Witch 30)

Str 20	Dex 18	Con 18
Int 25	Wis 25	Cha 25
MV 18	SZ Varies	MR 90%
AC 2	HD 30	HP 400
#AT 1	THAC0 N/A	Dmg Nil

The Goddess can appear as any woman, young, old, rich, poor, fat, thin. Anything, she represents the female ideal. The Goddess never attacks anything, but that is not to say she is benign. She can use any and every spell available to her witches. Plus she has the following powers: a permanent *Glamour* spell acts upon her. So powerful that any person or monster under 10 hit die cannot attack her and will prevent others from doing the same. She can cast a special illusion that allows others to see her only a woman they deeply love, such a wife or a mother or a daughter.

The Consort's Avatar (Ranger 20, Druid 30)

Str 25	Dex 25	Con 25
Int 20	Wis 19	Cha 20
MV 24	SZ 7'	MR 90%
AC 2	HD 30	HP 300
#AT 3	THAC0 2	Dmg 1d12+7

The Consort appears as a very tall black man with antlers growing from the top of his head. He is the protector of the Goddess and he will enter into combat. He can swing with his fists for a massive 1d12+7 hp of damage per hit. He can also summon the *Wild Hunt* a group baying spectral hounds (same statistics as Hell Hounds). Normally 5-20 of this hounds will come He calls. The hounds will arrive in one round.

Both the Goddess and the Consort are worshipped by witches, pagans and druids.

Brigit

(Intermediate Goddess)

Brigit, also known as Brigantia, Bridget, or Brigid, is the Celtic goddess of the rivers and rural life. She is also the Goddess of Healing Midwifery and Wisdom. She was raised on the milk creature of the other-world, a white, red-eared cow. Brigit is one of the great Triple Goddesses of the Celtic people. She appeared as Brigit to the Irish, Brigantia in Northern England, Bride in Scotland, and Brigandu in Brittany. Many legends are told about Brigit. Some say that there are three Brigit: one sister in charge of poetry and inspiration who invented the Ogham alphabet, one in charge of healing and midwifery, and the third in charge of the hearth fire, smithies and other crafts. This actually indicates the separate aspects of her Threefold nature and is a neat division of labor for a hard-working goddess. Indeed, various interpretations of her name exist including, "Bright Arrow," "The Bright One," "the Powerful One" and "The High One," depending upon the region and the dialect.

She is the protector of flocks of geese and herds of cattle, seeing they flourish to help feed her hungry worshippers. Her dominion over the rivers allows her to use their waters for therapeutic purposes. She often wears a crown and is depicted in Celtic art sitting atop a globe. She is also sometimes outfitted for war, wearing a breast plate and carrying a spear.

Role-playing Notes: Brigit is of a relaxed, peaceful nature. She rejoices in the slower, quieter ways of the country folk, and never ventures into large towns or cities. Her tending of animals is compulsive, and she will often keep that task even when other pressing matters are brought to her attention.

Statistics: AL ng; WAL any neutral; AoC rivers, livestock, healing, midwifery and wisdom; SY image of the Goddess or a candle.

Brigit's Avatar (priest 18)

Brigit's avatar appears as a beautiful young woman, (either tending animals or armed and dressed as the goddess herself).

Str 15	Dex 15	Con 12
Int 18	Wis 18	Cha 19
MV 15, Sw 21	SZ 5'	MR 30%
AC 2	HD 18	HP 144
#AT 1	THAC0 10	Dmg 1d6 (spear)

Special Att/Def: When near a stream, Brigit's avatar can call upon the waters of any river or stream to flood any area up to 20 feet beyond its banks, sweeping her enemies away. She can also call upon nearby herd animals to swarm an enemy, slowing it so that she might escape or distracting them so that she can attack.

Her spear will instantly slay any undead it touches, no save.

Duties of the Her Coven

Witches of Brigit are charged with spreading her bounty across the land, and so are often seen carrying two clay jars. The first contains water from a Brigit river or stream which the priests can pour into other streams to cleanse them. The second jar contains dung from her pastoral lands which, when distributed, brings her blessings upon fields and villages. The priests can also apply their water and dung to heal the sick or injured. A story is told of how two lepers came to one of her sacred springs for healing and She instructed one Leper to wash the other. The skin of the freshly bathed man was cleansed of the disease and Brigit told the man who was healed to wash the man who had bathed him so that both men would be whole. The man who was healed was now too disgusted to touch the other Leper and would have left him, but Brigit herself washed the leper and struck down the other arrogant fellow with leprosy once more before he could leave. The most popular folktale is that She was midwife to Rhiannon, and thus was always invoked by women in labor.

Witches of Brigit (The Sisterhood of the Flame) are required to keep a perpetual flame burning at their shrines. The witches of the coven each take turns tending the flame in 20 day cycles. On the 20th day Brigit herself magically tends the flame.

Since Brigit is such a powerful force of life she despises all type of undead. Her priests and witches can use the advanced undead

turning tables and must destroy any undead they encounter. Her witches also can act as midwives.

Witches of Brigit may be of any good alignment.

Brigit is clearly the best example of the survival of a Goddess into Christian times. She was canonized by the Catholic church as St. Brigit and various origins are given to this saint. The most official story was that She was a Druid's daughter who predicted the coming of Christianity and then was baptized by St. Patrick. She became a nun and later an abbess who founded the Abbey at Kildare. The Christian Brigit was said to have had the power to appoint the bishops of her area, a strange role for an abbess, made stranger by her requirement that her bishops also be practicing goldsmiths.

The Goddess Brigit had always kept a shrine at Kildare, Ireland, with a perpetual flame tended by nineteen virgin priestesses called Daughters of the Flame. No male was ever allowed to come near it; nor did those women ever consort with men. Even their food and other supplies were brought to them by women of the nearby village. When Catholicism took over in Ireland, the shrine became a convent and the priestesses became nuns but the same traditions were held and the eternal flame was kept burning. Their tradition was that each day a different priestess/nun was in charge of the sacred fire and on the 20th day of each cycle, the fire was miraculously tended by Brigit Herself. There into the 18th century, the ancient song was sung to her : "Brigit, excellent woman, sudden flame, may the bright fiery sun take us to the lasting kingdom."

For over a thousand years, the sacred flame was tended by nuns, and no one knows how long before that it had been tended by the priestesses. In 1220 CE, a Bishop became angered by the no-males policy of the Abbey of St. Brigit of Kildare. He insisted that nuns were subordinate to priests and therefore must open their abbey and submit themselves to inspection by priests. When they refused and asked for another Abbess or other female official to perform any inspections, the Bishop was incensed. He admonished them to obedience and then decreed that the keeping of the eternal flame was a Pagan custom and ordered the sacred flame to be extinguished.

Her festival is held on February 1st or 2nd. It corresponds to the ancient Celtic fire festival of Imbolc or Oimelc which celebrated the birthing and freshening of sheep and goats (it really is a Feast of Milk). This festival was Christianized as Candlemas or Lady Day and Her Feast day, *La Feill Bhride*, was attended by tremendous local celebration and elaborate rituals. Her festival is also called Brigit. Brigit (the Goddess and the Festival) represents the stirring of life again after the dead months of the winter, and her special blessings are called forth at this time.

Her Elements are water and fire.

