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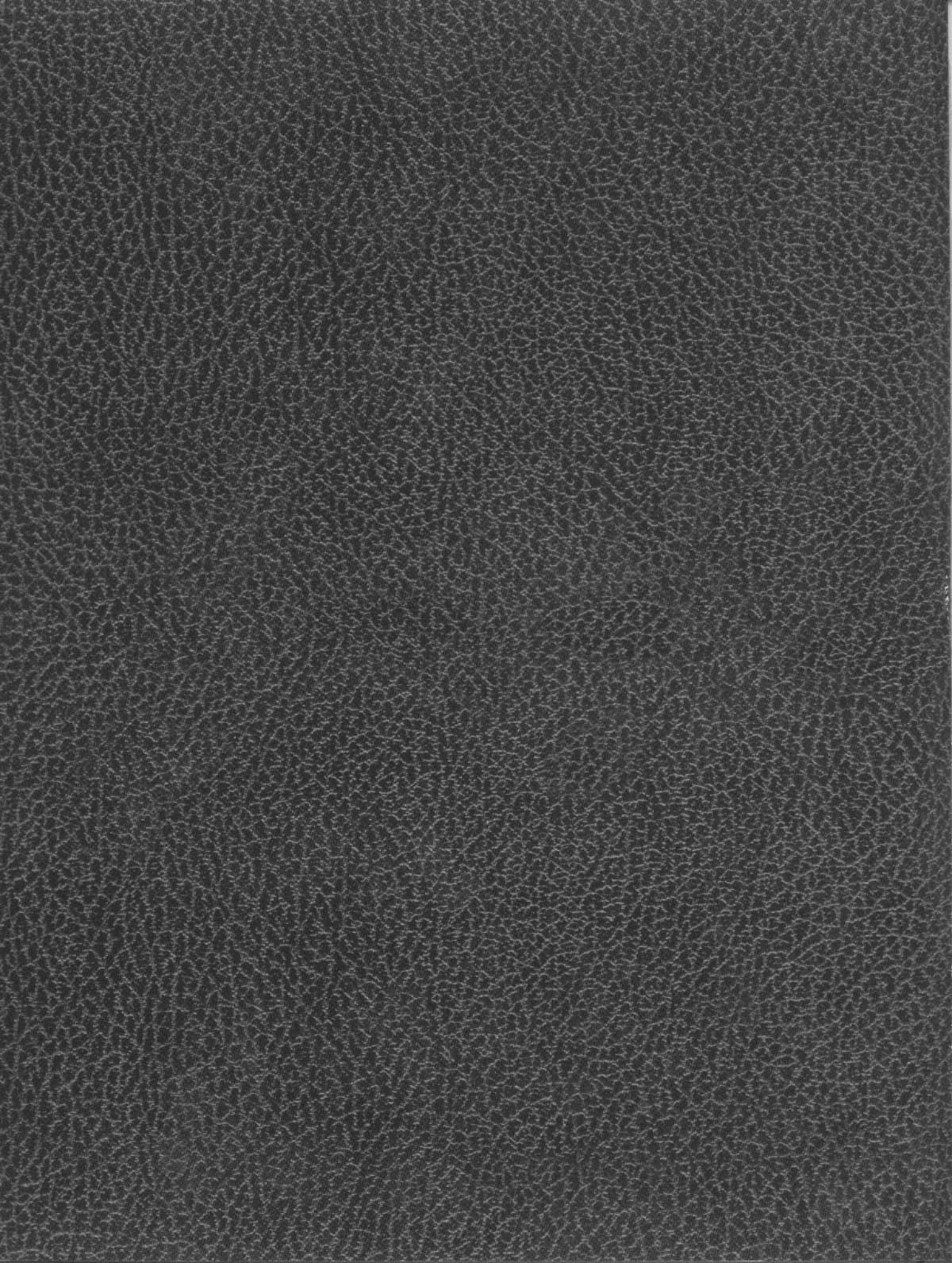
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THE QUINTESSENTIAL WITCH

Collector Series
Book Eight

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®





The Quintessential Witch

Robert J Schwalb

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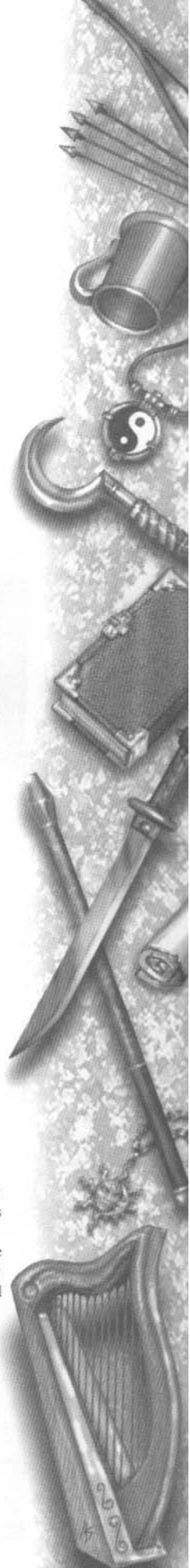
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INTRODUCTION

Witches, a word that evokes fear, confusion and superstition. These feelings are well grounded in culture; from folklore to fairytale to play, witches appear as shadowy figures with a malevolent intent; or as noble and kind hearted individual who risk their all to save an innocent child. The witch can fit into either stereotype with ease. Some miles away an aged figure labours to birth a dying infant, sensing the baby's distress, he invokes the goddess and the deathly pallor is replaced by a vibrant pinkish hue. A full moon stares down from a blanket of infinite gemstones and passing across its face is the silhouette of a robed woman, with pointed hat, riding upon a broomstick. All of these are examples of the witch as he has been seen from a host of varied perspectives ranging from village elder to servant of dark forces. *The Quintessential Witch* is a sourcebook designed to add a new class to those presented in *Core Rulebook I*. Within this volume players and Games Masters alike will have at their fingertips the material needed to play a character that is on the one hand compelling and on the other despised.

The witch is more than a simple revision of one or more of the existing classes. Rather, he stands as the symbol of uncluttered beliefs, an intricate connection between mortal ingenuity and infinite divine power. The witch, as he is discussed here, blends arcane and divine magic into a vastly reconceived character that can be seamlessly integrated into any campaign. The witch is not a wizard, nor cleric nor even a druid although he has qualities of each. He holds that all instances of divinity, be it from pantheistic or monotheistic perspectives, are mere reflections of the two forces keyed to the notions of the masculine and feminine. By elevating these forces into deific persona, the god and the goddess, the witch indeed observes the harmony at work within the world as balances between two diametrical opposed powers that must work in unity. It is from this realization that he can draw from the power of these forces to channel energy that is either benevolent or malevolent depending on his larger goals and ethical beliefs. Hence, he is cleric, druid, wizard and more.

THE COLLECTOR'S SERIES

The Collector's Series is a range of class and racial sourcebooks from Mongoose Publishing, all designed to greatly widen a player's options for his character within the d20 games system. Slotting seamlessly into any fantasy-based campaign, each will give a comprehensive guide to one class or race within the game, allowing both players and Games Masters the chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The collector's Series will not necessarily allow players to create a better character, but they will be able to do a lot more than they ever thought possible before.

THE QUINTESSENTIAL WITCH

In this book a player will have the necessary information to construct a character that will stand apart from other spell-slingers in his group. Character concepts, like those in previous books in this series, individualise the character by offering the tools to develop an interesting background and personality. Prestige classes are the goals of most witches, as each offers an enhanced or further specialised aspect of this exciting new class. Herbs, brooms, seeing stones and other tools are added to the mix to help the witch restore the fragile balance between the competing forces of the masculine and feminine powers. No witch is complete without a collection of spells to buttress his already formidable arsenal of magic. When these spells are not enough, he can work with other witches to cast greater and more powerful spells called Ceremonies.

Furthermore, experienced witches enjoy heightened abilities when working in special places and at certain times of the year and phases of the moon. Seizing mastery over these places and times of power can mean the difference between life and death when facing the legions of inquisitors that thirst for witches' blood. These groups of witches often form more permanent associations such as secret societies, cults, and covens. The most potent witches can establish their own covens and orders, creating safe zones, magical glens, and other strongholds that will stave off the constant threat from those who lack the understanding of the true nature of the craft.

When Sarah's eyes adjusted to the darkness, a tiny gasp escaped her mouth. Her captor, a hulking mute, powerful in his masculinity, stiffened but made no move to allay her fears. This was the first time she had seen the owner of the rough hands that had forced the filthy bag over her face, hoisted her over his shoulder and had finally dropped her here in this chamber. She was unprepared for the intricate runes that spider-webbed over his fingers, ran along his arms, and covered his bare torso. He was all there was in her world, at least for the moment, and he watched her with dark eyes.

'What do you want with me, brute?' she asked, the forcefulness lost in her tremulous voice.

He said nothing. His black eyes seemed to pierce her, pinning her to the floor. And there was nowhere to run. Sensing that she would get nothing from the man, she trained her attention on the room about her ignoring his penetrating gaze from above her sprawled form.

It appeared that the room was a laboratory of sorts. Tall shelves flanked a door on the opposite side of where she sat. Hanging from criss-crossing beams over head were all manners of roots, herbs, and animal parts in various states of drying. In the centre of the wall to her left was a fire pit, over which hung a cauldron on an iron rod. Something within the pitted bowl gave off bubbles and burps, splashing the floor with its grey contents. A desk stood resolutely in the midst of everything, bearing a collection of books, some opened and others closed, mixed with crumpled papers, scrolls, and a large straight bladed black handled knife.

She was about to unleash a snide comment, when the door, sandwiched between the two shelves, opened. Moving only a little at first, it finally swung open to allow the entry of a shockingly lovely woman, adorned in a complex weave of skirts and petticoats. A short tight jacket covered her torso revealing the beauty of her figure. Long, lustrous blonde hair spilled down about her face and shoulders. Her features were cold, pale, and devoid of emotion.

'Stand away, golem,' she spoke in a voice that reinforced Sarah's first impressions. The golem backed away from the girl to a corner, where it stood, shoulders relaxed, and head bowed.

'What do you want with me? Why did you send *that* to steal me away from my family? I didn't do anything?'

'Hush, child, hush. I saved your life. Look here.' The elder woman extended her hand. In it was a smooth clear stone.

'I don't understand? It's a stone.'

'Yes, but look within.'

Sarah did so and as she focused she saw her bedroom, the pale white light from the moon sending bars across her mussed bed. Her stuffed animal lay askew, but all was quiet. As she watched a man came into view. He was dressed in long black robes trimmed in gold. His face was concealed behind a mask of burnished platinum depicting a grotesque child's face. Sarah gasped in recognition.

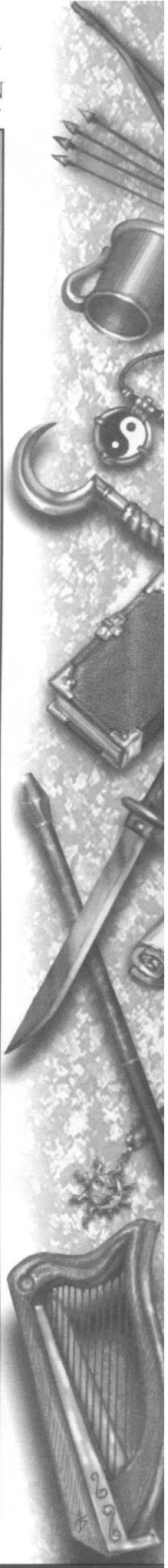
An inquisitor! Why? What does he want with me?'

'Your power, dear.'

Sarah looked at the woman, her expression all confusion and fear.

'You have the craft in you,' she continued, 'and he wants it for himself.'

Sarah looked again into the stone and watched as her house was burned. She witnessed the end of her old life, and wept brokenly as her parents were put to the sword.



THE WITCH

Somewhere between the druid and the wizard lurks the witch. A figure of mystery and romance, of bittersweet endings and of revenge inspired beginnings. From the hedge wizard to the crone, the healer to the hag, the woman in the tower to the beastly nightmare that exults in the terror of his enemies; the witch is a constant source of imagination as either an ally or an enemy. The witch class, however, is far more than a simple stereotype. He is a figure who recognises the powers within nature, but also believes in the governing forces behind it. Considering the witches' cosmological outlook, many individuals view witches as a threat to the core of their religious beliefs. These opponents tend to exaggerate the practices performed by these simple people. These competing ideologies typically divorce witches from societies that have a powerful religious hierarchy. Thus when the two belief systems meet, there is usually open conflict.

Contrary to the perceptions of his enemies, he channels the energies of nature most often to help others who cannot help themselves. Only in the direst of situations will he lash out with his powers to destroy or harm. His somewhat mysterious nature, in regard to his allegiances, places him on the outskirts of civilisation. He becomes an enemy of authority, be it religious or secular, and because of this he is placed beyond the comforts offered by those whom he would help. At times he is a loner but usually he is a member of a group, a coven, formed to enhance the resources available to him and his kind. The witch is a misunderstood class, largely due to the misconceptions held by those in power. At times there are those who do indeed weave spells of limitless malevolence, plotting the ruin of the innocent. However, there are equally those who work quietly, doing their best to heal and aid those in need. The witch, much like other spellcasters can hold to any moral outlook.

Adventures: An adventure for a witch is an opportunity to expand his powers and resources. In most cases civilisation is a poor partner for a witch as it is generally too restrictive and suffocating. While not overly concerned with material things, he does recognise the value of coin to further his goals and the accumulation of magical equipment can provide protections otherwise barred from him.

Characteristics: The witch is an amalgamation of the wizard, druid, and cleric. He is able to cast what are usually arcane spells as divine invocations from his two sources of power – the god and the goddess. He is a capable healer, having gained mastery of herbs to supplement his limited spell casting ability. When all else fails, he can toss around fireballs and lightning bolts just as well as any wizard. He can even bind a familiar like his arcane cousins.

In addition to his skills as a spellcaster, the witch shares several traits with the druid. He is able to identify plants and animals with unfailing accuracy, although he develops this ability later than his druidic brethren. He can also adopt the forms of animals through *wild shape*. He can even manipulate his appearance to assume the guise of any he meets. These abilities and his persistent youth are where the similarities to druids stop. The key aspect that differentiates the witch from the aforementioned classes is that he may extend his lifespan by four times from that which a normal member of his race is able to achieve. He draws his spells from the cleric, druid and wizard spell lists and casts them as divine spells. He is a unique class not to be mistaken for any other; doing so usually has dire consequences.

Alignment: Witches perceive nature as a servant to the will of the divine. Thus, they will rarely position themselves as bystanders in the world. Instead, they purposefully enter into the cycles that affect the world, recognising them as the order of the universe, and that if they do anything they must at least acknowledge the power of the system at work. Witches of any alignment can be found, but typically witches have little regard for chaos as it tends to undermine their philosophical and religious beliefs. However, when it comes to ethics, they tend to fall somewhere between good and evil.

Religion: Witches turn the religious spectrum upside down as they believe, almost universally, that the entire pantheon is nothing more than a collection of assorted aspects of the male and female divinities. They believe the gods are manifestations of the particular traits held by either power. Given this, witches can worship any god or goddess although they generally favour gods devoted to learning, magic, and nature.

Background: The prospective witch's first brush with the craft is usually through a family member's intervention. An aunt, uncle, mother or father usually sees the latent talent in the youth and begins the arduous task of instruction. After some time, the witch is introduced to a coven, a group of like minded individuals who share spells, ideologies, and goals. They have a lifelong connection to their coven, and only through rare circumstance will the witch be severed from the community.

Being a member of this group has benefits and drawbacks. Initially, it is a great opportunity to enhance ones spell casting abilities. They will often engage in ceremonial magic, where up to thirteen witches invoke the power of the divine for enhanced powers and effects. Unfortunately, the coven is restrictive in its outlook, unforgiving of those who cross them and entirely secretive. A free spirited witch will usually have a hard time adapting to the rigorous structure of the coven and will sometimes flee their influence.

Most covens, however, are flexible as to the frequency of gatherings. This provides the means for a witch to gather information, equipment and new spells to add to his brothers' or sisters' books of shadows. Like druids, the witch will sometimes have to perform duties for his coven. These tasks can range from the simple to the nigh impossible depending on his proficiency and standing within the circle. In exchange, an initiate witch can usually bargain for favours from his elders, and procure cheaper healing and equipment for his friends.

Witches almost always live in small rural communities, aiding their fellows in day-to-day activities. If a witch dwells in a large city he usually practises in secret, as most cities are home to those who would destroy him. In any case, he will make spiritual journeys to sites sacred to nature, such as untouched wilderness, standing stones or still pools of water. Any place that he will inhabit must have access to these geographical features.

Races: Of all the races that find the witch appealing, humans, above all, are drawn to the power and mystique associated with the craft. Paradoxically, humans are the first to burn witches at the stake as they frequently misinterpret a witch's motives and



purpose. Elves, on the other hand, find witchcraft a poor cousin to wizardry and have little use for their backwards charms, love potions, and other trinkets. Despite these opinions, elves do make excellent witches, for they have an intimate familiarity with enchantment magic and therefore can become quite potent users. Elven witches, however, favour positive uses for the craft such as healing, protection and other beneficial spells.

Half-elves, naturally outcasts from both sides of their heritage, find witchcraft a potentially valuable career path for a number of reasons. Firstly, their elven background grants a link to the natural world. Secondly, because they have difficulty finding acceptance in both human and elven cultures, the community of a coven is usually to their liking, providing a family that they might not otherwise have known.

Dwarves and Gnomes have little use for witchcraft, as the former focuses on the rigors of warfare, while the latter enjoys the trickery inherent to illusion. Halflings, however, are natural witches as many features of the witch complement the halfling deities. The idea of the goddess will often resemble

THE WITCH

the halfling goddesses as they are construed as the patrons of the hearth, protection, and the more feminine aspects of life.

Other races exploit the evil side of witchcraft. The most common practitioners among the less civilised races would certainly be the Hags. Tieflings also typically exploit the powers of witchcraft given their familial connection to things originating from the lower planes. Finally, among the humanoid races, there are an almost infinite number of witch-doctors and magic workers, many of whom practice witchcraft, albeit of a dark sort.

Other Classes: Witches require other classes for protection, for they do not have the raw offensive power that sorcerers control. So, they usually develop solid working relationships with rangers and barbarians, as many times their outlooks will mesh. Rogues hold a place of value for the witch, considering they have the capability of getting into places no others can. Their penchant for subterfuge is an asset they cannot refuse. Bards tend to manipulate similar magic, although they draw from different sources. On the other hand, clerics and paladins do not work well with members of the witch class, as oftentimes their alignments and

values clash. Witches can be subversive, dabbling in the occult, and generally threaten the established order that underlies the structure to which the religious classes cling.

GAME RULE INFORMATION

Witches have the following game statistics:

Abilities: Charisma determines how powerful a spell a witch can cast, how many spells he can cast, and how difficult those spells are to resist. To cast a spell, a witch must have a charisma score of 10 + the spell's level. The witch also gains bonus spells based upon Charisma. The Difficulty Class of a saving throw against a witch's spell is 10 + the spell's level + the witch's Charisma modifier. High Intelligence is useful to a witch as it provides bonus skill points. A high Dexterity is also valuable as it adds to the character's armour class, which will compensate his restrictions against armour.

Alignment: Any.

Hit Die: d6

The Witch

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack	Save	Save	Save		0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Summon Familiar	2	0	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Nature Sense	3	1	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		3	2	0	-	-	-	-	-	-	-
4	+2	+1	+1	+4	Bonus Feat	3	3	1	-	-	-	-	-	-	-
5	+2	+1	+1	+4		3	3	2	0	-	-	-	-	-	-
6	+3	+2	+2	+5	Bonus Feat	3	3	3	1	-	-	-	-	-	-
7	+3	+2	+2	+5		3	3	3	2	0	-	-	-	-	-
8	+4	+2	+2	+6	Wild Shape (1/day)	3	3	3	3	1	-	-	-	-	-
9	+4	+3	+3	+6		3	3	3	3	2	0	-	-	-	-
10	+5	+3	+3	+7	Timeless Body	3	3	3	3	3	1	-	-	-	-
11	+5	+3	+3	+7		3	3	3	3	3	2	0	-	-	-
12	+6/+1	+4	+4	+8	Bonus Feat	3	3	3	3	3	3	1	-	-	-
13	+6/+1	+4	+4	+8	Wild Shape (2/day)	3	3	3	3	3	3	2	0	-	-
14	+7/+2	+4	+4	+9	Alter Self	4	3	3	3	3	3	3	1	-	-
15	+7/+2	+5	+5	+9		4	4	3	3	3	3	3	2	0	-
16	+8/+3	+5	+5	+10	Fascination	4	4	4	3	3	3	3	3	1	-
17	+8/+3	+5	+5	+10		4	4	4	4	3	3	3	3	2	0
18	+9/+4	+6	+6	+11	Wild Shape (3/day)	4	4	4	4	4	3	3	3	3	1
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	3	3	3	2
20	+10/+5	+6	+6	+12	Longevity	4	4	4	4	4	4	4	3	3	3

Class Skills

The witch's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (herbalist) (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills, in the *Core Rulebook I*, for skill descriptions.

Skill Points at 1st-Level: $(2 + \text{Int modifier}) \times 4$

Skill Points at Each Additional Level: $2 + \text{Int modifier}$.

Class Features

All of the following are class features of the witch:

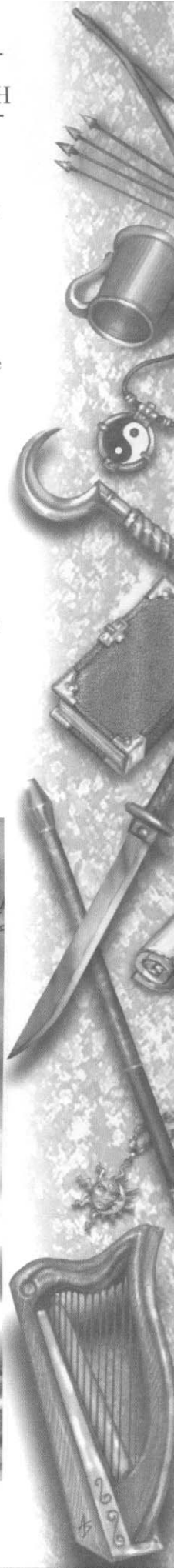
Weapon and Armour Proficiency: The witch is proficient in the use of the club, dagger, dart, quarterstaff, witch sword, sickle and the sling. Witches are not proficient in any armour or with shields. Unlike wizards, however, armour does not interfere with spellcasting. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A witch casts divine spells according to the table listed above. He, like a wizard, is limited to a certain number of spells of each level per day. A witch must prepare his spells ahead of time by getting a full night's rest and spending at least 1 hour studying his Book of Shadows. While reading through his book, he decides what spells to prepare. In all respects, spell preparation functions exactly as for a wizard, which is described in detail in *Core rulebook I*. To learn, prepare or cast a spell, a witch must have a Charisma score of at least $10 + \text{spell's level}$, so a witch with a Charisma of less than 10 can not cast any spells at all. Witches bonus spells are determined by Charisma, and saving throws against these spells have a Difficulty Class of $10 + \text{spell level} + \text{Charisma modifier}$. Whenever a witch gets 0 spells of a given level, such as 0 1st-level spells at 1st-level, the witch only receives bonus spells because of their high Charisma (see *Core rulebook I*). A witch without a bonus spell of that level may not yet cast any spells of that level.

Chaotic, Evil, Good and Lawful Spells: A witch cannot cast spells of an alignment opposed to his own. For example, a chaotic good witch cannot cast spells having the lawful and/or good descriptors.

Book of Shadows: Witches utilise their books of shadows to hold their spells, recipes for concoctions and so on. Each day, when preparing their spells, they must review their book of shadows, much in the same way the wizard reviews his spellbook. The witch cannot prepare any spell not found within his book of shadows. A witch begins play with 5 tricks plus 1 1st level spell of the player's choice. For each point of Intelligence bonus (not Charisma), the book of shadows holds an additional 1st level spell. Each time the witch earns a new level, he gains two new spells of any level or levels he can cast (according to his new level). In all other respects, the book of shadow functions exactly like a wizard's spellbook as described in *Core rulebook I*.

Familiar: A witch can summon a familiar in the same way as a sorcerer as described in the character creation chapter of *Core rulebook I*.



THE WITCH

Nature Sense: Just as a druid can identify plants and animals (including their species and traits) without error, so too can the witch. Also, witches can identify water sources as being either safe to drink or contaminated, and ill suited for consumption.

Bonus Feat: At levels 4, 6 and 12, the witch gains a bonus feat. This feat must be an item creation feat. Note: these feats are in addition to those granted to every character by level regardless of class. Feats granted by overall character level, and the bonus feat for human characters, need not be item creation feats.

Wild Shape: At 8th level, a witch gains the spell-like ability to *polymorph self* into a small or medium-sized animal (but not a dire animal) and back again once per day (see *Core rulebook I*.) Witches may only adopt one form, as opposed to the description for the spell. At 13th level, the witch may *wild shape* twice per day, and at 18th level, he may *wild shape* a third time. Note: The creatures chosen by the witch to polymorph into may include some giant varieties of animals, but not beasts. Also, the witch is not disoriented while in his *wild shape*.

Timeless Body: At 10th level, the witch no longer appears to age, nor suffers any penalties for aging. He becomes immune to any form of magical aging. If he accrued any penalties due to aging prior to achieving 10th level in the witch class, those penalties remain. The witch still receives all bonuses for aging, but remains subject to death by natural aging.

Alter Self: At 14th level, the witch may alter his appearance by use of the spell-like ability *alter self*. In all respects, this ability functions as the spell of the same name. He may use this ability at will.

Fascination: At 16th level, the witch may use this supernatural ability to fascinate his opponents once per day. This standard action requires a Concentration check DC 20 each round. If successful, one humanoid target at which he gazes must pass a Will save with a Difficulty Class equal to 15 + the witch's Charisma modifier. Failure indicates the victim will faithfully serve the witch for as long as the witch is able to concentrate. Service to the witch is absolute but is limited by acts qualifying as suicide. Any such command immediately breaks the effect.

Longevity: Witches who achieve 20th level benefit from an extended lifespan. A witch's maximum age is changed to equal the maximum age + the maximum die roll possible, the total is then multiplied by 4. This is the witch's new maximum age. For example, Ygrid is a 20th level human witch. Normally the maximum age for humans in the venerable category is 70 + 2d20 years. When re-figuring his maximum age, he treats the d20 results as 20s. So his new total is 70 + 20 + 20 (for a sum of 110). He then multiplies this result by 4, allowing him to reach 440 years of age before he will expire naturally.

Random Starting Gold (gp): 3d4 x 10



WITCH SPELLS

0-Level Witch Spells (Tricks): *arcane mark, cure minor wounds, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mending, purify food and drink, read magic, resistance, virtue*

1st-Level Witch Spells: *animate rope, cause fear, change self, charm person, command, comprehend languages, cure light wounds, darkness, detect chaos/evil/good/law, doom, endure elements, faerie fire, fey sight*, hold portal, hypnotism, identify, inflict light wounds, mount, obscuring mist, silent image, sleep, twisting the heartstrings I*, unseen servant, ventriloquism*

2nd-Level Witch Spells: *augury, alter self, bless, blindness/deafness, bull's strength, calm emotions, cure moderate wounds, delay poison, detect thoughts, enthral, find traps, hold person, invisibility, knock, levitate, locate object, magic mouth, minor image, mirror image, produce flame, protection from arrows, pyrotechnics, scare, see invisibility, speak with animals, summon nature's ally I, Tenser's floating disk, twisting the heart strings II*, whispering wind*

3rd-Level Witch Spells: *bestow curse, circle of respite*, clairvoyance/clairaudience, cleanse air*, contagion, continual flame, create food and water,*

dispel magic, dominate animal, entanglement, fireball, fly, glyph of warding, haste, improved faerie fire, Leomund's tiny hut, lightning bolt, magic circle against chaos/evil/good/law, major image, neutralise poison, plant growth, remove blindness/deafness, remove disease, slow, snare, speak with plants, spectral force, suggestion, tongues*

4th-Level Witch Spells: *arcane eye, charm monster, cure serious wounds, discern lies, divination, emotion, fear, fluid mastery*, giant vermin, hallucinatory terrain, inflict serious wounds, lesser geas, locate creature, minor creation, neutralise poison, polymorph other, polymorph self, reincarnate, remove curse, scrying, spell immunity, tears of the goddess**

5th-Level Witch Spells: *advanced illusion, animate dead, attraction, animal growth, avoidance, break enchantment, break spirit*, contact other plane, control water*, dream, false vision, feeblemind, greater command, greater scrying, insect plague, Leomund's secret chest, lesser planar ally, magic jar, major creation, mirage arcana, nightmare, rusting grasp, seeming, sending, telekinesis, transmute rock to mud, wall of ice*

Allana forced her gaze downward as she passed the train of clerics known for a zealous devotion to the cause of order. She sighed, almost inaudibly, as she hurried onward. She could feel the woven charm bouncing against her chest, hidden beneath the dun coloured robes that concealed her youth and figure. She skirted the puddles deftly and lifted the hem from trailing in the muck of the street, when a voice called out from behind her.

'Oy, lass, what be the hurry?'

She turned back to face the owner of the errant tongue, when she spied that it was a church guard. Some twenty paces behind him was the grand inquisitor, who personified arrogance. She had no room for error.

'Nothing m'lord. I'm simply making my way to me family, that be all.'

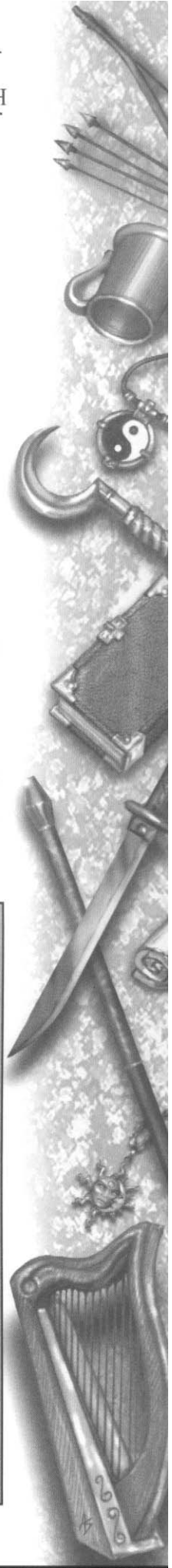
The soldier, a young man, moved closer, his hand upon his sword. He spied the twine around her neck, and, as he looked into her face, she could feel her colour rising.

'What be that, girl?'

'What be what, m'lord?'

'That charm.' He reached forward, now that he was upon her, and pulled the thin cord out from under the front of her dress. His eyes betrayed his recognition of the talisman.

In response, she spoke a silent word, laced with the power of the goddess. He dropped the charm, and stood looking about blankly. His mouth worked in silent curses, as he struggled against the eldritch bonds. The young witch fled, leaving the danger behind, for the moment.





6th-Level Witch Spells: *animate object, antimagic field, awaken dead*, draw forth the soul*, eyebite, evaporate fluids*, find the path, guards and wards, geas/quest, heroes' feast, legend lore, mass suggestion, mislead, move earth, project image, repulsion, seer stone*, Tenser's transformation, true seeing, veneration*, weather control*

7th-Level Witch Spells: *banishment, call the restless soul*, creeping doom, disintegrate, finger of death, firestorm, flesh to stone, insanity, limited wish, liveoak, prismatic spray, repel wood, resurrection, stone to flesh, transport via plants, veil, vision, wind walk*

8th-Level Witch Spells: *antipathy, binding, clone, control weather, demand, destroy life*, discern location, horrid wilting, pit*, leaden*, mass polymorph*, maze, polymorph any object, prophesy*, restore youth*, sympathy, trap the soul, wasting touch**

9th-Level Witch Spells: *astral projection, breath of the goddess*, earthquake, foresight, gate, greater blindness*, imprisonment, mystic barrier*, refuge, seek*, shape change, wail of the banshee, weird, wrath of nature**

* New spell appearing in the section entitled A Book of Shadows.

THE WITCH IN SOCIETY

The witch is many things to society, fulfilling a range of rolls, most of which are on the outs with the established order of things. Akin to a druid, the witch is usually positioned against his will on the outside of social norms. Only when he finds kindred spirits will he band into a group. Witches are often found in rural communities on the fringe of civilisation, free from the restrictions of the oppressive religious views of the larger populace. As already mentioned, if the witch works with others it is usually in the form of a coven, a band of witches operating as a group to achieve a collective goal over the interests of the individual. These relationships can be mere gatherings to celebrate the turning of a season, or to cast heightened magic due to a temporal event such as a solstice, equinox or some other important day. The kinship witches share with druids often leads them to the same places of worship such as standing stones, sacred pools, and groves. These locations are usually shared amicably, but at times open war can ensue if there is a misunderstanding as to who has rights over the location.

Regardless of organisations, witches' motives vary according to alignment. The typical rustic druid fulfils functions usually handled by a cleric. Low level witches provide love charms, simple healing and other tasks to aid commoners. High level witches oversee junior witches in training; they perform research, stay in communiqué with the god and goddess in an oracular function, and wage a silent war against the commonplace intolerance of the clergy.

Rangers usually support witches if they have corresponding interests. A ranger dedicated to the slaughter of humanity, might very well associate with a misanthropic witch who desires the same outcomes. On the other hand, a witch who cares for his people might ally with a defender of the wilds,

one who is devoted to sparing a hamlet from certain destruction. Druids, too, can be close associates or direst enemies. Witches perceive nature as evidence of the god and goddess' work, where druids generally venerate nature directly. Motives can certainly correspond, but if the witch believes the forces of nature are a tool to be exploited, druids will generally balk. Wizards and witches are notorious rivals and sometimes enemies. They resent the associations placed between each erroneously by the laymen. Hence, they strive to mark the differences between them in subtle wars and conflicts. It is rare indeed that a wizard will ally with a practitioner of witchcraft.

THE WITCH IN TOWN GENERATION

When incorporating a new class into an existing campaign, most Games Masters are faced with the unwieldy problem of incorporating the new material into towns, cities and other areas of a large population. One benefit of the witch class is that he does not often work in the open. In fact, most witches operate incognito and desire to remain so. Thus they will adopt a surface profession to hide true real nature. Many pose as the typical non-player character classes such as the adept, commoner or even the expert. These covers become critical in larger communities as there is a greater threat from the inquisitors of an organised religion. The witch should prove to be a simple addition to any town if one follows the suggestions below.

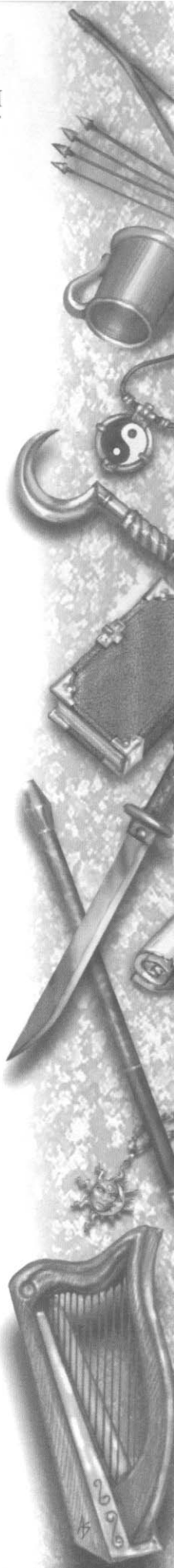
INCORPORATING THE WITCH INTO AN EXISTING TOWN

If the community is a village or smaller size, the witch will act openly, if larger, the witch will act more discretely. In communities classified as Thorp, Hamlet, or Village, one half of the Clerics present are in fact witches, and the highest level Cleric is a witch. For example, in the Hamlet of Haven, the highest level local is a 5th-level. Normally, there would be 2 3rd level clerics, and 4 1st-level clerics.

To introduce the witch into a community make the highest level cleric a 3rd level cleric, and under him are two 1st-level clerics. As for the witch presence, there is one 5th level witch, 1 3rd witch, and 2 1st level witches.

In locations larger than those listed above, the presence of the witch is threatened. Thus, a witch will almost always appear to be a non-player character class, like the expert, commoner or adept. To determine how many witches are present in a larger community, first roll 1d6 + community modifier. The result is the highest level witch in the community. Determine remaining witches and their levels normally. Once the total number of witches has been calculated, create the town normally without considering the witch as a presence. After the population composition has been fully determined, consider the level distribution for adepts, commoners, druids, experts and sorcerers. Deduct from these members of the classes and replace with the witch. This, in effect, influences how the witch actually hides his presence in the community. For established cities, simply replace members of the aforementioned classes with members of the witch class.

The Games Master must generate a town his players will visit during their next game session, and so he is faced with the monumental task of populating the skeleton of the city. He determines it will be a small town with a population of 920 citizens. Having already determined the alignment, the power centres and community authorities, he is left with the populace itself. He makes the requisite dice rolls to determine the highest level of each class in *Core rulebook I*. Having completed this, he then determines how many witches are present by rolling 1d6 and adding the community modifier. His result is 3. The highest level witch in the community is 3rd-level, so when he is substituting the witch for other classes, he will have to substitute one third level witch and two first level witches. Noting the quantity of commoners, he substitutes the highest level witch for a 3rd-level commoner and one of the lower levels for a druid and another for an expert. For more details on town generation, consult *Core rulebook II*.



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Condensing the witch into one simple archetype to cover all considerations and all instances of witches throughout history, myth and fairy tale is nigh on an impossible task. Not every witch is a mischief-maker, nor is every witch a maker of love potions. In fact, it is very difficult indeed to cite one overall feature to unite the disparate instances of witchcraft. If one dispels such notions as flying broomsticks, pointed hats and burbling cauldrons of infinite sorrows, one must ask what is left. Simply put, what remains is a quasi-religious practitioner of magic. Within this chapter, we will examine just a sample of the many varieties of witches, and their origins, in order to offer a diverse collection of the possibilities available to players.

Established in *The Quintessential Fighter*, Character Concepts are a central idea behind *The Quintessential* series of sourcebooks from Mongoose Publishing. Concepts serve three distinct functions in the d20 system. First and foremost, they ease the

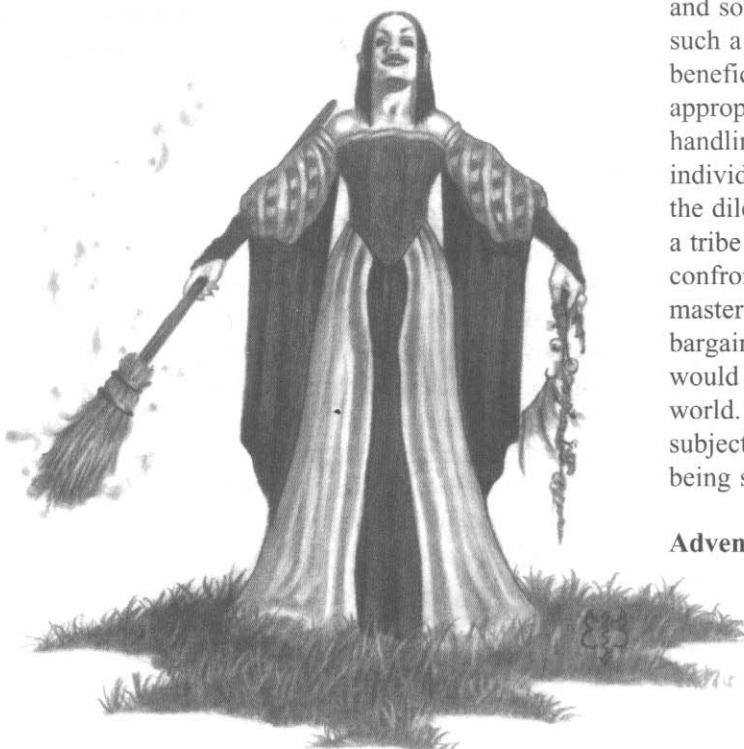
difficulties associated with playing a new character by providing a template through which the player may develop the personality and history. Secondly, they offer a greater amount of versatility in groups of players who have duplicate classes by allowing each one a greater degree of individuality from others of the same class. Lastly, concepts build upon the mechanics established in *Core Rulebook II* for the purposes of customising classes through a definitive and balanced set of options for players to choose from, without the added difficulty of reconstructing a class for every new idea.

Using a character concept is a simple affair, as they are overlaid onto the chosen character class when the character is created. Note that no concept bonus is without a corresponding penalty, all of which are applied during character generation. When the concept is chosen, both player and Games Master should be aware of the slight alterations to the core class and strive to make certain the character is played correctly. Never forget, character concepts are intended as means to enhance roleplaying and not to gain a free advantage.

ENVOY

Whenever two parties have a disagreement and one or both seek some means to achieve peace, they oftentimes send someone skilled at finding a solution and some semblance of armistice. The envoy is such a person. As a witch, he is privy to a host of beneficial magic and abilities to ensure the appropriate accumulation of knowledge before handling the problem. He is an even-headed individual who yearns to achieve some solution to the dilemma affecting his people. Whether he serves a tribe of orcs, or is the village diplomat who must confront a circle of xenophobic druids, he is the master of communication and suavity. Envoys bargain with outsiders and other bizarre minions who would disrupt the normal pattern of the natural world. Calm and resolute, the envoy will broach any subject with a sense of professionalism and grace, being sensitive to others' customs and beliefs.

Adventuring: If the need is great, the envoy will depart from his charges to bargain on their behalf in distant lands. He will go to great lengths to rescue his people from whatever



threat faces them. Unfortunately, sometimes the envoy is unsuccessful. An early failure may cost his community its existence and he is left to bear the guilt of failure. Other times, he has been so successful there is no longer a need for his services. Whatever the case, the envoy is a valuable companion to any adventuring party as his skills at diplomacy will more than likely outshine those of his friends, and thus, most likely, rescue them from unfortunate misunderstandings.

Role-Playing: The envoy will always appear to be in control of the situation, even when facing irrational opponents. This may present a problem as the envoy will usually argue for a position and maintain his stance until the bitter end, thus making controversial courses of action difficult. Furthermore, the envoy will never let an unfair action occur without some recompense. Fair shares, equal distribution amongst the party and adequate chances for survival are all the domains of the envoy. Usually the envoy is the first to speak and the last to shut up.

Bonuses: Envoys are great speakers, capable of amazing feats of oration and persuasiveness. Envoys receive Bluff, Diplomacy, Innuendo and Sense Motive as additional class skills. In addition, he receives a +2 competence bonus to all checks involving Charisma.

Penalties: Considering the envoy's focus on social interaction and bargaining, he neglects his other skills related to witchcraft. Thus, the envoy loses Alchemy, Craft, Profession and Spellcraft as class skills, and does not gain Nature Sense as a class feature.

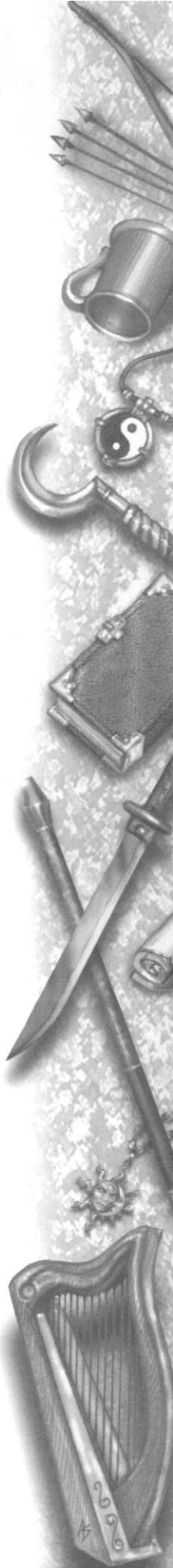
GARDENER

From overseeing the village's crop, to tending a small herbal garden, the gardener is the pinnacle of herbalists. He trains his focus on all things botanical, recognising the innate power to be had from magical plants. Specialising in these arts, he has little need for fauna and can therefore be seen as an obsessed individual. Knowledgeable in all things concerning plants, he is an expert in the natural world. His ability to concoct herbal remedies is highly valued and thereby fervently sought. Hence, the gardener is a valuable addition to any group.



Adventuring: Gardeners leave the quiet of their gardens only when faced with extreme duress, such as when a purging of 'evil' occurs, led by the ignorant and stirred up by a demagogue who thinks he can improve his own situation. Others might be a sudden change in climate or environment such as a drought or plague. Whatever the reasons, the gardener must leave the security of his home in order to establish a base of power elsewhere. In his quest to find a new home, he will frequently offer his services to other likeminded individuals by manufacturing all manners of brews, potions and extracts to aid his allies.

Role-Playing: The gardener has had little experience in dealing with others due to his cloistered background. In most cases he will be deferential,



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giving way to the more verbose members of the group. He will appear awkward in social situations and will often feign ignorance to more commonplace topics. He is a dangerous foe to cross, however, as he is patient and calculating. His revenge, if he takes it, is subtle and always indirect. Favouring poisons and potions, he will eventually sway others to his line of thinking. Those who do not are usually dead.

Bonuses: The gardener's experience with nature vastly increases his skill selection. Knowledge (nature), Profession (farmer), and Wilderness Lore are all class skills. He also gains Nature Sense at first level and may cast spells from the Plant domain as domain spells, garnering the benefit of an extra spell per spell level (See *Core Rulebook I* 'domains' for details).

Penalties: Since the gardener is not the most personable individual in the world, disdaining most animals and people, he has a difficult time communicating with others. Treat all non-player character initial reactions as one step worse. Also, the gardener cannot summon familiars like other witches.

ENIGMA

In most myths, witches are often viewed as strange practitioners of the forbidden, dabbling into forces



unknown and incomprehensible. In no case is this truer than with the enigma. Lurking on the fringe of civilisation, the enigma is a puzzle none dare to solve. He delves into the forbidden and, by dint of this, he is changed, twisted, and grotesque. He involves himself in obscene bargains with demons and devils, exulting in the power he exerts over them. Given his excesses most people find him repulsive and consequently shun him. It is only the truly desperate that actually seek him out when the need is dire enough.

Adventuring: The enigma is a strange companion indeed and certainly not likely to undertake any extended mission with those of a high moral outlook. Usually he adventures because he can call no place home, due to his strange tastes and interests. He will typically join parties leaning towards evil, for they are the most likely to tolerate the mystery and excesses. In other instances he might ally himself to more virtuous groups, if it serves his overall agenda, but never will he reveal his darker purposes, whatever they might be.

Role-Playing: The enigma is by no means an easy character to play. In most cases he will act in a random fashion, or at least make it seem this way. It is not uncommon for enigmas to act rashly in a mad display of excess, as it befits their outlook and personality. When faced with a dilemma, the enigma will take the most outrageous or unfavourable option. His behaviour makes his a less than exemplary companion.

Bonuses: Despite all of the bizarre features of the enigma, he is a master at all things occult. Enigma's gain a +2 competence bonus to Knowledge (arcana), Knowledge (religion), and Knowledge (the planes). Furthermore, when casting spells with the Chaos descriptor, he is treated as being two levels higher for all purposes of the effect.

Penalties: The enigma is shunned by all. Thus, he suffers a -2 profane penalty to all checks associated with Charisma. His chaotic nature makes it difficult to cast spells. Whenever he casts a spell, he must first pass a Concentration check where the Difficulty Class is equal to 10 + the spell's level. Failure indicates the spell is lost. Enigmas must have a chaotic alignment.

Micah spied the strange fellow who sat gibbering on a sharp outcropping of stone by the creek bed. The boy came here everyday to watch the freak. Locals said the Chuckling man, that is the motley man who sat nearby, was normal like everyone else until he looked where he should not have. Micah never paid those stories any heed and did his best to dismiss them from his thoughts.

The boy watched from his favourite hiding spot, directly above on the steep hill overlooking the entire scene. He watched the man rock back and forth. He watched the specks of spittle that flew from his mouth. He watched as the hooded form turned and looked up into his face. He even watched the graven lines of filth that formed streaks on the madman's cheeks twist and contort as Micah was sent screaming to hell.

PAGAN

Witchcraft is often associated with paganism, and rightly so, for the word 'pagan' derives from the Latin *paganus*, which translates to country dweller. The pagan witch is one who discards the beliefs and ideals of civilisation in favour of a more rustic lifestyle. This sacrifice brings him closer to the powers governing his loci of control, becoming the vessel of the divine. The pagan is a mysterious figure who dwells at the edge of nations, rarely ever venturing into the civilised world for fear of persecution and death.

Adventuring: The pagan is a ready companion for wilderness adventures, always eager to uncover the secrets of the divine. A friend of the druid, and of the ranger, the pagan witch will almost always venture on whatever quests are needed to aid in the preservation of the natural world. Having no ties to a people, beyond others who share his outlook, he can be ready to depart at a moment's notice. Usually he will find his potential companions if they happen to travel through his lands, perhaps needing a guide, healing or some other assistance.

Role-Playing: This type of witch embraces all things natural. Reminiscent of the Maenads who followed Bacchus, these folk have little need for the realm of technology. Eschewing its taint, he believes he will remain pure before the divine if he surrounds himself in a natural atmosphere. Despite this outlook, he will accompany his companions into

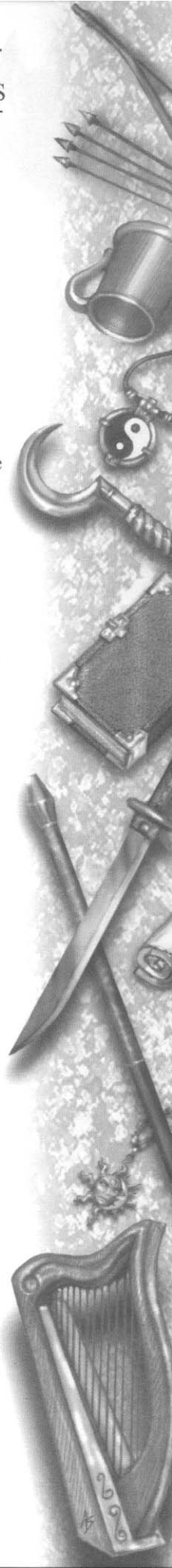
civilisation if necessary. Even then, he will appear uncomfortable and ill at ease.

Bonuses: The pagan gains Knowledge (nature) and Wilderness Lore as class skills. He receives Track at 1st level as a bonus feat. Also, he may cast spells from the Animal domain as domain spells (See *Core Rulebook I* for details on domains).

Penalties: The pagan loses Alchemy as a class skill and he may not cast any spells with law, chaos, good or evil in their descriptors. Furthermore, he is restricted as druids are in the weapons and armour he may wield.

BLACK WITCH

The classic sense of the witch, the savage and unkempt crone – warts and all – the traditionalist is the image conjured in our unconscious minds by the very sound of cackling. Bizarre components, strange cauldrons and broomsticks aplenty, the traditionalist witch is never short of these. Replete with a pointed hat, a toad and a black cat, this is the figure of nightmares. Utterly corrupt, he lies in wait for children in houses made of impossible materials,



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luring them to their dooms with promises of toys and sweets. A villain never to be trifled with, he is the paradigmatic symbol of all that is foul, corrupt and despicable.

Adventuring: For the sake of completeness, the black witch is included despite the wildly inappropriateness of this concept for the purposes of adventuring. Yet, there will be instances when the traditionalist will pursue less malevolent goals, discarding the insatiable need to consume the tender young flesh of young boys and girls. The black witch will leave his despicable lifestyle to increase his power base, expand his influence, and position knights and lords in his debt. When he has achieved his goals, he will likely sacrifice his one time companions to some foul creature from hell as is his pleasure.

Role-Playing: The black witch is utterly depraved and completely evil. No act is too filthy, too far off the moral spectrum for him to engage in a manner of exuberance and joy. He should be repugnant to almost any class of character, making blackguards

blanch, and assassins queasy. If for some stroke of unimaginable circumstance he journeys with primarily good aligned characters, he will work at every opportunity to defeat and undermine their goals.

Bonuses: The black witch is at the cutting edge of the business of being wicked. The depths of his depravity are unplumbed, so it is fitting for his familiar to enjoy the fiendish template. Furthermore, he may cast spells from the Evil domain as domain spells (See *Core Rulebook I* for details on domains).

Penalties: Not much of an initial penalty, the black witch understandably must be evil. The black witch loses his ability of Nature Sense and Fascination. Finally, in order to gain spells in his Book of Shadows, he must make pacts with creatures from the lower planes, sacrificing a gold piece value of coins, gems, art objects or equipment equal to his level times 100. The further details of the pact and its doubtless tangled clauses is up to the Games Master.

MISANTHROPE

This witch hates all of his species. He hates everyone like himself whom he encounters, sparing none from his ire. Understandably, he surrounds himself with his species' antithesis, exulting in the torment that these creatures cause on his race. Some suggest is because of being spurned or attacked by the intolerant. The constant threat of persecution undermines his more noble qualities and so he lashes out against his culture and people. Others suggest he harbours a deep-seated revulsion for himself caused by some tragedy in his past. Regardless of the reasons, he is a nemesis to his own kind and is therefore a threat most would be pleased to eliminate.

Adventuring: The misanthrope adventures to be free from his own kind. As described above, he will join the ranks of an enemy species, such as drow for elves, goblins for dwarves and kobolds for gnomes. For humans most intelligent antagonistic humanoid races draw their support. He will never dwell for long among his own kind, preferring the company of his otherwise natural enemies to wage war on others of his kind.



Role-Playing: Angry, filled with self-loathing and hatred, this is the most self-destructive of the character concepts. He will be a difficult companion as his ire is always directed internally. This behaviour lends to a melancholy air that becomes difficult to stomach over time. Furthermore, he is an unsuitable ally for those of like races, as he will flatly refuse to assist them in any way. Likewise, when encountering more of his race, his bigoted attitude will almost always spoil any attempts at diplomacy.

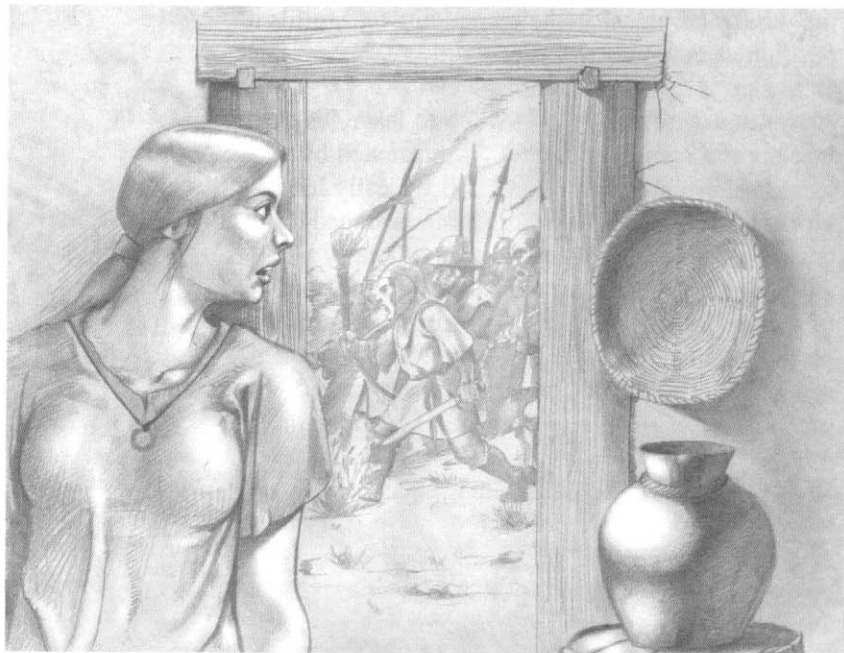
Bonuses: The misanthrope gains the benefits of the ranger ability Favoured Enemy: his own species. For him, the restrictions about alignment are lifted, thus he does not necessarily have to be evil.

Penalties: When interacting with members of his own race, all reactions begin at hostile, for they can sense his hatred and threat of violence.

FUGITIVE

Hiding from the inquisition because of his religious beliefs, fleeing from justice for a crime he did not commit, suffering from hatred imposed by intolerant religious orders seeking to place blame for the squalor of the commoners' livelihoods, the fugitive is on the run. In a world populated by individuals who hold to a pantheistic system, the religion espoused by witchcraft is largely unpopular with organised religion. The fugitive has been driven out from his home, away from his people and his nation, and is still hunted. He is the prey for the determined witch-hunter, cursed to be hunted and sought, most often with a bounty on his head.

Adventuring: Considering his transient nature, he is an ideal candidate for adventuring parties. His skills in healing, his proficiency with magic, and his adherence to ideals of freedom are suitable for any party. Unfortunately, he is being hunted all the time. Every city is a risk. Every cleric is a threat. Eventually he must confront his nemesis, but ideally on grounds of his choosing.



Role-Playing: The fugitive is aware of the dangers around every corner. The constant fear lends him a skittish, paranoid demeanour. He looks over his shoulder constantly and jumps at every sound. He develops bad habits such as biting his nails, chewing the inside of his cheek, or worrying his bottom lip with his teeth. Despite this behaviour, he is a solid companion when he is certain of the security of the relationship. If his trust is ever violated, even once, he will disappear to find more consistent allies.

Bonuses: The fugitive gains Hide, Move Silently, Listen and Spot as class skills. He also gains the Alertness feat and the Evasion class ability (see *Core Rulebook I* for details).

Penalties: The fugitive is always on the move, so much so that it wears away at his spirit. He loses access to the Timeless body and Longevity abilities and will always be pursued by someone who would do him wrong (real or imagined).

PEASANT

On the dusty frontiers of the wilderness, or on tenant farms controlled by petty lords, peasants toil under back-breaking conditions. Disillusioned, broken in spirit, having little need for the clerical powers of their masters they turn to the peasant witch for guidance. The peasant witch is the spiritual leader for the downtrodden; he provides them with healing, midwifery, herbal remedies and so on. He is usually

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the wisest individual in the community and fulfils a position as community leader.

Adventuring: For a peasant witch to leave his flock, it requires a significant event. If threatened by a local lord or cleric, his people will typically hide him and spirit him away. Sometimes a tragedy occurs, such as death or a raid that will carry him away, or he leaves on his own accord to seek out new lands having left someone competent in his place to assume his duties. In any event, adventure is a new world for the peasant witch, providing him with a lifestyle change unlike any he can imagine.

Role-Playing: The peasant witch seems brusque, coarse and simple. He does not have the polish educated wizards have, or the religious fervour enjoyed by clerics. Superstitious to a fault, he avoids places, signs and even people that could be construed as bad luck. On the other hand, he is quick to make friends and is trusting of other adventurers. He is the first to lend a hand in any situation and can always make the roughest soldier feel welcome.

Bonuses: The peasant witch gains Heal and Profession (any) as class skills. All attitude results when encountering a non-player character are treated as one category higher if they are an adept, expert or commoner.

Penalties: The peasant witch's lack of worldly exposure limits his ability to interact with those of a higher social class. All attitude results when encountering a non-player character who is an aristocrat, or of a higher social class than the witch, are treated as one category lower. Furthermore, peasant witches lose Scry as a class skill.

HEALER

The sole motivation for the healer is to aid those who cannot help themselves. Devoted pacifists, they will never engage in combat, always attempting to negotiate peaceful resolutions. If conflict erupts, the healer will help all of those wounded, as he values life above all else. A popular figure among the poor and destitute, he even attracts the attention of the upper classes who value his no-nonsense approach to illness and injury. Unfortunately, their favour lasts only until the healer reveals he values a dying dog as



highly as a noble in the same state. Hence, his welcome quickly runs out.

Adventuring: The healer looks at adventuring as an opportunity to help those in need. Adventurers love to have a healer around as they typically run afoul of some unpleasant fate or another. They do tend to get frustrated when he tries to help the monster they just defeated. These quirks aside, he enjoys travelling to new places as he can spread his healing abilities as far and wide as possible.

Role-Playing: Despite his reservations about killing, he understands some things in the world are there only to spread havoc. He will not participate in a creature's destruction but he will not stand in the way. Nor will he interfere by attempting to heal it. These instances, however, are rare. He will never act in a manner to aid in the destruction of an undeserving species.

Bonuses: The healer may cast spells from the Healing domain as domain spells (See *Core Rulebook I* for details on domains). He also gains the Heal skill as a class skill.

Penalties: The healer loses proficiency in any weapon. If he uses a weapon crafted to draw blood, such as any slashing or piercing weapon, in conflict, he loses access to the Healing domain, and all Difficulty Classes for Heal checks are at +10 until such time that he expiates himself from his errors through either atonement or the sacrifice of items of worth, as determined by Games Master.

SAVAGE

Among the barbaric races, the savage thrives exulting in his power and authority. The savage witch is a symbol of tribal religion, as he can contact the spirits of the dead, tame wild animals and harness nature's elements. His authority is second only to the tribal leader and even he fears the might of the savage witch. Sometimes he is referred to as a shaman or medicine man. The one thing unifying all savage witches is their mystical connection to the spirits of their ancestors.

Adventuring: The savage witch will depart from his tribe to earn his place among his people. Usually this journey is undertaken alone. In rare cases, though, he will journey with others who are likewise oriented. The savage witch's quest is often a major undertaking (a campaign in itself). His goals are far ranging, such as the recovery of a mythical relic, a sample of a monster's flesh, or to consume the heart of an ancient dragon. The goal must be nigh impossible to complete for him to return to his tribe and assume mastery over the spirits.

Role-Playing: The savage witch is not the most personable individual adventurers will meet. Stoic, proud and many times perceived as primitive, he feels that he will never be respected until he can prove his worth. Knowing the civilised have somewhat of an advantage, he resents their ways and customs. He suspects they are all weak-minded and weak-willed, never having suffered as his people have. However, once his companions have proven themselves, he will be a ready ally, eager to learn all he can.



Bonuses: The savage is more adept at functioning in the wild. Thus, he receives a +2 competence bonus to Listen, Spot, and Wilderness Lore checks. Also, he is proficient in all simple weapons and light armour.

Penalties: As the savage has grown up without the amenities of the city dwellers, he has not had the opportunity to learn how to read and write. Savage witches are considered illiterate and must devote skill points to Literacy in the same manner as barbarians. These witches also refuse to handle anything metal. Doing so provokes the ire of their ancestors and the divine, rendering all spell casting impossible for one week.

ERUDITE PRACTITIONER

In the ivory tower dwells the scholar, so immersed in his studies that he is unaware of the world around him. Fascinated with knowledge, he devotes his complete being to unearthing the mysteries of the universe. Naturally, he will eventually exhaust what little the natural sciences have to offer, thus he must turn to the darker arts to uncover the secrets so cruelly hidden.

The erudite practitioner has stumbled onto witchcraft quite by accident. He does not really believe in the



theology other witches espouse, thinking quite the opposite. He believes the natural world is a formulaic model which can be exploited if, and only if, one can deduce the correct equations. Thus, by breaking the code, he is able to perform all of the same functions as a more traditional witch without the religious aspects.

Adventuring: Once the erudite practitioner has begun the first steps down the road to absolute enlightenment he can never turn back. The city in which he dwells seems too constrictive, never having nearly enough resources for him to exploit. He must venture beyond the prison of the world and seek out greater clues to unlock the potential powers therein.

Role-Playing: The practitioner's obsession with codes, numbers and algebraic formulae can prove to be very tedious to his companions. He is usually thinking about other things than where he is at the current time. At inappropriate situations he may solve a problem he has struggled with for days, weeks, maybe years and wish to discuss his revelation, regardless of the danger of his present circumstances. He is inattentive to his companions' needs, never offering healing unless asked. He will take a back seat role in any endeavour unless it directly involves his mission to accumulate knowledge.

Bonuses: The Knowledge skill for the erudite practitioner is treated as an untrained skill. Thus, he can make checks in areas of thought regardless of his familiarity with the subject matter. The practitioner also benefits from the Spell Penetration feat. Lastly, all spells cast by the erudite practitioner are considered arcane instead of divine. While this has no real function in the game, it merely reflects his disdain for notions of religion.

Penalties: Considering all spells for the practitioner are numeric formulae, every spell he casts takes a full round action or longer. If the spell description reads casting time 1 action, the time for the practitioner increases to 1 full-round action. If the casting time is longer, simply add one more unit of time. For example, if a spell has a casting time of 1 full-round action, the practitioner must spend 2 full-round actions for the spell to be cast.

COUNSELLOR

The counsellor is the figure to whom kings and lords turn to seek advice. A figure of great power, both magical and political, the counsellor is a force to be reckoned with. Counsellors attach themselves to those of great prominence in society, so it does not always have to be a statesman or politician to whom they ally. In fact, they offer their services to heads of thieves' guilds, assassins' guilds, clerical organisations, and so on. They never seize power directly, as they are content to rule from behind the scenes.

Adventuring: Before a counsellor can achieve a position of great prominence, he must find a person to elevate to power. Most counsellors realise they themselves do not have the necessary abilities to rule. Hence, they must annex themselves to greatness. In most cases, they find this person in an adventurer, typically a fighter, barbarian or ranger. Once they establish this connection, they insinuate themselves into the lives of their sponsor. Adventuring for the counsellor is usually the only way for them to fulfil their goals and amass the contacts they will need in the future.

Role-Playing: The counsellor perceives everyone but his charge as less than himself. No one realises the potential of the hero like this witch. The counsellor involves himself in every detail, from bathing to the acquisition of equipment, although never overtly. He prefers to work behind the scenes, manipulating events to favour his liege's position. If someone threatens him, he will likely cower behind the strength of his lord or lady until such time as the enemy is weakened and out of favour... and only then does he strike.

Bonuses: The nature of the counsellor requires suave and an attention to every detail. So, he receives a +2 competence bonus to Intimidate, Knowledge (nobility), Listen and Scry skill checks.

Penalties: Unfortunately, the counsellor's attention is always directed at his master, and therefore he does not have the time to develop the Nature Sense ability, or have access to Profession (herbalist) as a class skill. Furthermore, due to his need to concern himself so minutely with his sponsor's life he receives one skill point per level, plus his intelligence bonus, instead of two.

THE PRESTIGE WITCH

The witch class, as a character, gains benefits throughout his career if he presses forward from 1st to 20th level. Doing so, he enjoys an enhanced lifespan, thus providing him with the time to find a more permanent solution to the problems of aging. Furthermore, by pressing forward into the higher levels, he gains access to some of the more potent spells available to witches, enabling him to destroy those who would seek to harm him.

As with any other class, many players decide to specialise in a facet of their class, giving their characters greater abilities in exchange for other features normally available to that character such as improved spell casting, enhanced wild shape and longevity. The following pages contain prestige classes designed to capture the range of possibilities for witches. It is possible for other classes to access these prestige classes, but witches can garner the requisites faster than any other class and are therefore better suited for them. Among the classes offered here, some can be reached at lower levels, while a few are only available at the very highest.

AVENGER

Shamed, wronged, assaulted or offended, there are many reasons for a witch to abandon the harmony of following the edicts of the goddess and embrace the raw violence of the primal forces of the masculine god. Having dedicated his life to wreaking destruction on the ones who wronged him, he spends his days and nights seeking out the culprits. Once an individual or group has stoked the fires of revenge the witch is only stoppable by death. Sometimes, not even that is enough.

Avenger non-player characters who seek out player characters are dangerous foes indeed. It would take a significant error on behalf of the player to provoke a witch to the degree that he would practically abandon the tenets of his beliefs to seek vengeance and bloodshed in such a devoted fashion. If such a transgression occurs, that character might never sleep again.

Hit Die: d8.

Requirements

To qualify to become an avenger, a character must fulfil all the following criteria.

Alignment: Any non-lawful

Base Attack Bonus: +2

Will Save: +4

Skills: Concentration 8 ranks, Intimidate 6 ranks, Knowledge (geography) 4 ranks, Scry 8 ranks

Feats: Iron Will, Martial Weapon Proficiency

Special: To become an avenger, the character must have had an item stolen, an innocent associated with the character harmed or killed, or the character himself be reduced to 0 or less hit points by a foe who is diametrically opposed to his alignment and ethos.

Class Skills

The avenger's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Wilderness Lore (Wis).

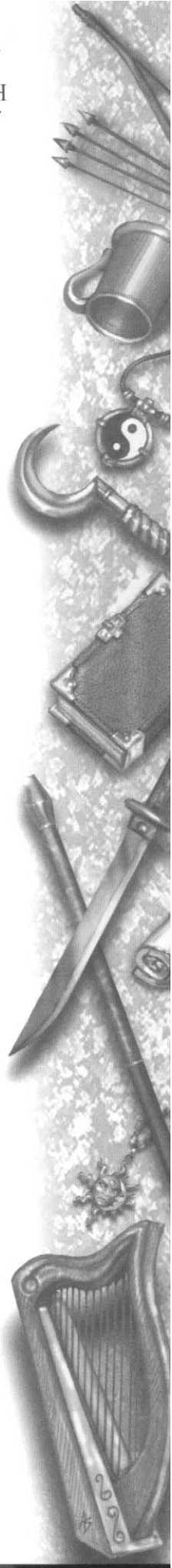
Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the avenger prestige class.

Avenger

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+1	+2	+0	+0	Dedicated Pursuit, Hated Foe	
2	+2	+3	+0	+0	Track	+1 caster level
3	+3	+3	+1	+1	Toughness	
4	+4	+4	+1	+1	Sense Enemy	+1 caster level
5	+5	+4	+1	+1	Toughness	



THE PRESTIGE WITCH



Weapon and Armour Proficiency: The avenger is proficient in all simple weapons and light armour. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: An avenger continues his training in the magical arts, albeit less fervently than he did prior to the mission that seized his life. At 2nd and 4th levels, the avenger gains new spells per day as if he had advanced in his primary spellcasting class. If he had more than one spellcasting class, he must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, he gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities or any other aspect of the affected class.

Dedicated Pursuit: Whenever a character opts to take a level in the avenger class, he can no longer advance in any other class until such time that the foe that wronged him has been defeated. Once such conditions are met, such as the enemy being incapacitated, eliminated or otherwise removed, the character is free to resume normal character class resumption, but may no longer advance in the avenger class.

Hated Foe: At 1st level, the avenger must target the individual responsible for the transgression that has provoked his enmity. For as long as that target exists, he enjoys a +1 innate bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks when using these skills against his hated foe. Furthermore, he may also add his avenger levels in damage against said foe in melee combat or ranged combat within 30 feet. This bonus does not apply to a foe that is immune to critical hits.

Track: At 2nd level the avenger gains Track (see *Core Rules I*) as a bonus feat.

Toughness: At 3rd and 5th levels the avenger gains Toughness (see *Core Rules I*) as a bonus feat.

Sense Enemy: At 4th level the avenger may sense his hated foe if he is within 10 miles. Thereafter he can home in on his position if he succeeds a Concentration check where the Difficulty Class is equal to 20, as long as he remains within the limits of this supernatural ability. This ability is always active, so the avenger will automatically sense his foe if he is within range without having to maintain concentration.

CALLER TO THE VEIL

The caller to the veil is an individual who seeks power through the manipulation of fiendish outsiders. Despite his less than savoury activities, not all callers are evil in alignment. Some are able to resist the temptations of the demonic forces in order to do good acts. The caller benefits from amassing weird servants to do his bidding, rarely ever positioning herself in the direct path of conflict. Multiple familiars, a fiendish servant and the capability of rebuking outsiders make her a formidable spellcaster indeed.

Caller to the Veil

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Dark Familiar	+1 caster level
2	+1	+0	+0	+3	Repel Outsider	+1 caster level
3	+1	+1	+0	+3	Bind 2nd familiar	+1 caster level
4	+2	+1	+1	+4	Compel Outsider	+1 caster level
5	+2	+1	+1	+4	Fiendish Slave	+1 caster level

Caller non-player characters usually dwell on the fringes of reality as they immerse themselves in pressing the barriers of reality with their diabolical contacts. They crave power and will brook no obstacle. They can prove to be valuable sources of information about the planes, proving to be competent sages, and sources of arcane knowledge.

Hit Die: d4

Requirements

To qualify to become a caller of the veil, a character must fulfil all of the following criteria.

Alignment: Any non-good.

Skills: Intimidate 4 ranks, Knowledge (the planes) 9 ranks, and Spellcraft 10 ranks.

Feats: Craft Circle, Skill Focus (the Planes), Spell Penetration.

Spell ability: The ability to cast 4th level spells.

Familiar: Character must have a familiar.

Special: Must have successfully negotiated a bargain with a fiend from the lower planes (demon or devil).

Class Skills

The caller of the veil's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the caller of the veil prestige class.

Weapon and Armour Proficiency: The caller of the veil gains no new proficiency in arms or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1

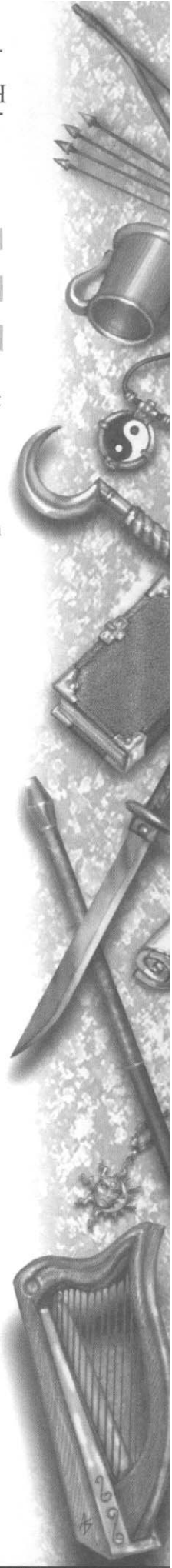
penalty for every 5 pounds of armour and equipment carried.

Spells: A caller of the veil continues his training in the magical arts. Every time he gains a level in caller of the veil, he is considered one level higher in his primary spell casting class. If he had more than one spellcasting class, he must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, he gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities, or any other aspect of the affected class.

Dark Familiar (Su): At 1st level the caller of the veil's familiar undergoes a gross and unseemly transformation as the forces of darkness claim the magical servant for their own. Overlay the fiendish template to the familiar, such that it gains all the benefits and penalties associated with it. The familiar change is immediately obvious, appearing gaunt, with red eyes and a tendency to drool. The familiar's alignment changes to Neutral Evil, being completely self-interested. This new state does not suggest that the familiar will no longer aide the caster. Quite the contrary, it will seek to make its master more powerful, even if he disapproves of its methods.

Repel Outsider (Su): At 2nd level the caller of the veil's gaze is so powerful that outsiders have a difficult time approaching the character. Three times per day, the caller may fix his gaze at an offensive outsider (intending conflict) and may halt its approach to within 100 feet of the caster. This effect functions exactly as a clerical turn undead, except that the caller may never destroy the outsider via these means and the effect lasts only as long as the Caller maintains Concentration (base DC 10, modified by Games Master).

Bind Second Familiar: A caller of the veil may summon an additional familiar at 3rd level, garnering



THE PRESTIGE WITCH

all of the same benefits, including the fiendish template. The downside is that the two familiars do not often get along and, if not watched, they will plot to destroy one another.

Compel Outsider (Su): At 4th level the caller of the veil may compel outsiders three times per week to perform services or acts in the same way as the *suggestion* spell (see *Core Rules I* for details). The only exception is that this spell-like ability only affects outsiders, who must make a Will Save with a Difficulty Class equal to 14 + the caller's Charisma bonus to resist. Use of this ability is a standard action.

Fiendish Slave: By 5th level the caller of the veil has earned so much clout that that he is able to permanently bind an outsider to his will. The fiendish slave is either an imp or a quasit depending upon the player's choice. This demon or devil has the stats as they normally appear in *Core Rulebook III*. The fiend is permanently tied to the character and no matter how poorly treated it will serve its master faithfully. If the outsider is killed, the caller

may not replace it with another. Essentially, this is a one shot deal.

DIABOLIST

To know the true name of an individual is to hold absolute power, or so legend holds. A true name is the ultimate definition of any given object, place, or individual. The name acts as the key to manipulate the world and assert command over the target. Names, words, numbers, symbols and so forth are all tools of the diabolist, a spell-user who exploits the inherent power of symbols to advance in strength and dominate others.

Diabolist non-player characters function as threats to the extant order of nature, for they have the key to unlock the mysteries of the world. They make excellent villains as they can pit party members against one another and unravel the fabric of reality.

Hit Die: d6

Requirements

To qualify to become a diabolist, a character must fulfil all of the following criteria.

Languages: Any 4 languages excluding common

Skills: Knowledge (arcana) 14 ranks, Knowledge (numerology) 13 ranks, Spellcraft 14 ranks

Feats: Craft Wondrous Item, Scribe Scroll, Spell Penetration

Abilities: Nature Sense, Timeless Body

Spellcasting: Must be able to cast 6th level spells.

Class Skills

The diabolist's class skills (and the key ability for each skill) are Decipher Script (Int, exclusive class skill), Knowledge (all skills taken individually) (Int), Profession (all skills taken individually) (Wis), Scribe (Int, exclusive class skill), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the diabolist prestige class.



Weapon and Armour Proficiency: The diabolist gains no new proficiency in weapons or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Universal Language (Su): Upon taking the first level in diabolist, the character is forever able to speak any language that has an alphabet. This ability does not lend to literacy in all languages, only spoken communication.

Master of Scribes (Sp): All scrolls drafted by a diabolist are considered two levels higher than they would otherwise be, based upon the experience point, gold piece, and material costs. For example, Melyssia scribes a scroll as a 16th level caster. However, she only spends the creation costs as if it were scribed as a 14th level caster.

Transcend Icons (Sp): At 2nd level, the diabolist has gained such mastery over symbols that he is now immune to all glyphs, runes and symbols. Such spells include *glyph of warding*, *explosive runes*, and *symbol*.

Bonus Feats: At 2nd level and 4th level the diabolist gains a feat above and beyond the feats normally accrued by an increase in class level. These bonus feats may only be taken from the available metamagic feats.

Recognise the Patterns (Sp): When the diabolist achieves 3rd level, he is able to recognise the patterns that make up the stuff of reality. He understands the interconnectedness of things in such a way that he can avoid certain negative effects. By concentrating for 1 minute (DC 30), the diabolist may consider his

surroundings, the events that encompass the destination that he would travel to or some other pressing concern and translate these issues into mathematical formulas. Once achieved, he may deduce the probable outcomes for his actions, essentially achieving the same results as a *commune* spell. The diabolist may *recognise the patterns* 3 times per week.

Icon of Power (Sp): Once per day at 4th level, the diabolist may scribe a *symbol* as per the spell of the same name. Furthermore, the diabolist is so skilled that symbols that would normally be scribed in 1 action are, for the purposes of this ability, considered free actions and symbols that must be carefully engraved may be completed in only 1 minute.

Deduce True Name (Su): By 5th level, the diabolist is so skilled that he is capable of identifying the true name of any object or creature that he encounters. To do so, he and the object or creature must make opposed Will saves. If the studied object/creature wins the Will save, the diabolist can never penetrate the shrouds of matter that conceal the name. If the diabolist is successful, then he can claim mastery over the object/creature. Consult the table below for the effects of mastery upon the object or creature so affected. The process of deduction is a full-round action that does indeed provoke an attack of opportunity.

True Name effects
Type

Inanimate inorganic objects

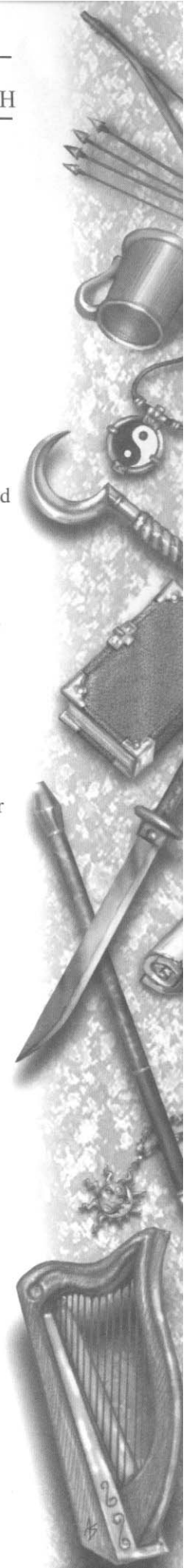
Inanimate organic objects
Animate inorganic objects
Animate organic creatures

Effects of Mastery

As *polymorph any object*
As above
No effect
As *dominate person*

Diabolist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Universal language, Master of Scribes
2	+1	+0	+0	+3	Transcend icons, Bonus metamagic feat
3	+1	+1	+1	+3	Recognise the Patterns
4	+2	+1	+1	+4	Icon of Power, bonus metamagic feat
5	+2	+1	+1	+4	Deduce True Name



GYPSY MATRON

Prominent among the wandering folk is usually a figure of power who upholds the connections between her people and the spirit world beyond. While these bands may have a patriarchal power construction, it is often the matriarch that offers the final say on most matters, makes bargains with the dark forces on behalf of her clan and is the source of wisdom to which all turn in times of troubles. The gypsy matron is this figure. Though she usually functions in a caregiver capacity, there are times when she must defend her people. In their defence she wields curses, hexes and the very forces of the spirit world to wage her quiet war against those that would harm her, her people and her way of life.

Most bohemians that a party would encounter are not really hostile; rather they are mischievous, harmless bandits that adhere to a moral structure that usually diverges from the acceptable standards of civilisation. Gypsy matron non-player characters can be fonts of information. She is a person to seek for advice, soothsaying, remedies and other types of aid not normally found in the domains of the church or in the practices of the druids. Rue the day that one crosses a gypsy matron, for most who do so spend their days in perdition and agony.

Hit Die: d4

Requirements

To qualify to become a gypsy matron, a character must fulfil all the following criteria.

Gender: Female.

Skills: Scry 8 ranks.

Feats: Brew Potion, Craft Poppet.

Spellcasting: Must have the ability to cast 3rd level Witch spells.

Special: Must be accepted into a self-sufficient group of wanderers.

Class Skills

The gypsy matron's class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive class skill), Bluff (Cha), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (Int) (all skills taken

individually), Perform (Cha), Scry (Int), Spellcraft (Int), and Wilderness Lore (Wis).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the gypsy matron prestige class.