Lilith

(Lesser Goddess)

*Of Adam's first wife, Lilith, it is told
(The witch he loved before the gift of Eve,
That, ere the snake's, her sweet tongue could deceive,
And her enchanted hair was the first gold.
And still she sits, young while the earth is old,
And, subtly of herself contemplative,
Draws men to watch the bright net she can weave,
Till heart and body and life are in its hold.*

*The rose and poppy are her flowers; for where
Is he not found, O Lilith, whom shed scent
And soft-shed kisses and soft sleep shall snare?
Lo! as that youth's eyes burned at thine, so went
Thy spell through him, and left his straight neck bent,
And round his heart one strangling golden hair.*

-- Rosetti: "Lilith"

In mythic tradition Lilith was regarded as a satellite invisible from the Earth, the Black Moon. Figures as such (together with Hecate, the triple-faced evil goddess, mother of all witches) in astrological lore. If present in horoscopes, she signifies malign sexual influences. In Cabala, she is the demon of Friday. In Jewish tradition also the bride of the evil angel Samael (or Asmodeus).

There was even a Biblical basis for Lilith. Genesis 1:27 reads, "So God created man in his own image, in the image of God he created him; male and female he created them." Set opposite Genesis 2, in which Adam is created first and Eve is an afterthought to appease his loneliness, many see this as evidence that Adam had two wives.

Lilith is this first wife. Since she was made of the earth, like Adam, she became proud and refused to lie beneath him during intercourse. This violated the command to be fruitful and multiply, since she was not being impregnated. Some traditions hold that she was impregnated and bore demons from him. He pushed the issue of her submission, and she uttered the Holy Name of God and flew away.

It is said that soon after Lilith left Adam he stood in prayer before his creator and said: "God of the World, the woman that you gave me has run away from me." God tried to force her to return to Adam and sent therefore the death-angel Azrafil to her in the desert at the Red Sea, where she dwelled with the Djinn, giving birth to countless demons. Then God dispatched the three angels, Sanvai, Sansanvai, and Semangelof to bring her back. They caught up with her in the desert near the Red Sea. "Return to Adam without delay," the angels said, "or we will drown you!" Lilith asked: "How can I return to Adam and be his woman, after my stay beside the Red Sea?" "It would be death to refuse!"; they answered. "How can I die," Lilith asked again, "when God has ordered me to take charge of all newborn children: boys up to the eighth day of life, that of circumcision; girls up to the twentieth day?"

Nevertheless," she said, "I swear to you in the name of God who is living and exists, that if ever I see your three names on likenesses displayed in an amulet above a newborn child, I promise to spare it." To this day they agreed; however, God punished Lilith by making one hundred of her demon children perish daily, and if Lilith could not destroy a human infant, because of the angelic amulet, she would spitefully turn against her own. As late as the 18th century, mothers and children across many cultures took advantage of the protection offered by these amulets. Charms and rituals accompanied the use of the amulets, protecting mothers and infants from the retribution of Lilith. Baby girls were considered vulnerable in their first three weeks of life. Boys were believed to be vulnerable for longer periods of time, however. Any boy under the age of eight was possible prey.

Lilith did not eat of the Tree of the Knowledge of Good and Evil, and hence is immortal. She was rewarded for service by Asmodeus, the demon of lechery, luxuriousness and evil revenge. She now rules one of the levels of Hell in the company of Namah, Machlath, and Hurmizah. Her power is over newborn children and

women in childbirth. She may take boys up to the eighth day and girls up to the twentieth. She is also the mother of the Lilim or Lilot, the Djinn, and the succubus and incubi. It is said that Lilith has a cloven foot and hairy legs, being a kind of Sphinx. She is connected with riddles and prophecies.

Lilith is a female demon, that will haunt mankind until the last days, when all unclean spirits will be cast out by the Messiah. Contrary to most demons, Lilith is not mortal but eternal, and in this way may be called a Dark Goddess. If dark means evil or just unknown is hard to tell. Other Biblical references: Isaiah 34:14 "night hag" (NIV translates it as "Desert creatures" and "night creatures." and Psalm 91 "terror by night"

In ancient Sumeria she was regarded as the "left hand" of the Great Goddess Inanna. She assisted her by bringing the men to the goddess' temples, to worship her by participating in "Tantric" rites with the temple-women. As a result of this role, Lilith became known as seducer of men and as harlot. Among the Semitic speaking peoples of Mesopotamia she was first a figure similar to Lil, a Sumerian goddess of destructive winds and storms. When Hebrew/Semitic morals became dominant in the Near East she was equated and merged with Lamashtu, a demonic female spirit (sometimes witch) known in Syria as a killer of children. Here she acquired her characterization as a winged demon of the night (Talmud), as dangerous vampire and succubus (Zohar), as mother of the incubi and as screeching night-owl (Bible).

It is said that Lilith is but one of twenty names by which that first woman was known and each name is supposed to contain a "secret of sexual mysticism". These "secrets" most likely represent the erotic teachings and sexual techniques that were taught to initiates and worshippers in the temples of Inanna, Ishtar and Astarte, teachings and practices that threatened the new patriarchal leaders and their attempts to make woman into a dependent, monogamous servant of their households. "There is no doubt", says Ean Begg, that the "Queen of Sheeba in the cabbala, the Zohar and Arabic legends" is identical with the Near Eastern goddess Lilith, who "is also associated with the concubine of Abraham, Hagar 'the Egyptian', whose son Ishmael, having been begotten on the Black stone of the Ka'bah, became the ancestor of the Arab peoples"

In the Hebrew mysticism of the Qabbalah, Lilith is associated with the lunar position on the Qliphotic Tree, the so-called "World of Shells" that contains the "negative" and dark energies. Lilith also absorbed the local deities Abyzu and Ardat Lili.

Her name stems from a Semitic root meaning "night", and in the Talmud, she is portrayed as a long-haired demon of the night. She is considered by many to be the first liberated woman.

Statistics: AL CE; WAL any; AoC life, fertility, women, darkness, secrets and magic; SY image of the Goddess, a screech owl or the new moon. Her Element is Air

Lilith's Avatar (Witch 30, Wizard 23)

Str 15	Dex 15	Con 18
Int 24	Wis 22	Cha 24 (-8)
MV 15 Fl 30	SZ 6'	MR 70%
AC 2	HD 30	HP 200
#AT 3	THAC0 10	Dmg 1d12/1d12/1d8

Lilith appears much as an exceptionally beautiful succubus without wings. At will, brilliant wings of fire sprout from her back. In this form, she may fly at a rate of 30. She can also appear as a hideous night hag. In either form she can attack with a claw/claw/bite attack routine. Lilith disdains the use of weapons.

Lilith is an accomplished spellcaster; she has the spellcasting ability of a 23rd level wizard and a 30th level witch.. In addition, she can use any of these abilities at 30th level (at will unless noted): *kiss of death* (as per witch spell, no save) *charm person*, *charm monster*, *ESP*, *clairaudience*, *suggestion*, *shapechange* (as succubus), *obscure alignment* (always active), *continual darkness*, *advanced illusion*, *detect magic* (always active), *detect invisibility* (always active), *comprehend languages* (always active), *read magic*, *hold monster*, *dispel magic*, *telekinesis*, *magic missile* (6 missiles striking as +3 magic flight arrows, 3/day), *grant another's wish* (1/day), *heal* herself for 5-50 points of damage (2/day), *chaos* (1/day), *symbol* (hopelessness, discord, or death, once each per day), and *gate* in 1-4 succubi (35%), 1-2 succubus scions (30%), 1-3 glabrezu (20%), or 1-2 marilith (15%) once per turn up to 3 times per day.

Tiamat

(Greater Goddess)

Tiamat maybe the most successful Goddess that witches worship. Her cult can be found in Oerth, Faerûn, Krynn and even Earth. Her organized religion on Kynn is a stark comparison to her embattled cult on Faerûn.

Tiamat is the great creation Goddess of water and chaos to the Sumerians. She gave birth to all of the Sumerian (Babylonian) gods and ruled them all, until the god Marduk defeated her. He used Her body to create the sky and earth. She was described as a great dragon or a being of chaos. In Babylonian myths, Tiamat is a huge, bloated female dragon that personifies the saltwater ocean, the water of Chaos. She is also the primordial mother of all that exists, including the gods themselves.