Weapon and Armour Proficiency: The gypsy matron is proficient with all simple weapons. However, the gypsy matron gains no new proficiency in any armour or shield. Note that armour checks penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A gypsy matron continues her training in the magical arts. At 1st, 3rd, and 5th levels she is considered one level higher in her primary spellcasting class. If she had more than one spellcasting



Gypsy Matron

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Interpret Cards	+1 caster level
2	+1	+0	+0	+3	Evil Eye	-
3	+1	+1	+1	+3	Hex	+1 caster level
4	+2	+1	+1	+4	Farsight	-
5	+2	+1	+1	+4	Curse of the Gypsy	+1 caster level

class, she must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, she gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities, or any other aspect of the affected class.

Interpret Cards (Ex): Whenever the gypsy matron handles a complete deck of fortune telling cards, she may be able to determine whether a particular course of action for herself or another individual will result for the good or the bad for the individual in question. To make this determination, the Games Master makes a special interpret cards check where the modifier to the roll is equal to the class level of the gypsy matron + her Wisdom modifier. If the roll is higher than a difficulty class 20, then the Games Master will inform the player as to results of said action. If the roll is unsuccessful, then the player is informed that the cards are unclear. If a 1 is rolled, the inverse of the truth is offered instead. The answer to any question may only be asked once. If compelled to ask a second time, the spirits impose a minor curse upon the gypsy matron and the seeker, which results in a -1 penalty to all attacks, skill checks and saves for a period of one week.

Evil Eye (Sp): When reaching 2nd level the gypsy witch is able to give the evil eye once a week to anyone who offends her. The gypsy matron must only meet their gaze (see *Core Rules II* for rules on Gaze attacks). This ability is similar to the *eyebite* in that there are four versions of the power but with slightly different and less potent effects. All four varieties of the evil eye are mind-affecting compulsions that may be resisted either by spell resistance or through a successful Will save, where the Difficulty Class is equal to 11 + the gypsy matron's Charisma modifier. The use of this ability is a standard action.

Charm: This aspect of the evil eye functions exactly as the *charm person* spell.

Fear: The subject that fails his save is considered shaken, thus suffering a -2 morale penalty on attack rolls, weapon damage rolls and saving throws.

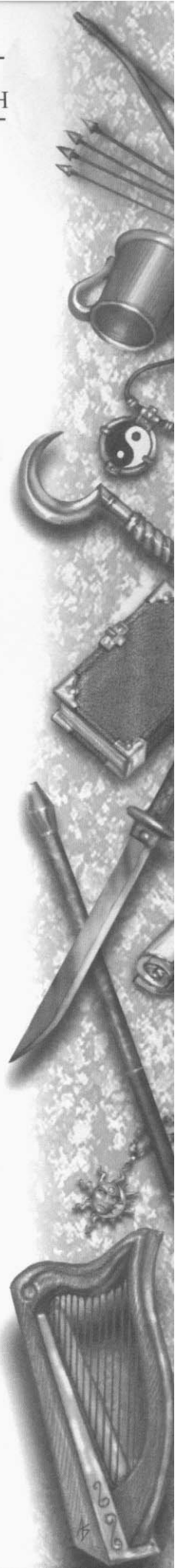
Sicken: The subject loses one-quarter of his speed and suffers 1d3 points of temporary damage to his Dexterity.

Sleep: This ability functions exactly like the spell of the same name.

Hex (Sp): At 3rd level, the gypsy matron can bestow a hex onto an individual as a standard action, once per day. Victims so afflicted must pass a Will save where the difficulty class is equal to 15 + the gypsy matron's Charisma modifier. If the save fails, the gypsy matron may then choose one of the following hexes to place upon the individual. All of the following are spells that may be conferred through the hex: *bestow curse*, *confusion*, *contagion*, *dimensional anchor*, *emotion*, *hold monster*, *insect plague*, *phantasmal killer*, *poison* or *polymorph other*.

Farsight (Ex): Gypsy matrons that have achieved 4 levels in this class may use *clairvoyance* 3 times per day.

Curse of the Gypsy (Su): Once per year the gypsy may level a curse of such profound virulence that the target is likely never to recover. The target receives no save, nor does spell resistance stop this supernatural effect. The curse requires a full-round action to bestow. Those affected by the curse may only have it lifted by the gypsy who bestowed it it otherwise fades after a year. Gypsy matrons may lift this curse at will, but to bestow it costs them 4000 experience points. The curse of the gypsy takes one of the following four affects:



THE PRESTIGE WITCH

- A. -12 effective decrease to an ability score (minimum of 1).
- B. -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks.
- C. Each round in combat, the target has a 25% chance to act normally; otherwise he reacts as if under the affects of a *confusion* spell.
- D. Target is *slowed*.

MEDIUM

A medium is an individual who can interact with the spirits of the dead by channelling their essences into his body. Once the link has been established, the psyche of the medium retreats deep within his own mind, while the restless soul uses his body to communicate to the living. Unfortunately, this frequent invasion takes its toll on the medium in that the constant invasion of spirits into his body weakens his personality and eventually impedes his abilities to channel spells.

Encountering mediums should be rare, as they are a special link between the inexplicable world beyond the veil of life and the realm of the living. These non-player characters can be great sources of information, and valuable assistance to parties seeking to uncover an antiquated mystery. The price to contact the dead is always high and those that would speak must be prepared to pay dearly.

Hit Die: d6

Requirements

To qualify to become a medium, a character must fulfil all of the following criteria.

Medium

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Sense Spirits, Charisma loss	+1 caster level
2	+0	+0	+0	+3	Open the soul	+1 caster level
3	+1	+1	+1	+3	<i>Speak with Dead</i> , Charisma Loss	+1 caster level
4	+1	+1	+1	+4	Poltergeist	+1 caster level
5	+2	+1	+1	+4	Doorway to the Spirit World, Charisma Loss	+1 caster level



Skills: Concentration 9 ranks, Knowledge (the planes) 9 ranks

Class Ability: Timeless Body.

Special: Must have been raised from the dead at some point.

Class Skills

The medium's class skills (and the key ability for each skill) are Concentration (Con), Intimidate (Cha), Knowledge (Int) (all skills taken individually), Listen (Wis), and Spot (Wis).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the medium prestige class.

Weapon and Armour Proficiency: The medium gains no new proficiency in arms or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A medium continues his training in the magical arts. At every level he is considered one level higher in his primary spellcasting class. If he had more than one spellcasting class, he must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, he gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities or any other aspect of the affected class.

Charisma Loss (Su): Interaction with the spirit world has a price. The medium begins to lose himself in his experiences with the world of the dead. He becomes difficult to talk with, such that he is frightening in his inability to connect with the living. Also, because he acts against the natural order of nature, he loses his connections to the power of the divine. At every other level in the medium prestige class he suffers an effective -1 to his Charisma score.

Sense Spirits (Su): The medium may *detect undead* at will as a free action. Also, his open nature allows for improved interaction with intelligent undead. Reactions to him are treated as being one category improved.

Open the Soul (Ex): The medium may allow a spirit to inhabit his body for as long as he can maintain Concentration (Difficulty Class 20) or 10 rounds, whichever is shorter. Once the spirit is so housed, an individual nearby can pose a question to the spirit. The medium must then pass an Open the Soul check where the roll is modified by his levels in medium and his Wisdom modifier, and where the Difficulty Class is equal to 15. Success indicates that the spirit answers to the best of its ability. Failure indicates that the link between spirit and medium has blurred for that round.

Speak with Dead (Sp): The medium gains the ability to *speak with dead* at will.

Poltergeist (Su): The medium attracts the attention of a restless spirit who finds his connections to the spirit world interesting. The nature of this spirit is entirely up to the Games Master, but it does confer many benefits to the caster. The poltergeist confers onto the medium the alertness feat, can communicate through empathy and provides a +1 deflection bonus to the medium's AC. If the medium makes a Diplomacy check with a Difficulty Class 15, the poltergeist will function as an *unseen servant* spell.

Doorway to the Spirit World (Sp): When the medium has sacrificed 3 points of Charisma and has earned 5th level, the medium is able to enter the Spirit World at will. The Spirit World is an abstract plane whose parameters ought to be determined by the Games Master. If there is no spirit world in the campaign's cosmology, then the medium may enter the Ethereal Plane as per the *Ethereal Jaunt* spell.

OCCULTIST

The occultist is the master of the unknown, always in search of what lurks just beyond the senses. Obsessed with the workings of magic, all of his efforts work to reveal the fundamental principles behind magic. He amasses knowledge, erects protective circles with a thought, and can draw upon the mysteries of the cosmos to serve his will.

Occultist non-player characters are enigmatic, eccentric individuals that are regarded as dangerous deviants by the more mainstream practitioners of magic. The readiness of the occultist to call upon extra-planar entities can be somewhat disconcerting. For adventuring parties, however, the occultist might prove to be a useful ally. His willingness to investigate all things unusual and bizarre ensures aid, if only out of self interest.

Hit Die: d4

Requirements

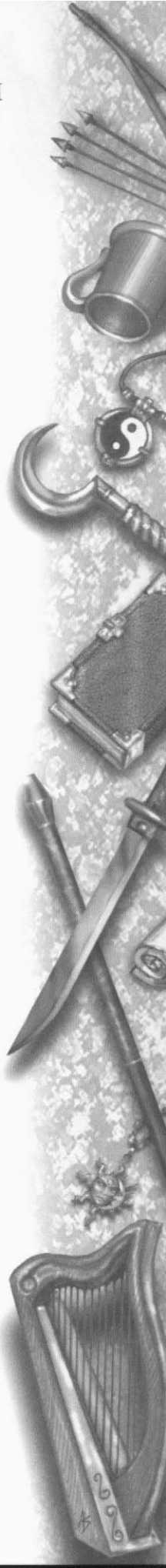
To qualify to become an occultist, a character must fulfil all of the following criteria.

Alignment: Any neutral

Skills: 3 Knowledge skills at 8 ranks each, Spellcraft 8 ranks

Feats: Spell Penetration and any one metamagic feat

Class Abilities: Nature Sense



Class Skills

The Occultist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive class skill), Forgery (Int), Knowledge (Int) (all skills taken individually), Search (Int), Speak Language (None), Spellcraft (Int) and Use Magic Device (Cha).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the occultist prestige class.

Weapon and Armour Proficiency: The occultist gains no new proficiency in any weapon. Nor does the occultist gain any new proficiency in armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Bonus Spells: Every time a character takes a level in occultist, he gains a number of bonus spells determined by the level that was gained. For example, the first level gained offers 2 bonus spells, while the second only provides 1. Bonus spells gained in this manner can be added to any spell level that the character can already cast. Essentially, if a character can cast 3 tricks (0-level spells), 4 1st level, 3 2nd level, and 0 3rd level spells, and then takes a level in occultist, that character may add 2 bonus spells to his repertoire. In this example the character would likely add the two bonus spells to the 3rd levels thus providing 2 per day. These bonus spells may only be applied to one spellcasting class, which must be chosen whenever the character takes the first level in this prestige class.

Domain: At first level, the occultist gains access to the domain of knowledge and enjoy full benefits of the domain as per clerics and domains (see *Core Rulebook I*).

Forbidden Lore (Ex): At second level, the occultist gains the ability Forbidden Lore. Whenever the occultist is presented with a subject of a metaphysical, planar, or macabre nature, he may make a Forbidden Knowledge check to see whether



Occultist

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+2	+0	+2	Domain: Knowledge	2
2	+0	+3	+0	+3	Forbidden Knowledge	1
3	+1	+3	+1	+3	Rings of Protection	2
4	+1	+4	+1	+4	Secret	1
5	+2	+4	+1	+4	Legend Lore	2

or not he knows any relevant information. The bonus for this check is equal to the occultist's level + Intelligence modifier. Unlike the Bardic knowledge check, the Forbidden Knowledge check will reveal specific features of an item, monster, or any other subject. The occultist may only discover 1 feature per subject, once. Failure means that the information is beyond the occultist's abilities. The occultist may not take a 10 or a 20 with this check. Furthermore, he may receive a +1 to a +4 circumstance bonus (DMs discretion) if the character has access to an established library.

Forbidden Knowledge

DC	Type of Knowledge	Example
10	Common	Masterwork or Superior item
20	Uncommon	Identify an undead's immunities
25	Obscure	Identify a feature of a magic item
30	Extremely Obscure	Identify an outsider's capabilities
40	Lost information	So rare that the subject's history is all but erased

Rings of Protection (Sp): As a free action, three times per day, the occultist may construct a *magic circle against chaos, evil, good or law*. This spell-like ability functions exactly as the spell of the same name.

Secret (Ex): Upon achieving 4th level, the occultist gains a secret in the same manner as the Loremaster as described in *Core Rulebook II*.

Legend Lore (Sp): Once per week the occultist may cast *legend lore* as a standard action.



PATRON OF THE FIVE SPIRITS

Some witches believe that the power of the divine entities, commonly known as the god and the goddess, are actually nothing more than consciousness attributed to the elemental forces that unify to become nature. These five elements also referred to as spirits are air, earth, fire, water and void. The god, the masculine aspect of the divine, is consciousness derived from earth and fire. The goddess, on the other hand, is from air and water. The unity of both forces combines to generate the void, which is the inner self, the glue that holds the universe together.

Witches that hold to this belief seek out ways to gain mastery over the elemental forces that form the structure of the universe. Their quest is an arduous

Patron of the Five Spirits

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+2	Mastery of Air
2	+1	+3	+0	+3	Mastery of Fire
3	+1	+3	+1	+3	Mastery of Earth
4	+2	+4	+1	+4	Mastery of Water
5	+2	+4	+1	+4	Mastery of the Void





THE PRESTIGE WITCH

journey that taxes the spirit and threatens to claim the soul. As they gain control over the spirits, they themselves assume a part of the element in order to gain mastery and understanding of the forces that govern mortal lives.

Non-player character patrons are mighty opponents indeed. They brook no insult and seek out those who would persecute their fellow witches. They can be valued allies especially to those who would leave the prime material plane, as patrons can move freely to worlds composed solely of the elemental stuff that they have mastered.

Hit Die: d6

Requirements

To qualify to become a patron of the five spirits, a character must fulfil all of the following criteria.

Race: Human

Skills: Knowledge (planes) 18 ranks

Feats: Craft Wondrous Item, Iron Will

Spells: Must have the ability to cast Lesser Planar Ally

Special: Must have bargained successfully with an elemental lord, prince, or power, such that the character benefited from the transaction.

Class Skills

The patron of the five spirit's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Knowledge (arcana) (Int), Knowledge (planes) (Int), and Spellcraft (Int).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the patron of the five spirits prestige class.

Weapon and Armour Proficiency: The patron of the five spirits gains no new proficiency in arms or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Mastery of Air, Fire, Earth and Water (Su): The first of the five masteries is Air. Patrons who attain

this level benefit from a +4 holy bonus to saves against spells or effects that have the air descriptor. They also gain access to the domain of air as a cleric of the same level, accruing all the benefits of the domain, such as the spells and granted power. Masteries gained at the succeeding levels confer the same bonuses as Air, but toward the corresponding element. An example is when the character gains mastery over fire. That character gains the +4 holy bonus to saves against spells or effects against fire and access to the domain of fire.

Mastery of the Void (Su): By attaining 5th level, the patron of the five spirits has complete mastery over the presence of these forces. On top of the abilities already gained, the patron also enjoys a +2 competence bonus to all saves and may plane shift three times per day as a free action.

PRIESTESS OF THE DIVINE

While all witches view their craft as a form of religion, no one does so more than the priestess of the divine. She differs from other witches as her focus is solely trained upon the furtherance of the powers' will. Most priestesses begin their training as witches only to realise that by furthering their own powers they distance themselves from the precarious balance established by the divine. Thus, many seek out the structure of a church to construct the religious setting to commune with the fickle nature of their gods.

Non-player character priestesses should be cloaked in mystery, secrecy and enigmatic piety. These witches should be ready to assist those in need, but will exact a payment higher and oftentimes more dangerous than the more traditional clerics. Priestesses do not worship in grand vaulted cathedrals, nor do they immerse themselves in country churches either. Priestesses favour small, unpretentious shrines surrounded by nature that hold the contents sacred to the divine such as candles, symbols, chalices, and so on.

Hit Die: d6

Requirements

To qualify to become a priestess of the divine, a character must fulfil all the following criteria.

Alignment: Must be true neutral

Priestess of the Divine

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Align the Chakras	+1 caster level
2	+1	+0	+0	+3	Ritual of the Bolline	+1 caster level
3	+1	+1	+1	+3	Channel Athame	+1 caster level
4	+2	+1	+1	+4	Cauldron Scry	+1 caster level
5	+2	+1	+1	+4	Invoke the divine	+1 caster level

Skills: Knowledge (astrology) 8 ranks, Knowledge (religion) 8 ranks, Spellcraft 8 ranks

Feats: Cord Magic, Purify Spell

Class Abilities: The ability to *Wild Shape*

Special: To become a member of the sacred order, the character must undertake the *Aeusian Mystery Rites*. These rites last for the seven days prior to an equinox and the ritual, and are held by a community of men and women who have been anointed by the local priesthood. This is an emotionally intense ritual and is restricted to initiates who are then forbidden to speak of the rituals thereafter.

Class Skills

The priestess's class skills (and the key ability for each skill) are Alchemy (Int), Animal Empathy (Cha; class exclusive skill), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), (religion) (Int), Perform (Cha), Scry (Int, class exclusive skill) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

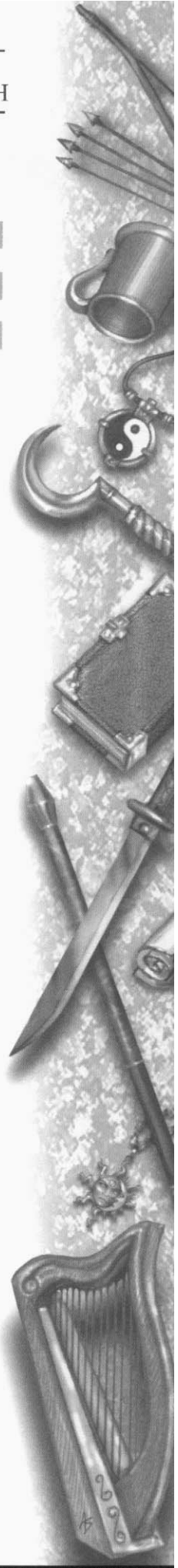
Class Features

All of the following are class features of the priestess of divine prestige class.

Weapon and Armour Proficiency: The priestess of the divine is proficient in the dagger, short sword, sickle and quarterstaff. She gains no new proficiency in armour or shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: A priestess of the divine continues her training in the magical arts. At every level she is

considered one level higher in her primary spellcasting class. If she had more than one spellcasting class, she must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, she gains no other benefits from the increased spell casting abilities,



Puppet Mistress

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Charismatic	+1 caster level
2	+1	+0	+0	+3	Everybody's Friend	-
3	+1	+1	+1	+3	Two Voices	+1 caster level
4	+2	+1	+1	+4	Calculating Resolve	-
5	+2	+1	+1	+4	Charm Gaze	+1 caster level

such as bonus feats, enhanced turning abilities or any other aspect of the affected class.

Align the Chakras (Sp): On a successful Concentration check, with difficulty class of 20, the priestess can order her chakras (7 spiritual points in the body that correspond to a particular gland such as the pineal or thyroid) in such a manner as to overcome a particular ailment. This act requires 5 minutes to prepare, and once the check has been made, she is able to perform any of the following on herself only: *cure moderate wounds*, *cure disease*, *remove fear*, or *remove blindness or deafness*. The priestess may only align her chakras once per day.

Ritual of the Bolline (Sp): At 2nd level, the priestess is able, once per day, to cleanse an area of no more than 30-ft. radius of ill-fortune and negative spirits through the use of her bolline (broom). Essentially, she may cast *magic circle against chaos, evil, good or law*. She casts this spell as a sorcerer equal to her total spellcasting level.

Channel Athame (Sp): At 3rd level, the priestess may store spell energy in her athame (black handled knife) by allocating one spell that she would normally cast in a day into the item. Channelling a spell in this manner is a full-round action, and the spell channelled must be chosen prior to the channelling. Once the spell is stored it may be recalled at any time thereafter as a free action. The athame may only store one spell at a time and once it has been recalled the athame is drained.

Cauldron Scry (Sp): When the priestess reaches 4th level she may look into a non-magical cauldron and scry as if it were a *crystal ball* (see *Core Rules II* for details on *crystal balls*). Scrying into the cauldron is a standard action and follows all of the normal rules governing scrying.

Invoke the Divine (Su): When the priestess has reached the highest level of her power, she may invoke the power of the divine. This invocation comes in two forms. The first is a measure of healing, called the invocation of the goddess, such that she is able to cure 10d8 points of damage to herself. The second is the invocation of the god that allows her to inflict 6d6 points of holy damage as a touch attack that provokes an attack of opportunity. The priestess may make an invocation of either type once per week.

PUPPET MISTRESS

A witch of a unique nature, the puppet mistress exploits her abilities to influence others by forming a vast network of spies and servants. When fully realised, at her most powerful, she can dominate others by a mere touch. Having little need to engage in open conflict, she would rather send her minions to do her dirty work. No one is safe from her influence. Only the most stalwart and resolute will refuse her requests. She is the spider behind many a web of intrigue. She is the tyrant that can overcome almost any wills.

As non-player characters, puppet mistresses surround themselves with their minions, expanding their numbers through the use of the leadership feat, and employing all manner of servants to exact their wills. Some puppeteers insinuate themselves in clerical orders, slowly eroding their enemies from within. In any event, she is a dangerous threat, but one that will rarely be confronted head on.

Hit Die: d4

Requirements

To qualify to become a puppet mistress, a character must fulfil all of the following criteria.

Skills: Bluff 4 ranks, Diplomacy 4 ranks, Sense Motive 4 ranks and Spellcraft 8 ranks

Feats: Leadership, Spell penetration and one metamagic feat

Spells: Must be able to cast at least two compulsion spells of two different spell levels

Class Skills

The puppet mistress' class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Listen (Wis), Move Silently (Dex), Scry (Int), Sense Motive (Wis) and Spellcraft (Int).

Skill points at each level: 4 + Int modifier.

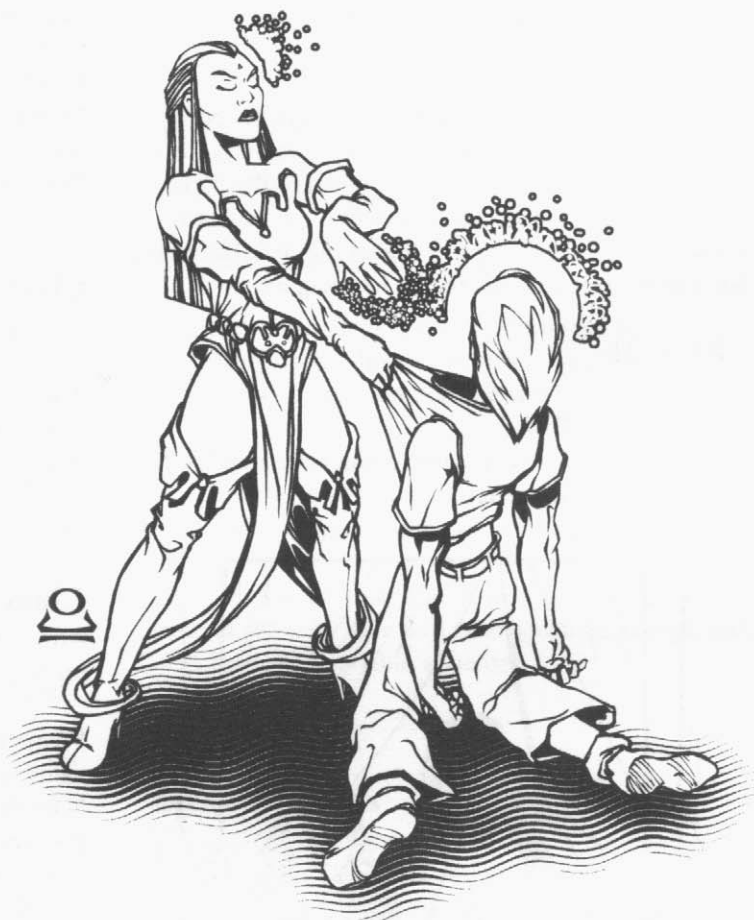
Class Features

All of the following are class features of the puppet mistress prestige class.

Weapon and Armour Proficiency: The puppet mistress gains no new proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The puppet mistress continues her training in the magical arts. At 1st, 3rd and 5th levels, the puppet mistress is treated as if having achieved one level higher in the spellcasting class she had prior to taking a level in this prestige class. If she had more than one spellcasting class, she must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, she gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities or any other aspect of the affected class.

Charismatic (Ex): Through force of will, the puppet mistress can browbeat those who would do her a service in order to receive a discounted rate. All Hirelings that deal exclusively with the mistress



must pass a Will save, where the DC is equal to 10 + the puppet mistress's class levels + her Cha bonus. A number and potency of her followers. Puppet mistresses may add their Intelligence bonus to their leadership scores.

Charming Gaze (Sp): At 5th level, the glance of the puppet mistress can carry her will via a charm gaze with a thirty-foot range. The gaze functions as the *charm person* spell. The mistress may use this ability three times per day allowing a Will save where the DC equals 11 + the puppet mistress's charisma bonus. This ability is used as a standard action.

VAMP

Utterly corrupt, the vamp is a witch who uses her feminine wiles to advance her own position. She manipulates members of the opposite sex to perform villainous acts all in exchange for the promise of pleasure. Vamps rarely engage in direct confrontation, preferring instead to let her would-be lovers bear the brunt of the danger. Vamps are

THE PRESTIGE WITCH

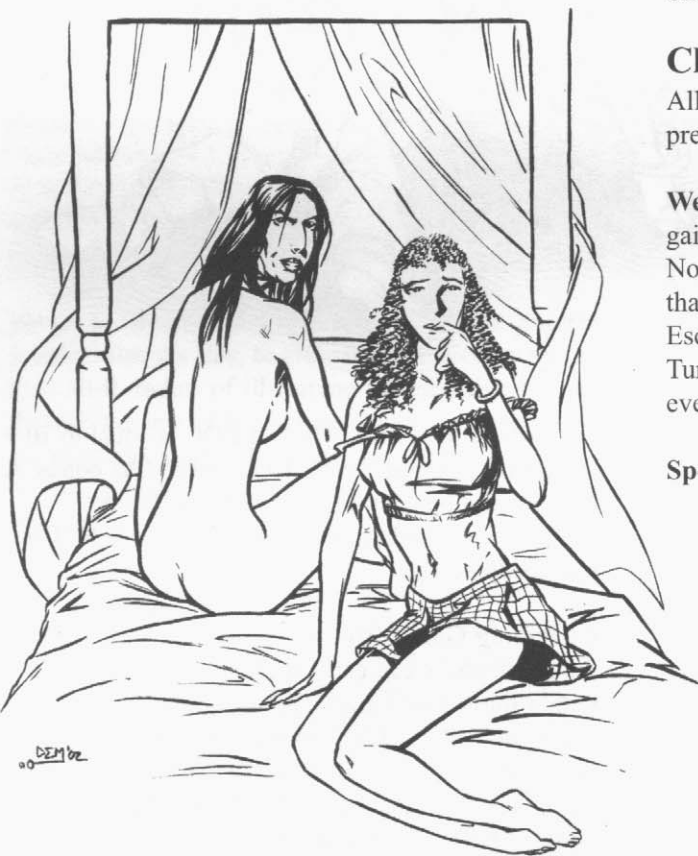
typically evil, callous and have little regard for others.

If a vamp is encountered, she will always conceal her nature, feigning helplessness and weakness. She will appeal to the most pliant members of the party, all in the effort to use him. Only through stalwart resistance and appealing to a higher moral value, will her victim be able to overcome her magnetic will.

Hit Die: d4

Requirements

To qualify to become a vamp, a character must fulfil all of the following criteria.



Alignment: Any evil

Skills: Bluff 6 ranks, Diplomacy 6 ranks, Intimidate 8 ranks, Perform 4 ranks, Sense Motive 6 ranks

Feats: Skill Focus (bluff), Spell focus (enchantment)

Special: Must have been wronged purposefully by a member of the opposite sex.

Class Skills

The vamp's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Listen (Wis), Innuendo (Wis), Pick Pocket (Dex) and Sense Motive (Wis).

Skill points at each level: 6 + Int modifier.

Class Features

All of the following are class features of the vamp prestige class.

Weapon and Armour Proficiency: The vamp gains no new proficiency in any weapon or armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day: The vamp continues her training in the magical arts. At 2nd and 4th levels, the vamp is treated as if having achieved one level higher in the spellcasting class she had prior to taking a level in this prestige class. If she had more than one spellcasting class, she must choose which class garners the benefit of the new level. Beyond the heightened spellcasting abilities, she gains no other benefits from the increased spell casting abilities, such as bonus feats, enhanced turning abilities or any other aspect of the affected class.

Vamp

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+2	+0	+2	Seductive	-
2	+1	+3	+0	+3	Force of Will	+1 caster level
3	+1	+3	+1	+3	Sense Thoughts	-
4	+2	+4	+1	+4	Powerful Presence	+1 caster level
5	+2	+4	+1	+4	Compelling Touch	-

Witch Doctor

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	Domain
2	+1	+3	+0	+0	Manufacture Poison
3	+2	+3	+1	+1	Animate Zombie
4	+3	+4	+1	+1	Living Death
5	+3	+4	+1	+1	Improved Zombie

Seductive (Ex): At 1st level the vamp gains a +4 competence bonus to all Charisma checks involving members of the opposite gender.

Force of Will (Su): Once per day the vamp may boost her Charisma by 1d4+ 1 point per vamp level for 10 minutes + 1 minute per vamp level. This is a supernatural ability and is often used in difficult bargaining situations.

Sense Thoughts (Sp): At 3rd level the vamp is so attuned to her servants that she is always aware of their surface thoughts, as per the *detect thoughts* spell. Essentially this adds a +2 competence bonus to all Sense Motive checks, but a -4 circumstance penalty to all Concentration checks.

Powerful Presence (Ex): The vamp's proficiency in dealing with members of the opposite gender now extends to both genders. When dealing with members of the same gender, she benefits from a +4 competence bonus to all Charisma checks.

Compelling Touch (Sp): Once per day, the vamp may *dominate person*. This ability functions exactly as the spell but its range is changed to touch. The Difficulty Class is 17 + the vamps Charisma modifier. Note that the difficulty class includes the benefit of the spell focus feat (enchantment).

WITCH DOCTOR

Most believe that witchcraft originated from primitive man's attempt to grapple with his own mortality, and thereby saw power in the natural cycle of life present in nature. Thus arose the shaman, a figure of mystery, who guided his clan, tribe and people as the spiritual leader and advisor for their chief. As shamanism declined with the development of more complicated religious systems, witchcraft stands as a means to return to the simpler system. However, with this desire to return to a less

complicated system is the possibility of perverting the ideals upon which shamanism was founded. It is within this corruption that the witch doctor emerges.

A foreboding figure of an ancient world, the witch doctor is the lackey of primitive cultures who yearn for power. Popular amongst non-humans such as orcs, goblins, and other less savoury types, the witch doctor prays to wicked gods of mindless madness and monstrosity. He will be disgusting, savage, and will harbour insatiable appetites.

Hit Die: d6

Requirements

To qualify to become a witch doctor, a character must fulfil all the following criteria.

Race: Any non-human.

Alignment: Any evil

Skills: Alchemy 6 ranks, Intimidate 6 ranks, Wilderness Lore 4 ranks

Feats: Construct Poppet

Class Skills

The witch doctor's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Knowledge (spirit world) (Int), Spellcraft (Int) and Wilderness Lore (Wis).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the witch doctor prestige class.

Weapon and Armour Proficiency: The witch doctor is proficient in all simple weapons and light armours, but not shields. Note that armour check penalties for armour heavier than leather apply to the



THE PRESTIGE WITCH

skills Balance, Climb, Escape Artist, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Domain: The witch doctor, at first level, gains access to the death domain, garnering all benefits such as the granted power and bonus spells. The witch doctor prepares his domain spell in the same way as the cleric as described in *Core Rulebook I*. If the witch doctor already has a domain, he, like all other character classes with access to domain spells, must choose one or the other spell per spell level. Regardless of what spells that he chooses to fulfil his domain spell slot, he enjoys continued access to all granted powers of all domains to which he has access.

Manufacture Poison (Ex):

The witch doctor is a master of concoctions, so much so that he may manufacture poisons. To manufacture any given poison, he must have access to the materials from which the venom may be extracted. Once the materials are acquired and a lab established, he must pass an alchemy check where the Difficulty Class is equal to $20 + \frac{\text{potion's price}}{100}$.

For example, Laguella desires to manufacture some arsenic. She has gathered the materials (typically they will cost 90% of the listed price in *Core Rulebook II*, but this is entirely up to the Games Master's discretion). The Games Master informs her, after consulting the price list (arsenic costs 120gp), that the Difficulty Class shall be 21 ($20 + 1$ ($120/100 = 1.2$; always round down, thus +1)). The



time to manufacture a potion is always one week per dose. The Games Master has final say as to the parameters of manufacturing unique or new potions.

Animate Zombie (Sp): When the witch doctor reaches 3rd level, he gains the ability to manufacture zombies once per day. The zombies created conform to the statistics presented in *Core Rulebook III* in all ways. Zombies created through use of this ability are still restricted by the same limitations described in the *animate dead* spell. The fundamental

difference between this ability and the spell is that there are no material components necessary for casting. Otherwise, this ability functions in exactly the same manner as the spell.

Living Death (Sp): Through the same means as the witch doctor manufactures poisons, he may, at 4th level, create a potion that, if consumed, places the imbibor in a dreamlike state of living death. The Difficulty Class to brew the potion of living death is 30, and costs 100 XP x caster level to manufacture. Once brewed, the potion has an insidious potency forcing those who drink it to pass a Fortitude save with a Difficulty Class of 20 + witch doctor levels. Failure indicates that the victim is put into a trance and gains the following template. This new state lasts for 1d3 months, during which, each month the victim is allowed a new save.

Living Death Template

The living death appear to be zombies, replete with pustules dotting grey-green flesh, a waxy countenance and stringy, filthy hair. The shuffle about mindlessly, obeying the spoken commands of their creator. Those affected by the potion have dim recollections of their former lives, but have no command over their behaviour and are prone to weeping as they rue their deplorable existence.

The living death template can be added only to animals, beasts, humanoids and monstrous humanoids who drink of the potion of living death, and have failed their Fortitude save. The effects are not permanent, but the actions taken can compromise codes, credos or ethical restrictions that characters must abide by. Characters and creatures immune to poison are immune to the effects of living death.

Attacks: A living death can only make one slam attack at their base attack bonus inflicting damage based upon their size.

Size	Slam
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A living death retains all of the special qualities of the base creature and also gains the following: immunity to mind-affecting spells, sleep, paralysis, and stunning. They may only take partial actions while under the effects of the living death.

Saves: Same as the base creature

Abilities: Str +2, Dex -2, Int -8 (minimum of 1), Cha -8 (minimum of 1)

Skills: Beyond the changes to abilities, the living death has the same skills as the base creature.

Feats: The living death gain Toughness as they cannot fully realise pain.

Alignment: Changes to Neutral

Improved Zombie (Sp): Zombies created by the animate zombie ability or the *animate dead* spell are improved due to the close connection to the spirit world had by the witch doctor. Only medium zombies can be created. Furthermore, each zombie requires 500XP to create, as the binding of the evil spirit into a corpse is draining. Otherwise, zombies created thusly suffer all of the same restrictions defined by the aforementioned spell and ability.

Improved Zombie

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 30ft.

AC: 16 (+4 Dex, +2 natural)

Attacks: 2 Slams +6 melee, Bite +1 melee

Damage: Slam 1d6+3, Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved Grab

Special Qualities: Regeneration 5, Turn Resistance +2, Undead

Saves: Fort+2, Ref +6, Will +5

Abilities: Str 16, Dex 18, Con-, Int 12, Wis 11, Cha 14

Skills: Bluff +10*, Climb +8, Escape Artist +9, Hide +9, Jump +8, Listen +5, Move Silently +9, Tumble +9

Feats: Dodge, Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organisation: Horde (10-20), plus one witch doctor

Challenge Rating: 6

Treasure: None

Alignment: Neutral Evil

Advancement: None





Created by witch doctors of foul purpose, improved zombies are constructed out the corpses of the innocent and pure. The witch doctor binds a wicked spirit into the husk of the former person which then animates it to commit unthinkable atrocities. Appearing in every respect as a typical zombie, they use this misconception to their advantage (hence the +3 innate bonus to Bluff checks). In combat, they will usually begin by shuffling about as a lesser zombie will making an opposed Bluff checks. If successful, that character is caught flat-footed as they are fooled into underestimating the zombie's potential.

Improved Grab (Ex): To use this ability, the improved zombie must have hit with both slam attacks. If so, it may attempt a grab as a free action that does not provoke an attack of opportunity. If successful it inflicts automatic bite damage every round until either the victim has been fully devoured or escapes.

Regeneration (Ex): Holy, fire, and acid inflict normal damage to an improved zombie.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, ability drain, energy drain or death from massive damage.

WITCH HUNTER

To kill a witch, one must know them. To know them, one must be one of them. The witch hunter sees witchcraft as a threat to the established order of a church, political system or some other concrete notion of civilisation. The ironic part is that the witch hunter is so familiar with witchcraft, that he could have been one, were he not so blinded by hatred. Not all witch hunters are evil, some honestly struggle against malicious witches that present a viable threat to a community, people or nation-state.

Witch hunters that player characters would meet will probably be an unreasonable nemesis as they draw little distinction between witches and druids, sorcerers or wizards for that matter. If a witch or another class with a similar perspective is present within the group, the witch hunter will prove to be relentless in his pursuit to kill the character by any means possible.

Hit Die: d8

Requirements

To qualify to become a witch hunter, a character must fulfil all the following criteria.

Alignment: Any non-good

Base Attack Bonus: +5

Base Will Save: +4

Feats: Iron Will, Track

Spellcasting: Must have the ability to cast 1st level witch spells.

Special: Once a character becomes a witch hunter, he becomes an ex-witch, losing his familiar, the ability to wild shape, fascination and longevity. He may still cast spells but if he does so in a combat, he only receives half of the normal experience for that foe.

Witch Hunter

Level	Base Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Detect Magic, In the face of death
2	+2	+3	+0	+0	Hunter, Ignite fires
3	+3	+3	+1	+1	Smite (1/day)
4	+4	+4	+1	+1	Determined
5	+5	+4	+1	+1	SR 15

Class Skills

The witch hunter's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spot (Wis), and Wilderness Lore (Wis)

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the witch hunter prestige class.

Weapon and Armour Proficiency: The witch is proficient in all simple and martial weapons, all armours and in shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Detect Magic (Sp): At will, the witch hunter can detect the presence of magic as the spell of the same name. This is a standard action.

In the Face of Death (Su): The witch hunter is immune to all fear effects and confers a +2 morale bonus to all allies within 10 feet to saving throws against fear.

Hunter (Ex): Whenever a witch hunter actually faces a witch (any foe with at least one level in the witch class) he gains a +1 bonus to Bluff, Listen, Sense Motive, Spot and Wilderness Lore skill checks. In addition, he gains a +1 bonus per level in witch hunter to damage rolls against members of this

class. This bonus is only good for melee attacks and does not extend to ranged weapons. If the witch is immune to critical hits, she is also immune to the damage from this ability.

Ignite Fires (Sp): At 2nd level, the witch hunter gains the ability to *produce flame*. This ability functions exactly as the spell of the same name.

Smite (Su): Once per day, a witch hunter of 3rd level may use the smite power, whereby he may make a single melee attack with a +4 attack bonus and a damage bonus equal to his levels in witch hunter (in and only if she hits). This attack must be declared prior to the attack roll.

Determined (Ex): Once the witch hunter achieves 4th level he gains a +2 inherent bonus to his Will saves.

Spell Resistance: When the Witch Hunter achieves 5th level, he gains a supernatural resistance to spells and spell-effects. Thus he receives an SR 15.



TRICKS OF THE TRADE

The witch is more than just a simple class, it is a way of thinking, a measure of how knowledge may be used and learned. This section re-examines several core skills to provide more options for player character witches. Through these skills, and the new options presented herein, players will be able to further individualise the witch from the other core classes.

Alchemy

Alchemy is a vital skill for witches who desire to find an edge against their opponents. While most characters rely upon a complex laboratory overflowing with beakers, chemicals and a host of other undesirable items that are too cumbersome for easy transport, the witch can function without that particular burden. Witches who devote their time and learning to the practice of alchemy may work without alchemical equipment, but they find that the process is slower and is significantly more difficult. To work without this equipment, the witch must spend double the time and pay twice the cost. The value of this practice is that witches are oftentimes on the run, and do not have the ability to transport the necessary equipment easily or quickly. Thus they are forced to do without. Difficulty Classes are increased by 5 and gold piece cost is replaced by experience points. Certain tasks are just not possible without a lab and are thus not included on the table below.

Task	DC	Notes
Identify a substance or potion	30	Costs 10 xp per attempt or 200 xp to take 20.
Identify poison (after casting <i>detect poison</i>)	25	No cost
Identify poison without aid of a spell	35	Costs 10 xp per attempt or 200 xp to take 20.
Brew simple	25	Requires a cauldron, but no lab (described in Tools of the Trade)

Craft

Traditionally witches are self-sufficient, able to manufacture the needed goods to survive, such as producing their own clothing, shoes, pottery and so on. Beyond these simple necessities, witches have need of other goods that are not regularly manufactured. Witches have need of brooms to cleanse their hearths and homes of evil spirits, knives and swords for rituals as well as cauldrons and sundry other odds and ends. Unfortunately, the art of manufacturing these goods is not common knowledge, as there is a certain process by which the artificer constructs the objects and imbues them with good fortune. For the Craft skill to be untrained in this case is insufficient for the manufacture of these goods, just as the Craft skill is insufficient alone to construct a magic wand or staff. On the other hand, a separate feat to build these relatively harmless objects is unnecessary and a poor and limiting choice for witches. Therefore, Craft (heirloom) is a skill in itself and trained, but falls under aegis of the general Craft skill. To craft an heirloom, one must merely consult the item cost (found in the Tools of the Trade section) and follow the normal rules for construction defined in *Core Rulebook I*. Difficulty Classes for these items follows.

Item	Difficulty Class (DC)
Athame	15
Bolline (Broom)	10
Bell	15
Ceremonial Garb	12
Jewellery	18
Ritual Sword	15
White-handled knife	12

The creation of these items does not make them inherently magical. These items are simply average quality goods not suitable for a magical enhancement. To make goods that are of a value to be magicked, the witch must pay to make them masterwork (an additional 100gp) and pass a separate Craft (heirlooms) check where the Difficulty Class is 20.

Knowledge

Core Rulebook I lists the Knowledge skills all encompassing many individual skills all relating to a different subject matter. These groupings are general, ranging from the sum of all religion to a general knowledge of nobility and royalty. So, with the witch core class comes a collection of new categories of knowledge.

Rites: The fundamental understanding of the rites and rituals employed by members of the witch class covering simple rites like marriage and divorce to more complex practices such as initiation binding, and ceremonial magic. A successful use of the Knowledge (rites) skill against a DC equal to 10 + the lead witch's Charisma modifier + the number of witches involved will identify the type of rite being performed and the desired effects of the rite.

Chiromancy: This type of divinatory magic can unveil the secrets of a willing individual. It provides the capacity to understand the significance of the lines and topography of a subject's hand. While this ability does not reveal motives it can provide some interesting facts about the subject.

DC	Result
10 + subject's level	Subject's class and levels
15 + subject's level	Subject's moral alignment axis
20 + subject's level	One significant event in the subject's life.

Numerology: This knowledge holds the belief that the world is nothing more than a numeric equation. Numerology can have many practical uses for a character, although only the most skilled can truly benefit from its power. This skill can identify the character of a subject if vital information can be gathered prior to the attempt. The subject's birth date, the number of letters in his or her true name, or even the lineage of the character will yield all sorts of interesting facts. Such information can reveal how long a subject is supposed to live, the subject's predispositions, and so on. Below are just a few samples of what numerology can do for a character. Games Masters should never let this skill uncover vital aspects of a campaign through its use lest it spoil the game.

Task	Difficulty Class
Determine if a course of action is good or bad	25
Determine natural lifespan	30
Determine class, alignment, vital attributes	35 each

Astrology: Knowledge of astrology can accomplish many things, although the most practical use is identifying the exact moment of a season to maximise casting of witch spells that are directly

impacted by the alignment of the planets and seasons. Astrology can accomplish everything that chiromancy and numerology can determine, but at a higher DC (add 5). To determine the exact date, and the significance of the night sky, a character need only roll against a difficulty 20. Success indicates that he may benefit from the placement of the stars in his spellcasting. Also, as a free action, the witch may roll against a DC 10 and determine the exact time provided that she has a clear view of the stars.

Profession (herbalist)

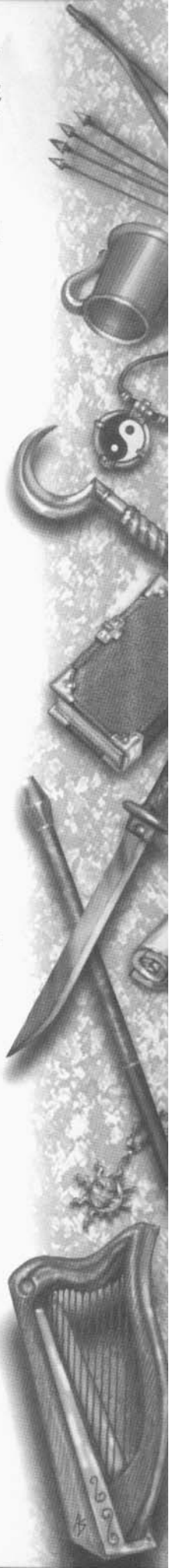
The nature of herbs is of vital importance to witches as they may empower specific types of herbs with a small amount of magical energy. The rules for augmenting these herbs are discussed in the Tools of the Trade section but it does take a skilled herbalist to identify these herbs and the potential of each. Before one can fully be aware of a latent plant ability, the character must have the Nature sense ability. To identify an herb, root, or other plant type that has the potential to be augmented is difficulty check of 20. Likewise, to identify a potentially poisonous bit of flora, the herbalist must succeed a difficulty check of 22.

Profession (fortune teller)

Any witch may try to divine the future through the use of cards, dice, sticks or some other divinatory means. Given the randomness of the draw it is extremely difficult to anticipate what the cards might suggest. In this section are some details as to how a player might make use of reading cards to determine the pathways of the future. Included are rules governing three techniques for the use of cards in your campaign, placement of the cards and significance of that placement, and lastly a presentation of the individual meanings of each card.

Techniques

Games Masters who desire to include fortune telling in their campaigns must make some hard decisions about how to implement the rules. Allowing players the possibility of looking into the future of the campaign can be dangerous, as it can oftentimes spoil surprises that may lie in wait for the players. Also, if the cards give a false reading, they can have little practical value to the player. Therefore, a balance must be struck to provide game balance and a practical reward to players who appreciate the drama that this facet of witchcraft can offer.



TRICKS OF THE TRADE

The first technique that can be used, is to simply relegate the cards as flavour for the campaign. The games master determines the information without the use of any real cards, and therefore has complete control over the amount of information that a player will receive. This method can become tedious to players, especially when they do not garner any information, nor do they feel as though they are in effect doing anything at all.

Another method is for the games master to stack a deck of cards, so that the player will draw the cards, and draw his own conclusions about what is there. This can be an enjoyable opportunity, as it provides a spotlight for a player who is genuinely role-playing and also serves a utilitarian need for the games master, who might desire to reveal choice titbits of knowledge and hints about what is to come in the campaign. On the other hand, games masters who do not wish to reveal anything can allow the players to simply deal their own hands and determine from a random draw.

The final method is a combination of the two other options. The player is allowed to ready the cards, but the games master makes all determinations of what the cards imply. This method gives the player some control over what the cards might read, but

ultimately lets fate determine what it is that they say. Games masters can then control the amount of information that a player might earn, perhaps even placing a Difficulty Class against a Knowledge check for the player to read the cards correctly. In any event, regardless of which method of fortune telling is used, this aspect of the Quintessential Witch will add flavour and dimension beyond expectations.

Placement of the cards

Whenever reading Tarot cards, the placement of the cards forms the map for the journey to knowledge. Many different styles and traditions determine where the cards are placed and the significance of them, but overall it comes down to personal preference. The diagram below is modelled after the Celtic Spread, but Games Masters ought to feel free to adjust this table to their individual campaign settings.

Placement 1: This card is called the 'Significator' and represents the subject of the reading. This card is always placed face up. This is usually how the subject wishes to be perceived and the general atmosphere of the situation.

Placement 2: This card is placed across the significator and is called 'Obstacles', for it represents the concealing factors that hide the true nature of the subject. This card always represents the forces working against the subject.

Placement 3: This is called the crowning card; it represents the values of the subject. It also stands for the goals, ideals and hopes of the subject.

Placement 4: As the basic self, this card represents that which is beneath the subject. Also, this represents the fundamental self, or core of the situation.

Placement 5: This card represents the story thus far the past as it relates to the significator.

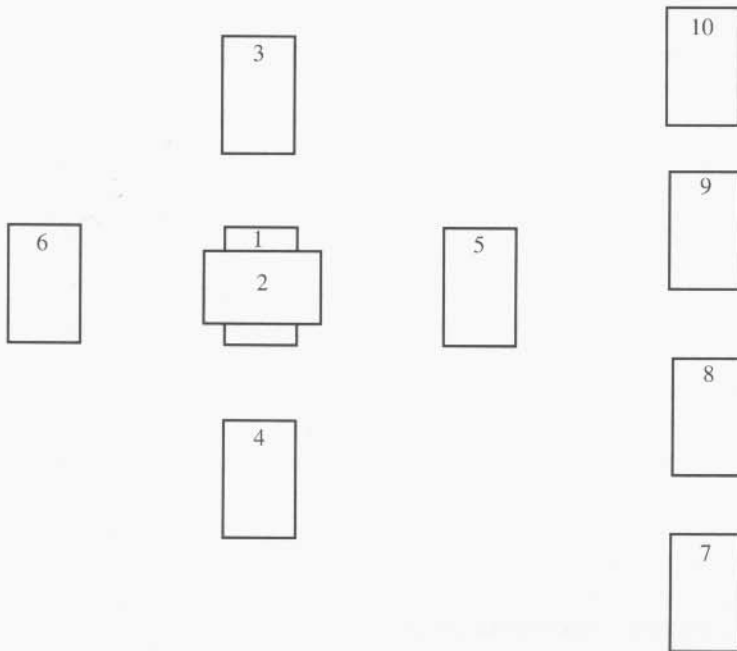
Placement 6: As the fifth card represents the past, the sixth represents what is to come in the immediate.

Placement 7: This card reveals more about the identity of the situation. This card should reflect the fourth card.

Placement 8: This card relates to those around the situation, whether allies and friends, surrounding circumstances or any other significant feature that is associated with, but not exactly the central issue at hand.

Placement 9: Defines what is at stake, the hopes and fears, a possibility of what could result.





Placement 10: This card represents resolution, the final outcome, what will come to pass.

All of the cards should direct towards the tenth placement as this is the card of information. Also, there should be certain associations between two and nine, four and seven. These should mirror one another to provide a greater understanding of the situation. If most of the cards are from the 'major arcana,' or face cards, then significant magical powers are at work in the subject.

Definitions of Cards and equivalent cards

Tarot decks can be found and purchased in many locations for reasonable prices. But if you are unable to locate a deck, one can be made out of two decks of cards. Out of one deck, treat all clubs as staves, all diamonds as pentacles, all hearts as cups and all spades as swords. Kings equal kings, likewise for the queens, and knights equal jacks. Of the second deck, you must write in all of the major arcana and 1 page from every suit (preferable the jokers from both decks).

Major Arcana

The Fool: Represents total liberation, complete trust. Sometimes it signifies a new journey.

The Magician: This card represents the higher self of man, recognition of one's destiny, and the ability to focus on goals.

The Priestess: She is the protector of Truth and the spirit. She is enigmatic, dependable, and untainted by worldly vices. She is the higher being of woman.

The Empress: Stands for love and devotion. She is the mother epitomised, she represents fertility, the balance of logic and intuition, is the feminine figure in the life of a man.

The Emperor: The great ruler, he is domination personified. He is also known as the provider, patriarch, and primary masculine figure in the life of a woman.

The Priest: The transcendent authority of all intellectual endeavours. The priest is many things from an advisor to emotional ally.

The Lovers: Signifies the shared connection between the genders. Represents intimate communication, a balance of forces.

The Chariot: The card of the unseen forces that leads you to victory and triumph. Also reflects discipline and steadfastness.

Justice: The burden of decision. This card reflects the need for a careful analysis into the best course of action. This is a testing of moral fibre and conscious.

The Hermit: This card is the representation of the need for quiet contemplation. It urges awareness.

The Wheel: The nature of constant change, and fortune's fickle favour. It represents fates interest in the matter at hand.

Strength: Through passivity comes power. Transcends notions of the physical strength and celebrates wisdom and right thinking.





TRICKS OF THE TRADE

The Hanged Man: This card represents sacrifice and oftentimes indecision. One must surrender.

Death: Total and complete transformation of a sudden and truly unexpected variety. Sometimes represents a loss at some level.

Temperance: Completeness of all intellectual faculties, the blending of opposite forces to create unity.

The Devil: This is the card of temptation and imprisonment. It represents the dark arts and evil.

The Tower: This card represents loss, abandonment, collapse of the extant structures.

The Star: Confidence in the higher powers, enlightenment and intellectual excellence.

The Moon: Symbol of the goddess, magic, awareness of the world around you and obscurity.

The Sun: Clarity, optimism and healing. Festivities are near. Celebrate your inner strength.

Judgement: Strengthen the mind, intellect to ensure success. Self-reliance is the highest virtue.

The World: Understanding of purpose, unify all things, the conclusions of the disparate elements into a complete whole.

Minor Arcana

There are four suits in the minor arcana: Staves, Cups, Pentacles and Swords. Each suit is numbered ace through 10. Beyond the ten basic cards, there are court cards that usually represent a person in the subject's life, or a person involved in the situation. In this last section are the thematic ideas behind these cards, of which the Games Master and player may draw whatever inferences are applicable to the campaign.

Staves: Cards of this suit correspond to fire and the masculine. They represent energy, passion, innovation and vigour. Most times these cards are associated with effort in labour or a task. Staves, as they develop, construct useful energy of passion.

Pentacles: Pentacles are tied to the chthonic forces of the earth and the feminine. They usually represent money, material things, and completeness. The path of this suit focuses towards physical fulfilment.

Cups: Like pentacles, cups are closely tied to the feminine. Cups are the domain of water. They hold the fluid emotions of love, friendship, and gut instinct. Cups are also symbols for the unseen,

hidden and concealed. Cups focus on emotional fulfilment.

Swords: Swords are the brother suit to staves as it too is tied to the masculine. Usually swords represent reason, intellect and sometimes conflict. Swords reflect the element of air.

Numbering

Considering that each card is a number ranging from ace to ten, each represents the journey towards fulfilment of the suit's end goal. As the cards are revealed, they oftentimes reflect the journey towards realisation and the enlightenment espoused by the particular suit. Thus these cards clearly are intended to represent life's passage and development. Below are some suggestions as to the meaning of the numbers.

Ace: Beginnings

Two: Choices

Three: Planning

Four: Stability

Five: Changes

Six: Understanding

Seven: Experimentation and spirituality

Eight: Structure

Nine: Development and teaching

Ten: Enlightenment

Court Cards

Beyond the ten basic steps to the journey of enlightenment are the court cards, typically ranking as follows: Page, Knight, Queen and King. These cards are people or attitudes affecting the subject of the situation. The page represents youth, bravado and courage. The knight, on the other hand, is determination, focused, and intensity. The Queen is the figure of maturity and competence, while the King is completion and complete realisation. These cards are closely related to their suit, thus the Page of Swords might signify youthful bravado and cunning. However, the Page of Wands typically is associated with energy and because of his youth, he might suggest a beginning of some activity whether for good or ill.

WITCH FEATS

Wizards harness the raw magical energy that flows throughout the world. Based upon principles enigmatic to outsiders they are masters of their art. Wizards who live long enough may draw upon special forms of casting, gaining mastery over a number of spells, enlarging, heightening, and even maximising them. While witches may draw upon some of the same techniques as wizards inasmuch as they are cousins, at least in regard to technique, they may take advantage of alternative forms of casting, exclusive to practitioners of their craft.

This chapter presents several new feats to capture the mystique of witchcraft. Each adds to the uniqueness established in the earlier chapters by exploring such concepts as the power of cords and knots, herbalism, candles and many more exciting options. These feats are intended for use with the witch class, although some Games Masters might be attracted to allowing access to these feats to other classes. By doing so, it blurs the line between the witch and other spell-casters, thus eroding the viability of this new class. Therefore, Games Masters should enforce the restrictions of the feats annotated with the Witch descriptor.

Area Magic (Witch)

You may garner full benefit from casting spells in sacred locales.

Benefit: In locations defined as ley line areas, standing stones or any other places sacred to witchcraft, you may take full benefit from the features expressed in these locations. Rules for these areas are covered in the section entitled 'Places of Power.'

Atheist (General)

Your disbelief in all things religious adds to your resolve when facing divine foes.

Prerequisite: The character must not subscribe to any religion.

Benefit: You gain a +1 morale bonus to all saves against divine magic.

Augment Herb (Item Creation)

You may release the potential energies of an herb, root or other plant substance.

Prerequisite: Witch 2nd level +

Benefit: You can augment herbs, releasing the natural magical properties found in all plant matter. The features found within herbs are never more powerful than a 1st level spell, and the properties of the herb are always at the minimum caster level. Hence, one cannot set an augmented herb of *cure light wounds* at 3rd level because the minimum caster level is 1st. Augmenting any given herb requires 1 day, just as in the case of a potion. The caster must be of sufficient level to cast the spell. The base price of an augmented herb is always 50 gold pieces for a first level spell, and 25 gold pieces for a 0th-level. Finally, to augment the herb, the witch must expend 2 experience points for a 1st level herb and 1 experience point for a 0th-level. Any spell that has an experience point cost in the component must be paid in addition to the experience points necessary to create the herb.

Build Spell Area (Item Creation)

You may stack spells in a particular location which will take effect once the conditions for activation have been met.

Prerequisite: Spellcaster 12th +

Benefit: You can build an area which can hold up to 3rd level spells that you cast for an indeterminate period of time. The spells cast in this fashion are activated once the pre-established parameters have been met. Unlike the *contingency* spell, these effects are not placed upon the caster. Instead they are cast on a particular location such as within a cauldron, doorframe, mausoleum or anything similar. Laying the spells requires 1 day for every 2 levels of spells cast. Hence, if a witch decided to cast 2 1st and 2 3rd level spells in a hearth, it would require 4 days of preparation. The caster determines at what level the spells are cast, but no area can hold more than 10 levels of spells. The areas so imbued can be no larger than a 10 ft. by 10 ft. by 10 ft. cube.

The caster must spend 100 experience points per spell level cast. Thus, in the above example, the caster would have to spend 900 experience points in order for the area to be constructed. At the time of creation, the conditions for the spell must be named. These conditions need to be specific, such as 'if the lid to this chest is opened,' or 'if an armed individual walks past this threshold' and so on. Once the conditions have been met and the stored spells have been released, the spell energy is forever dissipated.



WITCH FEATS

Candle Magic (Metamagic)

Your spells are more powerful when cast near a candle's flame.

Prerequisite: Witch 5th +

Benefit: Your spells are much more powerful when cast near a candle's flame. Casting spells in this manner increase the casting time by one grade, such that spells requiring a standard action are completed in a full-round action, and those that are cast in a full-round action are increased to a minute. Spells with longer casting times are as follows: 1 minute = 10 minutes, 1 hour = 10 hours and one day = one week.

Whenever the spell is cast in proximity to a burning taper, the caster is treated as 3 levels higher than normal. Spells cast in this manner use up a slot one level higher than normal. Any other metamagic feat, except Quicken spell, may be used in concert with Candle Magic.

Cauldron Witch (Witch)

You are particularly adept at working with substances mundane and arcane.



Prerequisite: At least one skill rank in Alchemy and in Profession (herbalist)

Benefit: You gain a +2 bonus to all Alchemy and Profession (herbalist) checks.

Ceremonial Casting (Witch, Metamagic)

You may cast spells with other witches to a greater effect.

Prerequisite: Witch 5th level

Benefit: You may participate in Rites (discussed in the section entitled Rites)

Cord Casting (Witch)

You may store spell energy in the knots and loops of cords.

Prerequisite: Witch 3rd level

Benefit: You may channel a spell into a loop or a knot of a cord for later use. The act of storing the spell carries an experience point cost equal to the spell level times 10. For example, storing a 3rd level spell costs 30 experience points. Storing a spell is a full-round action that requires a Concentration check with a difficulty class of 10. A witch may only store one spell at a time, and may only store spells of a level he can normally cast. When released the spell functions as normal in all respects as if just cast by the character, including the casting time.

Dark Ancestry (General)

You have fiendish ancestor whose blood still taints your own.

Benefit: At some point in your family's past, there was an illicit coupling between a demon or devil and a relative of yours. Throughout the succeeding generations the taint has remained dormant until you were born. You may choose two features from the following list: bite attack (1d3 melee), darkvision, +2 to Fortitude saves against poison, acid resistance 5, cold resistance 5, electricity resistance 5, fire resistance 5, +1 inherent bonus to Strength, +1 inherent bonus to Dexterity, or +1 inherent bonus to Intelligence.

Special: Taking this feat prevents you from having a good alignment. This feat may only be taken at first level and only once. Finally, this feat may not be taken by outsiders of any kind.



Draw from the Circle (Metamagic)

You may construct a hermetic circle to enhance your spellcasting.

Prerequisite: Any two metamagic feats

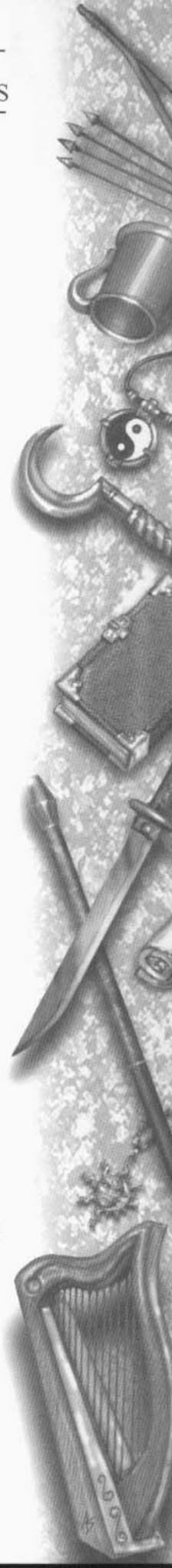
Benefit: If the witch spends 10 minutes in preparation, he may draw a hermetic circle on the floor from which he may cast spells two levels higher than they are normally cast, as if by the heighten spell metamagic feat. However, he may substitute those bonus levels for any other metamagic feat that he knows that increases the spell level by one. For example, the witch may substitute silent and still metamagic feats for the heightened ability if he has adequately prepared the circle. Or, he could empower the spell instead, following the standard rules for the metamagic feat. Drawing the circle requires sprinkling (100 gold piece value) ground silver in a circle around the caster, about a five foot diameter. Casting from within the circle provokes attacks of opportunity as normal if threatened.

Craft Poppet (Item Creation, Witch)

You may create a poppet (a voodoo doll of sorts) that signifies a particular humanoid individual.

Prerequisite: Witch 9th, any two other item creation feats

Benefit: The caster may construct a replica in miniature of a humanoid individual. To accomplish this, the witch must gather some aspect of the intended victim such as a nail clipping, a lock of hair, excrement, or some other type of bodily waste or part. Once the materials have been gathered, he must spend 100 experience points per level, or hit die of the target. Furthermore, he must then construct the poppet, incorporating the materials that he gathered, taking about 2 full days under the darkness of a new moon and requiring a Craft (sewing) check with a DC of 18. Once the poppet has been properly assembled, the caster may cast spells at the poppet instead of at the target. The target still makes any saving throws as normal, but the witch does not have to see the target at all, simply the poppet. Also, the witch may drive sharp





WITCH FEATS

objects into the material of the poppet. Doing so inflicts 1d3 points of subdual damage and the victim must pass a Will save with a difficulty class of 10 or be considered shaken. A poppet lasts for a period of one month before the magical connection to the victim is lost.

Dance the Spell (Metamagic)

Through your fluid skill at dance, you may substitute a verbal or material component for a somatic component and possibly a longer casting time.

Prerequisite: Perform (dance) 6 ranks

Benefit: When a spell is danced, the caster may replace a verbal or material component for a somatic component. If the spell already has a somatic component, the casting time of the spell is increased by one increment, such that if the spell can normally be cast in 1 action, the spell would now require a full-round action. However, if the spell had no prior somatic component, the casting time is not increased. Spells with material components having a listed gold piece price cannot be danced to replace the material component of the spell although the verbal may be replaced. Dancing spells do not increase the spell level of the spell.

Enter the Unconscious Mind (General)

You are in control of your own dreams.

Prerequisite: Concentration 6 ranks

Benefit: You are unaffected by any spell that targets your unconscious mind while you are sleeping such as *nightmare*. Furthermore, you gain a +2 competence bonus to saves against illusions.

Focused (General)

Your sense of determination makes others uneasy.

Benefit: You gain a +2 bonus on all Concentration and Intimidation checks.

Green Thumb (General)

You are gifted in working with plants.

Benefit: You gain a +2 bonus on all Alchemy and Profession (herbalism) checks.

Love Magic (Witch)

You specialise in spells that stir the emotions.

Benefit: Any spell you cast that has the Charm or Compulsion descriptors has its difficulty class increased by 2.

Magic Attuned (General)

You sense the magical energies latent in all things.

Benefit: You receive a +2 bonus to all Spellcraft and Spot checks.

Ominous Chant (General)

You can use verbal components to your own benefit to unsettle your foes.

Prerequisite: Perform (Chant) 4 ranks

Benefit: Whenever you first cast a spell with a verbal component in combat, all of your foes within 30 feet must pass a Will save against a Difficulty Class of 10 + the witch's Charisma modifier. A failed check indicates that they are frightened for one round (suffering a -2 morale penalty to all their attack rolls, weapon damage rolls, and saving throws). A successful save makes the victim immune to this effect for 24 hours.

Prophetic Birth (General)

Advocates of nature knew of your coming before you were born.

Benefit: You receive a +2 to all reaction rolls when dealing with druids, rangers, witches, fey, plants, and animals.

Special: This feat may only be taken at 1st level.

Purify Spell (Metamagic)

You may purify magic with the powers of the goddess.

Prerequisite: Wis 15+, Witch 9th

Benefit: A purified spell changes the type of damage inflicted by certain types of spells. When the spell is cast, one half of the damage is considered holy. Spells that already inflict holy damage are not affected by this spell. A purified spell uses up a spell slot one level higher than the spell's actual level.

Rune Mastery (General)

You are particularly adept at scribing runes.

Prerequisite: Int 15+

Benefit: Any spell that you cast that involves writing of some form such as in the case of a *glyph of*

warding, *explosive runes*, or *mark of justice* all have their difficulty class for saving throws increased by +2. Also, Decipher Script becomes a class skill. If Decipher Script was already a class skill, then all checks involving this skill receive a +2 bonus.

Seasonal Magic (Witch)

Your spells are enhanced when cast at certain times of the year.

Benefit: At specific times of the year, witches find that their spells are easier to cast than other times. By use of this feat, the witch is able to gain the benefits of casting spells during sabbats, equinoxes and solstices. Rules governing seasonal magic are detailed in the chapter entitled 'Sabbats.'

Seventh Child of a Seventh Child (General)

You are the seventh child of a seventh child.

Benefit: Being the seventh child of the same gender as the parent who too is a seventh child is a portentous event. It always coincides with a cosmic astronomical even of strangeness and power. When determining experience point penalties for multiclassing, all levels taken in witch are ignored. This feat adds a second favoured class to your character. If you do not have a favoured class, ignore levels in witch for determining multiclass penalties.

Special: This feat may only be taken at first level.

Sing the Spell (metamagic)

Your voice, when singing, holds prisoner the powers of magic.

Prerequisite: Perform (sing) 6 ranks

Benefit: When a spell is sung, the caster may replace a somatic or material component for a verbal component. If the spell already has a verbal component, the casting time of the spell is increased by one increment, such that if the spell can normally be cast in 1 action, the spell would now require a full-round action. However, if the spell had no prior verbal component, then the casting time is not increased. Spells with material components having a listed gold piece price cannot be sung. Sung spells do not increase the effective level of the spell.

Taint Spell (Metamagic)

You may taint magic with the powers of the god.

Prerequisite: Wis 15+, Witch 9th

Benefit: A tainted spell changes the type of damage inflicted by certain types of spells. When the spell is cast, one half of the damage is considered unholy. Spells that already inflict unholy damage are not affected by this spell. A tainted spell uses up a spell slot one level higher than the spell's actual level.

Tap Monolith (Witch)

You can unlock the secrets of the standing stones.

Prerequisite: Witch 16th

Benefit: Standing stones represent different things to different religions. Often differing religious perspective overlap concerning venerated sites that both sides perceive as sacred. This conflict is most common between druids and witches, as both lay claim to the powers of the standing stones and individual monoliths. Through the use of this feat, the witch may spend a full-round action meditating before a monolith. At the end of that time, he must pass a Concentration check against a Difficulty Class of 30. If successful, he may regain his Charisma modifier in spell levels. Spells must be replenished from lowest level to highest. For example, Deirdre has already cast 1 1st level, 1 3rd level, 2 4th level and 2 5th level spells. After she successfully taps the monolith, she adds her Charisma modifier (which in this case is +4). She may now replenish 4 spells in the same manner as if she was normally regaining spells in the regular manner. She must refill her spells from lowest to highest so she can restore 1 1st level and 1 3rd level spell totalling 4 levels of spells. In any event, if she does not have enough spell levels to regenerate a spell level fully, she forfeits the extra spell energy.

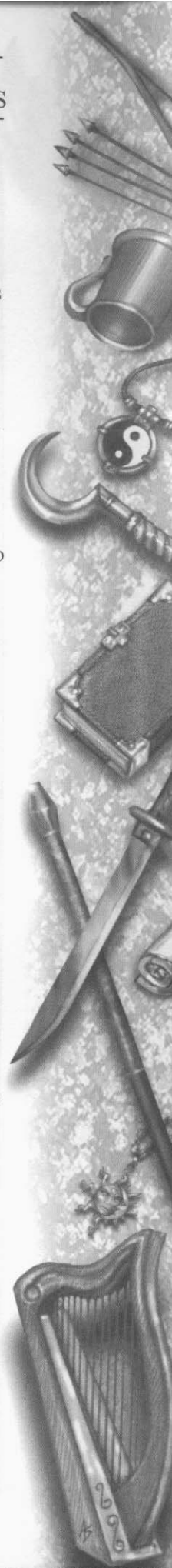
Trained Immunity (General)

You develop an immunity to certain types of poison.

Prerequisite: Great Fortitude

Benefit: Choose one delivery method that a poison uses to affect a character, such as injury, contact, ingested, or inhaled. Thereafter you receive a +4 bonus against all poisons of that variety.

Special: You may choose this feat multiple times. Each time you must choose a new delivery type for which you gain the bonus.





WITCH FEATS

From her perch on the branches of an overgrown pine, Deirdre watched the long line of druids march through the woodlands leaving no trace of their passage. They all were dressed in simple dun coloured robes with golden sickles at their sides. The man who led the procession was tall, grey bearded, and moved with a grace that mocked his age. His staff, twisted and gnarled, was held in a hand equally ruined, and decorating its top was blackened and rotting mistletoe tied precariously with a string of wormy leather.

These were no ordinary druids. With them walked the spirit of nature's violence, storm clouds spitting lightning and hail, the tidal waves of an unsettled sea, the biting sand of wind whipped desert. They demanded destruction with their gait, and they walked to her lair. They moved slowly, chanting in quiet tones invoking the lustful satyr god of the woodlands. They strode on below her, underneath the security of her bough. When the last had passed beneath her, she took to wing, and flew through the still night air, back to her abode that lay in the direction that the dark druids walked.

Her flight was brief and she quickly overtook the interlopers, cognisant of their pace the entire time. She flew recklessly, her bird heart beating a staccato beat in her breast. But in mere moments she spied her modest hut, the ring of stones that stood nearby on the elfin hill, and the bear that she had befriended long ago. The bear looked up from his nap, raising his head from his front paws and considered the bird that exploded from the sheltering canopy of trees. His intelligent brown eyes regarded her as her form blurred and twisted reforming into the familiar shape of a middle aged woman, having borne some five children, all turned to dust by the unyielding father time. The bear blinked and lay his head back to his paws, snuffing in contentment, twisting his great skull this way and that until comfort was restored.

Deirdre was out of breath, and she had but minutes before the invaders would arrive to perform their dark ceremony on *her* altar dedicated to the goddess. She moved quickly, gathering her pale voluminous robes about her and rushed up the hill to the stones that stood in mute resolution to the passing of the world. Sticks of incense dotted the ground, each spluttering streams of thin blue smoke into the cool air. The altar stood in the middle, a simple slab that held two fat tallow candles. Deirdre, wasting no time, moved to light the candles with a striker, and glanced back down the hill into the forest below. *Was that movement? Here already? No, a trick of the eye only.*

She turned from the trees to the stones before her. She closed her eyes, letting her inner spirit seek out the power of the monolith. Like fingers brushing against a steel door was her mind to the stones, searching for an entry, a way to unleash the raw power held within them. She struggled to find that power, and then at last, just before her reserves gave way, she found the cool liquid energy of the monolith. She opened herself to it, letting its strength, its heat, and its cold cascade through her. Her eyes flicked open as raw crackles leaked from her sockets, her hands trembled, her body shook, and she fought to master the wild capricious spirit of the rock that she had freed.

As she struggled, she heard the bear that napped before her door arouse, lowing deep and terrible. She saw the mass of nature priests gathering beneath the sheltering trees that encircled her land. She spun on her heel and faced them from the hill, fingers twitching in exultation. Excited by the new powers that coursed through her, her breath came in hitches and she mentally struggled to regain control. The druids that came to destroy her and her home muttered in fear, the energies that she had mastered reflected in their varied faces. But one stood resolute. He would never leave. The old one was the master of the darker chthonic side of nature. Twisted and perverted he raised his gnarled staff, the mistletoe seeming to shriek as more power was drawn from its dying form, and proceeded to draw storm clouds overhead, crackling with blue-white lightning.

Deirdre sighed and released the monolith's magic. Leaping from the low-lying branches, from the blades of grass and from the stones themselves were tongues of holy fire, hungrily devouring the simple robes of her enemies. Shrieks and screams sounded from below as a storm of fire raged at the edges of her home. Trees buckled from the head, leaves curled and withered. Rocks popped and cracked, spilling a liquid stone all about, adding to the chaos of her attack. But as soon as it began, so did it end, and all that stood was the old dark druid, brandishing a corrupt smile, and a bolt of raw twisted energy ready to claim her.

TOOLS OF THE TRADE

Throughout legend, witches have always been envisioned as using herbs to supplement their art. In some cases, their skills with herbalism acts as the body of their magical ability. To the witch, a good selection of herbs are just as important as a handy sword is to a fighter, or tools to a thief or even a holy symbol for a cleric. It is through the exploitation of the innate magical qualities of plant life that witches draw the herbal power forth. As tools for witches to use, herbs with magical properties are one of the focal points of this new class. Hence, in this section, players will have a new avenue to further individualize this exciting class by drawing from the powers of the earth. In addition to the plant and fungal specimens are a number of new items which witches use to perform ceremonial magicks called rites. Items from ceremonial robes to the witch sword are presented to help equip the character appropriately.

HERBS

On the following pages are a list of the plants, fungi and their derivatives which are said to hold magical powers. There are two ways in which a plant can be coerced to lend its magical energies to the witch. The first route is through the Augment Herb feat which allows the caster to infuse magical properties within said specimen. The second option, however, is through the Profession (herbalist) skill. By passing the Difficulty Class (DC) of the listed herb, a caster may unlock certain properties accorded to these plants by myth. The plants listed below are by no means complete, as the reputed possibilities of the herbalist are nigh limitless. The following samples are just a taste of the potential for expanding a campaign in a new direction.

Any given herb can be located after an hour of searching and gathering. To see if a quality specimen can be produced, the herbalist must pass a Wilderness Lore or Knowledge (nature) check against a Difficulty Class of the herb listed. To find such a plant out of season the DC increases.

Searches in the autumn add +5 to the DC, searches in the winter add +10 to the DC, and searches in the spring reduce the DC by 5. Certain specimens will never be found out of season and the Games Master is the final arbiter when a search for herbs is made. The player must announce the type of specimen sought. Once discovered, he can gather enough for one dose. An area can yield only as many doses as the herbalist can pass his difficulty checks. Each successive check increases the base difficulty by 5. So, if Deirdre seeks adder's tongue, she must search for an hour. She has a total bonus of +12 to her Knowledge (nature) checks, and she rolls an 18, which totals 30. While she has found a suitable specimen, she realizes that she will find no more as the new Difficulty class is 35, an impossible number for her to roll at her current level. If at any time the herbalist succeeds the requisite check by 10 or more, he finds two doses. The DC still increases as normal for successive checks.

Once the specimen has been collected, the herbalist must prepare it, so as to derive the useful property in it. Each specimen below has a listed DC to unlock the herb's properties. On a failed attempt, the herb fails to yield its special qualities. Success indicates results as described below for each entry. The DC is always against Profession (herbalist) and takes 10 minutes to prepare. Characters may prepare these specimens up to a week in advance before the substance loses its potency. Insofar as how the herb is used, it is largely up to the player and the Games Master. Some herbs may offer a magical property only if eaten, others may be useful if ground into a fine powder. Allowing players to choose the exact technique individualises the particular herbalist, thus making these rules all the more interesting to use.

Unless otherwise specified the bounces offered by the herbs last for one hour after their consumption (or inhalation etc.)

Name (and as it is commonly known) and the *Latin Name* (for the sake of completeness and only for real world examples)

Type and Availability: What the plant is and the listed Difficulty Class (DC) for Wilderness Lore or Knowledge (nature) to find the specimen.

DC Feature

The DC is the target number to unlock the specimen's potential, and the feature is the corresponding ability that the plant will yield.



TOOLS OF THE TRADE

Acacia *acacia senegal*

A deciduous tree of short stature with spines and variable compound leaves, it has bright yellow flowers in the shape of little balls. Its bark is a whitish grey. The potential specimen are the young leaves and flowers, which, if crushed into a fine powder, may be pressed into a wound for a healing affect. To find a useable specimen, the herbalist must pass a Knowledge (nature) or Wilderness Lore check against a difficulty class (DC) of 22. Several varieties exist of this plant, thereby making it a reliable find in almost any temperate region.

DC Feature

20 cure light wounds (as if cast by a 1st level caster).

Adder's Tongue *erythronium americanum*

This plant is a perennial, featuring a bulbous root that sprouts two brownish leathery leaves with purplish spots with yellow flowers, and grows in thin moist woodlands, or open fields. This specimen may be

found on a successful roll against a DC of 26. When gathered during the waning of a full-moon, adder's tongue may cure any poison caused by a viper.

DC Feature

24 Remove poison inflicted by a viper.

Agaric (death angel) *amanita muscaria*

A red-capped mushroom with white spots that ranges in growth size from a human fist to a human head. Finding this fungus is relatively easy to find as it typically grows at the base of an oak tree, DC 24 to find. Proper preparation can aid in healing Cackle Fever. But truly harnessing its potential can aid in the casting of Air spells.

DC Feature

20 +2 bonus to saves against Cackle Fever
22 +1 caster level on any one spell with the air descriptor

Agrimony *agrimonia eupatoria*

This plant has long slender leaves, slightly indented around their edges, with a light hair on the grey underside of each. This plant also features a tall stalk adorned with yellow flowers when in bloom. This plant grows along the sides of hedges. To find this specimen, the herbalist must pass a check against a DC 24, but only during the middle of summer.

DC Feature

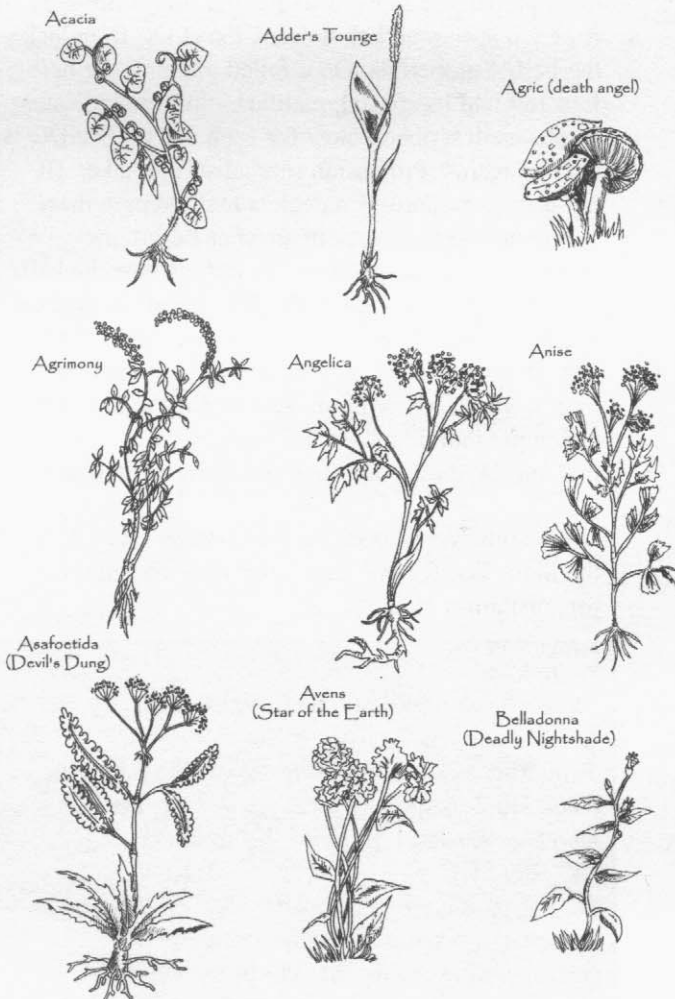
24 +4 bonus to saves against viper poison
30 Simulate the *sleep* spell, normal saving throw applies. Sleeper will not wake of his own volition and only do so with a sharp slap or loud noise. Duration of this herb lasts for 1d3 days.