Early editions of the Dungeons & Dragons rules placed her as the ruler of the 1st level of Hell and the mother of all evil dragons. Newer editions and rules have removed her from Hell (now called "Baator").

She is known on many worlds and in many lands as Leviathan, the Dark Queen, The Lurker Below, The Swarming Chaos, and Takhisis.

The plane that Tiamat calls home is *Têhom*, which means "Abyss".

Statistics, The Goddess: AL CE; WAL any E; AoC Chaos, destruction and creation, dragons, warriors; SY image of the Goddess or the Chromatic dragon. Her Element is Water.

Tiamat's Avatar (Wizard 30)

Tiamat's avatar can appear as a gargantuan five-headed dragon, an extremely tall human female, or an undefined blob of pure darkness. In her human form she has the following statistics.

Str 20	Dex 20	Con 18
Int 22	Wis 22	Cha 18
MV 24	SZ 6'	MR 75%
AC 0	HD 28	HP 128
#AT 2	THAC0 2	Dmg ld8/ld8 +8

In this form Tiamat will attack as 30th level wizard. She has access to all the spells in the *Player's Handbook*. She can cast two spells per round. In this form, as the Dark Goddess, Tiamat will attempt to seduce people into worship. She will often appear this way, surrounded by her five consorts, to show off her power.

Tiamat's Avatar (Dragon)

CLIMATE/TERRAIN:	Têhom
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET :	Carnivore
INTELLIGENCE:	Genius
ALIGNMENT:	Chaotic Evil
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	6' Fl 18' Sw 18' Br 4'
HIT DICE:	28 (128 hit points)
THAC0:	1
NO. OF ATTACKS:	6
DAMAGE/ATTACK:	2-16/ 3-18/ 2-20/ 3-24/ 3-30/ 1-6
SPECIAL ATTACKS:	Breath weapons, poison, magic
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	75%
SIZE:	G (160' long)
MORALE:	Fearless (19)

It is this form that most are familiar with Tiamat. She can use her breath weapon from any one of her five heads. Her breath weapons correspond to the color of each head, exactly duplicating the size and shape of the appropriate dragon's breath weapon and doing damage equal to a huge, ancient dragon of the species applicable, i.e. 56 hit points frost (cold) damage, 64 hit points acid damage, 72 hit points gas (chlorine) damage, 80 hit points electrical (lightning) damage, and 88 hit points fire damage. She can use each breath weapon but once per day. Note that each of her heads is also capable of employing two spells. Tiamat's white head is able to cast two 1st level spells, her black head two 2nd level spells, her green head two 3rd level spells, her blue head two 4th level spells, and her red head two 5th level spells.

Duties of Her Cult

The Cult of Tiamat is extremely far reaching. The primary duties of her witches are to venerate Tiamat and dragons in any way they can and to spread the word of the cult. Often "spreading the word" implies random acts of violence and attributing them to Tiamat herself. It is her capacity as the dark Goddess of magic that attracts so many witches to her cult.

Like so many other destructive Goddesses, Tiamat is a Goddess of creation. It is believed by the Sumerians that she created the world. She at least created all evil dragon-kind.

Her witches tend to belong to the Diabolic/Demonic or Tantric Traditions.

She grants wizard spells for her High Secret Order.

Appendix B: Using the Witch with TSR® Books

The witch sub-class has been designed to be used with TSR's® AD&D Second Edition game rules. The DM should decide and be the final authority on whether or not the witch should be used. To aid that end, here are some guidelines for introducing and using the witch in TSR's® various campaign settings.

Greyhawk®

As a fantasy game world, Oerth is very flexible. The original version of these rules was play tested in a Greyhawk campaign. In our first campaigns, witches have always existed on Oerth. Some "wizards" were in fact very powerful witches and warlocks. One example from our play would be Iggwilv, from the module S4. She was even described as an old witch. As a side note, I did not assume any of the Circle of Eight were in fact witches.

The Suel Goddess Wee-Jas was assumed to have a witch coven in our original games. Other good choices would be Iuz for a cult of warlocks and Beory for a group of traditional, pagan style witches.

Forgotten Realms®

Faerûn is also a flexible game world. One can easily see the placement of witches most anywhere. One idea would be having new witches come into play by "borrowing" ancient beliefs and practices of long forgotten covens. Other coven may be worshipping Orcus, or belong to the Cult of the Dragon.

It should be noted that in an early *Dragon* (issue #54) article, *Down-to-Earth Divinity*, Ed Greenwood uses Bill Muhlhausen's witch NPC from *Dragon* issue #43 as followers of Selune a Goddess from the Forgotten Realms. It can be assumed that the Faerûn version of Lovitar also has a witch coven as per her her Finish counterpart listed above.

The Cults of Tiamat and the Dragon could easily be considered to witch or warlock cults.

Al-Qadim®

In the Al-Qadim game setting, witches are considered to be similar to mystics (not to be confused with other types of mystics). In real life Persia has been a hotbed of witchcraft since the earliest days of Mesopotamia. Tiamat here was a principle Greater Goddess and many of the so-called devils we know today were in fact gods of these areas.

Much of we know today as "Witchcraft" and "Demonology" began here in the roots of Zoroasterism. An arch demon of Ahura Mainyu, the prince of darkness, was Aeshma Daeva, who became known as Ashmadai to the Hebrews, and then Asmodeus to the early Christians.

Magical circles can also be traced back to ancient Arabic alchemists.

Kara-Tur®

Most "witches" from these realms would be Wu-Jen or some other type of unknown (to the PCs) wizard type.

Dragonlance® (any age)

The gods play an extremely important role in the lives of people on the world of Krynn. So close that the common cleric often serve her deity in much of the fashion that a witch would. Plus the gods, in particular Takhisis and Paladine, also govern the field of black and white magic, respectively, that common wizards also fulfil the god's needs in which a witch might. Unless your DM deems otherwise there should be no native witches to the world of Krynn.

DM's Note: This situation also calls for a judgment on your part. Some consider the Goddess Takhisis to be the same as the Chromatic Dragon, Tiamat, others do not. Tiamat has been described herein as having a cult of witches and as the same Goddess as Takhisis.

Ravenloft® & Ravenloft: Masque of the Red Death®

The witch is as much at home in Ravenloft as vampires and werewolves. The witch can be used here without many modifications. Her spells are effected as per a priest spell.

In Masque of the Red Death the witch is considered a sub-class of the mystic. There are many claiming to be witches in Gothic Earth, they are in fact Charlatans. The witches are effected by the lack of magic as any other character. The witch's occult powers are treated the same as the closest spell. Most traditions are available to the Gothic Earth witch. In particular, the Amazon tradition is not.

Many of the NPC's presented herein would work in either Ravenloft setting. Baba Yaga has already made appearances in Ravenloft products. Circe, as well as Baba Yaga, are both considered to be very long lived witches, if not immortal, either could be found in a Gothic Earth setting.

Planescape®

Planescape takes a very different point of view of gods and powers of the outer planes than typical witch philosophy. However witches can be played in Planescape. Unlike clerics and other priests, witches are not effected by which plane they are on. Witches carry the power of their Goddess within, and thus wherever they are can be considered their Goddess' home plane.

Also the exact location of the witches' after-life, *The Summerlands*, is a closely guarded secret.

Mystara® / Savage Coast® (Red Steel®, the Known World, Hollow Earth® and other lines from the Original D&D game.)

Mystara is a world without gods, or at least gods that the witch can relate too. Immortals, powerful humans and demi-humans, control Mystara. However there are clerics in the Mystara campaign world. Witches can worship the various immortals or even the Old Ones of Mystara. Worshipping the Old Ones would give the witch an other worldly feel that is sought after in many campaigns.