Angelica *angelica atropurpurea*

Seems to be a type of celery in odour and appearance, this plant has a number of magical properties. This plant grows in cool, damp climates and has a DC 24 to locate.

DC Feature

26 Cures Filth Fever
28 +4 bouns to checks against the Shakes or +2 save against all injury poisons.
30 Provides 1d3 temporary hit points



Anise *pimpinella anisum*

A delicate annual, whose white dainty flowers can reach about 18-inches in height, and are supported by feathery leaves. Typically they are found only in the summer months, having a DC 20 to locate.

DC Features

- 20 Provides +2 bonus to saves against diseases.
- 24 Confers a +2 herbal bonus to all saves against illusions.

Asafoetida (Devil's Dung)

A six foot perennial displaying white flowers and hollow stems, this plant grows in most wooded areas, having a DC 25 to find.

DC Features

- 26 Remedy for the disease Mindfire.
- 28 Confers a +1 to Intelligence checks for 2 minutes.

Avens (star of the earth) *geum urbanum*

This common plant has rough wing-like leaves, and bright yellow flowers atop slender stalks. Due to its commonality, it requires only a DC of 18 to find. Typically found under hedgerows or by pathways through fields.

DC Features

- 24 Adds +2 to saves against slimy doom disease
- 28 Allows resave against ray of enfeeblement or any other strength damaging spells or spell-like abilities.

Belladonna (Deadly Nightshade) *atropa belladonna*

A thick fleshy root of a pale white colour, it sports dull dark green leaves of varying sizes, and when crushed it gives off a foul stink. This is a deadly plant and also uncommon yielding a DC 26 to find.

DC Features

- 26 Manufacture Poison: Type: Ingested DC 18
1d4 Con/ 1d4 Con
- 30 Cures lycanthropy but poisons in the process
- 34 Protection from evil for 4 rounds

Boneset *eupatorium perfoliatum*

Boneset is a perennial flowering plant with a solid hairy stem, growing as tall as 4 feet in height. The pointed lance-like leaves are large and uniformly source from the base of the plant. Adorned with numerous flowers, this plant can typically be found

in the mid summer months to early fall, findable against a DC 25.

DC Features

- 20 Cures Red Ache
- 22 +2 Resave on Devil Chills
- 24 +2 Resave on Demon Fever

Broom (besom) *spartium scoparius*

Found in cooler northern climates, Broom (or besom) is a dense shrub that grows wild throughout most regions. Broom grows to a moderate size (between 3 and 5 feet) and has numerous slender branches of a bright green hue. The plant only has leaves when young, allowing the stems to fulfil the same functions. It is a deciduous shrub that is notorious for its ability to cleanse a system, even remove gallstones and repair broken bones. Finding broom is none too difficult as it only requires a DC 22.

DC Features

- 24 Cures 1d3 Dexterity damage

Celandine (devil's milk) *chelidonium majus*

Celandine or devil's milk is a perennial plant that sprouts many stalks of a white green hue. Fragile in quality, they snap readily. The leaves of this plant are usually a blue-green and are tender and wide. This plant flowers throughout the summer and may be located with a successful check against a DC 21.

DC Features

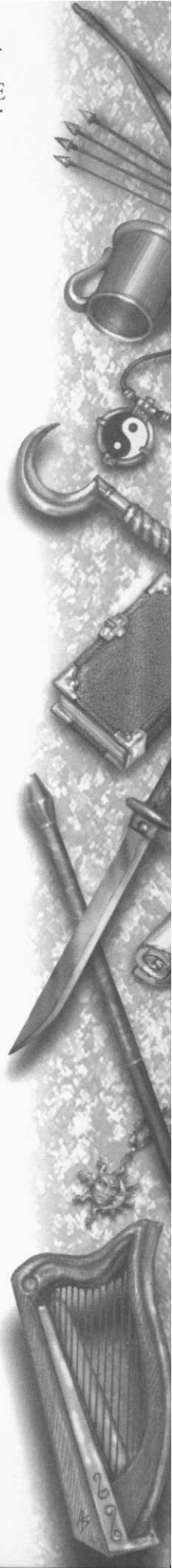
- 20 Cures Filth Fever
- 24 +2 herbal bonus to saves against Slimy Doom
- 25 Allows resave against blindness

Cloves (Clove Tree) *syzygium aromaticum*

The distinctive odour of the clove is the primary feature of this tree. Unlike most herbal remedies, this specimen can be used for more practical needs. Rumoured to draw wealth, purify areas and ward away evil presences, these features are clearly superstition. While clove trees are not all that uncommon, proper preparation takes a skilled herbalist. Finding specimens requires a check against a DC 22.

DC Features

- 22 Improve non-player character reactions by one step for 1 minute.
- 28 +1 to saves against the permanency of energy drain.



TOOLS OF THE TRADE

Comfrey root *symphytum officiale*

Growing in ditches and along the banks of rivers, comfrey is an old herb that has many uses. Comfrey has large hairy leaves of a deep green that inspire itching when exposed to unprotected flesh. Flowers stack on one another, displaying a white colour with a purple tint. This specimen grows in early to middle summer and has a DC 20 to locate.

DC Features

- 20 +2 bonus to saves against Red Ache
- 24 Cures 1d4 hit points

Dandelion *taraxacum leontodon*

Through early spring and deep into late summer sprout dandelions with their bright yellow heads or their puff ball appearance. A gardener's bane, witches and herbalists alike have divined their true value. While dandelions are extremely prevalent, they are nearly impossible to use in aiding divinatory magic, which is their truest value. Locating these

plants in season is a DC 5, but out of season it is impossible.

DC Features

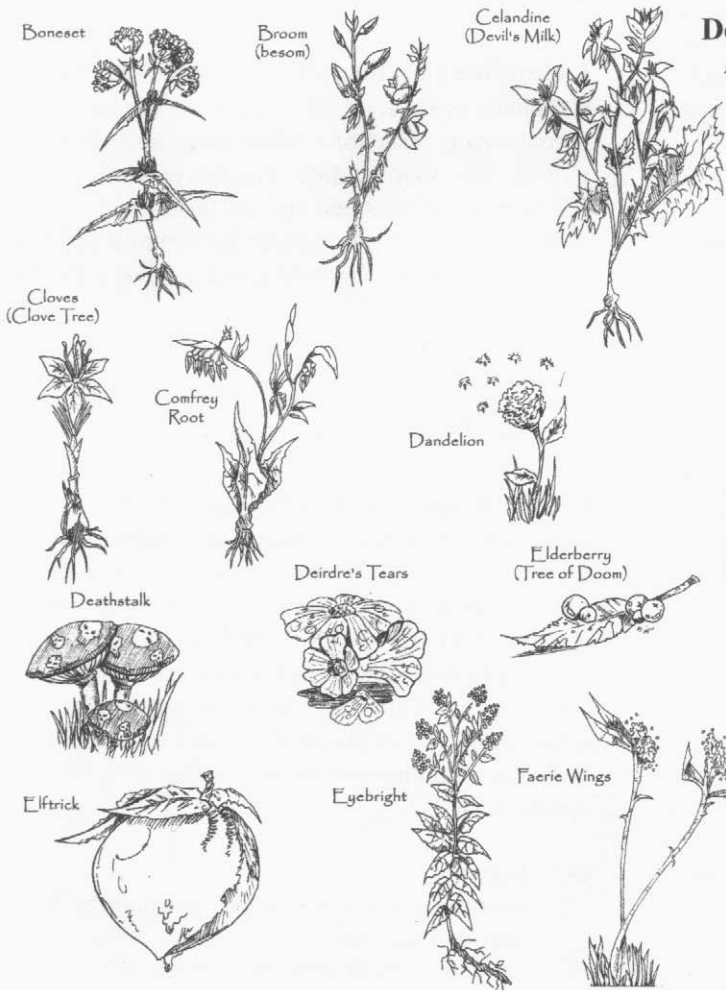
- 24 Provides low-light vision for 1 hour
- 32 Confers a +10% on all divination spells that have a percentage chance for success.

Deathstalk

A strange mushroom that has black and white spot mottled cap. Frightening to behold for they white markings appear to be tiny skulls. Deathstalk only grows in old cemeteries feeding upon the rotting flesh of intelligent creatures. These mushrooms may only be found on a successful check against a DC 30.

DC Feature

- 20 If the cap is ground and placed in the mouth of a cadaver, it speaks its last thought once. If ingested by a living creature there is no effect.



Deirdre's Tears

A small plant, it is mostly a perennial shrub that has pale white flowers, almost translucent, that face downward. After early spring the plant sheds the flower petals one by one, hence its name. Deirdre's tears can be found by passing a DC 23.

DC Feature

- 28 Confers *water breathing* for 1 minute.

Elderberry (Tree of Doom) *sambucus canadensis*

The elderberry tree is a very common tree found in moist land areas. With spreading branches overhead and sharply pointed leaves, it is primarily known for its luscious purple berries. The berries, which are the active ingredient to many an herbalist's recipes is ripe in early autumn. Finding a specimen is typically easy, a DC 10.

DC Features

- 26 Cures Shakes
- 28 Removes Poison

Elfrick

In the depths of the elven woodlands are trees that have bright yellow leaves and sugary fruits that hang invitingly for any who would eat of them. The fruit of these trees are a bright pink colour with a soft down on the skins. Unlike many of the specimens in this section, elfrick can only be found in elven communities and not in the general wilderness. The fruit of the Llasanala tree harbour a special property. If consumed, they will *reduce* the eater as a 14th level sorcerer. This effect lasts for 3 hours.

Eyebright *euphrasia officinalis*

An herb that aids in repairing damaged vision. In the hands of a competent herbalist, though, it can grant special sight. Finding the small white flowers, spotted with yellow and streaks of purple, requires searching the meadows of mountainous regions and succeeding at a DC 22.

DC Features

- 24 Cures blinding sickness
- 26 Confers low-light vision for 1 hour
- 30 Confers darkvision for 1 hour

Faerie Wings

These thin blue flowers rest atop slender, fragile stalks. Faerie wings grow in bare hilltops or amongst mushroom rings feeding upon the unlucky spores of the mushroom that created the ring. Finding faerie wings requires a check against a DC of 26.

DC Features

- 26 +1 resistance bonus to all charm or compulsions for 1 hour
- 30 See invisible objects 5 feet away for 1 minute

Figwort *scrophularia nodosa*

This woodland plant grows in damp woods with heavy shade, or in the depressions in meadowlands. Adorned with purple flowering, and oval green leaves, this plant can be found on a successful check against a DC 22.

DC Features

- 25 Confers a +2 bouns to saves against contact poisons
- 28 Heals 1d2 Dexterity damage.

Hawthorn (hagthorn) *crataegus oxacantha*

This deciduous shrub grows white flowers with red centres. If encountered wild, it will grow into a tree reaching 30 feet in height. Hawthorn is usually

gathered in late spring with a successful check against a DC 19.

DC Features

- 24 Restores sobriety
- 26 Confers protection from evil for 3 rounds
- 28 Confers electricity resistance 2 for 5 rounds

Hemlock (warlock weed) *conium maculatum*

A plant with an ominous history, it is viewed as the herb of the dead, mastered and cultivated by the warden of hell himself. Hemlock can grow to five feet in height, with large wide winged leaves, and clusters of white flowers. The very scent of the flower is of a dark and evil quality. Hemlock can be found on a roll of 26 or higher.

DC Features

- 24 Manufacture poison: Ingested DC 16; 2d12 hit points/ 2d6 Con
- 40 Allows entry into the astral plane with a successful Fortitude Save against a difficulty class of 28. Failure indicates death

Henbane (devil's eye) *hyoscyamus niger*

This moderately sized plant features large woolly leaves, dead looking yellow flowers. It gives off an unwholesome stench that is offensive to even the most callous. Finding henbane can be accomplished on a successful roll against a DC 23.

DC Features

- 25 Cures Deafness
- 30 +20% to *augury* rolls
- 40 Craft flying ointment which confers the effects of the *fly* spell for 10 minutes.

Holly (bat's wings) *ilex aquifolium*

Growing wild in the woodlands, it is a favourite symbol along with mistletoe for druids and ranger alike. Holly is itself an evergreen bush or tree with glossy green leaves with prickly edges. Usually red or yellow berries accompany the leaves. Holly is easy to find, requiring only a roll of 15.

DC Features

- 0 Divine focus for Druids
- 24 Rubbed onto a wand or walking stick it confers an immunity to curses for one day.
- 30 Confers a one time +1 luck bonus to any roll.



Horehound (seed of Horus) *marrubium vulgare*

Horehound grows in places where waste accumulates, along roadsides in hedges. It flowers at the height of summer, and can be uncovered with a successful roll against a DC 22. Horehound is very similar to nettles and has reddish purple flowers.

DC Features

- 24 +2 bonus to any save against poison.
- 32 Allows reroll of any saving throw against fear effects.

Ignis Weed

The leaves of the ignis weed are a bright red with black striations. It grows in dark places where a wrong has been committed once long ago. Finding this plant requires a check against a DC of 28.

DC Feature

- 28 Sends imbibor into a barbarian rage for 2 rounds. The victim receives no save and attacks the nearest living creature.

Larkspur (knight's spur) *delphinium*

Growing wild throughout the countryside, larkspur grows well in sand or amongst cornfields. It has short flowers ranging from pink to blue with black seed and pitted surfaces. This plant can be found on a result of 22.

DC Features

- 16 Destroys all bodily parasites such as fleas and lice.
- 18 Adds +2 herbal bonus to saves against Filth Fever

Lotus *nelumbo nucifera*

The lotus flower is likely the most famous of all plant life as its legends extend throughout human mythology and history. Some legends hold that out of this flower arose the first god. Others claim that the consumption of the lotus petal provides passage to the realms of dreams. Typically these plants live in water beds, claiming the entire body for themselves. In a fantasy setting, the lotus is the subject of myth, extremely rare and difficult to handle. Thus, to find a suitable lotus petal one must succeed a DC 40.

DC Features

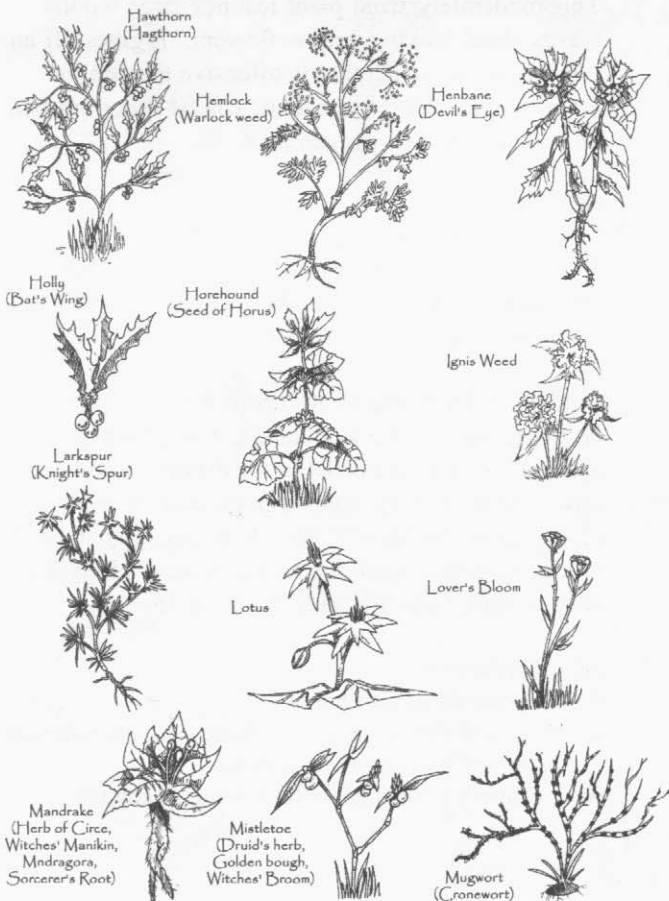
- 40 By infusing the lotus petal with spell energy(permanently sacrificing the highest spell slot available) the herbalist is granted a *miracle* with some alterations. First, the *miracle* can duplicate any witch spell of 8th level or lower and in all cases the herbalist must spend 5000 experience points.

Lovers' Bloom

Lovers' bloom is a rich and vibrant plant that provides a genuinely lovely scent. Similar to a rose, as it sports a number of thorns (careless suffer 1 point of damage when handling these flowers), it is a difficult plant to find, DC 29, but always detects as magical.

DC Features

- 26 Brewed into a potion and consumed, the victim is immediately has the reaction of 'friendly' to the next person that he or she meets.
- 30 As above, except that the victim has the reaction of 'helpful' to the next person that he or she meets.



Mandrake (herb of Circe, witches' manikin, mandragora, sorcerer's root) *mandragora officinale*

Mandrake is probably the second most famous of the plant community for its associations with magic. While its leaves are of a dark green hue, each about a foot long with pointed ends and a foul smell, it is the dark bulbous root that holds power. Vaguely man-shaped, the mandrake root, when pried from the ground shudders in a horrible display of death. Finding mandrake requires a check against a DC 30, and may only be done under the light of a full moon.

DC	Features
28	Divine the future: functions as an <i>augury</i> spell cast at the herbalist's level
30	Increase Intelligence score by 1d4+1 for 1 hour
32	Confers <i>clairvoyance/clairaudience</i> for 10 minutes
34	Confers a +2 luck bonus on all rolls for 1 minute

Mistletoe (Druid's herb, golden bough, and witches' broom) *viscum album*

A very common woodland parasite used by druids as their divine focus. While this is technically free, it can sometimes be hard to find in areas not cultivated by druids. Areas where druids cannot be found can produce this herb, but may be found only on if a roll against DC 10 is successful.

DC	Features
0	Divine focus for Druids
18	+2 to saves against the Shakes

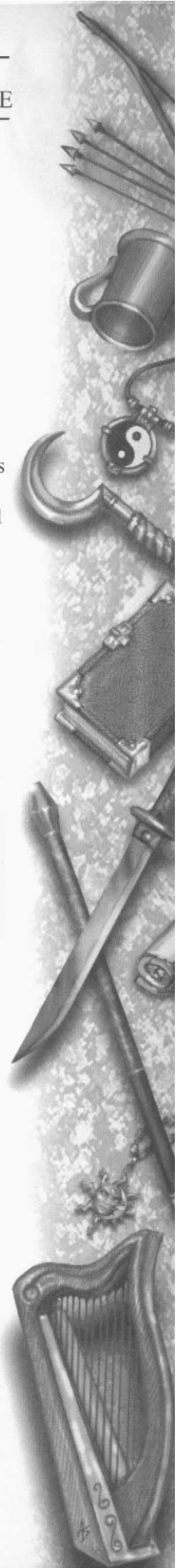
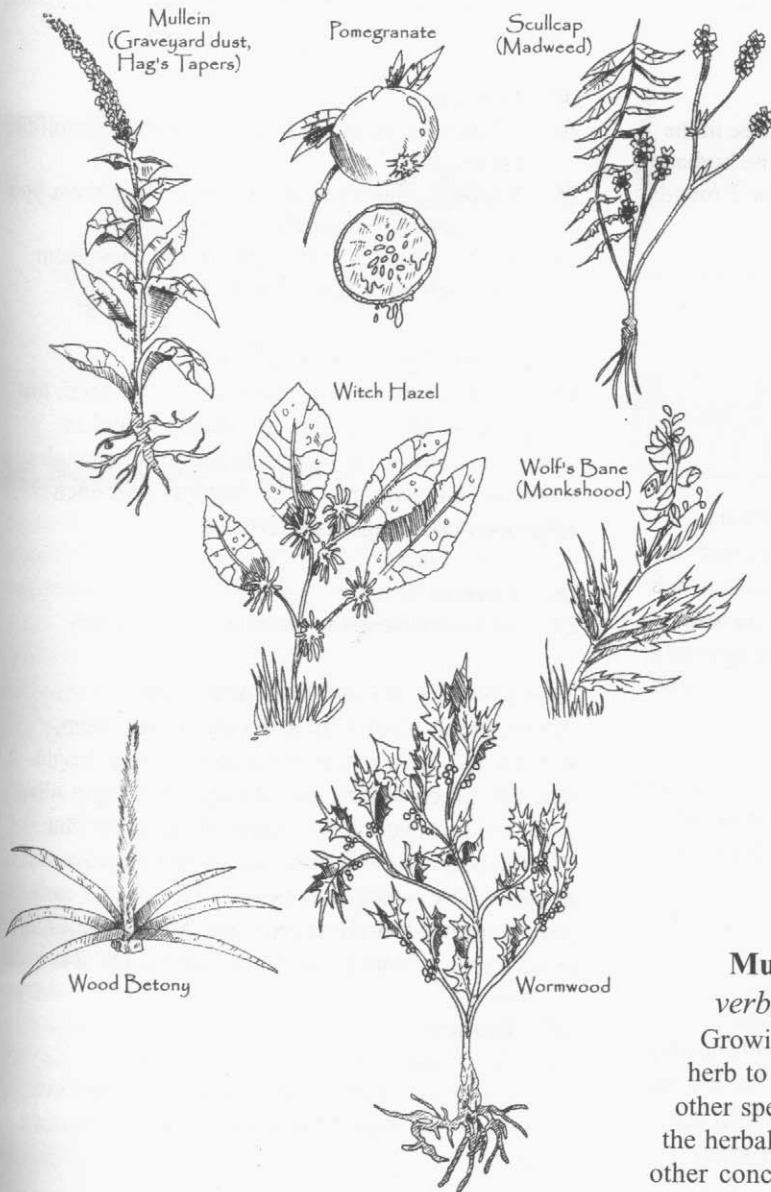
Mugwort (cronewort) *Artemisia vulgaris*

This specimen must be collected on the eve of a summer solstice for proper usage. When picked from the earth, under its roots is a small piece of coal which functions as an amulet of protection. Finding mugwort requires a check against a DC 24. This plant has reddish-brown angular leaves with button like yellow-brown petals.

DC	Features
30	Confers immunity to poison for 1 hour.
35	Grants spell resistance 10 for 10 minutes
45	Heal spell.

Mullein (graveyard dust, hag's tapers) *verbascum thapsus*

Growing along mossy banks, mullein is an ideal herb to aid the herbalist when searching for other specimens. Relatively common, requiring the herbalist to pass a DC 22, it is an enhancer of other concoctions.





TOOLS OF THE TRADE

- DC Features**
- 20 Reduce the difficulty class of concocting another herbal recipe by 2.
 - 24 Prevents animals from coming within 10 feet for 2 hours.
 - 26 Confers a +2 herbal bonus to saves against fear.

Pomegranate *punica granatum*

Persephone's fruit, the pomegranate is a magical fruit that stands above all others in antiquity. A round, hard fruit about the size of an orange, it harbours a sweet juice and a number of seeds held in its pulp. While good to eat, it is the seeds that have magical properties. Finding a pomegranate tree in temperate settings is impossible. But in tropical or sub-tropical regions the herbalist must only pass a DC 20.

- DC Features**
- 30 Plucking a pomegranate from a tree in the glow of the setting sun allows the herbalist to step into the ethereal plane for 2 rounds as per the *ethereal jaunt* spell.

*She could have come home and been safe
And ended the story and all
Our heartbroken searching but she reached
Out a hand and plucked a pomegranate.*

The Pomegranate, Eavan Boland

Scullcap (madweed) *scutellaria lateriflora*

Among watery places and on the banks of rivers and lakes grows the weed skullcap. This unusual flower is bell shaped, with leaf-like flowers of blue and white. Scullcap can be successfully found against a DC 26.

- DC Features**
- 26 When the seeds are ground into a fine powder and blown in the face of one enthralled by a berserker rage, it immediately draws the victim out of the frenzy.
 - 28 +4 to saves against mindfire.

Witch Hazel *hamamelis virginica*

Appearing to be a knot of crooked branches intertwined, it has a smooth grey bark, with bright yellow flowers appearing in late Fall. Following the flowers is the production of black nuts which are edible and have special properties in themselves.

Finding witch hazel is not too difficult, requiring the herbalist to pass a DC 22.

- DC Features**
- 22 Cures 1 hit point of damage.
 - 24 Automatically stabilizes an individual who is reduced below 0 hit points and dying.
 - 26 +2 to saves against inhaled poisons.
 - 28 Chewing the black nuts of witch hazel grants a +1 herbal bonus to Wisdom for 1 hour.

Wolf's Bane (Monkshood) *aconitum napellus*

A pleasant herb with bright purple hooded flowers, wolf's bane grows to about 6 feet in height, in areas of high elevation and a tendency for moisture. Wolf's bane can be found by passing a check against a DC 24.

- DC Features**
- 20 +2 damage on attacks against wolves or wolf-like creatures.
 - 25 Keeps lycanthropes at bay, preventing them from approaching within 10 feet of user.
 - 30 Keeps vampires at bay, preventing them from approaching within 10 feet of user.

Wood Betony *stachys officinalis*

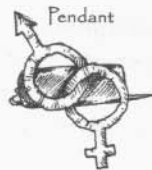
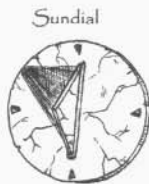
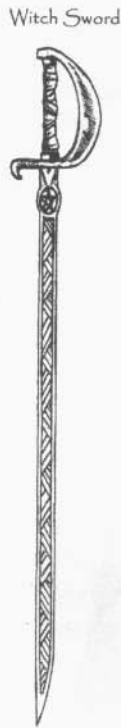
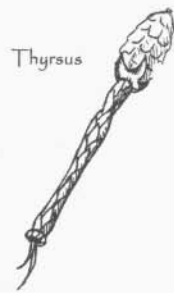
This plant grows out of wood rot, with a stem that can grow as tall as 2 feet. Typically found in woodland settings, it can be found amidst tangles, wetlands and swamps. Tracking this specimen requires a check against a DC 24.

- DC Feature**
- 24 +2 herbal bonus to saves against psionics.

Wormwood *Artemisia absinthium*

A pale green plant with a woody, tough, stem, wormwood grows to at most three feet in height. It has pale green leaves, and flowers that begin olive coloured but eventually change to an ochre hue. Wormwood can be found alongside roadways and in places where waste is disposed. During the early parts summer to midsummer are the best times for cultivation, in which one has to pass a DC 24.

- DC Feature**
- 24 Overcomes the nauseated condition.
 - 26 Confers a +1 resistance bonus to any one save.
 - 28 +1 herbal bonus to all skills involving Charisma



MUNDANE ITEMS

Below is a collection of tools and equipment for that many witches use to perform their rituals, spells, and ceremonies. While none are inherently magical, many of these items can be enchanted to greater affect or at the very least have some innate quality that aids their endeavours. Items so enhanced can be found in the section entitled 'Magic Items.'

Item	Cost	Weight
Athame (as divine focus)	25 gp	2 lb
Book of shadows	10 gp	3 lb
Broom	free	2 lb
Candle, quality, wax	1 sp	-
Cauldron	5 sp	40 lb
Censer	10 gp	6 lb
Ceremonial Robes	20 gp	7 lb
Crystal Sphere	100 gp	4 lb
Cup	2 sp	1 lb
Deck of Fortune Cards	1 sp	-
Herbal Kit	25 gp	4 lb
Horned Helmet	8 gp	4 lb

Incense, stick	1 gp	-
Face Paint	2 gp	-
Necklace	10 gp	-
Pendant	5 gp	-
Pentacle	10 gp	1 lb
Sundial	3 sp	5 lb
Thyrsus	free	-
Woad	40 gp	-

Athame: A slender dagger with a handle wrapped in black dyed leather. While this is clearly a wicked weapon in that it is deadly sharp, it is primarily used as the divine focus for casting spells from the witch list. These knives usually have an inscription along the blade's length denoting the coven and the owner. The pommel is always a stone of minor worth, but high in spiritual value. This weapon can be manufactured with a silver blade, but at 10 gp higher.

Book of shadows: A book of shadows can be a collection of notes tied with a piece of cord to even as ornate as a volume bound in human skin and

TOOLS OF THE TRADE



clashed with faerie bones. The listed price is a general cost for a standard volume that can perform the task; obviously, the more ornate the tome, the more expensive. Witches use these books to store their spells, recipes and notes, just as a wizard maintains a spell book for similar purposes. A book of shadows has 100 pages. Each spell takes 2 pages per level (and in the case of trick (0-level spells) 1 page per spell).

Broom: A simple tool designed for sweeping. Beyond its uses of utility, a broom is used in many ceremonies for sweeping clean unwanted spirits. A broom that has no cost is typically a bound collection of thin brush tied to a short stave.

Candle, quality, wax: The nature of witchcraft demands the use of candles for almost every ceremony and many spells. A quality wax candle burns for three hours and is treated to give off a pleasant aroma.

Cauldron: A heavy iron pot with four legs. Where iron pots can be carried with ease, cauldrons are designed to be maintained in a fixed position. Witches often use cauldrons to assist in the manufacture of potions and other similar types of items. Also, witches can use a cauldron for the purpose of *scrying*.

Censer: A hollow ball, lantern or some other cylindrical object that hangs from a sturdy chain or cord. Censers are equipped with some chimney or other opening so as to give off the scent of the burning incense. Censers are used in many ceremonies.

Ceremonial Robes: Witches favour long voluminous hooded robes of dark or earthy colours. Typically these robes are also embroidered with intricate ivy patterns.

Crystal Sphere: Another tool used for *scrying*, a ball of crystal is reputed to be a source of great power. Most crystal spheres have no practical purpose except that witches can use these as a focus for the *scrying* spell.

Cup: A container to hold liquid. Cups are almost always required in some ceremonies and sacrifices.

Deck of Fortune Cards: A simple deck of thin wooden cards with images engraved on the surface.

Herbal Kit: This kit is full of equipment to collect specimens of potent herbs found in the wild. From shear to corked vials, it confers a +1 circumstance bonus to checks to unlock an herbs latent potential.

Horned Helmet: Too decorative for use in combat, it is a symbol for channelling and communing with the energies of the male portfolio of witchcraft. Ceremonies that involve the masculine or masculine and feminine require a member of the coven to wear this headwear.

Incense, stick: Incense is usually a slender stick or punk that has been treated to give off a pleasing aroma when burned. In just as many cases, incense also comes in the form of a small cone or in shavings.

Face and body Paint: Face and body paint are used to capture the symbolic significance of certain

aspects of the feminine and masculine. Use of this paint is a key component in many rites. Face and body paint confer a +1 circumstance bonus to Disguise checks.

Necklace: A necklace is a simple decorative chain worn about the neck. For the purposes of witchcraft it is usually bedecked with astrological symbols.

Pendant: A symbol of the masculine or feminine aspects of divinity. This usually functions as a secret identifier between witches who must conceal their true identities.

Pentacle: The pentacle is the sign of good luck and fortune. Pentacles may be enchanted to have additional affects, but usually they are decorations for most rites and ceremonies.

Sundial: A device for determining time, usually a fixed object with a spike in the centre. Around the circumference of the disk are symbols or numerals denoting the time of day.

Thyrus: A phallic wand of pine or ash, topped with a pine cone or carving thereof. The thyrus is a sacred symbol to deities of the woodlands and revelry. Like many of the other objects in this section, it is used for rites and ceremonies.

Woad: Psychoactive body paint, usually bright blue, is worn by warriors to instil fear in their enemies and also to aid them in battle. Painting woad onto a subject takes 10 minutes and confers 1d3 temporary hit point for 2 hours.

NEW WEAPONS

Witches do not practice the military arts. Instead they draw upon the nature divine forces that give life to all things. Witches are, however, capable of defending themselves with a weapon if the need is there. Below are four new weapons that can make the witch's arsenal more unique as most of these are used in rites and ceremonies. The Games Master

should feel free to substitute any or all of these weapons for the weapons that the witch is proficient.

Athame: If used in combat, an athame can be a deadly weapon for it is easily concealed and effective if a solid strike is made. An athame is a slender dagger with a wavy, serpentine blade used primarily as a divine focus. One can identify an athame by its trademark black handle and semi-precious stone in the pommel.

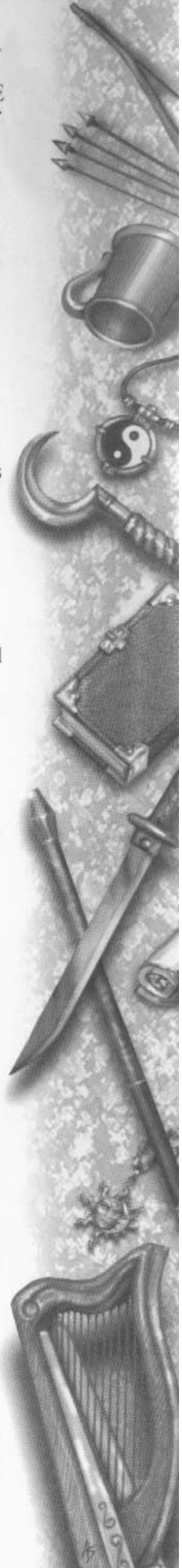
Burin: The burin is also known as a white handled knife that is used to cut herbs, and make preparations for a rite. Burins are never themselves used in these ceremonies as they are considered impure and unsuitable to hold magical energy. As a weapon, it is an awkward dagger.

Knife: A knife is a small blade used for self-defence. Its size makes it an ideal weapon to conceal from enemies. Unfortunately, due to its size it provokes an attack of opportunity just as if fighting unarmed against an armed opponent when used in melee.

Witch Sword: Falling somewhere between a rapier and a short sword, this slender blade is usually a tool for ceremonies that can also be used for combat, although rarely done so. Like the athame, it has a black dyed handle and its pommel always has some engraving on its surface such as a pentacle or rune.

Witch Weapons - Melee

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size
Athame	25 gp	1d6	x3	-	3 lb	S or P	Small
Burin	2 gp	1d3	x3	10 ft	1 lb	P	Tiny
Knife	5 sp	1d2	19-20	10 ft.	½ lb	P	Tiny
Witch Sword	40 gp	1d6	19-20/x3	-	4 lb	S	Medium



A BOOK OF SHADOWS

Wizards, sorcerers and bards all draw their spells from arcane energies, while clerics, druids, rangers and paladins embrace the magic of the divine. Psions and Psychic Warriors, however, look to internal energy reserve to fuel their powers. So the question stands, from where does the witch draw his power? As already established in the earlier chapters, witches conceive of two divine forces, the masculine and the feminine. The feminine is known as the nurturing figure or the earth mother. Hers is the domain of cultivation, home and hearth. The masculine is the anger, the rage, the destroyer to the mother's builder. He is the death in the cycle of life and from him come the destructive powers of nature. This duality defines and transcends all notions of gods and goddesses; the witch believes that all these other icons are symbolic representations of the two fundamental powers. While witchcraft is by definition a form of divine magic, many of the spells witches can cast



are arcane in nature. The spells that have a divine source are contributed by the feminine aspect, while those the arcane are supplied by the masculine.

Preparing Witch Spells

A witch functions similarly to a wizard in regard to the details of spell preparation and rest. His book of shadows functions as a wizard's spellbook, insofar as he prepares all of his spells from this source, he may copy other witch spells from other books of shadows into his own and lastly he may transfer scrolls into his book in the same fashion as wizards (see *Core Rulebook I* for details). He may not learn spells that are not on the witch spell lists. He may, however, spend time researching spells that are, in fact, similar to spells on the other spell lists with Games Master approval as per normal spell research (see *Core Rulebook II*). If he researches such a spell, that spell can be adapted to witchcraft, but is treated as 1 level higher.

Spell Components

When casting spells, a witch does so like a wizard, in that the witch must prepare the spells and rest in order to regain them (see *Core Rulebook I*). Some spells on the witch spell list require divine focus items such as a holy symbol or holly and mistletoe. Given that the witch does not have a single holy symbol, nor does he use holly or mistletoe to fuel his spells, it is necessary to substitute a more fitting component that emphasises his unique qualities. If the existing spell in *Core Rulebook I* calls for holly or mistletoe, substitute an athame. If the spell demands a holy symbol, a pentacle should be required instead.

NEW SPELLS

Awaken Dead

Necromancy

Level: Witch 6

Components: V, S, F, XP

Casting Time: 1 action

Range: Touch

Targets: Skeleton or Zombie touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You awaken an unintelligent undead (such as a zombie or skeleton) to an intelligence equal to that of a human. To succeed, you must pass a Will save

against a DC of 10 + target's Hit Dice. The awakened zombie or skeleton fears you, but will serve willingly. The newly improved undead now has 3d6 Intelligence and receives +1d6 to Charisma. The awakened undead speaks or understands the language of the caster depending on the state of decomposition that the cadaver is in. These creatures retain any special qualities that they had prior to being awakened. This spell has no effect on intelligent undead.

Focus: Athame

Experience Point Cost: 250 XP.

Break the Spirit

Necromancy [Mind-Affecting]

Level: Witch 5

Components: V, S, M, XP

Casting Time: 1 minute

Range: Touch

Target: One humanoid creature

Duration: Instantaneous; 1 hour/level (charm effect only)

Saving Throw: Will (negates charm affect only)

Spell Resistance: Yes

The caster may touch a target living humanoid creature and surround the creature with a shroud of dancing black energy that suppresses the life of the creature affected. You must make a successful touch attack to hit the target. If the touch attack succeeds, the victim immediately gains 1d4 negative energy levels, and must make a Will save against the DC of the spell or become charmed as per the *charm person* spell.

If the amount of negative energy levels conferred exceeds the target's Hit Dice, then he dies. Each negative energy level gives a creature the following penalties: -1 competence penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power, duration, DC, and other details of spells and special abilities). Further, a spellcaster loses one spell or spell slot from his highest available levels. Negative levels always stack. After 24 hours, the victim may make a Fortitude save against a DC equal to 15 + the witch's Charisma modifier. Success indicates that the negative energy levels fade, failure indicates the loss is permanent. Refer to *Core Rulebook II* for further details on *energy drain*.

If the victim survives, and is charmed, he will view the witch in as friendly a light as possible. In all other aspects this spell functions as *charm person*.

Components: To cast this spell the witch must have a masterwork whip (301gp), the whip grafts into the caster's skin and remains there until the negative energy levels have been lost or regained.

XP Cost: 1000 experience points.

Breath of the Goddess

Conjuration (Healing)

Level: Witch 9

Components: V, S

Casting Time: 1 full-round action

Range: 300 ft.

Area: All living allies and undead creatures within a 300-ft.-radius burst centred on you.





Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes (harmless)

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

Call the Restless Soul

Conjuration (Calling) [Chaotic, Evil]
Level: 7
Components: V, F
Casting Time: 1 full round action
Range: Close (25 ft + 5 ft/2 caster levels)
Effect: Random undead derived from table below
Duration: Instantaneous

Saving Throw: None
Spell Resistance: None

When casting this spell you tear the fabric of reality, allowing restless spirits to come through into the world. Undead called in this way will not harm the caster, but any other living being they sense is subject to their attacks. These undead will not respond to any instructions, rather they will blindly attack all living creatures within the area, other than the caster. When the spell is cast, roll 1d6 consulting the table below and refer to *Core Rulebook III* for individual monster entries.

Die Result	Called Creature	Quantity
1-2	Allip	1d6
3-4	Fiendish Zombie	1d12
5	Wraith	1d4
6	Spectre	1d2

Circle of Respite

Abjuration

Level: 3
Components: V, S, F
Casting Time: 1 full round
Range: Close (25 ft + 5 ft/2 caster levels)
Area: 30 foot emanation from fixed point
Duration: 8 hours
Saving Throw: Yes (see below)
Spell Resistance: Yes (harmless)

This spell creates a ward for the caster's allies when they rest in dangerous lands. The casting of this spell creates a vaporous barrier of mist at the edges of the spell's area. Animals and beasts will not approach this barrier, and all others with 3 hit dice or less must pass a Will save against the DC to penetrate the mists. Creatures with more than 3 hit dice are unaffected by the spell. Those sleeping within the area of the spell are refreshed as if they had spent a full day of resting. This additional effect only functions if the sleep or meditation is uninterrupted.

Focus: A thyrus which is not consumed in the casting.

Cleanse air

Conjuration
Level: Witch 3
Components: V, S, M
Casting Time: 1 action
Range: 30 ft.
Area: 30 ft-radius emanation, centred on you.

Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

This spell cleanses the air of all odours, poisons, spores or other airborne things that contaminate the area of the spell. Creatures with the Air descriptor such as belkirs, air elementals and so forth receive Fortitude saves against the DC of the spell. On a failed roll, those affected are forcefully ejected out of the spell's area and suffer 1d6 damage +1 per caster level (to a maximum of +20). A successful save indicates half damage and imposes a -1 circumstance bonus on the creature for all attacks, saves, and skill checks so long as the creature remains in the area of the spell's effect.

Focus: One stick of incense, which must be lit prior to the casting of the spell.

Destroy Life

Necromancy (Evil)

Level: Witch 8

Components: V, S

Casting Time: One action

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

Target or Area: One living creature or one or more creatures within a 10-ft.-radius sphere.

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Use of this spell slays a target living creature (excluding undead, constructs and outsiders). When cast, the witch must determine whether he will target one individual or a group. If it is against a single opponent, and that individual has 80 hit points or less, it dies unless it makes a successful Fortitude saving throw against the DC of the spell. On a successful roll, the victim loses all but 1d4 hit points.

If the witch targets a group, the total number of would-be-affected creatures may not exceed 100 hit points, starting at the weakest creature and moving upwards until all 100 hit points or a fraction thereof have been used. No creature so affected can have more than 20 hit points. Each creature so affected receives a Fortitude save against the DC of the spell, if successful they lose all but 1d4 hit points. Lastly, all non-sentient plant life is wiped out in the area of the spell, leaving a fine ash in its wake.



Draw Forth the Soul

Necromancy [Compulsion]

Level: Witch 6

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /level)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

A thin beam of grey energy leaps from your extended finger. You must succeed at a ranged touch attack to strike the target. The target suffers a -1d6 enhancement penalty to Intelligence, Wisdom and Charisma, with an additional -1 per two caster levels (maximum of -10). The target's affected attributes cannot drop below 1.

Focus: The caster's pentacle.



Evaporate fluids

Necromancy

Level: Witch 6

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10ft. /level)

Targets: Living creatures, no two of whom can be more than 40 ft. apart or 2 gallons of fluid/caster level

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell destroys moisture from targets much in that same manner as *horrid wilting*, but more importantly it can destroy standing bodies of fluids such as acid, oil, water or some other liquid

substance. Against a living target, this spell inflicts 1d4 points of damage per caster level (maximum of 20d4). This spells is even more lethal to creatures with the water descriptor in their subtype, causing an additional +1 point of damage per die.

Focus: Athame.

Fey Sight

Transmutation

Level: Witch 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

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

Material components: A living firefly.

Fluid Mastery

Transmutation

Level: Witch 4

Components: S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. /level)

Area: all liquids within a 30-ft.-radius

Duration: Concentration

Saving Throw: Special

Spell Resistance: No

The caster gains control over all liquids within the area of the spell, such as motion and shape. Liquids so affected are those not in a living organism, nor can a living organism constructed out of fluids (such as a water elemental) be affected. Acid, potions, oil or any other fluids may be moved about at a speed of 10 feet per round. The fluid may be directed to drown a helpless target in which case consult the drowning rules in *Core Rulebook II*.

Focus: Athame and pentacle, where the caster draws on the surface of the pentacle the motions of the fluids to be directed.

Improved Faerie Fire*Evocation (Fire)***Level:** Witch 3**Components:** V, S, DF**Casting Time:** 1 action**Range:** Long (400 ft. + 40 ft. /level)**Area:** Creature and objects within a 10 ft. radius burst**Duration:** 1 round/level**Saving Throw:** Reflex (Partial)**Spell Resistance:** Yes

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

Focus: The caster's athame.

Greater Blindness*Transmutation***Level:** Witch 9**Components:** V, S, M**Casting Time:** 1 action**Range:** Touch**Target:** One creature touched**Duration:** Permanent**Saving Throw:** None**Spell Resistance:** Yes

On a successful touch attack, the target's eyes are imploded, leaving gaping bleeding wounds. The target of this spell suffers 1d12 points of damage and is stunned for 1 round. If the target does not have eyes, and relies upon other senses such as Blind-sight or tremor sense, this spell renders that ability forever ineffective. The effects of this spell may only be lifted via a *wish*, *miracle*, or divine intervention.

Opponents so blinded suffer the following penalties: Suffer 50% miss chance in combat, lose any Dexterity bonus to AC, move at half speed, and suffer a -4 penalty on Search checks and on most Strength and Dexterity based skill checks. Any skill check that relies on vision automatically fails.

Finally, opponents receive a +2 bonus to their attack rolls since they are effectively invisible.

Material Component: The witch must have a porcelain carving of an eyeball (valued at 1000gp) which is destroyed upon the spell completion.

Leaden*Transmutation***Level:** Witch 8**Components:** S**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft. /level)**Effect:** Ray**Duration:** Instantaneous**Saving Throw:** Reflex negates**Spell Resistance:** Yes

A ray of dark grey energy leaps from your fingertips. You must succeed at a ranged touch attack to strike a target. If successful, the target gradually slows each round as their weight is increased dramatically. On the first round the target is affected as if slowed (may only take partial actions, and suffers a -2 penalty to armour class, melee attack rolls, melee damage rolls, and Reflex saves, and may jump only half as far as normal). On the second round the target of the spell stops moving altogether, utterly helpless. The victim is aware of his surroundings, but can take no actions, nor even speak. Finally, on the third round, because of the increased weight conferred by the spell, the target begins to suffocate. A victim of this spell may hold his breath for as many rounds equal to his constitution score. (Note that this is changed from the normal drowning rules, as the character's weight continues to increase for the duration of the spell). After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 2 (again, a change due to the increased rate). Upon failing the save, the victim begins to suffocate, falling unconscious (0hp), dropping 1 hit point into the negatives on the second round, and dying on the third round. The suffocation effect of the spell lasts for 1 round per level of the caster.

Mass Polymorph**Level:** Sor/Wiz 9, Witch 8**Components:** V, F or V, M, XP**Casting Time:** 1 action**Range:** Medium (100 ft. + 10 ft. /level)

Targets: Up to one creature for every two levels, of which no two targets may be more than 20 feet apart.

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

As *polymorph other*, except that the spell may affect a number of opponents. The new form must be the same for all creatures that failed the saving throw against this spell. Hence, the caster may not turn half of the number of creatures into cats, and the other half into dogs. Instead, they must all be dogs or all cats.

Focus: When a witch casts this spell, he must have a thyrus which is not consumed in the casting.

Material Component and Experience Point cost:

When a sorcerer or wizard casts this spell, they must have ten dried cocoons and expend 100 XP for each target that he would affect, the XP is lost whether the target makes their save or not.

Mystic Barrier

Abjuration (Force)

Level: Witch 9

Components: V

Casting Time: 1 action

Range: Personal

Area: 10-ft.-radius centred on caster

Duration: 1 round per level

Saving Throw: None

Spell Resistance: None

When this spell is cast, you surround yourself with a magical hemisphere that provides damage reduction 25/+4, spell resistance equal to 10+caster level, and a +5 resistance bonus to all saves. In addition, if the caster is of a good alignment, the witch can inflict 10d8 points of holy damage to any opponent of an opposite alignment who touches the barrier of the spell. If the caster is evil, the barrier inflicts 10d8 unholy damage to any good aligned creatures. If the caster is neutral, this spell confers no additional effect beyond its protective qualities.

Pit

Transmutation

Level: Witch 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Effect: 30 ft. radius burst

Duration: Permanent

Saving Throw: Reflex avoids

Spell Resistance: None

When this spell is cast, a 30 foot radius hole appears in the ground beneath the target's feet and drops him 10 feet per caster level onto a hard surface in an extra-dimensional space, much in the same manner as the extra-dimensional space of the *rope trick* spell. The pit affects all within the area of effect, and on a successful save, they manage to catch the edge. Failure indicates that they take falling damage as per *Core Rulebook II*, and once on the bottom, they are *dazed* for 1d6 rounds. Creatures so affected may climb out of the whole in following rounds.

Material Components: A geode valued at 100gp.

Prophesy

Divination

Level: Witch 8

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: Instantaneous

When staring into the heart of a roaring fire, you may catch glimpses of the future, clues of things to come. Through these visions you can learn certain future truths surrounding an object, person, place, or event. The Games Master will pull you aside and describe what it is that you see. The information comes to you in a series of visions, some obscure and vague, while others might be clear and even alarming. Once you have seen these images, it is up to you to draw some conclusions about what it was that the Games Master shared. In any event, you may prophesise about a subject once and only once. This spell is more powerful than *divination* in that it gives guaranteed success at receiving an accurate picture of what might come.

Material Components: A fire built from ash, yew, pine, oak and rosewood branches. After the fire is stoked, the caster must eat 3-5 raw hazelnuts.

Restore Youth

Necromancy (Evil)

Level: Witch 8

Components: V, S, M

Range: Touch

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You may make a living creature physically younger whenever you cast this spell and make a successful touch attack. Targets affected by this spell are physically restored one age category, but not restored in years lived. Hence, this spell does not allow you or the target to live longer; instead it eliminates the detrimental affects of aging. Multiple uses of this spell stack, but the target cannot be 'restored' below the young adult category. While the reversal of the effects of aging has an aesthetic value to most individuals, it does have a practical value to many older targets as it restores strength, dexterity and constitution. Consult the table below for details. These bonuses stack as the target moves from its current age category to a lower category.

For example, Deirdre casts *restore youth* on a venerable man. The man was average in his youth and as he has grown older he has gradually lost points in Strength, Dexterity, and Constitution. Due to his advanced age, he has the following attributes: Str 4, Dex 5, and Con 4. Deirdre needs a new servant, and she believes that this elderly gentleman will prove to be a suitable ally. On one casting of the spell, he is physically restored to 'old age', and so his Strength is restored to 7, his Dexterity is restored to 8, and his Constitution is restored to 7. If Deirdre cast this spell on him again he would appear middle-aged and have attributes as follows: Str 9, Dex 10, and a Con 9. She could continue casting this spell until such time as the older man seemed just out of boyhood. Again, this spell in no way prolongs the target's natural lifespan. Targets of this spell still expire when their allotted time is up.

Material Components: This spell is not without cost, as the prospect of cheating the effects of age is a selfish act. To cast this spell the witch must have a pint of blood from a young adult or younger of the target creature's race, the blood should be spilled on the ground in the casting of the spell.

Ability	To Young Adult	To Adulthood	To Middle-Aged	To Old
Strength	-	+1	+2	+3
Dexterity	-	+1	+2	+3
Constitution	+1	+1	+2	+3

Seek

Enchantment (Compulsion)

Level: Witch 9

Components: V, M

Casting Time: 1 minute

Range: Personal

Effect: One target on the same plane as the caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You may force any creature short of a deity to seek you out. The target creature cannot have more than 20 HD. Those under the affects of the *seek* spell will do everything in their power to find you and brave many life threatening risks to do so. Creatures under the effects of this spell will not take suicidal paths such as swimming unprotected through a moat of lava, but they will strive to find some way around, over, under, or through said moat unmolested. Targets of this spell act in a manner that appears obsessed, and will appear so to their companions. Once the target has found and approached within five foot of the caster, the spell is lifted.

Material Components: You must have a miniature doll that has some portion of the subject of the spell within its material. This can be anything from a fingernail clipping to a lock of hair.

Seer Stone

Divination

Level: Witch 6

Components: V, S, F

Casting Time: 1 hour

Range: See text

Effect: Magical Sensor

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

You may use a crystal sphere to locate an object or a creature as per the *scrying* spell with some alterations. While the intimacy of the caster to the subject continues to determine the difficulty, a seer stone can look into the past or to the future. As always, if the subject is on another plane of existence, you suffer a -5 penalty to the Scry check.



Knowledge	DC
None	20
Second-hand (you know of the subject)	15
Firsthand (you have met the subject)	10
Intimate (you know the subject well)	5

Connection	DC
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, etc.	+10

Temporal Distance	DC
1-5 years, past or future	+5
6-10 years, past or future	+10
11-25 years, past or future	+15
26-50 years past only	+20
51-100 years past only	+25

This spell, like *scrying* and *greater scrying* creates a magical sensor, it can only be detected by a creature that has an Intelligence of 14 or higher and only if they pass an opposed Scry check. The following spells may be cast through a seer stone spell - *comprehend language, read magic, tongues, fey sight, and darkvision*.

Focus: A crystal sphere of 500gp or higher in value.

Tears of the Goddess

Conjuration (Air, Water) [Mind-Affecting]

Level: Witch 4

Components: V, S, and MF

Casting Time: Full-round action

Range: Medium (100 feet + 10 feet per level)

Area: Fog spreads 30 feet, 20 feet high each round

Duration: 1 minute, plus 1 minute per caster level

Saving Throw: Will (special)

Spell Resistance: No

This spell calls a thick green mist to roll forth from the earth. The fog completely obscures darkvision and reduces regular vision to 5 feet. All those within the mist are affected as if by nine-tenths concealment (40% miss chance). Furthermore, those within the area of effect must pass a Will Save or be shaken by the eerie qualities of the fog, as strange sounds such as wailing, laughter, and screaming persist for the duration of the spell. Shaken creatures suffer a -2 to all attacks, saves and checks, but do not have to flee as if they were panicked.

Material Focus: The material focus component for this spell is a cup made of soapstone, gold, bronze or some other metal valued at least at 50gp.

Twisting the Heartstrings I

Enchantment (Compulsion) [Mind-Affecting]

Level: Witch 1

Components: V, S

Casting Time: 1 action

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

Target: One humanoid of Medium-size or smaller

Duration: 10 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This compulsion forces a humanoid of Medium size or smaller to focus his entire attention on wooing you. The newly romantic victim venerates you above all others and will defend you against harm. If the



victim was engaged in melee when the spell is cast, the victim receives a +4 circumstance bonus to saves against the spell. Failure indicates that the victim drops whatever is held (provoking an attack of opportunity) and approaches the caster with love on his mind. If the caster is attacked, the victim of the spell will move to intercept the blows (taking the Aid another action, see *Core Rulebook I*).

Unlike other compulsions, the control that the witch exerts over the victim is limited to ensuring his own protection. The victim will be receptive to suggestions, requests or anything else that he perceives will elevate his chances to get in his paramour's good graces. He will not attack his own allies; instead he will try to get them to lay down their arms in the name of peace. If at anytime the caster acts in a fashion that could diminish his glory (such as an inappropriate command, or aggressive action towards the target) the victim is immediately freed of the spell.

Twisting of the heartstrings II

Enchantment (Compulsion) [Mind-Affecting]

Level: Witch 2

Target: One humanoid of Large-size or smaller

As *twisting of the heartstrings I*, but this spell may also affect Large-sized creatures.

Veneration

Enchantment (Charm) [Mind-Affecting]

Level: Witch 6

Components: V, S, XP

Casting Time: 1 action

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

Target: One person

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This charm permanently changes a medium-sized humanoid target's attitude to helpful. No matter what the witch does, the subject of this spell will always view him in the best possible light, seeing him as a trusted ally and friend. If ever placed in a moral quandary such as a command to commit suicide, or harm someone whom he would never otherwise harm, the subject of this spell will act if under the effect of the confusion spell until such order is withdrawn. If he is attacked by the witch, he will defend himself to the best of his ability, but



will not strike back to injure, only to subdue. The effects of this spell may be lifted by a successful *dispel magic*, *remove curse*, *limited wish*, *wish* or *miracle*.

Experience Point Cost: 500

Wasting Touch

Necromancy (Evil)

Level: Witch 8

Components: V, S, DF

Range: Touch

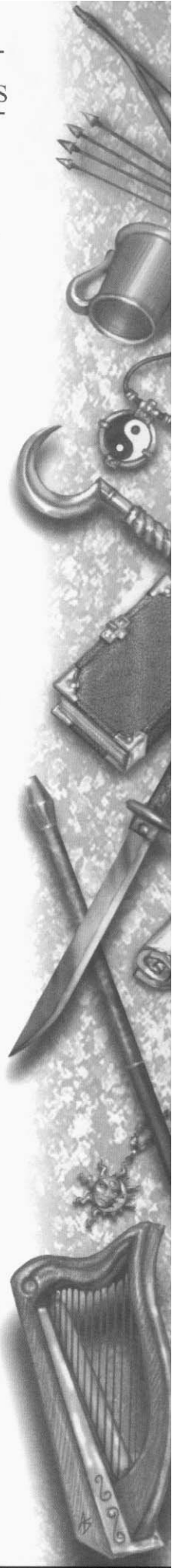
Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You may make a living target creature physically older whenever you cast this spell and make a successful touch attack. Targets affected by this spell are physically advanced one age category, but not aged insofar as the years that they have lived. Hence, this spell cannot kill a target creature. Multiple uses of this spell stack, but the target cannot be advanced beyond the venerable category. Creatures affected by this spell lose hair colour, skin firmness and grow weaker. In effect, they appear much older than they actually are. Targets younger than the young adult category and targets older than venerable are unaffected. Consult the table below



Ability	To Adulthood	To Middle-Aged	To Old	To Venerable
Strength	-	-1	-2	-3
Dexterity	-	-1	-2	-3
Constitution	-1	-1	-2	-3

for details on how advancing a category affects the target. These bonuses stack as the target moves from its current age category to an older category. Being aged by this spell does not grant the normal benefits to mental attributes (Wisdom, Intelligence and Charisma) that come with aging.

For example, Deirdre casts *wasting touch* on an Ogre Warrior. The ogre is average age and has the following physical attributes: Strength 21, Dexterity 8, and Constitution 15. Having failed his saving throw, he is physically aged one category to 'Middle

Age' and thus his Strength drops to 20, his Dexterity drops to 7, and his Constitution drops to 14. She could continue casting this spell until such time as the Ogre is a mere shadow of his former self.

Material Components: Casting this spell requires a pentacle as a Divine Focus.

Wrath of Nature

Conjuration (summoning)/Transmutation

Level: Witch 9

Components: V, S

Range: 1 mile per caster level

Area: 1 mile per caster level radius circle, centred on you

Duration: 4d20 hours and 10 minutes/caster level (for elementals)

Saving Throw: None

Spell Resistance: None

Drawing upon elemental forces, you change the weather to the most severe category available during the time of year. The natural conditions are determined by the Games Master insofar as the appropriate weather for the climate and season that you are in. Once the season has been determined a violent expression of nature's fury ensues, as by the table below. The weather effects last for the longer duration of this spell.

Season	Possible Weather
Spring	Tornado
Summer	Hailstorm (Inflicts 1d3 damage to everything exposed)
Autumn	Sleet (as per the Sleet storm)
Winter	Blizzard

See *Core Rulebook II* for details on weather hazards.

In addition to the destruction levelled by the weather, you also summon 1d4 medium elementals of each variety - air, earth, fire, and water. These creatures supplement the destruction by working to destroy any and all structures and opponents within the spell's area of effect. These creatures will respond to your commands only if you speak their native tongue, and pass a Diplomacy check against a DC of 20. Even if you fail to control them, they will never attack you.



TRITES AND CEREMONIES

Hand fasting, initiation, death, or even the consecration of a group of monoliths are just a few of the rites that witches employ as a means of ceremony, ritual and cultural commitment to their beliefs. A rite is any formal or ceremonial act prescribed by custom or religious purpose.

Ceremonies, on the other hand, are formalities observed and undertaken during certain solemn occasions. Witchcraft, like any other religious organization, has a number of important religious rites and ceremonies to commemorate specific events, holidays or even actions performed by their members. Most of these performances extend from the rituals of coven meetings at esbats (regular meetings of the coven) and sabbats (special meetings and celebrations marking an important seasonal event). These rituals take the form of a simple acknowledgement to the divine powers and act as a reaffirmation of the beliefs that they uphold.

The act of performing a rite requires a coven with a set number of witches. The more witches there are, the more potent the gathering. Also, these meetings must be in places of importance to the coven, such as within a ring of stones, a consecrated altar or an unspoiled natural setting. Time is the last major component in performing rites, as the rite is often keyed to a seasonal shift, astrological phenomenon or some other significant temporal event.

All rites, whether mundane or magical, have three steps, called the Cycle of Wicca, which must be performed prior to casting the rite. Initially the witch must consecrate the tools. Here, witches cleanse the equipment necessary for the casting of the rite of the negative energies that may have accumulated since the last gathering. The process is simple and involves the four fundamental elements. The witch must first invoke the spirits of the air by blowing on the items. Second, he must plunge or bury the tool in the earth, allowing the earth spirits to touch the items. Third, he must pass the tools over fire, and lastly he immerses the items in water.

Once the consecration is complete, he and his fellow witches 'erect the temple.' The construction of the

temple is purely a spiritual action requiring each caster to spend their highest level spell slot by channelling the magical energies into the area. By doing so, all spells cast within the temple are considered at +1 caster level.

After the first two steps have been taken, the ceremonies may commence, rites cast, and celebrations begin. The temple remains until it is cleared, which is the final step. The witches present must sacrifice their lowest spell slot available to dismiss the magical energies that have been gathered. Each step takes 10 minutes.

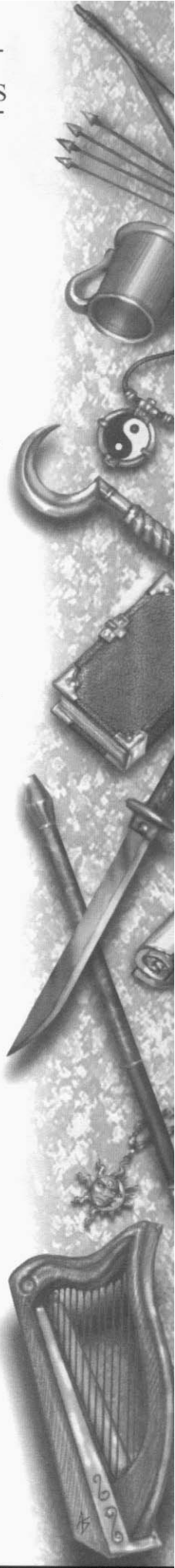
Beyond the mundane uses of the rituals, rites and ceremonies is the domain of the craft itself, where the practise of these acts generates some magical effect, or enhances an otherwise normal magical spell. These moments when the coven unites produce some truly spectacular effects, such as the raising of monoliths, sacrificing spells to further enhance magic, or even to commemorate particularly important events. Rites basically take three particular forms that have a magical effect: Item creation, Spell Heightening, and finally Ceremonies.

ITEM CREATION

Creating magic items is no small affair for the result of such creation produces something new to the world, something of power that if used irresponsibly can be dangerous indeed. Great responsibility aside, the creator must commit a large investment of experience points, gold and time. All of these costs, however little, take something away from the builder. Hence, item creation is nothing ever to be undertaken lightly.

There are times when the witch needs assistance to manufacture an item that he does not have the power, money or time to create. He must seek outside assistance to develop the item that he so desperately needs. By seeking out fellow witches, he may find alternate means to create the objects that he would otherwise be unable to perform.

If a witch finds that he does not have enough of one of the requisite costs to create a magic item, he may join with other witches to ameliorate the deficit. Whenever a group of witches convene to manufacture a magic item, be it a potion or an enhance sword, they must perform the ceremony of



artifice. As in any ceremony, the witches gathered must perform the prerequisite steps that must be taken prior to any rite. Also, every witch involved must have the Collaborative Casting feat. Once complete, they may begin the item creation. The witches so involved may not leave the consecrated area until the process has concluded.

The effects of a ritual item creation are simple. First, the experience point expenditure is divided between all of the witches present. So if there are three witches, and the item costs 900 experience points to manufacture, each witch loses 300 experience points. Second, the gold piece cost may be substituted for experience points at a 1 to 1 ratio up to half of the items cost. Thus, if the item will cost 4000 gold to manufacture, the witches may spend up to 2000 experience points in place of the gold piece cost. For every witch beyond the first, the time to create the item is reduced by 1/10. Thus if an item takes 10 days, and there are three witches, then it can be completed in 8 days instead. Witches that craft magic items in this manner must still cast the requisite spells, and still have the requisite feats to manufacture the item successfully.

An example is as follows, three witches decide to create a *Rod of the Python*. This item requires a 10th level caster, Craft Rod, Craft Magic Arms and Armour, *polymorph other*, and the creator's alignment to be good. Each of the crafters then must all have the requisite feats, level, spell requirements and alignment. If all of these conditions are met, then they may begin the work. First, the items list cost is 13,000gp, which means that they must spend 6500gp in material (3250 in gold and 3250 extra in experience), and 520 experience points. The witches have only 5900gp in materials, and so must supplement the gold deficiency in experience points, thus giving them a total fee of 1120 experience points, which is then distributed among the three witches: 374 (rounded up) a piece. The item will be completed in about 11 days ($13 - 2.6 = 10.4$).

SPELL HEIGHTENING

Another benefit of the Collaborative Casting feat, a group of witches can gather to cast spells at a greater effect. Like any other rite, the necessary steps to set up the rite must be taken as usual. So after the equipment has been cleansed and the temple erected, the witches may begin to cast the heightened spell.

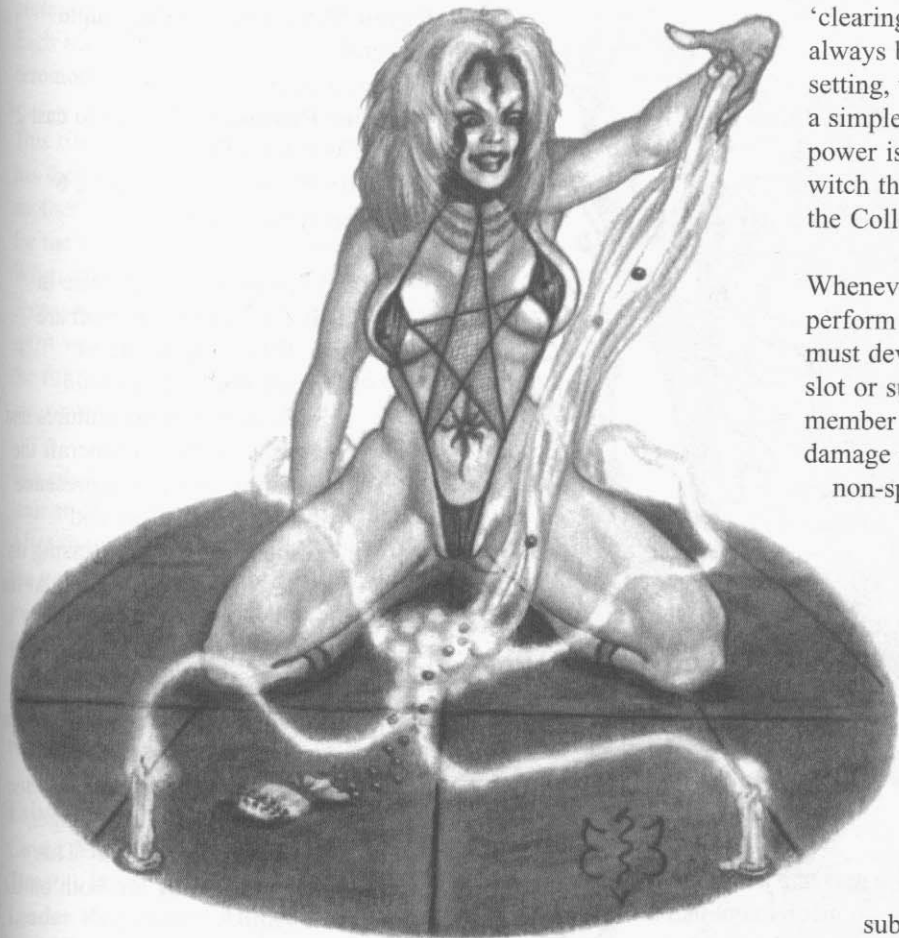
Witches who cast spells in this manner are not required to have the Heighten Spell feat. Spells cast in this manner require one caster to be the leader. All other casters sacrifice their highest spell slot available. To determine the effect of the spell as it is heightened, one simply adds a caster level for witch beyond the first (to a maximum of +10). So, if 13 witches are casting *fireball* collaboratively, then the spell is considered 10 levels higher for the purposes of the DC. Thus, as the spell is normally a 3rd level spell, heightened, it is now considered a 13th level spell and the victim must pass a Reflex save against a DC equal to 23 + the lead caster's Charisma modifier. After casting a spell in this fashion, each witch must pass a Fortitude save against the DC of the spell or suffer 1d6/spell level of subdual damage.

Gathered on the dark, slime covered rocks on the shore of the swelling sea was a circle of black robed women who sang hymns to the mysterious forces of whatever gods they called their own. A ship was approaching, its dragon-headed prow bouncing on the waves of the unforgiving seas. Grimfaced barbarians, barely visible, with their blonde hair in braids, and beards coated in the rime, watched the rocks and the village above, ripe for landing and spoils.

The women chanted, sang, and danced calling on the powers of the earth to protect them and their own. Forming in the centre of the group, much to the raiders' surprise was a ball of glowing energies, twisting and burning. As the witches danced, so did the ball brighten and grow, pulsating with a power unmatched.

Quiet murmurs and war chants slowed as the invaders felt fear steal upon them. Muttering became shouting as the ball on the nearby coast grew even larger. The war-chief called to turn the ship, to take it back out to the sea and away to fight again, but it was too late, for that shimmering ball of flame shot toward the slowing craft, spinning and twisting, sputtering tongues of flame to fall sizzling into the briny sea, it soared toward the warship where it exploded on contact, sending the mast into ash, and men into charred bits of bone and teeth...

Alternately, witches may use this style of casting to imbue spells with other metamagic feats. Unlike the heightening ability, for every 2 (highest level) spells sacrificed by the witches present, the collaborative



above and concluded by the final act 'clearing the temple.' These rites must always be performed in a sacred setting, whether it is an actual shrine or a simple garden where the goddesses' power is most often present. Any witch that would participate must have the Collaborative Casting feat.

Whenever a coven of witches decide to perform a ceremony, all of the witches must devote their highest level spell slot or suffer 1d4 subdual damage per member of the ceremony. The subdual damage is only inflicted if there are non-spellcasters in the circle. These

rites are exhausting to cast and any spell costs or subdual damage accrued from casting the ritual is in addition to the ritual preparation or spell's costs. All witches present must pass a Perform check against a DC 10 or the ceremony must be begun again requiring an expenditure of spell slots or

subdual damage. Many of the following ceremonies have additional

skill checks in order for the ceremony to succeed. Players may never take 10 or 20 on these rolls.

Anytime a cost is indicated that requires a spell slot, the witch must give up the ability to cast a spell of the requisite slot for 24 hours. This slot may be regained with adequate rest and study just as if he had cast that same spell. This cost is by no means permanent, unless explicitly indicated.

Initiation of the petitioner

Coven members: 5

Time: 1 hour

Leader Requisites: Ability to cast 1st level Witch spells

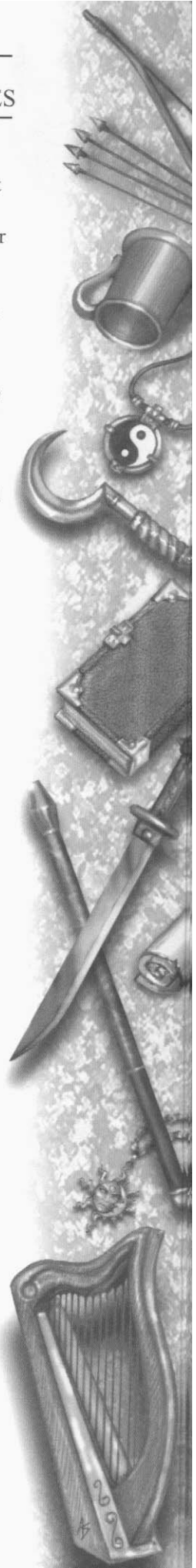
Tools: Witches' Cradle (see below), Ceremonial garb

The initiation of the petitioner is a ceremony where a new witch is granted entrance into a coven. A successful performance of this rite provides the rudimentary link between the coven and the petitioner. When the ceremony is properly

spell may have a metamagic feat that raises the spells level by +1 for free. Thus to gain a metamagic feat that moves the spell upwards by +2, it would require 4 highest level spells to cast at no spell modifier. Essentially, the other witches are channelling their magical energies into the creation of a more potent spell. Still Spell, Silent Spell, nor Quicken Spell may be used collaboratively. Any other metamagic feats beyond those listed in *Core Rulebook I* must be cleared by your Games Master prior to with this ability.

CEREMONIES

Ceremonies are the final category of the Collaborative Casting feat. These rites are performed on occasions of great significance such as when a witch would join a coven, a marriage, burial rites or even the celebration of Samhain, Lughnasadh or any other seasonal holiday venerated by witches. Like any other rite, all ceremonies must be preceded by the two preparation steps described





Hand fasting of the two into one

Coven Members: 6 + the couple affected

Time: 2 hours

Leader Requisites: Ability to cast 2nd level Witch spells

Tools: Witch sword, thyrus, 6 dozen wild flowers

Hand fasting is a simple rite in which a man and a woman are wed. While the nature of marriage does indeed hold significance in most cultures and religions, within witchcraft the ceremony invites the presence of the divine spirits and provides a magical blessing on those who are so joined. At the conclusion of this rite, the couple binds their arms to one another, symbolically uniting the two separate spirits into one harmonious being. For the next year, the couple can sense when the other is in danger, hurt, or unconscious. This

performed the newly inducted witch has the mark of the god appear permanently on an inconspicuous part of his body, such as the small of his back, navel, or armpit. This symbol is the same as adopted by the coven. Furthermore, the symbol always detects as magical and coven members can always sense when the witch is within 100 feet.

This rite itself has five stages. The first stage is the separation. The coven members destroy the petitioners clothing and personal belongings thus symbolically divorcing him from his path. Secondly, they bathe him in rosewater, freeing him from the trappings of his former ties. Third is the period of symbolic death, when they place the petitioner in the witches' cradle, a sort of total body covering that buckles closed to prevent any light. Fourth, he then is suspended in absolute darkness, so that he may attune his inner spirit more completely. In this state he undergoes symbolic death and is prepared for the new knowledge of the divine. When he is released, the fifth stage, he is considered reborn into witchcraft and a full member of the coven.

connection only functions while they are both on the same plane.

When a couple wishes to be wed in witchcraft, a few necessary conditions must first be met. First, the ceremony must always take place during the waxing of the moon(s). The coven members present ought to be bare, as the act commemorates the rebirth of a unified spirit. All those present follow the standard process of cleansing the tools and erecting the temple. Once complete, there is an hour of invocation of the two powers making use of the witch sword and the thyrus. Once the ritual of invocation is complete, each half vows to the other. When both have spoken, their hands are bound and they are spiritually joined.

Rite of burial

Coven Members: 7

Time: 3 hours

Leader Requisites: Ability to cast 3rd level Witch spells

Tools: A wind instrument for every member, preferably an Alphorn, Bagpipe, or Hunting horn. Each member must have an athame as well and wear ceremonial garb.

This rite is performed when a member of the coven has died. Usually this ritual will accompany another; especially 'The Initiation of the Petitioner' for the death signifies an opening in the coven. When properly performed (DC 18), the spirit of the deceased witch safely joins with nature such that the spirit will be reborn in a new form at some time in the future. Moreover, the corpse of the deceased can never be animated.

The rite begins with the keening of those present, the lament of the lost, and diminishment of the coven. After the wailing has ceased, the witches will invoke the goddess and cry for mercy for the soul in its journey and beg the god for a new place for the departed. Once the invocation is complete, all present point their athames at the corpse and swear an oath of remembrance.

Esbat rite

Coven Members: 8

Time: 1 hour

Leader Requisites: Ability to cast 4th level Witch spells

Tools: Ceremonial garb

The Esbat is a ritual performed regularly, as opposed to a Sabbat, which is a celebration and revel that commemorates a particular seasonal day of importance. Esbats are essentially religious meetings, where each member of the coven joins with his sisters and enjoys fellowship and harmony. These ceremonies are held at least once per month. Participation in the Esbat confers a +1 caster level to all witch spells for 24 hours.

Most of the time involved in this rite is spent on the celebration, conversation and so on. The actual rite occurs in the space of ten minutes, four of which are spent in meditation. Esbats are designed as the opening for meetings, convocations and religious ceremony. Attending is not required, as some who claim to be witches are

not members of covens, but not doing so is frowned upon by most. Esbats are always followed by the 'Cakes and Ale' ceremony.

Cakes and ale

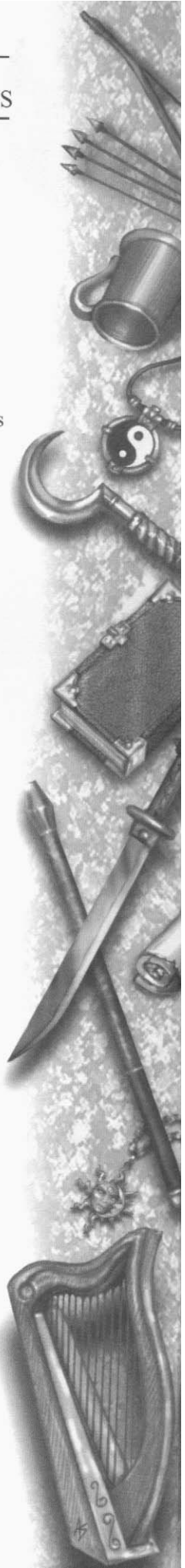
Coven Members: 2

Time: 1-3 hours

Leader Requisites: Perform DC 15

Tools: Athame, cup and ceremonial garb

This ceremony reaffirms the link shared by members of the same coven. This is the opportunity to enjoy the social aspect of the coven. Here witches share information, companionship and tricks of the trade. While there is no overt benefit of the 'Cakes and Ale' rite, it is here that witches can network and expand their repartee of spells.





The rite of Cakes and Ale begins when the lead witch fills the cup with fine ale and holds it against his chest. Another witch holds the handle to his athame between his palms, blade downward, slowly lowering the knife into the ale. The witch clasping the goblet represents the feminine, while the witch holding the athame is the masculine. The ritual symbolizes the creation of life. After a short prayer, the ceremony is complete, and all are free to converse, sing and enjoy one another's company.

Awakening of the third eye

Coven Members: 5

Time: 7 hours

Leader Requisites: Alchemy DC 20, Concentration DC 26

Tools: Ceremonial garb, pentacle, mandrake root, mortar and pestle, and open flame

Awakening of the third eye is a ritual that provides for the leader of the rite *clairvoyance/clairaudience*. Unlike many of the other rituals, the awakening does

not require spell slots; instead it inflicts 7d4 points of subdual damage to all involved. However, if successfully cast, the lead witch has access to the spell as if he were a 20th level caster and without the familiarity requisite.

An intricate and complex rite, the lead witch must grind the mandrake root into a fine powder, all the while the other coveners chant and dance, calling for the blessings of the goddess. After the powder has been ground, it must be steeped in a dark red wine, mixed with a drop of blood from each of the participants. Finally, at the end of the rite, the lead witch drinks the heady concoction and experiences the sounds or sights from any location that he desires, as per the aforementioned spell.

Ritual of the full moon

Coven Members: Any

Time: 1 hour

Leader Requisites: Perform DC 12, ability to cast 4th level spells.

Tools: Ceremonial garb, pentacle

The ritual of the full moon is a time of celebration of the goddess. When properly executed, each member of the coven gains *fey sight* for 1 hour. This ritual is very common, and covens celebrate it every month. If the ritual would fall on a day that is set aside for the esbat, this ritual supersedes or coincides with the former.

When this rite is performed, the leader stands in the centre having performed the first two steps of the Circle of Wicca, and invokes the many names of the goddess (usually female deities that represent fertility, home and hearth). All of the remaining coveners kneel and bow their heads in quiet meditation and, after 10 minutes, each begins to chant praises to the cycle of birth, death and rebirth.

Ritual of the dark moon

Coven Members: Any

Time: 2 hours

Leader Requisites: Ability to cast 6th level spells

Tools: Athame, ceremonial garb and eyebright

The dark moon ritual consoles the coveners from the goddess's death, and readies the witches for her rebirth when the moon begins to wax. This is a powerful ritual that only the more powerful witches are able to cast. Like the ritual of the full moon, if this rite would be performed on a day that the esbat is usually observed, this rite coincides or supersedes the former. If this ritual is properly performed, all participants gain *darkvision* for 1 hour.

This rite is the inverse of the full moon rite, in that the leader assumes a stance of sadness, with his head bowed and arms encircling his body, as if cradling himself. The coveners walk counter-clockwise around the lead witch, chanting the names of the goddess backward, three times. Once complete all those present let out a shrieking wail, and collapse as the leader intones the sacred words of reaffirmation and reincarnation. This ritual is always followed by 'cakes and ale.'

Altar of darkness

Coven Members: 13

Time: 10 hours

Leader Requisites: Concentration DC 20, Perform DC 20, ability to cast 9th level spells, and any evil alignment.

Tools: Athame, cup, witch sword, ceremonial garb, human sacrifice.