Spelljammer®

Spelljamming witches have never been seen, but that does not mean that they do not exist. Some how some of the more successful covens and cults have traveled to different worlds. This could have been accomplished via Spelljamming.

Dark Sun®

The world of Athas is barren and harsh. Witches are more rare here than anywhere else in the AD&D universe, except for Krynn. Witches are often psionic or elementalists.

Athasian Witches here are often serving and worshipping the Sorcerer-Kings in a similar manner as the Templars. Witches who serve the Sorcerer-Kings are often more dangerous than other witches on Athas. Many receive wizard spells as their High Secret Order spells.

Complete Handbooks

(Wizards and Priests)

The witch may use either of these books for additional information. The witch presented in the *Complete Wizard's Handbook*, can be omitted or replaced by the new Wizard kit, the Sorcerer. In cases where the books differ from this work, then use this work's rules for the witch.

Player's Option Books

(Skills and Powers, Spells and Magic)

If you use these any of the products in combination with your AD&D campaign then little needs to be done to the witch class. For the most part you can treat the witch as if she were a priest of a specific

mythoi of the same level. When the rules contradict then the DM should choose this work over others. As in all things this is up to the DM.

Witches in the *Players Option: Spells and Magic* are treated as wizards (as they are in *The Complete Wizards Handbook*). As a DM, you may choose whether or not to follow the prescription of witches in those works. *PO:S&M* does treat witches with an evil bent, but ignore good and neutral witches (unless you count the Wise Woman). When using Spell Points, the witch may recover them as outlined in *PO:S&M* or they can recover them as a priest. I prefer to use the Priest rules myself with regard to the witch. She is, after all, a conduit in which the Goddess works. The rules for ritual and spells are quite compatible. Witches gain spell points as a priest of the same level and wisdom.

Gods Supplements

(Gods, Demigods & Heroes, Deities & Demigods, Legends and Lore, 1st and 2nd Eds., Faith and Avatars)

These books deal with the multitudes of Gods and Demigods that can be used in the Advanced D&D game. While they do not deal with witches explicitly, many of the Goddesses and Gods may be used with the witch. Some of the more obvious (Hecate, Isis, Hel) have been dealt with here. But resourceful and imaginative DM's should not let that stop them. Gods from TSR campaign worlds have only been slightly covered, these can be developed as you campaign needs. Goddess like Selune of the Forgotten Realms have been mentioned. Other good choices are WeeJas and Iuz from Greyhawk.

Using 1st Edition Rules

The Witch presented here was designed with 2nd Edition Rules in mind. However if your campaign uses 1st Edition rules or even Basic D&D then you can still easily modify the witch for use. Under 1st Edition rules the witch remains a sub-class of the Cleric, much like a Druid. You can assume that kits and traditions are personality or role-playing guidelines. Proficiencies can be used or ignored, assign the witch a secondary skill of alchemist. Half-orcs may be used for warlocks.

The original versions of these rules were designed for 1st Edition AD&D. Some of the conventions of 1st Edition rules still remain here, such as Demon Types and level names. These of course may be used or ignored by those using 2nd Edition rules.

Using 3rd Edition Rules

At the time of this writing TSR/Wizards of the Coast have announced the upcoming release of the Third Edition Dungeons & Dragon rules. Of course this work assumes that you will be using 2nd Edition rules until that time. Without specific information on what these rules could contain you can assume that any rule changes that apply to clerics also apply to witches. When converting keep in mind the special nature of the witch. She not simply a specialty priest with some special powers, she is a unique type of character, with different motivations and desires.

Appendix C: A Witch's Herbal

All witches can use herbs in their magical works. This section is meant to aid the DM and Players in adding herbs to their witches.

NOTICE: This has been designed for game terms only and is not meant that any of these herbs be used internally or externally. Do not take any herbs listed here unless you consult a doctor first!

DM's and Players who wish a more comprehensive guide to herbs should check out Shaun Hatley's excellent *RPG Guide to Herbs*. Available at, <http://www.geocities.com/Hollywood/8017/frp.htm>

Herbalist Terms

Decoction: Place one ounce of herb in one pint of water. Make certain that roots are put in to boil before leaves. Once the water has come to a boil, simmer for about 30 minutes covered, then leave to cool completely. Strain and use as directed.

Infusion: The original form of a potion, an infusion is not unlike a tea in quality. Pour boiling water over the herb in the proportions of one ounce herb to one pint water (although you may need much less for herbs that infuse quickly in water). Steep for fifteen to thirty minutes until a tea is formed. Use as directed.

Macerate: To steep an herb in fat, such as done with salve and ointments. Best oils to use are almond and sesame. Warm one cup of oil over a low flame and place one-half ounce herbs wrapped in cheesecloth to soak. Continue until the herbs have lost their color and the oil is rich with their scent.

Ointment: A fatty substance such as lard to which herbs are added. Choose herbs according to the effect you desire, or enchant them, or both. For healing ointments, choose according to physical ailment. Three teaspoon of herb to one cup of fat, steeped and heated several times should prove very nice. Vegetable shortening will work very well, especially almond and saffron. All ointments should be kept cool and in air tight containers for best results. For magic, ointments work best when applied to pulse points or chakras.

Poultice: A portion of herbs placed in an equal amount of boiling water to steep. Once herbs have been fully dampened, strain the water and place the herbs in gauze or cheesecloth applied directly to the affected area. This can be a little messy, so have a towel handy. It works fairly well, especially for rashes and other mild skin disorders.

Tincture: For ounces of herb steeped in eight ounces of alcohol for about two weeks gives a reasonable tincture. The bottle should be sealed and left in a dark area, and the liquid strained when the tincture is ready.

Wash: A tea or infusion meant only for external use. A mild form of a wash would be 1/4 ounce of herb to one pint of boiling water, steeped until lukewarm, then applied.

Table 30: Herbal Magic

Herbs	Properties
basil, sandalwood	Success
cinnamon, rosemary, thyme	Psychic development
cloves, nutmeg, thyme	Divination
cinnamon, mistletoe	Dream magick
chamomile, nutmeg, sandalwood	Good luck
allspice, coriander, ginseng, thyme	Health

basil, catnip, cinnamon, dill seed, ginger, mint, rosemary, sage, thyme	Love magick
basil, chamomile, cinnamon, garlic, thyme	Money
cloves, marjoram, basil, sandalwood, African ginger	Protection

Herbs

Listed below are few herbs commonly used by witches. The Herb is listed a long with it's magical and mundane uses. Also listed are various magickal properties such as the herbs associated Gender, Planet, and Element.

DM's should encourage witch player characters to use these herbs as either alchemy ingredients or spell components.

Information on some Herbs comes from the Celtic Connection at <http://www.wicca.com/>

Aloe

Gender/Planet/Element: feminine, moon, water.

Magical attributes: beauty, protection, success, peace.

Uses: aloe has always been known for its healing qualities. For treating wounds and maintaining healthy skin. It may be applied right from the plant or in gel form for burns, sunburns, and can relieve poison ivy rash and helps to combat a variety of bacteria that commonly cause infections in skin wounds. It is also an excellent additive for soaps and creams as a conditioner. After using gel from a leaf the opened leaf will seal itself so you can store it in a sealed plastic bag in the refrigerator for future uses.

Amaranth (cockscorn)

Magical attributes: repair a broken heart

Angelica

Gender/Planet/Element: masculine, venus, fire.

Magical attributes: protection, exorcism.

Uses: grow in the garden as a protection. Carry the root with you as an amulet. Burn the dried leaves in exorcism rituals.

Anise

Gender/Planet/Element: masculine, jupiter or moon, air.

Magical attributes: protection, purification, awareness, joy.

Uses: for treating coughs, bronchitis and a stuffy nose, it loosens bronchial congestion, making it easier to cough it up and expel it. A good breath freshener in the morning, and if kept by the bed it will prevent bad dreams. Also a digestive aid and can relieve an upset stomach and flatulence when taken as a tea, and a treatment for colic. Also suggested that anise may be beneficial to women because certain chemicals in the plant are chemical cousins to the female hormone estrogen. Though it is mild, anise may help to relieve the discomfort of menopause. In traditional folk medicine it has been used to promote milk production in nursing mothers. It's recommended dosage would be 1 teaspoonful of seeds for every cup of boiling water, steep 10-20 minutes and strain, drink 3 cups a day for maximum effect. A good general cleansing bath is made with a handful of anise seeds and a few bay leaves. A pillow of anise keeps away nightmares. Also a good sedative.

Apple

Gender/Planet/Element: feminine, venus, water.

Magical attributes: love spells, good luck.

Ash

Gender/Planet/Element: masculine, sun, water.

Magical attributes: a tree with protective qualities, it is used to make brooms for purification and wands for healing. The leaves placed beneath a pillow induce psychic dreams. The leaves bring luck and good fortune when carried in a pocket of bag worn around the neck.

Balm of gilead

Gender/Planet/Element: feminine, saturn.

Magical attributes: the buds are carried to ease a broken heart and can be added to love and protection charms and spells.

Basil

Gender/Planet/Element: masculine, mars, fire

Magical attributes: protection, love, wealth (if carried in your wallet), healing relationships, ensuring faithfulness in a mate, courage, fertility, exorcism.

Uses: it is good as a tea for calming the nerves, settling the stomach, and easing cramps and good for the bladder. In tincture form, also makes a good hair rinse for brunettes. An ingredient of the purification bath sachet. Add to love sachets and incenses.

Bay laurel

Gender/Planet/Element: masculine, sun, fire

Magical attributes: wisdom, protection, psychic powers, banishes negative energy.

Uses: do not take internally-use as a poultice on chest for bronchitis and chest colds.

Bay leaves:

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: psychic visions and dreams, repels negativity and evil.

Benzoin

Gender/Planet/Element: masculine, sun, air.

Magical attributes: used widely in purification incenses. Tincture of benzoin preserves oils and preparations.

Betony

Gender/Planet/Element: masculine, jupiter, fire.

Magical attributes: add to incenses of protection and purification. Sleep on a pillow stuffed with betony to prevent nightmares.

Caraway

Gender/Planet/Element: masculine, mercury, air

Magical attributes: protection, passion

Uses: add to love sachets and charms to attract a lover in the more physical aspect. Also a mild stimulant for digestion.

Carnation

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: worn by witches for protection during the "burning times", adds energy and power when used during a ritual as an incense.

Catnip

Gender/Planet/Element: feminine, venus, water.

Magical attributes: cat magic, familiars, joy, friendship, love.

Uses: its flowers and leaves have often been used to treat colds and insomnia. It lowers fevers, dries up post nasal drip, gets rid of bad headaches and relieves sore aching bones due to colds and flus, when taken in tea form, 2-3 times daily. As an incense it may be used to consecrate magical tools.

Camomile

Gender/Planet/Element: masculine, sun or venus, water.

Magical attributes: good as a meditation incense, for centering, peace, sprinkle in your home for protection, healing, money.

Uses: is an excellent herb both internally and externally for calming. Great for digestion, fevers, burns, rs, anti-inflammatory for wounds, and sedative for nervous disorders. And relieves stomachaches and diarrhea in infants and small children (always using in diluted form). In tea form, made of 2 teaspoons of the herb steeped for 5 minutes in a cup of boiling water is a gentle sleep inducer. Chamomile also makes an excellent insect repellent, simply splash some tea on face arms and feet. It is also a good hair rinse for blondes. Plant camomile in your garden to be the guardian of the land, and you will have certain success.

Caraway

Gender/Planet/Element: masculine, mercury, air.

Magical attributes:used in love charms to attract a lover.

Uses: culinary herb.

Celandine

Gender/Planet/Element: masculine, sun, fire.

Magical attributes:helps the wearer escape unfair imprisonment and entrapment, cures depression.

Cinquefoil

Gender/Planet/Element: masculine, jupiter, earth.

Magical attributes:hang around the doors and windows for protection from evil. Use in spells and charms for prosperity, purification and protection.

Cinnamon

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: spiritual quests, augmenting power, love, success, psychic work, healing, cleansing. Used in incenses for healing, clairvoyance, high spiritual vibrations. Reputed to be a male aphrodisiac. Use in prosperity charms.

Uses: it is recommended as a skin astringent and digestive aid in tea form. Ground, or taken with milk, good balance after a heavy meal or dessert. Also used for diarrhea, dysentery or general indigestion. It is an excellent aromatic and makes a good anointing oil for any magical working.

Clover

Gender/Planet/Element: masculine, mercury, air.

Magical attributes: associated with the triple goddess. Use in rituals for beauty, youth, healing injuries, curing madness. A four-leaved clover enables one to see fairies, and as a general good-luck charm.

Clove

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: wear in an amulet or charm to dispel negativity and bind those who speak ill of you. Cloves strung on a red thread can be worn as a protective charm. Money matters, visions, cleansing and purification.

Uses: it has a mild antiseptic quality for toothaches (chew), or in tea form it is an expectorant for colds, also good foe nausea or vomiting. It is an antibacterial,antiseptic, and analgesic, which means it helps prevent disease and infection.

Comfrey

Gender/Planet/Element: feminine, saturn, water.

Magical attributes: safe travel spells, money, healing, honoring the crone aspect of the goddess.

Uses: has been known to slow bleeding, aid colds, ease burns. As a poultice or a tea, comfrey may be applied to bites, sores, rashes, broken bones, and cuts. Also a good ingredient for lotions to soothe sunburn.

Coriander

Gender/Planet/Element: masculine, mars, fire.

Magical attributes: protection of home and serenity, peace , good in ritual drinks, incenses for longevity and love spells.

Uses: if added to wine, it makes a good love potion for 2 consenting parties. To use in this fashion, grind 7 grains of coriander and mix into a wine and drink. Also used in love sachets and charms.

Cowslip

Gender/Planet/Element: feminine, venus, water.

Magical uses: luck in love, a woman who washes her face with milk infused with cowslip will draw her beloved closer to her. Induces contact with departed loved ones during dreams.

Cypress

Gender/Planet/Element: masculine, saturn, earth.

Magical uses:connected to death in all of its aspects. The smoke of cypress can be used to consecrate ritual objects.

Daisy

Gender/Planet/Element: feminine, venus, water

Magical uses:decorate the house with daisies at midsummer's eve to bring happiness to the home and to obtain the blessings of faeries. Daisies are also worn at midsummer for luck and blessings. In the old times, young maidens would weave and wear daisy chains in their hair to attract their beloved.

Dandelion

Gender/Planet/Element: masculine, jupiter, air.

Magical attributes: divination, welcoming, messages.

Uses: the ground root can act as a coffee substitute, and the flowers make a lovely wine. A superb cleansing tonic, and the milky juice is a diuretic, a tonic and a relief for common stomach problems. Use a handful of flower tops to 1 pint of boiling water, steep 10 minutes and strain. Drink this several times a day. Use the milky latex from the stem, rub on a wart several times daily and soon its gone. Also good for night blindness.

Dill

Gender/Planet/Element: masculine, mercury, fire.

Magical attributes:useful in love charms. May also be hung in childrens rooms to protect them from evil spirits and protect against bad dreams.