The altar of darkness is a truly evil rite that sources from a darker time of worship of the denizens of the lower planes. The basic belief was that the forces of the masculine required the sacrifice of an innocent before he would aid his followers. The true nature of this rite is that it actually calls a demon from the abyss to devour the sacrifice in exchange for some service to be determined at the time of the rite's conclusion. This ritual is never cast while in a sacred area, nor is the cycle of Wicca invoked during this ceremony. Instead, all witches present suffer 5d4 subdual damage, 2d6 actual damage and must sacrifice the highest two level spell slots. Once complete, they must present the naked sacrifice to the altar that is an obscene caricature of a nature deity and bind him for the demon. Once complete and at the end of the long incantations a Fetch Daemon will appear. This daemon will devour the sacrifice, which takes 8 hours, in a most disgusting and painful process as imaginable. When it is finally finished, it will be willing to performing a service which can take the form of any spell of 5th level or lower, the retrieval of an item totalling no more than 3000gp, or 1 day's worth of service. This ritual has a 5% chance to draw the attention of a celestial. If so, a squad of five Hound Archons appear and attack the coven who practised the rite.

Fetch Daemon

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 13 (+1 Dex, +2 natural), 14 (with dodge)

Attacks: Bite +7, 2 claws +5

Damage: Bite 1d6+1, claws 1d4

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Vomit, Disease, Visceral worms

Special Qualities: Damage Reduction 20/+2,

Perform Service, Demon Qualities

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 13, Dex 12, Con 14, Int 16, Wis 14, Cha 18

Skills: Bluff +10, Escape Artist +7, Intimidate +10,

Jump +7, Knowledge (any three) +9, Listen +8,

Move Silently +7, Spot +8, Tumble +7

Feats: Dodge, Multiattack

Climate/Terrain: Any land and underground

Organisation: Solitary

Challenge Rating: 6





rites and ceremonies

Treasure: Standard

Alignment: Chaotic Evil

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Fetch daemons are an utterly despicable breed of fiends who thirst after the blood of innocents. Appearing slightly under seven feet tall, with spindly arms and legs, these demons have enormous bulbous bellies covered by skin so thin that worms can be seen squirming underneath and amidst the daemon's intestines. Usually completely naked, it appears genderless but with sagging breasts that leak foul indescribable fluids. Their faces are contorted in expressions of absolute delight, with eyes that dance with merriment. Their mouths are thick and purple displaying uneven rows of rotting teeth within.

Combat

Vomit (Ex): Once per day as a free action, the fetch daemon can expel the contents of its stomach in a cone spray 30 feet long. Those in the area of effect may attempt a Reflex save against a DC 13 for half damage. Those who fail take 6d6 points of acid damage.

Disease (Ex): Fetch daemons are harbingers of disease and woe. Every successful bite attack from a Fetch has the possibility of infecting the victim with Demon Fever (see *Core Rules II* for details).

Visceral Worms (Ex): The first time a fetch suffers a critical hit, its stomach explodes outward in a 30 foot radius burst. All creatures within the area of effect may attempt a Reflex save against a DC 13 for half damage and to avoid the worms. On a failed save, the victims suffer 6d8 points of acid damage, and take 1d4 points of permanent Constitution damage each round for 1d4 rounds as the visceral worms feast on fresh mortal flesh.

Perform Service (Su): If presented with a human sacrifice and is allowed to devour the living sacrifice, it will perform one service for the summoner. See *Altar of Darkness* for details.

Demon Qualities

Immunities: As a demon, the fetch is immune to poison and electricity

Resistances: The fetch has cold, fire, and acid resistance of 20.

Telepathy: The fetch may communicate telepathically with any creature within 100 feet that has a language.

Call forth the bones of the earth

Coven Members: 13

Time: 13 hours

Leader Requisites: Concentration DC 20, Perform DC 20, ability to cast 9th level spells.

Tools: Athame, cup, witch sword, ceremonial garb

With this ritual, the witches may call forth from the earth pillars of rock. Like most other rites, the cycle of Wicca must be undertaken prior to the enacting of this rite. On the ritual's completion, thirteen monoliths rise up from the earth exactly 13 feet apart in a ring like shape, and may be used later with the feat Tap Monolith. Furthermore, when the stones have been fully raised, the place is forever considered a temple and any rites or spells cast within the area of effect are considered at +1 caster level.

Casting this rite is the closest connection to the goddess that witches share. Because of its raw power, it may only be used once per year by all witches. Hence, the act of raising monoliths is jealously guarded and performing this rite without permission creates the direst of enemies.

MAGIC ITEMS

Witches, more than any other class, draw their power from the items that they create, use and enchant. While many of the items presented in *Core Rulebook II* are suitable for witches, some of the requirements are nearly impossible for these spell-casters to meet. In this section are a sample of new magic items designed to complement the witch class.

Magic Weapon Special Abilities

Balance: A weapon of balance deals regular damage against neutrally aligned opponents, when facing a lawful or chaotic opponent, the weapon inflicts +1d6 points of balance (neutral) damage against those foes. Bows, crossbows and slings so enchanted bestow the balance power upon their ammunition.

Caster Level: 7th; *Prerequisite:* Craft Magic Arms and Armour, *inflict serious wounds*; *Market Price:* +1 bonus.

Witch blight: These weapons are the bane to all users of magic. Against a foe that has class levels in sorcerer, bard, witch or wizard, this weapon deals +2d6 fire damage. This ability cannot be used on ranged weapons.

Caster Level: 10th; *Prerequisite:* Craft Magic Arms and Armour, *dispel magic*, *destroy life*; *Market Price:* +3 bonus.

The sword blow from the hunter snaked out quicker than Deirdre expected, seeking out her heart. The fallen champion that she had spied from the roadside was no knight at all. Instead, he was a foul hunter of her kind. His face was contorted in rage, arcane symbols burned upon his cheeks. The sword slashed toward her, but she fell back in surprise, landing hard on her rear. The 'wounded' man stood unsteadily, his gleaming armour blinding in the bright summer sun. As she raised her hands to cast a spell, summoning forth the arcane energies of the goddess, his blue flaming sword lifted above his head ready to land the killing blow.

Specific Weapons

Athame of Iniquity: A slender dagger adorned with a pentagram on its pommel, this weapon detects as evil. The hilt of the weapon is wrapped in soft black leather, stitched with gold thread. If held aloft it

glows with a noticeable aura of menace. If used in combat, the athame functions as a +4 dagger that inflicts +3d6 damage to good aligned creatures.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armour, *destroy life*, caster must be evil; *Market Price:* 72,325 gp; *Weight:* 3 lb.

Bone Club: This unassuming weapon appears to be nothing more than a yellowed thigh bone, somewhat fractured and flaking. The true powers of this weapon are clear when in the hands of a neutral evil witch, for he recognises and understands all of its features upon touching it. When wielded in combat, this weapon functions as a +2 *ghost touch* club. On a successful attack roll the victim must pass a Fortitude Save (DC 16) or be *slowed* as if by the spell cast by an 11th level sorcerer.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armour, *plane shift*, *slow*; *Market Price:* 48,300 gp; *Weight:* 3 lb.

Faerie Sword: The infamous blade of witches, this weapon is a beautiful sword to behold, as it is intricately engraved with idyllic scenes of woodlands, glades and hollows. When this weapon is in the light of a full moon it burns with a faint violet flame. When used in combat, the blade acts as a +3 witch blade that, on a successful strike, ignites the target as if he caught aflame, inflicting 1d6 points of fire damage each round until extinguished (which requires a Reflex save against a DC 15). Additionally, targets so effected lose any concealment bonuses derived from darkness, poor illumination or invisibility. Multiple hits from this sword produce no additional fire damage to those already aflame.

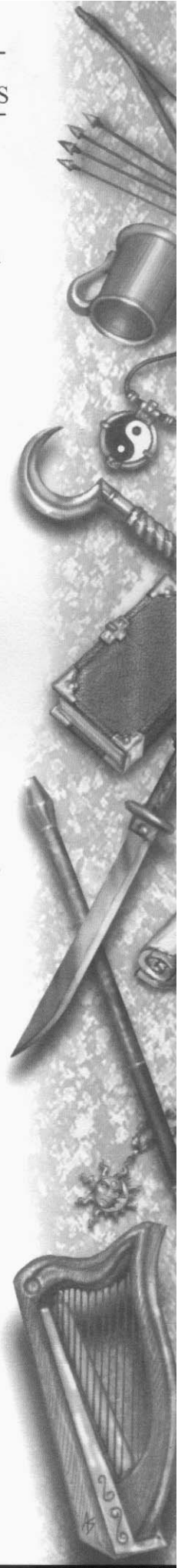
Caster Level: 9th; *Prerequisites:* Craft Magic Arms and Armour, *improved faerie fire*; *Market Price:* 66,950 gp; *Cost to Create:* 33,475 gp + 2678 XP; *Weight:* 4 lb.

Potions

Potion of Fey Sight: Quaffing a potion of *fey sight* confers the same benefits as the spell of the same name cast at a minimum caster level.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *fey sight*; *Market Price:* 150 gp

Potion of the Heart: This potion places the imbiber under the affects of *twisting of the heartstrings I*,





MAGIC ITEMS

except that the imbiber becomes enamoured with the first person he sees.

Caster Level: 3rd; *Prerequisites:* Brew Potion, *twisting of the heartstrings I*; *Market Price:* 150 gp

Rings

The following two rings represent possibilities for three different types of witches. The first ring clearly represents a ring designed for a spell caster, while the second is an ideal curse for his enemies or a boon for his allies.

Focus: This is an iron ring that clasps around the finger like a manacle. Once worn, the wearer gains a +10 competence bonus to all Concentration checks.

Caster Level: 5th; *Prerequisites:* Forge Ring, caster must have 5 ranks of Concentration; *Market Price:* 2000 gp

Lycanthropy: A thick band of bone, this ring detects as evil and chaotic. When the ring is worn, the witch gains a form of lycanthropy. Several varieties of this ring exist: bear, boar, rat, tiger and wolf. Essentially, whilst worn, the wearer gains the corresponding lycanthrope template described in *Core Rulebook III*.

Caster Level: 15th; *Prerequisites:* Forge Ring, *shape change*, *polymorph other* and the ability to *wild shape*; *Market Price:* 106,000 (Rat), 206,000 (all others) gp

Rods

Rods, for witches, are a central idea behind the worship of the feminine and masculine forces. Typically, these items will be used as thyrsuses, short wooden staves crowned with pine cones. These items reduce the cost of metamagic feats. Each rod may be used for three spells per day. To take advantage of the following rods, the user must also have the corresponding Metamagic feat.

Boosting: This rod reduces the spell slot increase for empowered spells by one level, thus only increasing the spells level by 1.

Expanding: This rod reduces the spell slot increase for enlarged spells by one level, thus the spell is enlarged for free.

Continuing: This rod reduces the spell slot increase for extended spells by one level, thus the extended spell can be cast at the same level as a non-extended spell.

Increasing: The cost for heightening a spell level is reduced by 1 for every three levels the spell is increased. For example, if a *magic missile* is heightened to a 6th level spell, the spell normally takes a 6th level spell slot. However, with a *rod of heightening* the slot needed is only a 5th level spell.

Potency: The cost in spell levels for maximising a spell is reduced by one, and can thus be maximised for an increase of only 2 levels.

Silent: Spells may be cast without verbal components at the same level as the spell is normally cast.

Still: Spells may be cast without somatic components at the same level as the spell is normally cast.

Caster Level: 12th; *Prerequisites:* Craft Rod, the requisite metamagic feat (such as *Empower spell* for *Empowering*); *Market Price:* 24,000 gp; *Weight:* 4 lb.

Staves

The staff is an age-old symbol associated with practitioners of the arts. Their usefulness is compounded as they can perform many effects within a single item; hence it is a favoured tool for many witches. All of the following staves weigh 5 lb each.

Change: A slender length of rosewood, this staff has fluid-like carvings of people in states of transition.

This staff allows use of the following spells:

- † *Giant vermin* (1 charge)
- † *Polymorph self* (1 charge)
- † *Polymorph other* (1 charge)
- † *Reincarnate* (2 charges)

Caster Level: 8th; *Prerequisites:* Craft Staff, *giant vermin*, *polymorph self*, *polymorph other*, *reincarnate*; *Market Price:* 66,000gp

Domination: The staff of domination is intricately carved with images of supplication. Constructed of oak, it is thick and heavy, when moved it rattles like a chain. This staff allows use of the following spells:

- † *Dominate Animal* (1 charge)
- † *Charm monster*(1 charge)
- † *Break spirit* (1 charge)
- † *Greater command* (1 charge)

Caster Level: 12th; *Prerequisites:* Craft Staff, *dominate animal*, *charm monster*, *break spirit*, *greater command*; *Market Price:* 170,000 gp.

Hag: The hag stave is a twisted and grotesque bit of gnarled wood. Perched at one end of the stave is a carving of mass of human headed maggots. Use of this stave provides these spells:

- † *Encircle* (2 charges)
- † *Leaden* (2 charges)
- † *Maze* (1 charges)
- † *Animate object* (1 charge)

Caster Level: 18th; *Prerequisites:* Craft Staff, *encircle, leaden, maze, animate object;*
Market Price: 195,750 gp

Lesser Healing: Similar to the stave of healing, this stave is constructed out of fine white ash, adorned with silvery runes. True to its name, it is a magic item of reduced power granting only the following spells:

- † *Cure light wounds* (1 charge)
- † *Cure moderate wounds* (2 charges)

Caster Level: 3rd; *Prerequisites:* Craft Staff, *cure light wounds, cure moderate wounds;* *Market Price:* 6188 gp

Sight: The sight stave is carved of hazel, decorated with symbols betokening watching eyes, with animated pupils. This stave provides these spells:

- † *Augury* (1 charge)
- † *Divination* (1 charge)
- † *Arcane eye* (1 charge)
- † *Seer stone* (2 charges)

Caster Level: 8th; *Prerequisites:* Craft Staff, *augury, divination, arcane eye, seer stone;* *Market Price:* 54,000 gp

Weirding: A rowan stave, this smooth shaft is simple and plain, bearing no clues as to what its magical properties might hold. If the truth of this item is revealed, it will allow use of the following spells:

- † *Doom* (1 charge)
- † *Bestow curse* (1charge)
- † *Lesser geas* (1 charge)
- † *Find the path* (2 charges)

Caster Level: 10th; *Prerequisites:* Craft Staff, *doom, bestow curse, lesser geas, find the path;* *Market Price:* 60,000 gp



Witch Staff: This stave appears multi-coloured at first glance, but upon closer inspection it is actually several different species of wood woven together. A powerful item, this stave confers the following spells:

- † *Cause fear* (1charge)
- † *Command* (heightened to 5th level) (1charge)
- † *Obscuring Mist* (1charge)
- † *Hold person* (1charge)
- † *Continual flame* (1charge)
- † *Haste* (1charge)
- † *Fly* (1charge)
- † *Tears of the goddess* (1charge)
- † *Finger of death* (2 charges)
- † *Draw forth the soul* (2 charges)
- † *Mass polymorph* (2charges)





Caster Level: 15th; *Prerequisites:* Craft Staff, *cause fear, heightened command, obscuring mist, hold person, continual flame, haste, tears of the goddess, finger of death, mass polymorph, fly*; *Market Price:* 209,538 gp

Wands

Wand	Market Price
Fey sight	750 gp
Twisting the heartstrings I	750 gp
Twisting the heartstrings II	4,500 gp
Circle of respite	11,250 gp
Cleanse air	11,250 gp
Improved faerie fire	11,250 gp
Fluid mastery	21,000 gp
Tears of the goddess	21,000 gp

Wondrous Items

Athame of power: This slim blade is not useable in combat as a melee weapon, but is instead a potent ally for witches as it may store one spell of up to 5th level within its blade. Casting a spell into the athame

is a full round action. The spell stored within the athame can then be cast as a free action, however after each use it must be recharged with the same (or a new) spell before it can be used again. This dagger has a blade of bluish metal; its hilt is wrapped in black leather and has a silver skull for a pommel.

Caster level: 17th;
Prerequisites: Craft Wondrous Item;
Market Price: 25,000gp; *Weight:* 2 lb.

Bag of Demon

Teeth: This ornate black velvet bag is embroidered with fiery red runes in the infernal tongue. Inside are a variable number of teeth (2d10). When a tooth is buried in loose soil or sand, a dretch will claw its way out of the ground one minute

later. This newly summoned demon will willingly serve the caster for 10 minutes before departing.

Caster level: 15th; *Prerequisites:* Craft Wondrous Item, *gate*; *Market Price:* 3375gp/tooth; *Weight:* 1 lb.

Broom of Cleansing: If this simple broom is used to sweep a room clean, it confers a *circle of respite* upon the area. The broom may be used 3 times per day.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *circle of respite*; *Market Price:* 15,000 gp; *Weight:* 2 lb.

Burin of severing: A burin is a knife typically used for utility such as rite preparation, as a digging tool, or even when handling herbal specimens. This burin, however, has been enchanted so as to provide the caster with an *antimagic field* as the spell of the same name. This ability may be used once per day.

Caster level: 12th; *Prerequisites:* Craft Wondrous Item, *antimagic field*; *Market Price:* 14,400 gp; *Weight:* 1 lb.

Candle, coloured: These candles are potent aids for casting spells, rites and other practices employed by witches. Each candle is moulded by pouring hot tallow into a gourd or some other container. Also, mixed in are a number of incenses, oils and aromatic herbs to enhance the mystique of the items power. Each candle below has a burning time of 3 hours. Candles may be snuffed and then relit, noting the total burn time for the candle. Lighting a candle is a full-round action that provokes an attack of opportunity. Once lit, the candle may be carried by any individual. The effects of two different coloured candles do not stack. The one most recently lit supersedes any other. Each candle has an area of effect of 30-feet.

Candle, Black: The black candle symbolises clarity, freedom from deception and revelation. When this candle is burned, all within the area of effect gain the benefit of *true seeing*.

Caster level: 11th; *Prerequisites:* Craft Wondrous Item, *true seeing*; *Market Price:* 12,000 gp; *Weight:* -.

Candle, Blue: When lit, this blue coloured candle cures 2d8+5 points of damage to all individuals within the area of effect. This power functions once per hour.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *cure moderate wounds*; *Market Price:* 2,000 gp; *Weight:* -.

Candle, Brown: When this brown candle is lit, all within the area of effect may freely *speak with animals* as the spell of the same name, for as long as they remain in proximity to the candle.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, *speak with animals*; *Market Price:* 3,000 gp; *Weight:* -.

Candle, Green: Burning a green candle allows all within the area of effect to be able to *speak with plants* as the spell of the same name.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *speak with plants*; *Market Price:* 2,000 gp; *Weight:* -.

Candle, Red: Red is often associated with protection. When the red candle is burned, the user



of the candle gains the benefits of the *mystic barrier* spell for as long as the candle is burning and held.

Caster level: 18th; *Prerequisites:* Craft Wondrous Item, *mystic barrier*; *Market Price:* 22,000 gp; *Weight:* -.

Candle, White: This candle calls an outsider to your aid just as the spell *lesser planar ally*. This ally's alignment must correspond to the alignment of the person who lit the candle. The ally stays only as long as the candle remains lit. If the candle is extinguished early, the candle is ruined and the outsider departs.

Caster level: 10th; *Prerequisites:* Craft Wondrous Item, *mystic barrier*; *Market Price:* 12,000 gp; *Weight:* -.

Candle, Yellow: This candle confers clairvoyance/clairaudience to all within the area of the candle's effect.

Caster level: 5th; *Prerequisites:* Craft Wondrous Item, *clairaudience/clairvoyance*; *Market Price:* 6,000 gp; *Weight:* -.

Cauldron of awakening: When a corpse is placed within this large brass cauldron, it re-emerges *animated and awakened*, as per the *animate dead* and



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awaken dead spells. Up to 10 corpses may be placed within the cauldron per month.

Caster level: 10th; *Prerequisites:* Craft Wondrous item, *animate dead*, *awaken dead*; *Market Price:* 221,250; *Weight:* 50 lb.

Cauldron of resurrection: A cauldron of unsurpassed beauty and quality, the cauldron of resurrection is a powerful item indeed. Having only 10 charges, it is highly sought after and, if found, scarcely used. When a corpse is placed within, that same being is restored to life as per the *resurrection* spell.

Caster level: 13th; *Prerequisites:* Craft Wondrous Item, *resurrection*; *Market Price:* 68,250 gp; *Weight:* -

Cauldron of transmutation: This simple iron cauldron is always found empty. If a potion is poured inside the mouth of the pot its magical properties are revealed. The cauldron begins to burble and spit, filling with a noxious green liquid. If some of the liquid is extracted and poured into a new vial, the cauldron manufactures a random minor potion instead of the original potion that was placed therein. Only one potion may be transmuted at a time. Thus, once the new potion has been extracted, the cauldron stands empty.

Caster level: 9th; *Prerequisites:* Brew Potion, Craft Wondrous Item, *fluid mastery*; *Market Price:* 9,000 gp; *Weight:* 40 lb.

Censer of Cleansing: This 8 inch diameter orb hangs from a long golden chain. When the incense inside is ignited, the censer cleanses the air as by the spell *cleanse air*. The censer functions 1/day.

Caster level: 3rd; *Prerequisites:* Craft Wondrous item, *cleanse air*; *Market Price:* 3600 gp; *Weight:* 6 lb.

Chalice of the Goddess: This soapstone cup is a wide bowl affixed to a slender stem carved with intricate runes and symbols. If filled with holy or unholy water and properly commanded, the cup will summon forth coils of green mist just like the spell *tears of the goddess*. The spell functions as if cast by a 10th level witch.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *Breath of the Goddess*; *Market Price:* 20,000gp; *Weight:* 2 lb



Cord of many spells: This item appears to be nothing more than a simple length of red cord, but when it is tied in a knot, it may store a spell as if the witch had the Cord Casting feat. If the witch already has the Cord Casting feat, he may store up to five spells in the knot.

Caster level: 9th; *Prerequisites:* Craft Wondrous Item, Cord Casting feat, *caster* must be able to cast witch spells; *Market Price:* 120,000 gp; *Weight:* -

Deirdre's Portable Lab: A fantastic display of beakers, burners, tubes and a gamut of other devices used for alchemists, when the command word is spoken, the lab transforms into a lead coin for ease of carrying. On the second command word, the lab restores itself. This item is ideal for alchemists on the move. Using this item confers a +8 competence bonus to all alchemist checks.

Caster level: 16th; *Prerequisites:* Craft Wondrous Item, *polymorph any object*; *Market Price:* 230,720gp; *Weight:* -

Gardener's Gloves: This pair of rough gloves, stained green at the fingertips has several burs and thistles embedded into the woven cloth. When both

are worn, the wearer receives a +4 competence bonus to all Herbalism checks.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, 5 ranks in Profession (herbalist); *Market Price:* 640 gp; *Weight:* -

Idol of the god: This small statuette is of a masculine figure with goat legs, and a stag's rack of horns adorning his head. When invoked, the idol of the god may confer the following powers but only at his whim (50% of the time): *heightened fireball* (6th level), *heightened lightning bolt* (6th level), and *evaporate fluids*. Using this magic item has dire consequences as the god is a fickle deity. Every use of the idol requires a Will save against a DC 24 or the holder enters a barbarian rage and physically attacks any living thing within 30 feet until the bearer kills everything in the area of affect or is himself killed.

Caster level: 12th; *Prerequisites:* Craft Wondrous Item, Craft (stone working) 6 ranks, *heightened spell*, *lightning bolt*, *fireball*, and *evaporate fluids*; *Market Price:* 50,655 gp; *Weight:* 10 lbs.

Idol of the goddess: This statuette is of a multi-breasted woman of bizarre proportions. The idol of the goddess may be used as a substitute for any spell that requires a material component that has no listed gold piece value. If done so, the spell is considered purified as if by the purify spell feat and the idol is never consumed in the casting.

Caster level: 18th; *Prerequisites:* Craft Wondrous Item, Purify spell; *Market Price:* 86,000 gp; *Weight:* 10 lbs.

Paint of persuasion: This magical kit contains a number of paints and dyes which, when worn, provide the wearer with a +4 situational bonus to all Disguise, Gather Information and Intimidate checks. The kit contains 10 uses.

Caster level: 3rd; *Prerequisites:* Craft Wondrous Item, charm person; *Market Price:* 960 gp; *Weight:* 1 lb.

Pentacle of the ages: A golden disk with an etched symbol of a star on its surface. Characters carrying this item are immune to any effect that involves time such as *time stop*, *restore youth*, or any other spell of a similar ilk.

Caster level: 13th; *Prerequisites:* Craft Wondrous Item, *dispel magic*, *haste*, *slow*, *limited wish*; *Market Price:* 60,000 gp; *Weight:* 4 lbs

Robe of spider silk: These fine robes can be dyed in many different colours, although black is the most common. When worn, these robes confer a +4 deflection bonus to AC, and a +2 competence bonus to saving throws against spider venom.

Caster level: 12th; *Prerequisites:* Craft Wondrous Item, *mystic barrier*; *Market Price:* 32,000 gp; *Weight:* 3 lbs

Tapestry of the Garden: This strange piece of silk cloth is no bigger than 3' by 5'. At first glance, it appears to be an intricate pattern of lines and angles interspersed with unusual shape. If closely inspected, it appears to be an architectural diagram. When the command word is spoken, anyone touching the tapestry is drawn inside, to an extra-dimensional space that is 300 feet by 500 feet. Exiting the tapestry requires knowledge of the command word, or finding the command word located in the centre of the plane. The command for egress is carved on a central pillar of white marble. Witches who manage to find, or craft, one of these tapestries use the plane to maintain a herb garden, or even as a safe location to rest.

Caster level: 20th; *Prerequisites:* Craft Wondrous Item, *gate*, *dream*, *trap the soul*; *Market Price:* 300,000 gp; *Weight:* 3 lb.

Tome of knowledge: Many varieties of these books exist, each covering a particular aspect of the knowledge skill. Unlike standard books that cover reference material, these books allow the user to make any knowledge check associated with the material covered by the book as an untrained check by referencing the book, this check may not be performed in combat. Furthermore, if the user spends 1 week in study, he gains a +6 enhancement bonus to all Knowledge checks involving the subject matter of the tome. Examples of tomes are as follows - geography, the planes, astrology, religion, arcana and so on.

Caster level: 10th; *Prerequisites:* Craft Wondrous Item, 10 ranks in the appropriate Knowledge skill; *Market Price:* 1440gp; *Weight:* 5 lb.



PLACES OF POWER

The divine powers of the Lord and the Lady (also known as the god and goddess) are inherently connected to the natural world. Considering the ties to nature, witches see and recognise the land as a source of power in itself. While much of the god and the goddess's shared powers are drawn by witches from the earth and the seas, certain locations hold a unique connection to the divinities.

These places of power are usually identified by the symbols that remain in those locations. These markings serve a dual purpose. First, they are warnings to the mundane. People who tread

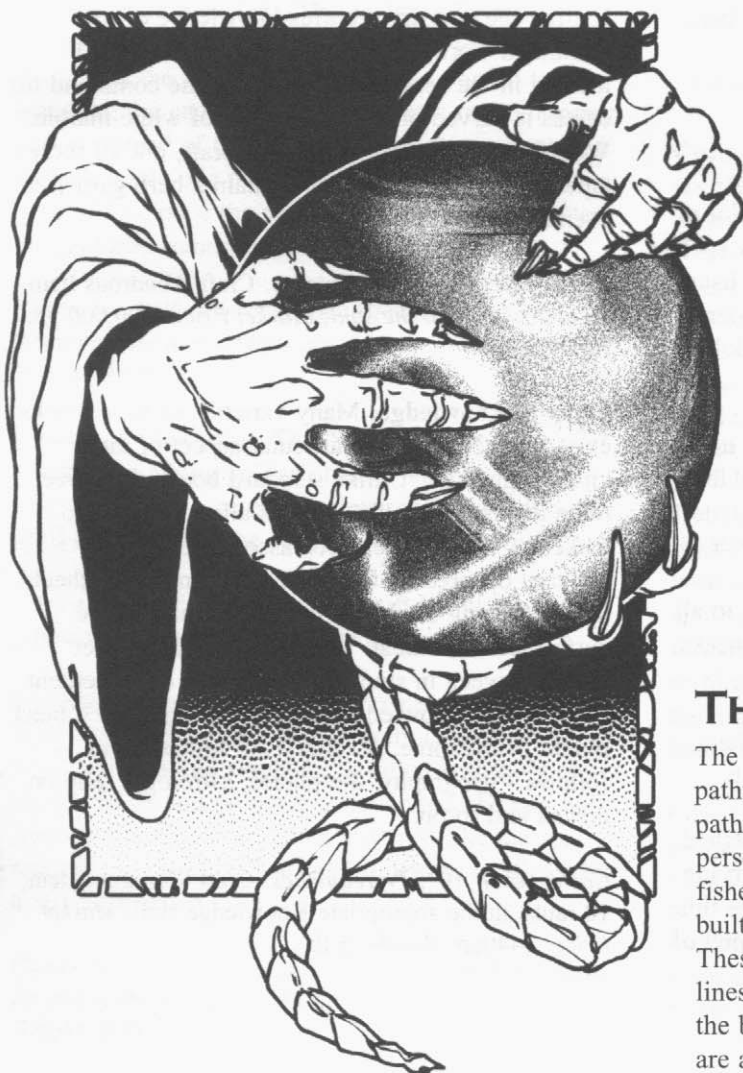
carelessly can sometimes find themselves in places that they have no business being. The unwary can uncover gross beasts of enormous magnitude, restless spirits of ancestors or, even worse, fetch daemons hungering for the sweet flesh of the innocent. The second purpose for these markings is to honour the land as it deserves. The place where the god and goddess have touched the land is oftentimes marked by a ring of short stones. A place where countless thousands perished in a war is also marked because it appeases the restless spirits that are by-products of such a tragedy.

Overall, though, the nature of these locales are such that it impacts the witch and his ability to cast spells, sense the future or even commune with spirits of the deceased. Because of the potential for abuse, these locales are usually hidden, guarded, or otherwise shrouded from the common man. Sometimes, though, other groups hold these locations esteemed because of an overlapping ideology. Druids share the power of standing stones, while earth wizards and clerics lust after the raw energies expressed by ley lines. Thus, to protect these areas, covens and solitary practitioners must remain ever vigilant against the interlopers.

The following pages discuss places significant to witches insofar as they change the nature of how magic functions. While it might be tempting to liberally distribute these locations throughout a campaign world, consider carefully the repercussions of these locales prior to dropping them into the world. Locations of power ought to be rare, significant and jealously protected. If these locales were commonplace, the cosmology of your campaign would be significantly different.

THE GRID

The entire surface of the world is connected by pathways of magical power. Normally these pathways are hidden from the eyes of the average person. Cities are built atop of them, rivers are fished in alongside them and great highways are built over them. These paths are called 'ley lines.' These lines are sometimes crossed by other ley lines and at these points become ley nexuses. At the beginning of a ley line and at its termination are areas of great magical or spiritual power. If a



line can be found and followed, one will certainly come across a location of significance.

Ley Lines

At the most basic level, a ley line is a path of power which connects two or more significant locations of potent magical energy. The locations are certainly of interest and are catalogued below but the lines themselves are more than a simple curiosity of how tracks, roads and pathways develop between these sites. Essentially, all sites are connected through straight pathways, over mountains, hills, and through any other obstacle. While travelling along these routes has little significance for most, witches may make great use of these pathways for, in fact, they are lines of raw magical energy.

Witches are the most likely to take advantage of ley lines as they can usually identify the location the easiest. If a witch has access to the Area Magic feat, he may make a Spellcraft check against a DC of 24 to determine if he is indeed on a pathway. Failing this, he must get an overhead topographical view of the lay of the land. He must be at least 400 feet above the ground to adequately determine if one of these pathways exists. Rising above the ground, he can make a Spot check against a DC 20 to see if he can identify any straight pathways that transcend the natural lay of the land. A simple straight stretch of roadway does not signify the presence of a ley line. A ley line is always thirty feet wide.

Effects: If a ley line is indeed present, the witch with the area magic feat can then take full advantage of it. Any Earth domain spells cast while on the ley line are cast at +2 caster levels. Furthermore, any creature of the earth subtype gains a +2 situational bonus to all attack and damage rolls.

Ley Nexus

As ley lines are straight pathways of magical energies that connect various points of energy to one another, there are places where these line cross. Any location that has two or more ley lines crossing is called a ley nexus. These locations are immediately



noticeable by almost anyone, for metal feels heavier, one's hair stiffens on the neck and arms, and there is a strange sensation of vibration pervading throughout the area. These locations are not the places of power that are connected by ley lines. Rather, they are merely where the pathways cross.

Effects: If a caster has the Area magic feat, all Earth spells cast in this area are cast at +4 caster levels and are quickened. All creatures with the earth subtype descriptor receive a +4 situational bonus to all attack and damage rolls and gain spell resistance of 10 + their number of Hit Dice.

Ley Knots

Ley lines are supposed to be straight lines, but due to disruptive magic, tectonic shifting or any other number of possibilities, ley lines can become tangled at spots where Nexuses would normally meet. These locations are anathema to Earth spell casters and

creatures of the earth subtype. They are also deadly, because they are hard to spot. Detecting these locations requires the Area Magic feat and a Knowledge (geography) check against a DC 28. Ley knots can be upwards of 90 feet in diameter and always form in a pattern. Another way to determine if one is in a knot is to rise above the area. Ley knots are easy to spot from overhead as they always appear as a series of circles or enormous pictograms.

Affects: Earth spells do not function at all in the presence of a ley knot, and creatures of the earth subtype suffer 1d6 points of subdual damage each round that they are present.

LEY ORIGIN POINTS

As discussed above, ley lines source from places of magical potency. These locations have a significance of their own, for they act as the wellsprings of magical energy. Sometimes they take the form of a long abandoned chapel or shrine dedicated to some long forgotten deity. In other locations they are standing pools of still pure water. Or, more frequently, they are decorated with stone circles harbouring some secret occult power. In any event, these locations lose their connection to Earth magic and generate unique forces of their own, enhancing or retarding magical energies equally. Below is a menu of locations and a listing of possible effects for those locations. When designing a place of power, one must consider the remoteness of the location, its placement in your campaign world and the significance of the area on the surrounding countryside.

A Games Master should generate his own Origin points, mixing the features of one with another to keep their players on their toes. This provides for a unique encounter and exciting adventure, especially if facing a foe who can adequately take advantage of the area.

POSSIBLE LOCATIONS

Altars

In some locales, altars still stand, though the structure that once housed them has long since fallen. Altars vary depending on the deity to whom it was erected. Many covens seize these old constructions as central points for their worship. Altars can be of a host of types appearing as simply

as a bloodstained slab or as ornately as a white granite oversized holy symbol dedicated to a deity.

Arches

Invariably, there will be a ruin where an archway still stands. These arches can be seen as gateways, omens of good luck, or places for ceremonies. These locations are ideal for rites of Handfasting.

Birth Stones

In more primitive cultures, the people commemorate the land that they first settled, where their hero was born or any other period of significance. These locations are readily identifiable by the ring of low standing stones, each carved with symbols that demonstrate the deeds of the hero or event. The inside of the ring is usually free of debris. Most cultures that employ birth stones view intrusions as blasphemous and sacrilegious. In the case of witchcraft, these locations are tied to rites of birth. When a child is born into a coven, it is amongst the birthstones to celebrate the occasion. Birth stones are usually found in secluded glens, forests or plains.

Cairns

A cairn is a collection of stones that marks where a hero or important figure died. These structures can be a pile of rocks or a collection of boulders stacked expertly. In some more advanced civilisations, a statue of his or her likeness will be erected.

Faerie Rings

A faerie ring is created when a fungus releases its spores in a burst, therefore causing new mushrooms to bud in a circular fashion. Intact faerie rings are often viewed as points of mystical connections, portals to a realm of faeries and even places of bewitchment. These are ideal locations for Games Masters who would have a temporary power centre that can easily be removed.

Graveyards

Not all cemeteries have magical properties, as most are simply places to house the dead. A few, however, are potent enough with negative energy that they can influence magic around them. Graveyards where corpses have been plundered for perverse necromancers or those that have been neglected are perfect places for witches who dabble in manufacturing undead. Graveyards that have

power are usually large and gothic, harbouring secrets best left uncovered.

Lake Islands

Islands located within lakes can sometimes be places of power thanks to their seclusion from the rest of the land. These places seem separated from everything, betokening the secret power that can be unearthed there. Lake islands often have another significant feature in addition to its geographical positioning. Accompanying these locations are altars, birth stones, monoliths or standing stones.

Mountain Peaks

A mountain peak is always viewed as something majestic as it is truly separated from the world below it. Braving the heights is a feat not many could accomplish. Thus, these locations are ideal spots for powerful magical properties.

Monoliths

A monolith is a large pillar of stone, typically a slab that stands upright. Monoliths can be found in any terrain, but most often are used as warnings or signs of welcoming. Sometimes these stones are decorated with carved whorls or symbols carrying a deep and important significance to those who come across them. Monoliths can be tipped or knocked over with a successful strength check against a DC 34.

Pools

Clearly, if every pool was magical, magic would lose its mystique. But a still pool that is uncorrupted can be a weird place indeed. Calm pools can be used for scrying by druids and some witches, making them ideal spots for contemplation and meditation.

Shrines

Shrines are man-made structures designed to honour ancestors, gods or heroes. A simple shrine can be a statuette of the figure deserving of veneration to a magnificent structure built out of the side of a mountain. Shrines are somewhat common, and so most should not have magical qualities.

Steam Vents

On volcanically active mountains, sometimes cracks are formed as water is heated and seeks to escape. These vents release clouds of scalding steam into the air. The proximity to the elements of water and fire can be useful in certain incantations. In some cases,

these vents are inhabited by nefarious creatures who will bargain for a service and gold.

Stone Circles

Rings of stone are the most common locations attributed to druids and witches as they harbour antiquated occult powers. Sometimes referred to as standing stones, these locations are necessary for rites, ceremony and rituals. Stone circles can be as complicated as many concentric circles with key stones and pathways or more simple affairs such as a collection of rocks that lean against one another. Stone circles are places where the god and goddess most closely come in contact with the material plane. These are usually focal points for the natural world.

Totems

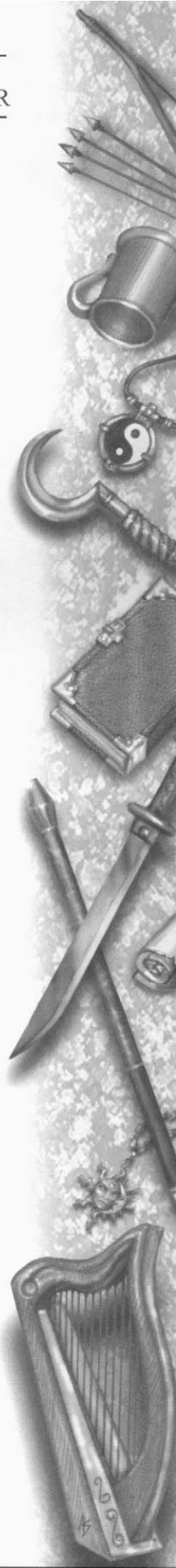
In some cultures, where gods assume animal forms, are found tall imposing pillars carved with animalistic images. These totems can sometimes allow communication with ancestor spirits and maybe even the gods themselves. Not all totems are symbolic of animals. Some resemble skulls, demon faces, and the leering grin of evil.

Wells

Wells are often associated with granting wishes, housing mischievous spirits, and other enchanted features. However, despite the stereotypical enchantments, wells are ideal for any land magic. These locations should be rare if found unprotected, and if they are indeed protected they are usually under the protection of druids and witches.

PLACE POWERS

Depending upon the architect who constructed the location, or the significance of the event that tainted or purified the area, the exact properties of any given location can vary greatly. No two set of standing stones will have identical properties. Thus, once the site is chosen to house the source of the ley line, the Games Master will choose from the following lists of effects that the area confers. An area can have 0-3 slots worth of features. The exact number of land features is always determined randomly as the occurrence of such as locale is created through the divine forces and as features of the land themselves. Each feature lists a number of slots that it costs to add to the site.





Building your own places of power

Characters that have access to the Area Magic and Build Spell Area feats may construct places of power. Before you can imbue the land with power, you must first pick a focus point such as a well, cairn or any one of the above suggestions. The area selected can be no larger than 30 feet by 50 feet. Each feature that you would imbue into the land has an experience point cost equal to the caster level times the slot cost times 375 XP. Players may imbue a location with up to three slots worth of powers, paying the cost for each feature. Conflicting features cannot be combined, such as a Holy and Unholy site. Any site that has a predominate opposition such as air and earth, fire and water, fire and cold, good and evil, holy and unholy, or pure and

wicked, may not be used in conjunction in the same sight. Finally, the sites alignment cannot be at odds with the features of the site. A site may not be both good aligned and wicked. Remember, the Games Master is the final arbiter in the construction of Places of Power.

Once the land is enchanted, the land assumes the caster's alignment. Forever after, the location detects as magical (degree of power equal to the number of slots) and as either good or evil as per the caster who constructed the site. Once built, these sites can only be dismantled by destroying the focus point.

Altered

Cost: 2 slots

Prerequisites: The ability to cast 6th level transmutation spells.

Benefit: The land here is ever-shifting in appearance. Colours, types and features are all in a perpetual state of change. While the fundamental forms remain the same, their appearances are always shifting through a diverse palate of aesthetic changes. All transmutation spells cast on an altered site functions at +1 caster level.