Uses: a culinary herb.

Dragons blood

Gender/Planet/Element: masculine, mars, fire.

Magical uses:widely used in love, protection and purification spells. Keep a piece under the bed to cure impotency. Carried for good luck. May be dissolved in the bath for strong purification.

Elecampane

Gender/Planet/Element: masculine, mercury, earth.

Magical uses:useful in raising spirits and to aid in meditation.

Elder

Gender/Planet/Element: feminine, venus, air.

Magical uses:branches are widely used for wands. One must always be cautious to ask permission from the elder dryad before cutting or harvesting elder limbs or leaves and berries to avoid very bad luck. It is also considered very bad luck to burn elder wood. The leaves hung around the doors and windows will ward off evil.

Eucalyptus

Gender/Planet/Element: feminine, moon, air.

Magical uses:used in healing rituals, charms and amulets. Place the leaves around a blue candle and burn for healing energies. Green pods worn around the neck eases the discomfort of colds, sore throats and congestion.

Eyebright

Gender/Planet/Element: masculine, sun, air.

Magical uses:anoint eyelids with the infusion daily to induce clairvoyant visions and psychic dreams.

Fennel

Gender/Planet/Element: masculine, mercury, fire.

Magical attributes: purification, protection, healing, money.

Uses: sometimes employed as an appetite suppressant and digestive aid. Used in tea form to expel mucus. Chew the seeds slowly for really bad breath, or use the fluid extract to rub on gums.

Fern

Gender/Planet/Element: feminine, saturn, earth.

Magical uses:the fern is an extremely powerful protective plant. Grow them in and around the house for protection from evil and negativity.

Frankincense

Gender/Planet/Element: masculine, sun, fire.

Magical uses:a very powerful aid to meditation. Use to purify ritual spaces and invoke a spiritual frame of mind.

Gardenia

Gender/Planet/Element: feminine, moon, water.

Magical uses:used to attract true love.

Garlic

Gender/Planet/Element: masculine, mars, fire.

Magical uses:a very protective herb, healing, good weather, courage, exorcism.

Uses: a culinary herb.

Ginger

Gender/Planet/Element: masculine, mars, fire.

Magical attributes: power, success, love, money matters.

Uses: acts as an aid to ingestion or colds (tea form). Also in tea form, good for cramps, to stimulate the digestive organs, migraines and nausea, external stiffness. Can be added to the bath as a way to ease pain and increase circulation, but only use a few sprinkles, not too much, like cayenne, ginger quickly brings the blood to the surface of the skin. For pain you can also soak cloths in ginger tea and apply them directly to the painful areas. Add in cooking to detoxify meat, especially chicken. A good healing tea is made from a pinch of peppermint, a pinch of ginger and either a pinch of clove powder or 2 bruised cloves, add 1 cup of hot water and steep.

Ginseng

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: love, wishes, beauty, desire.

Uses: stimulant, tonic, and agent for prolonged life. Also a mild pain killer, and improves blood circulation. Reported to successfully treat asthma, bronchitis, cancer, flatulence, diabetes, weakness, fever, coughs and heartburn, and a mild stimulant. In tea form it helps to relieve stress and moderate heart disease.

Garlic

Gender/Planet/Element: masculine, mars, fire.

Magical attributes: protection, healing, good weather, courage, exorcism.

Uses: lowers tension, ease colds, and improve circulation. Garlic vinegar can be used to disinfect wounds and soothe rheumatic pain and any common pain (made from one liter of vinegar and ten cloves of crushed garlic steeped for at least 10 days). Shrinks warts, relieves pain from teeth and earaches. Good for high and low blood pressure and removing parasites and infections. To ease the pain of aching joints, a toothache or an earache, place a crushed raw bulb of garlic on a piece of gauze and place over the area of pain. For joints, try using garlic paste.

Hawthorn

Gender/Planet/Element: masculine, mars, fire.

Magical uses:used in protective sachets and amulets against evil influences. Promotes happiness in marriage or a relationship. It is bad luck to cut down a hawthorn. Burn the berries as an incense when you need energy and and change in life.

Hazel

Gender/Planet/Element: masculine, sun, air.

Magical uses:hazel wood is excellent for an all-purpose wand. Forked branches can be used for divining. Sprigs of hazel can be carried for good luck, they are especially powerful if bound together by red and gold thread.

Henbane

Gender/Planet/Element: feminine, jupiter, water.

Magical uses:carried to attract the love of a woman. Was once used as an ingredient in a witches flying ointment. Henbane is extremely poisonous and the utmost caution is urged.

High john the conqueror root

Gender/Planet/Element: masculine, saturn, earth.

Magical uses:use this as an additive to candle anointing oils, and charms to increase their strength.

Holly

Gender/Planet/Element: masculine, mars, fire.

Magical uses:planted around the home for protection against evil. The leaves and berries can be carried by a man to heighten his masculinity, virility and to attract a lover.

Honeysuckle

Gender/Planet/Element: feminine, jupiter, earth.

Magical uses:used widely in prosperity spells and love charms.

Hops

Gender/Planet/Element: masculine, mars, water.

Magical uses:used in healing incenses and charms. A mild sedative. Hops placed in a pillow will help with sleep.

Hyssop

Gender/Planet/Element: masculine, jupiter, fire.

Magical uses:use in purification baths, protective and banishing spells. Hyssop was widely used during the middle ages for purification, cleansing and consecration rituals. If burnt as an incense or thrown into a fire it is said one may draw upon magickal dragon energy.

Ivy

Gender/Planet/Element: masculine, saturn, water.

Magical uses:protects the houses it grows around and over from evil and harm. In the old traditions, ivy and holly was given to newlyweds as good-luck charms.

Jasmine

Gender/Planet/Element: feminine, jupiter, earth.

Magical uses:used in love spells, charms and sachets. Women have used jasmine from the earliest recorded history because of its seductive effects on men.

Juniper

Gender/Planet/Element: masculine, sun, fire.

Magical uses:protection against accidents, harm and theft. The berries are used to attract lovers once dried and worn as a charm.

Lavender

Gender/Planet/Element: masculine, mercury, air.

Magical attributes: sleep, long life, peace, wishes, protection, love, purification, visions, attracting men, clarity of thought.

Uses: has strong antiseptic qualities. Mild infusions (3 tablespoons to 6 cups of water) make a good sedative, headache treatment, and digestive aid. Used in oil or tincture form to heal cuts, burns or scalds,bites. This also acts as a tonic and may be used for colds, chills, and the flu. Lavender is an excellent aromatic, usually mixing well with other floral scents. An ingredient in the purification bath sachet, also used in purification incenses. It is thrown onto the midsummer fires by witches as a sacrifice to the ancient gods. Lavender is a frequent addition to healing sachets,especially bath mixtures, and is added to incenses to cause sleep. Lavender is a great antibiotic, antidepressant, sedative and detoxify. Stimulates the immune system.

Lemon

Gender/Planet/Element: feminine, moon or neptune, water.

Magical attributes: purification, love, blessings.

Uses: sweetens breath. Antiseptic, antibacterial and hypotensive. For chills and sore throat, the juice of a lemon mixed in a glass of honey and warm water, taken 3 times daily should help. For nose bleeds, apply a small piece of cotton, soaked in lemon juice. In oil form it is used for treating warts, insect bites, tension headaches, eliminates cellulite, and is an anti-wrinkle tonic.. Stimulates the digestive system. Also makes a good skin cleanser, hair rinse for blondes, and cleaning agent for brass and silver.

Lemon balm

Gender/Planet/Element: feminine, moon or neptune, water.

Magical uses: love potions, aphrodisiacs, fertility anti depressant. Drink as an infusion to soothe emotional pains after a relationship ends.

Lemon verbena

Gender/Planet/Element: feminine, venus, air.

Magical uses:love charms, youth, beauty and attractiveness to the opposite sex. Wear around your neck or place under a pillow to prevent dreams.

Lilac

Gender/Planet/Element: feminine, venus, air

Magical attributes: protection, warding off evil or banishing rituals, beauty, love, harmony and balance.

Linden

Gender/Planet/Element: feminine, jupiter, water.

Magical uses:associated with conjugal love or attraction and longevity.

Lovage

Gender/Planet/Element: masculine, sun, water.

Magical uses:add the dried and powdered root to cleansing and purification baths to release negativity. Carry to attract love and the attention of the opposite sex.

Mandrake

Gender/Planet/Element: masculine, mercury, earth.

Magical uses:a protective charm for the home. The root increases fertility in women and impotency in men when carried. Charge a mandrake root with your personal energy, sleep with it for three nights prior to the full moon. The root can be carried to increase courage.

Marigold

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: prophesy, legal matters, the psychic, seeing magical creatures, love, clairvoyance, dreams, business or legal affairs and renewing personal energy.

Uses: for internal use the flowers are prepared by infusion and recommended for the flu, fever, rheumatism, jaundice, and painful menstruation. Externally, buds are made into compresses for the treatment of burns. Marigold petal ointment can help chapped hands and varicose veins, also works wonders with eczema and inflammation. To ease inflammation, dip a compress into a strong marigold tea combined with an equal part of apple cider vinegar. Sprains can also be helped with marigold petals steeped in vinegar, or make a lotion with milk. Simmer 12 heads in 2 cups milk, steep, strain and apply. Also use as an antiseptic in first aid. Place the flower beneath the head at night to induce clairvoyant dreams. Sometimes added to love sachets. It should be gathered at noon.

Marjoram

Gender/Planet/Element: masculine, mercury, air

Magical attributes: protection, love, healing.

Uses: add to all love charms, place a piece in rooms for protection. Give to a grieving person to bring them happiness.

Meadowsweet

Gender/Planet/Element: feminine, jupiter, water.

Magical uses:protection against evil influences, promotes love, balance and harmony. A sacred herb of the druids. Place meadowsweet on the altar when making love charms and conducting love spells to increase their potency. Wear at lammas to join with the goddess.

Mint (spearmint & peppermint)

Gender/Planet/Element: masculine, mercury or venus, air.

Magical attributes: money, healing, strength, augment power, luck, travel.

Uses: mint in tea form aids upset stomachs, flu, and can be used to ease hiccups. Inhalations of the leaves in boiling water is recommended for head colds and asthma. Mint tea used instead of aspirin is great for headaches, particularly pre menstrual headaches. Nervous headaches can be relieved if you lie in a dark room with fresh peppermint leaves on the

forehead. Aids the respiratory and circulatory systems. An anti-inflammatory and an antiseptic. Ideal for treating indigestion, flatulence, varicose veins, headaches, migraines, skin irritations, rheumatism, toothache, and general fatigue.

Mistletoe

Gender/Planet/Element:

Magical uses:worn for protection and to attract love, or to help conceive.

Mugwort

Gender/Planet/Element: feminine, venus, air.

Magical uses: clairvoyance, psychic dreams, astral projection, protection. Place in the shoes for protection and to prevent fatigue on long journeys. The fresh leaves rubbed on a magick mirror or crystal ball will strengthen divinatory abilities. Mugwort is perhaps the most widely used witches herb of all time.

Mullein

Gender/Planet/Element: masculine, saturn, fire.

Magical uses:courage, protection from wild animals, protection from evil spirits, cleansing of ritual and psychic places before and after working there. Also used for cleansing and purifying ritual tools and altars.

Myrrh

Gender/Planet/Element: feminine, moon or jupiter, water.

Magical uses:purifying and protective incense for ritual areas. Can be used to consecrate tools.

Uses: excellent insect repellent and as a tincture it is good for bad breath and gum problems.

Myrtle

Gender/Planet/Element: feminine, venus, water.

Magical uses:myrtle was sacred to the greek goddess venus and has been used in love charms and spells throughout history. Grow indoors for good luck. Carry or wear myrtle leaves to attract love, charms made of the wood have special magickal properties. Wear fresh myrtle leaves while making love charms, potions or during rituals for love.

Nettle

Gender/Planet/Element: masculine, mars, fire.

Magical attributes: to advert danger, protection, healing, courage, antidote for many poisons.

Uses: use gloves to handle so as to avoid getting pricked. High in vitamin c and iron and when in tea form can ease asthma and increase your energy levels.

Nutmeg

Gender/Planet/Element: feminine, jupiter, air.

Magical uses: clairvoyance and psychic power of visions.

Oak

Gender/Planet/Element: masculine, sun, fire.

Magical uses:the oak is a sacred tree in many cultures. A witch will often seek out a grove of oak to perform rites. It has always been considered unlucky to cut down an oak. After getting permission from the tree's dryad, burn oak leaves for purification of ritual spaces. Oak is often used for all-purpose wands and they imbue great power. The acorns have been carried to increase fertility in women and to increase sexual appeal by men, preserve youth and to banish illness. Hang oak over windows and doors to protect your house from evil spirits.

Onion

Gender/Planet/Element: masculine, mars, fire.

Magical uses: protection and healing. Place cut onions in a sick persons room to absorb the illness. Leave them overnight and throw away in the morning.

Orange

Gender/Planet/Element: feminine, jupiter, water.

Magical uses:the dried and powdered peel is added to love and fertility charms.

Orris root

Gender/Planet/Element: feminine, venus, water.

Magical uses: love, sexual appeal. Use in charms, amulets, sachets, incenses and baths.

Parsley

Gender/Planet/Element: masculine, mercury, air.

Magical attributes: fresh parsley leaves in tea form are a treatment for cramps, while dried root decoctions eases urinary infections and arthritis. Externally, crushed leaves relieve insect bites, and may be applied in poultice form to sprains.

Uses: widely used as a culinary herb

Patchouli

Gender/Planet/Element: masculine, sun, earth.

Magical uses: aphrodisiac and attractant of lovers for either sex.

Pennyroyal

Gender/Planet/Element: feminine, venus, earth.

Magical uses: protection, weariness, deters insects. Avoid pennyroyal while pregnant.

Black pepper

Gender/Planet/Element: masculine, mars, fire.

Magical uses:use in protective charms.

Periwinkle

Gender/Planet/Element: feminine, venus, water.

Magical uses:protection against evil influences. Hang around doors and windows.

Pimpernel

Gender/Planet/Element: masculine, mercury, air.

Magical uses:wear to detect falsehood to prevent or know when others are lying to you.

Pine

Gender/Planet/Element: masculine, mars, air.

Magical attributes: attunement to nature, centering, cleansing, healing, productivity, purification against illness, a good winter incense, fertility charms.

Uses: pine buds prepared by decoction act as an expectorant and antiseptic. This same mixture can be used for inhalation for head colds, although it is easier to toss some needles in hot water. Green cones and needles can be added to bath water to ease muscle pains and swelling. For magic, pine is best suited for its aromatic qualities of bringing one back into balance, and enhancing connection with the natural world.

Poppy

Gender/Planet/Element: feminine, moon, water.

Magical uses:eat poppy seeds as a fertility charm, just don't take a urine test at work for a few days afterward. Carry the seeds or dried seed-pod as a prosperity charm.

Rose

Gender/Planet/Element: feminine, venus, water.

Magical attributes: love, friendship, luck, protection, psychic power and divination.

Uses: conserves of roses or rose petals in honey are often recommended for nausea and sore throats. Roses are high in vitamin c.

Rosemary

Gender/Planet/Element: masculine, sun, fire.

Magical attributes: improve memory, sleep, purification, youth, love, power, healing, protection, intellectual.

Uses: promotes healing of wounds, acts as an antiseptic, and can be a mild stimulant. Good in teas for treating flu, stress, and headaches or body aches. Mental and physical booster. Used for treating (oil form) muscular sprains, arthritis, rheumatism, depression, fatigue, memory loss,

migraine headaches, coughs, flu and diabetes. Excellent remedy for acne or cellulite. When the leaves are soaked in wine for two weeks, small glasses may be taken as a digestive aid. Oil of rosemary is excellent in hair conditioners, and the flowers of this herb may be added to lotion recipes to improve the complexion. Add to all purification bath sachets, love incenses, and protection incenses. Make a simple of rosemary and use it to cleanse the hands before working magic, if you have no time for a regular ritual bath. Burn rosemary and juniper as a healing and recuperation incense.

Rowan

Gender/Planet/Element: masculine, sun, fire.

Magical uses: protection, good luck, healing.

Rue

Gender/Planet/Element: masculine, sun, fire.

Magical uses: protection, preventing illness, clearness of mind, purification of ritual spaces and tools, clearing the mind of emotional clutter.

Saffron

Gender/Planet/Element: masculine, sun, fire.

Magical uses: prosperity, healing and sexual prowess in men

Sage

Gender/Planet/Element: masculine, jupiter or venus, air.

Magical attributes: fertility, longevity, wishes, wisdom, protection, healing, health.

Uses: can be used in an infusion to aid digestion, or as part of a honey wine to fight colds and fever. When applied in compresses it can ease many skin discomforts, including dandruff. If made into cream it is good for muscular pain, and if dried and smoked sometimes gives relief to asthma.

St john's wort

Gender/Planet/Element: masculine, sun, fire.

Magical uses: protective charms, ward off fever and illness, a banishing or exorcism incense, the tea increases courage and will power. Gather on midsummer's eve, pass through the smoke of bonfires to purify, and hang in the house as protection and to prevent nightmares.

Sandalwood

Gender/Planet/Element: feminine, moon, air.

Magical uses: purification, protection and healing.

Sunflower

Gender/Planet/Element: masculine, sun, fire.

Magical uses: welcomes and invites the blessings of the sun into the garden. The seeds are eaten by women to increase fertility.

Thyme

Gender/Planet/Element: feminine, venus, water.

Magical attributes: sleep, psychic energy, courage, healing, purification incense, magical cleansing baths, a renewing of one's personal energy, warding off of negative energy.

Uses: powerful antibacterial, antibiotic, and diuretic properties. It helps eliminate wastes from the body. It is used in treating whooping coughs, warts, rheumatism and acne. A strong antiseptic which when prepared by infusion is useful for poor digestion, exhaustion, colds, and infections, and with honey is an effective treatment for sore throats. Also used in tea form as a fever breaker, headache reducer and to be rid of intestinal worms, and can be used as a mouthwash. Also, a great insect repellent. Use both the leaves and flowers. This tea works best for headaches when taken cold. Take a magical cleansing bath in the spring of thyme and marjoram (used in tea form or whole herbs). A pillow stuffed with it cures nightmares.

Valerian

Gender/Planet/Element: feminine, mercury or venus, water.

Magical attributes: love, calming, sleep, purification or relaxing baths.

Uses: use the dried, powdered root. Promotes relaxation while counteracting the effects of insomnia, anxiety, nervousness, headaches, pre menstrual syndrome and menstrual cramping. For sleep, before bed take 1 teaspoon of herb to 1 pint of water and simmer. Also acts as a good substitute for catnip. Use the fresh herb in spells of love, also to get fighting couples together. Used in the purification bath sachet.

Vanilla

Gender/Planet/Element: masculine, jupiter, fire.

Magical uses:the bean is used in a love charms, the oil is worn as an aphrodisiac.

Vervain

Gender/Planet/Element: feminine, venus, water.

Magical uses: ritual cleansing or sacred space, magical cleansing baths, purification incenses. Hang over the bed to prevent nightmares. Love and protection charms, vervain is also an excellent for use in prosperity charms and spells as it brings good luck and inspiration.

Violet

Gender/Planet/Element: feminine, venus, water.

Magical uses:mix with lavender for a powerful love charm. A violet and lavender compress will aid in eliminating headaches. The flowers are carried as a good-luck charm. The scent will soothe, clear the mind and relax the wearer.

Walnut

Gender/Planet/Element: masculine, sun, fire.

Magical uses:carry the nut as a charm to promote fertility and strengthen the heart.

Willow

Gender/Planet/Element: feminine, moon, water.

Magical uses:willow wands can be used for healing. The willow will bring the blessings of the moon upon those who plant it or have it on their property. Willows can be used to bind together witch's brooms and a forked willow branch is widely used in water witching and dowsing.

Witch hazel

Gender/Planet/Element: masculine, saturn or sun, fire.

Magical attributes: protection, chastity, healing the heart.

Uses: in tincture form it is good as a mouth rinse and to ease hemorrhoids. As a compress, witch hazel can be applied to insect bites and other skin irritations.

Wormwood

Gender/Planet/Element: masculine, mars, air.

Magical uses: wormwood is burned to gain protection from wandering spirits. Used in divinatory and clairvoyance incenses, initiation rites and tests of courage. Enables the dead to be released from this plane so they may find peace.

Yarrow

Gender/Planet/Element: feminine, venus, water.

Magical uses: courage, love, marriage charms, dispelling negativity, psychic abilities, divination.

Uses: a very potent healer, it intensifies the medicinal action of other herbs taken with it. Helps eliminate toxins (good for colds). Most useful in its abilities to staunch blood flow. In poultice form, it is useful against infections and swelling. In magic there is evidence that yarrow was often used as a component in incantations. The tea drunk prior to divination will enhance one's powers of perception (a touch of peppermint brightens this brew up and always works better). Also drink the tea to stop arthritis symptoms such as swelling and inflammation associated with weather divination and generally end all aching, sore muscles, or stiff joints or back pain. A powerful incense additive for divination and love spells.

Advanced Dungeons & Dragons

COMPLETE NETBOOK OF WITCHES & WARLOCKS

Player Character Record Sheet

Character:			Align:	Level:
Class:			Race:	XP:
Player:			Family:	Next Up:
Sex:	Age:	Coven	Tradition / Kit:	
Ht:	Hair:			
Wt:	Eyes:			

ABILITIES							
	STR	Hit Adj.	Dmg Adj.	Wgt. Allow	Max Press	Open Doors	Bend Bars
	DEX	Reaction Adjustment		Missile Adjustment		Defensive Adjustment	
	CON	HP Adjustment		System Shock		Resurrection Survival	
	INT	# Lang.	Spells/Level	% Chance to Learn	Spell Immunities		
	WIS	Magic Adjust.	Bonus Spells		Spell Immunities		
	CHA	Max Henchmen	Loyalty Base	Reaction Adjustment		Starting Money	

Saving Throw	Base	Adj.	Items Which Affect Saves
Par./Pois./Death			
Rod/Staff/Wand			
Petrify/Polymorph			
Breath Weapon			
Spells			

Psionic Strength / Spell Points
Base:
Current:
Adjustments:

AC	Armor
	Shield/ No Shield:
	Rear:
	Surprised:
	Base:

HIT POINTS	Wounds

Weapon	# At	Base THACO	At Adj.	Dmg Adj.	Adjusted THACO	Damage S/M Large	Plus to Damage

Money	Treasure	Gems
PP:		Gp value
GP:		
EP:		
SP:		
CP:		
Other:		

Magical Items Worn	
Right Hand:	
Left Hand:	

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