Arcane

Cost: 3 slots

Prerequisites: Spell Penetration, any two metamagic feats, and the ability to cast 7th arcane spells.

Benefit: The land here feels charged. Casters feel a renewed sense of vigour, and are somewhat excitable by being in the vicinity of the land. All arcane spells cast on this site function as if cast with the Spell Penetration feat. If the caster already has this feat, this site has no additional effect.

Battlefield

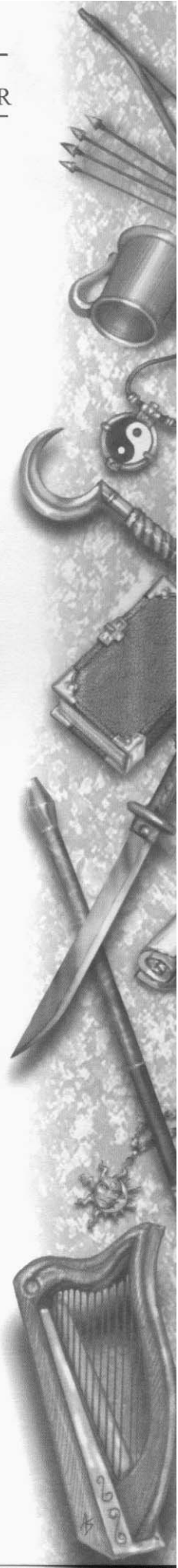
Cost: 1 slot

Prerequisite: Caster must have a Base Attack bonus of +6 and a conflict must have been fought here.

Benefit: The telltale signs of battle scar this land, forever etched in its surface. Bones, weapons and armour are all that remain of some massive and tragic conflict once fought. While on this site, all creatures gain a +2 competence bonus to their attack rolls.

Beast land**Cost:** 1 slot**Prerequisite:** Ability to Wild Shape and to cast *Speak with animals***Benefit:** The abundance of fauna is the first sign that this land is enchanted. Almost all native animals to this region can be found within the area. Also, these animals are considered docile unless attacked. While in the vicinity of the site, every creature is affectively under the *Speak with animals* spell.**Cold****Cost:** 1 slot**Prerequisite:** Arctic, sub-arctic region or mountaintop. Caster must successfully bargain with an outsider of the Cold subtype to enchant this land.**Benefit:** This domain is always frigid, as cold winds seem to blow about, trees are always laced with beautiful rime and snow covers the ground. Fire based creatures may never enter this land and spells with the fire descriptor do not function. However, spells with the cold descriptor are cast at +1 caster level.**Conflicted****Cost:** 2 slots**Prerequisite:** The ability to cast 7th level evocation spells.**Benefit:** Thunder seems to echo all around this land. Flashes of lightning dance across a clear sky. Vents spit fire into the air, leaking corrosive gases that burn the skin. All evocation spells cast on a conflicted site function at +1 caster level.**Connected****Cost:** 2 slots**Prerequisite:** The ability to cast 7th level conjuration spells.**Benefit:** The grounds of this site are covered in strange symbols mimicking, but not duplicating outsider languages. Arcane spells cast in this area cause these nonsensical runes to flare. All conjuration spells cast in a connected site are considered to be at +1 caster level.**Chthonic****Cost:** 1 slot**Prerequisite:** Site must be underground. Caster must successfully bargain with an outsider of the Earth subtype to enchant this land.**Benefit:** A place of primal connection to the earth and the goddess. This is a place of secrets,

functioning as the womb of the earth. All earth spells are cast at +1 caster level. In addition, all air subtype creatures are sickened.

Dead**Cost:** 1 slot**Prerequisite:** 20 Hit Dice of Undead must be animated here.**Benefit:** Wafting from putrid grey earth is the stench of rot. Half-buried corpses in various states of decomposition are scattered about in the foul earth, revealing the sweep of a ribcage and broken fragments of rotting skulls. No healing spells function while in this area. Furthermore, all living creatures are considered sickened.**Divine****Cost:** 3 slots**Prerequisite:** A rite must be performed here for each of the eight days devoted to the god and the goddess in a year. For witches that do not follow the default theological system presented in this book, the site must be dedicated to a particular god or goddess and 8 rites must be performed throughout the year.**Benefit:** This land is otherworldly, colours are vibrant, sound clear and smells are sharper. The sensation is mystical and holy; one is overcome by a feeling of profound presence. If a caster worships the deity that this location is keyed to, all spells cast on the site are at +2 caster levels.**Dreams****Cost:** 1 slot**Prerequisite:** Must be able to cast *dream* and *teleport*.**Benefit:** This feature does not change the appearance of the area in any fashion. While sleeping, characters experience the dreams that reflect a long voyage. Sleeping on this site has a strange effect on travellers. When they awaken, they are no longer in the presence of the focus. Instead, they are one day closer to their destination than when they rested.**Eldritch****Cost:** 1 slot**Prerequisite:** a magic item valued at 10,000 gold pieces or more must be crafted here.**Benefit:** The only noticeable aspect of this area is that everyone has a feeling of clarity, a profound understanding of how magic seems to work.



PLACES OF POWER

Sometimes, these areas will hold ruins of laboratories or broken remnants of discarded items. While on this site, all creatures may make Use Magic Device checks as untrained skills.

Empowered

Cost: 2 slots

Prerequisite: Empower spell feat and the ability to cast 5th level spells.

Benefit: Raw magical energy dances on the ground, harmless to touch until channelled into spells. These are highly regarded sites, for spells cast here are considered empowered, as per the feat, at no additional cost for the caster.

Enlarged

Cost: 1 slot

Prerequisite: Enlarge spell feat and the ability to cast 5th level spells.

Benefit: Visitors to Enlarged sites have a strange feeling of being dwarfed by their surroundings. Here, all things are exaggerated. Characters seem taller, trees more majestic and architecture bigger. All spells cast on this site are considered enlarged at no extra spell slot cost to the caster.

Erosion

Cost: 1 slot

Prerequisite: The ability to cast *Disintegration*.

Benefit: Everything on this land is in a state of decay. Walls erode, structures are on the verge of total collapse and the ground is barren. While on this site, all unattended objects suffer 1d6 points of damage every round.

Extended

Cost: 1 slot

Prerequisite: Extend spell feat and the ability to cast 5th level spells

Benefit: All sounds seem to echo endlessly. Conversation is nearly impossible as the sound here is continuous. All spells cast on this site are considered extended, like the feat, at no higher spell cost to the caster.

Eyrie

Cost: 1 slot

Prerequisite: This site must be at a high elevation. Caster must successfully bargain with an outsider of the Air subtype to enchant this land.

Benefit: These windswept locales are always at terrifying heights, in the heart of the element of air. Despite its high elevation, the air is cold but breathable. All air spells are cast at +1 caster level, and all earth subtype creatures are sickened.

Fey

Cost: 2 slots

Prerequisite: The ability to cast 7th level enchantment spells.

Benefit: A place of unsurpassed beauty, a fey site is home to countless faerie creatures and some of the more reclusive elves. People who enter this land are more agreeable, pleasant and susceptible to suggestions. A fey site increases the caster level by +1 for all enchantment spells cast.

Garden

Cost: 1 slot

Prerequisite: The ability to cast *speak with plants*

Benefit: Eden. This is a primal haven of plant life that grow in harmony with one another. A fantastic place to gather herbs, all creatures on this site gain *speak with plants* for as long as they are on the site.

Hidden

Cost: 1 slot

Prerequisite: The ability to cast *breath of the goddess*.

Benefit: Hidden sites are not able to be seen from the outside world. However, upon entering this land, vision is restored and whatever treasures to be had are at hand. This site and all of its inhabitants are invisible to those on the outside.

Holy

Cost: 2 slots

Prerequisite: Caster must successfully bargain with an outsider of the Good subtype to enchant this land.

Benefit: Places of deep reverence, holy sites are often the territories of churches, shrines and other locales sacred to good aligned religions. A holy sight is one in which the land is permanently *hallowed* as per the spell of the same name. Adding one of the spell effects included in the spell's description increases the Holy cost by +1.

Hot

Cost: 1 slot

Prerequisite: This site must have temperatures exceed 100 degrees at least 20 hours per day. Caster

must successfully bargain with an outsider of the Fire subtype to enchant this land.

Benefit: Burning desert, lava streams and hot springs are the domains of Hot sites. Because of the temperature, most avoid trekking to these lands. All fire spells are considered +1 caster level. All Cold subtype creatures are sickened.

Intermittent

Cost: 1 slot

Prerequisite: Site must hold the four festivals of the sun (equinoxes and solstices) for an entire year.

Benefit: These areas coexist in two planes, the prime and the ethereal. Because of their unusual nature, they are only accessible at specific times of the year. Usually this site may be entered during the solstices and equinoxes. The remainder of the year, the site simply does not exist to the eyes of the mundane. People who remain on the site when it returns to the Ethereal may leave the site at anytime, thus returning to the prime material plane.

Large

Cost: 1 slot

Prerequisite: None

Benefit: The site is twice as large as normal. This feature may be taken multiple times, each time doubling the size.

Learning

Cost: 1 slot

Prerequisite: Sacrifice of 3,000 gp of books to a pyre.

Benefit: Entrance onto this land makes individuals more knowledgeable. Many sages will settle on these lands to supplement their already vast areas of knowledge. This site does not increase your intelligence, rather all knowledge checks may be made untrained.

Light

Cost: 1 slot

Prerequisite: None

Benefit: This land is always bright, as if sunlight continually pours down. At night, the land is a beacon in the wilderness, lighting up the land all around, light emanating from the sites' focus. If this site is coupled with the Hidden feature, then the light is obscured from the outside world.

Living

Cost: 1 slot

Prerequisite: An individual must have been resurrected on this site.

Benefit: Everything thrives on this land. Plants, animals and people simply feel better. All healing spells are maximised on this site.

Maximised

Cost: 3 slots

Prerequisite: Maximise spell feat and the ability to cast 5th level spells.

Benefit: This feature does not have any outward signs of its presence, except for the fact that all spells on this site are considered affected by the feat Maximise spell at no higher spell cost. However, for every spell cast on this site, the caster suffers 1d4 points of subdual damage.

Negative

Cost: 2 slots

Prerequisite: The ability to cast 7th necromancy spells.

Benefit: Like dead lands, negative sites are spiritually and physically draining. All things seem to be shrouded in darkness and woe. Necromancy spells cast while on a negative site are considered +1 caster level.

Null

Cost: 3 slots

Prerequisite: A retributive strike must have occurred here.

Benefit: The only sign that something is amiss with this land are the remains of a magical battle, usually in the form of a scorched crater. While on this site no magic functions here.

Ordered

Cost: 1 slot

Prerequisite: Lawful alignment

Benefit: Rigid and perfect, the flora does not even sway with the wind. Everything here seems to be of a perfect design, free from variations or flaws. Law spells cast on this site function at +1 caster level. This feature stacks with Law's granted power.

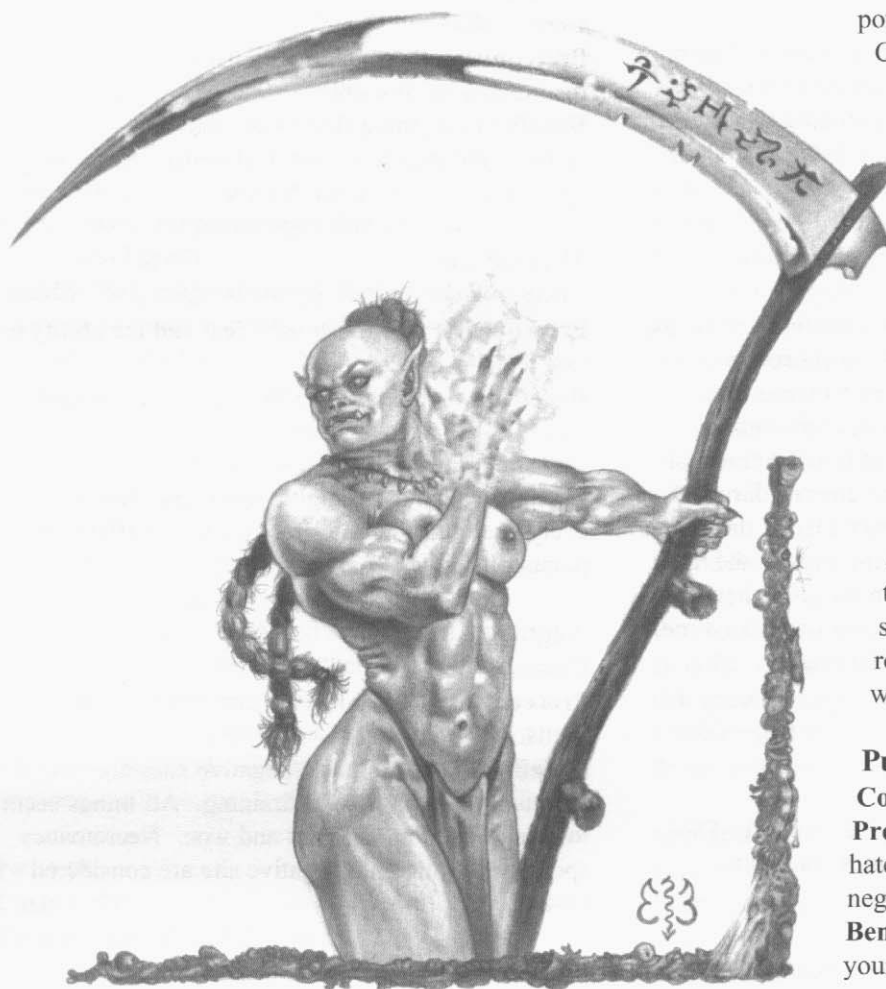
Portal

Cost: 3 slots

Prerequisite: The ability to cast *gate*.



PLACES OF POWER



Benefit: This site has a permanent gate to a random plane. There is always an archway as its focus. The land around it adopts some or all of the features of the plane of the gateway's destination.

Power

Cost: 2 slots

Prerequisite: A giant must have been slain here.

Benefit: The bones of a huge creature rest unburied on these sites. Sometimes they are incorporated in the focus, adorning it with a macabre facade. All creatures on this site receive a +4 enhancement bonus to their Strength scores.

Primordial

Cost: 1 slot

Prerequisite: Chaotic alignment.

Benefit: This site is madness, entirely random, with unthinkable possibilities running amok. The site will

reflect the disordered nature of this power throughout its area. All Chaos spells cast on this site are considered +1 caster level. This feature stacks with Chaos's granted power.

Psionic

Cost: 3 slots

Prerequisite: Power Penetration feat.

Benefit: The mind is awakened on this land. You seem to be able to anticipate what your companions say before they say it. Everything has a sense of having occurred once before. All psionic powers that are manifested while on this sight gain power penetration. All rolled DCs may be re-rolled once with the highest result taken.

Pure

Cost: 1 slot

Prerequisite: Peace between two hated factions must have been negotiated here.

Benefit: Thoughts of conflict flee your mind, relaxation and comfort seem to be your paramount concerns. While in this area all

damage, regardless of its source, is treated as subdual damage.

Quiet

Cost: 1 slot

Prerequisite: The ability to cast *silence*.

Benefit: No sound occurs here.

Quickened

Cost: 3 slots

Prerequisite: Quicken spell feat, ability to cast 5th level spells.

Benefit: Everything seems to be in a blur. Speech and motion are moving slightly faster than normal. All spells on this site are considered quickened at no extra spell slot cost to the caster. Only one spell may be cast in this fashion in a given combat round.

However, any spell cast inflicts 1d6 points of subdual damage to the caster.

Reality Ripple

Cost: 3 slots

Prerequisite: A retributive strike must have occurred here.

Benefit: Whenever a spell is cast, a distortion of reality coincides, causing spells to affect random targets.

Renounced

Cost: 2 slots

Prerequisite: The ability to cast 7th level abjuration spells.

Benefit: This site is encircled at its boundaries, symbols of warding adorn every available surface. All abjuration spells cast while within the area of this site are cast at +1 caster level.

Sacred

Cost: 1 slot

Prerequisite: A powerful undead foe (CR 10 or greater) must have been defeated here and the caster must be of a good alignment.

Benefit: Everything here is suffused in a soft glow. The atmosphere here is solemn and still. Undead may never enter the borders of the site.

Silenced

Cost: 1 slot

Prerequisite: Silent spell feat and the ability to cast 5th level spells.

Benefit: Spells cast here do not require verbal components. Beyond this, there is no outward sign that this land is enchanted

Sleeping

Cost: 1 slot

Prerequisite: Ability to cast *dominate person*

Benefit: Fatigue and exhaustion are your only companions when you pass beyond the borders of this area. Feeling tired, you yearn to sleep. All living creatures that come onto this site must pass a Will save at DC 19 or sleep until awakened or removed from the site.

Stilled

Cost: 1 slot

Prerequisite: Still spell feat and the ability to cast 5th level spells.

Benefit: Spells cast here do not require somatic components. Beyond this feature, there are no outward signs that this land is enchanted.

Submerged

Cost: 1 slot

Prerequisite: This site must be underwater. The caster must successfully bargain with an outsider of the Water subtype to enchant this land.

Benefit: Script of the language of water creatures adorns every surface of this submerged locale. Coral, sea weed, many fish and other life fill this area, adding to the impression of an alien world. All Water spells are cast at +1 caster level. Also, fire creatures that enter this site are sickened.

Tainted

Cost: 1 slot

Prerequisite: Evil alignment and a Celestial of great power (CR 10 or higher) must have been killed here.

Benefit: There is only a distant sense of evil to clue in the unwary when the tainted lands are entered. One half of all damage inflicted while on this site is considered unholy. This change of damage extends to damage inflicted by weapons.

Timeless

Cost: 1 slot

Prerequisite: Ability to cast *limited wish*.

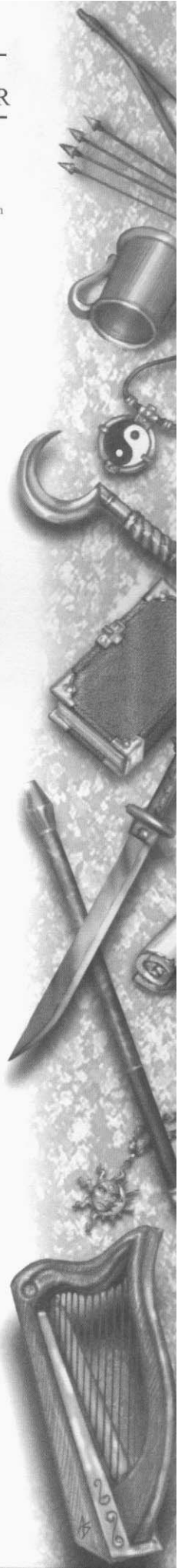
Benefit: Time moves slower here than in the outside world. For every minute spent on the site, an hour passes in the outside world. Individuals on the site age with the site itself. Hence, if a day passes in the outside world, people in the timeless area have only aged 24 minutes.

Unholy

Cost: 2 slots

Prerequisite: Caster must successfully bargain with an outsider of the Evil subtype to enchant this land.

Benefit: A profound sense of sadness and evil permeates all the features of this land. An unholy site is one in which the land is permanently *unhallowed* as per the spell of the same name.



PLACES OF POWER



Adding one of the spell effects included in the spell's description increases the Unholy cost by +1.

Veiled

Cost: 2 slots

Prerequisite: Ability to cast 7th level illusions.

Benefit: Things flit from shadow to shadow. There is movement at the periphery of your vision. Distances, here, are distorted and friends appear changed. All illusion spells cast in a veiled site are considered +1 caster level.

Virtuous

Cost: 1 slot

Prerequisite: Good alignment and the sacrifice of 5000 gold to a force of absolute good (unicorn, celestial and so on) on this site.

Benefit: Hope and promise suffuse this land with the glory of goodness. All good characters that enter this sight are adorned with haloes. A virtuous site increases the caster level of all Good spells by +1. This ability stacks with the Good's granted power.

Vision

Cost: 2 slots

Prerequisite: Ability to cast 7th level divinations.

Benefit: Fog conceals vision as it seeps from the ground itself. A disturbing sense that you are being watched presses upon your psyche. All divination spells cast on this site are at +1 caster level.

Warded

Cost: 1 slot

Prerequisite: A golem must have been crafted here.

Benefit: There is no outward sign of this land's enchantment except that all creatures receive a +1 deflection bonus to their AC while on the site's grounds.

Weirding

Cost: 2 slots

Prerequisite: The ability to cast *limited wish*.

Benefit: This strange place is filled with unusual symbols, none of which are discernable by any means. Individuals who enter this land simply feel luckier. All checks are made with 2 d20 rolls, where the better result of the two is taken.

Wicked

Cost: 1 slot

Prerequisite: Evil alignment and the death of a unicorn on this site.

Benefit: Dark thoughts, strange desires and unwholesome urges seize the individual's heart. The land here seems to corrupt everything and anyone who comes into contact with it. A wicked site

increases the caster level for all Evil spells by +1. This feature stacks with Evil's granted power.

Witching

Cost: 2 slots

Prerequisite: Rites must have been cast in this locale for a full year.

Benefit: Adorned with witch symbols and artefacts, this land is a permanent temple devoted to the divine. Its simple construction belies its importance and permanence. Witches may cast rites without sacrificing a spell slot.

SAMPLE SITES

Below are two example sites using these rules. They are designed to be placed in any setting. Remember, the Area magic feat is required to benefit from the features that each holds.

SINTHEA'S STONE

Feature: Monolith

Area: 30 feet by 50 feet with stone in the centre.

Features: Wicked (1), Witching (2).

Alignment: Neutral Evil

The Legend

Beyond the Great Western Wood and south of the Dragon Spine Mountains lies a vast bog. A ruined land, none dare explore its heart, for sorrow dwells there. The water here is brackish, carrying a distinctive taste of sulphur and salt. A more refined palette can taste an iron tang that clings to the tongue, tasting of blood and death. The surface of the water is covered by a thin layer of peat forming a vast web over whatever maddening creatures dwell beneath its surface. Trees emerge from their watery roots, exposing vulgar tendrils that burrow deep into the rich silt below. These plants are hideous to behold, twisted and dying, black curled leaves rattling with every breeze, sounding of foreboding laughter. The trunks of these squat abominations are equally perverse, leaking ochre sap from the many rents through their diseased bark. Regardless of the season, a grey pall hangs overhead, fed by the burbling morass of fluids that blight all the surrounding lands. Angry, roiling columns of mist steam up from the fetid swamp, continuously fed from some dark and vile source below.

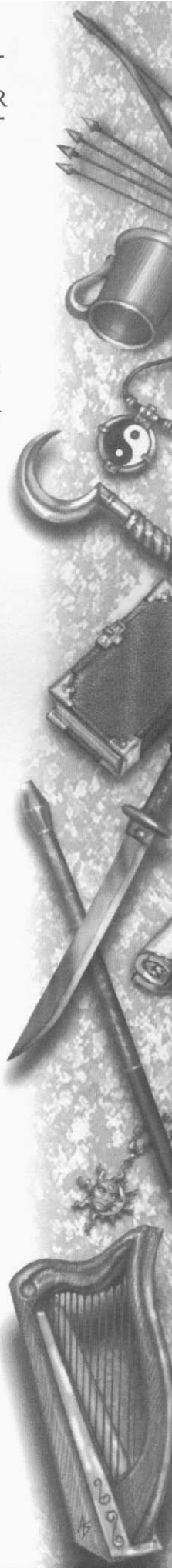
While no intelligent creature would call this shattered land home, some have done so for mute testaments to their ingenuity still stand. Ruins dot the surface on great raised humps of land that stand above, half sunken into the putrid waters. Rains have long since washed away the signs of craftsmanship that would unlock the mystery behind the origins of this place. Some sages have mused that the land once sheltered a vile empire beneath the earth that developed around a vast underground sea. A company of bold warriors penetrated the depths of this hellish place and made war against the irksome inhabitants. Alas, one fatal confrontation with the lich lord and its seemingly endless army of trolls made short work of the forces of good. Within this party, a great witch travelled. Sensing their demise, her hatred of her foes so great, she snapped her staff of the magi and collapsed the caves for miles around. But surely that conflict would have claimed her life as well?

The only evidence for this tale is a single monolith that stands on a short hill overlooking the expanse of inhospitable land. A single stone, carved of basalt, is engraved with whorls and patterns. To the casual observer, these symbols appear at random, offering little more than an unsettling image that accentuates the noticeable pall of sadness that pervades all that the bog touches. Yet scholars of the old tongues claim that the symbols and etchings are in fact a primitive tongue of old. While they are not fully certain of the meaning, they have translated one word, Fallon, which they believe means 'the lost.'

Effects

The first sensation individuals feel is a deep sense of sadness. Colours lose their vibrancy, sounds become muted and voices sound hollow. As one approaches within thirty feet of the great black rock, strange sounds echo from lands around it. Strange hooting cries sound from all around, sounds of weeping emanate from the smaller rocks and boulders that are strewn about the place. The grass around the rock is brown and wilted, but small white flowers stand in stark contrast to the wilted blades of grass that lie about the structure.

This is an ideal location for witch gatherings as it carries the Witching trait. All rites cast within the area of effect do not require the participants to sacrifice a spell slot prior to its casting. The land



gains this ability due to the nature of its founder: a witch woman named Sinthea.

Sinthea's anger leading to the land's destruction has permanently twisted the nature of magic in this land. When the ground caved in, evil energies of the lich lord seeped up through the broken earth, infusing itself with the water. Overtime, the magical nature of the monolith feeds upon the corruption of the land. Thus, the area has the Wicked trait, increasing the caster level by +1 for all spells with the evil descriptor.

THE GODDESS'S MIRROR

Feature: Pool

Area: 30 feet diameter well.

Features: Pure (1), Vision (2)

Alignment: Neutral Good

The Legend

A place of tranquillity, the well of the goddess lies in a secluded glen amidst a dense coniferous forest. Witches venerate these woods for their holy connection to the forces of the divine. The trees themselves are impossibly tall with trunks that ten men holding hands could not fully encircle. The bed of the forest is covered with soft brown needles that rustle underfoot. In the centre of this land is a clearing, some thirty feet in diameter, and along its very edges are trees evenly spaced, almost standing as guardians. The entire clearing is consumed by an enormous pool ringed by a low wall of white marble. The water is clear, still and seemingly bottomless. Its surface reflects the racing clouds overhead, except that they move somewhat faster than normal. Amazingly, though, no pine needles or other debris ever falls into the well, thus maintaining its glass-like quality.

Legend holds that the goddess fled the darkness as it was angered and sought her harm. Fearing its wrath, she sought to hide in the vast forest until such time that it would calm its temper. Inexplicable evil raged about and thundered, causing tidal waves and storms with its hateful anger. The goddess in her haven of trees took comfort from the sheltering boughs of the kind pine trees, for they blocked the lightning caused by evil's wrath. She rested her head upon the downy soft needles that cushioned the floor of the wood, for they quieted the din of the thunder that echoed overhead. So, she stretched out

and was at peace and slept for seven years. When she awoke, she saw that all was still. She heard that all was quiet. Evil had passed its course. In gratitude for the trees' service, many of whom lost their lives protecting the fine lady, she promised to them that if ever in need she would aid them. As they had no means to communicate, she constructed for them a grand pool in the forests' centre. There she would always know when the forest was threatened.

Effects

When the pool is approached, the air of serenity is palpable. All is quiet and all is peaceful. All things assume a dreamlike quality, relaxing and comforted. The trees themselves shelter overhead and seem protective. The pool itself is contained by a beautiful and ornate border sculpted with mythological scenes and allegories. The lip of the pool is free from stains and maintains its luxurious appearance. Clover abounds near the fountain offering a soft carpet on which one can walk.

This site carries a noticeable sense of security as the pool itself is Pure. No blood may be shed on this holy land and any damage inflicted is treated as subdual damage. Drinking from the pool is refreshing and gratifying, cold and clean. In addition to the effects granted by the Pure trait, any individual who drinks from the pool has 1d6 points of damage converted to subdual damage.

The other feature is one that makes this location invaluable to witches. Thanks to the Vision trait, all divination spells cast while on the site are cast at +1 caster level. Witches often gather at this location to gather vital information about the lands that they protect, to learn of their enemies' movements and sometimes just to commune with their goddess.

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Deirdre raised her hands above her head, placing fingertip to fingertip, thumb to thumb. Her head leaned back, mouth opened. Her black ceremonial robes, embroidered with the symbols of her goddess and god, fluttered about her. The flames from the brazier spat sparks into the wind. Her coveners watched with uneasy anticipation. The night was Samhain, a time for witching and magicks. It was a time that the mundane feared.

As the winds whipped about the woman, a sighing could be heard. The moan was shrill, bodiless and it hid the whistling of the ocean breeze. A force was near. The coveners knew it and they bowed their heads in frightened supplication. As Deirdre chanted, the creature took form, a composite of fire from the brass bowls that swung like pendulums, and air. Never was Deirdre more powerful than when she mastered the magic of the seasons, when she drew the might of the divine into herself and revealed it to all. She was the Queen of the night and none dared stop her sorcery.

The passage of the seasons is of vital importance to the witch, as he is attuned to the cycle of life more so than any other. He recognises the patterns that exists in the world that he dwells, the key to which is the idea of birth, life, death and rebirth. All creatures are subject to this process, even the divine forces to which witches dedicate their lives. The divine forces are born in the spring, to live through the summer, decline in the autumn and finally die in the winter. Once spring returns, so are the divinities reborn.

To commemorate the passage of the gods and the cycle of life in the natural world, witches celebrate Sabbats. A sabbat is a day of importance for all followers of witchcraft. Mundane folk confuse these rituals of the lifecycle as secret meetings where these demon worshippers gather to enjoy orgies dedicated to fiends of the lowest planes, but, while some witches are without a doubt despicable and partake of such gatherings, the spirit behind these occasions is to be at one with the cycle of nature. These celebrations are as follows: Samhain, Imbolc, Beltane and Lughnasadh, each occurring in the centres of the seasons.



Another temporal aspect of the material world that affects witches is the moon. Every month, the moon passes through several phases, beginning as new (and not visible), waxing to full and waning to new.

Technically, these cosmological events have little impact in a regular game, aside for the unruly outbursts of lycanthropes. In some cases, witches will devote themselves to the passage of the days and seasons to influence the casting of spells and accentuate their abilities. By taking the Seasonal Magic feat, witches can enjoy heightened abilities, ranging from a greater ability to cast spells to simple skill bonuses. Also, there are rules that govern such matters as eclipses, equinoxes and solstices. On these specific days witches gain even more power, thus setting them apart from other spellcasters.

PHASES OF THE MOON

The moon follows a rigid course through the heavens. The examples that follow are based upon a singular lunar cosmology. If, in your campaign, multiple moons are present, adapting the table ought



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to be simple. Just add a cycle for each additional moon. Each lunar cycle should have eight phases as described in the succeeding paragraphs.

There are eight major positions of the moon. For the sake of ease and game play, each phase of the moon lasts three days. The cycle starts at position A, and moves counter clockwise to B, C and so on. A witch with access to the Season Magic feat may take full advantage of the positioning of the moon.

To implement the rules governing the phase of the moon and the benefits of casting witch spells, one must first take into account the additional details this introduces. The phases of the moon, for simplicity's sake, last three days each. Thus, when added together they provide 24 day months. So, every three game days, the character's receives minor bonuses that are determined by the position of the moon. The bonuses only apply at night. It is highly recommended to players using these rules to maintain a calendar to track the moon's passage.

A: New Moon (Invisible)

This is the period when the moon cannot be seen for the shadow of the planet on its surface. The skies appear empty and devoid of light and the stars are extraordinarily vibrant. Witches under this phase find their demeanour somewhat altered. They appear darker and more insubstantial. As the moon is symbolically connected to the goddess, her distance from her followers is palpable. Witches gain a +2 inherent bonus to all Hide Checks during this phase.

B: Crescent (waxing moon)

The moon appears, in this phase, as a sliver of light. This is the period of rebirth of the goddess after she has passed from the world in the previous phase. The new light shines upon her followers instilling them with new hopes and confidence. Witches under this phase receive a +1 inherent bonus to Hide and Spot checks as her awareness grows.

C: First Quarter (half-moon)

Under the First Quarter, or Half-Moon, the goddess metaphorically enters the phase of adolescence. She gains self awareness and prepares for the full realisation of her purpose, found in the Full Phase. Under the Half-Moon, witches gain a +2 inherent bonus to Spot checks.

D: Gibbous

In the first Gibbous phase, the moon is almost full, swelling to its fullest potential. The goddess grows in power and possibilities. She is ready to create new life and endeavours. Witches functioning under a Gibbous Moon receive a +1 inherent bonus to Spellcraft and Spot checks.

E: Full Moon

Under the aegis of the full moon, witchcraft is said to reach its fullest potential. The glow of this heavenly body bathes the lands, infusing the witch with the full glory of the goddess. This period is of significant importance for it is the time that lycanthropes' true colours are revealed. Moreover witches enjoy heightened spellcasting abilities. All witch spells cast under the light of the full moon are at +1 caster level.

F: Gibbous

Once the three days of the full moon have passed, the goddess's power is spent. She enters a phase of decline. Thus, the moon begins to wane. As in the first gibbous phase, witches receive a +1 inherent bonus to Spellcraft and Spot checks.

G: Last Quarter

During the last quarter, only one half of the moon is still visible. This phase marks the inevitable decline of the goddess's power. Witches feel this change and sense the close of the cycle. Affected witches receive a +2 inherent bonus on all Spot checks as they grow wary and watchful for the goddess's rebirth.

H: Crescent (waning moon)

As the final stage before the moon becomes invisible, it diminishes to a mere sliver. This is usually a period of reflection, as witches so attuned to the phases of the moon realise the significance of this final phase prior to the goddess's passage into nothingness, before returning after the darkness. Witches attuned to the seasons receive a +1 inherent bonus on all Hide and Spot checks.

SPECIAL PHASES

In addition to the standard phases of the moon, there are certain astronomical events that have special significance to witches with the Seasonal Magic feat. These events are the eclipses. An eclipse occurs in two instances. The first is when the planet blocks

the light of the sun from the surface of the moon by dint of its position. These are called lunar eclipses. The second type of eclipse is when the light of the sun is blocked from the planet due to the positioning of the moon. Hence, because the sun is blocked, it is called a solar eclipse. The regularity of the phenomena is left to the Games Master's discretion. These ought not to be regular occasions as eclipses should be omens and signs, usually foreboding, of difficult times in the near future. Furthermore, most fantasy settings do not abide by concrete physics thanks to the presence of magic. So, eclipses do not have to be predictable in your campaign.

Effects

Lunar Eclipse: A lunar eclipse diminishes the goddess's influence on witches. She is concealed by the dark shadow of a threat and thereby the cycle is disrupted. If a lunar eclipse occurs no witch garners any benefit from the moon phases until the next New Moon. However, during a lunar eclipse, the connection between the real and unreal thin. Witches that have an affinity for the moon (Seasonal Magic feat) may affect incorporeal creatures as if they were not incorporeal and they receive a +6 bonus to their Hide checks.

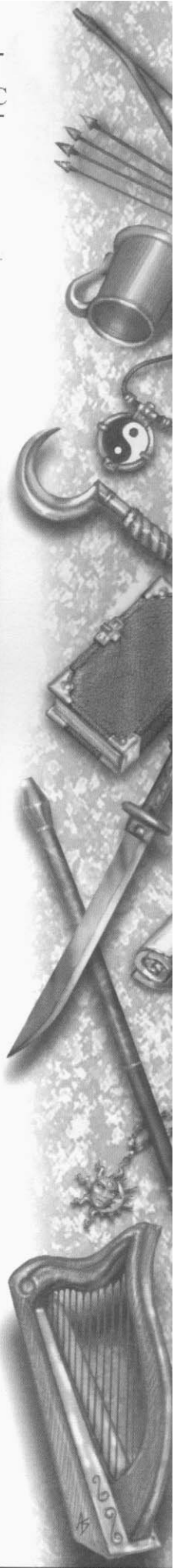
Solar Eclipse: When the sun is obscured by the moon, it reflects the goddess's absolute seizure of power over the masculine. Like the lunar eclipse, this event renders any benefits accrued from the phases of the moon unusable until the cycle begins anew with a New Moon. The benefit to witches during this phase is that all witch spells cast by a witch with the seasonal magic feat are cast at +2 caster levels and he receives a +6 inherent bonus to Bluff checks.

SABBATS

The word sabbat evokes fear and suspicion. The name itself alludes to demonic worship, orgies and other disreputable things. Actually, however, for a witch the sabbat simply means to revel or frolic. Moreover, the name refers to the major days that witches uphold as sacred to the god and goddess

(these divinities are sometimes referred to as the Lord and Lady). One might question why the holidays of witchcraft seem more powerful than those of competing belief systems. The error in this question sources from the fact that the witch's sabbat is actually the same as many other religious days. So the power of witch days is the same as those venerated by clerics and especially druids.

Sabbats are important not only for the latent power that they manifest in the fantasy game world, but also because they are tied to the primitive beliefs that were recognised and established by most species forbearers. The sabbat is nothing more than a festival that recognises the passage of the seasons. As primitive humans struggled in the world, they perceived that the cycle of the year is similar, at least





metaphorically, to the cycle of the moon. The year begins in the heart of winter, gradually warms into the growing season and finally wanes back to the cold. So too does the moon begin as nothing, shedding no light on the world below, to grow full and then to again return to nothing.

The cycle of the seasons and the moon are instances of the belief system that embraces the notion of life-death-rebirth. The goddess is born and dies with the New Moon, just as the god passes and is reborn with the year. Each acts as symbols of the ebb and flow of life, nature and the cosmos.

It is easy to incorporate the rules governing the phases of the moon. One must simply maintain a game calendar and annotate the effects on one's character sheet. Also, not every witch will have access to the Seasonal Magic Feat, and so the

changes of the moon function as a flavour effect. In the case of the Sabbats, whether a witch has access to the Seasonal Magic feat or not, he must take the time to properly acknowledge his deities. Granted, there are exceptions to this rule, as some witches worship darker and nefarious demons and devils. For the most part, though, witches gather on these days and celebrate the passage of the year.

To understand the Sabbats and their influence on witchcraft, one ought to think of the phases of the seasons and the moon in conjunction. Just as the moon is the symbol of the goddess, so is the sun the representation of the god. The cycles are in fact the drama of a love story between the Lord and the Lady. One grows in power and falls, while the other follows the same passage. Each story changes based upon the individual coven or practitioner, and so to provide them here is beyond the scope of this book.

Simply stated, one should personify nature as the god's journey to capture the love of the goddess. At its peak in the growing season, life is created between them. In their decline, the world withers, fading into death. The chapters in this story are the Sabbats.

EIGHT CARDINAL DAYS

There are eight days of the year that are important to the Craft. They are the Sabbats. These occasions are divided into two groups. The first group is known as the Lesser Sabbats. These four days celebrate the solstices and equinoxes, astronomical events that are signals of the seasons change. Just as the phases of the moon have some impact on a witch's performance, so too do these days have an affect upon a witch's craft. They are days of the god's prominence. Thus, on these days, witches will reflect the masculine aspect of the divine. Because the presence of the masculine is felt more rarely than the feminine aspect, solstices and equinoxes present opportunities of heightened power.

The other four days in the year are called Greater Sabbats. These are occasions when the god and goddess are celebrated together. During this time, the cycle of life, the duality of being and of creation are all forces that are recognised and uplifted. Mostly, these days are times when witches gather together to celebrate the divinities. They are always times of revelry and companionship. At times, though, witches are faced with an outside threat that must be acknowledged. Magic must be cast and battles fought. If a witch is forced to cast spells on one of these days, it is usually only in the direst of needs as doing so is heavily frowned upon by the edicts of most Covens. If he is forced to wage war on these holy days he is truly a force to be reckoned.

Below are a summary of the Sabbats, their purpose, what it is that they recognise and finally their impact in game terms. The game effects of a sabbat always last until the next sabbat. Thus, there are two entries listed, one for the day and the other for the interim period until the next sabbat.

Yule

When: December 21st

Description: The winter solstice is the shortest day of the year. This is a day to celebrate the passing of the old year and the birth of the new. It is the

masculine reminder of the sacred cycle of birth-life-death-rebirth. A Yule log is burned to symbolise the rebirth of the year.

Day Effect: On the actual day of Yule, witches with the Seasonal Magic feat receive double the listed bonus spells based on their Charisma score for that day. If they are unspent by the end of the day, they fade as if they were cast.

Interim Effect: Witches with the seasonal magic feat receive a +2 seasonal bonus to all Fortitude saves against level loss. This effect lasts until Imbolc.

Imbolc (Im-bulc)

When: February 2nd

Description: This is the time of expectation and waiting. The goddess is pregnant with new life, waiting for the proper time of birth. The days are beginning to lengthen and the first signs of Spring's arrival are on the cusp. At sunset, all candles, torches and lanterns are lit to watch for the coming warmth of the new season.

Day Effect: A witch with the seasonal magic feat gains the domain of Fire for this day only. This benefit includes the granted power and the bonus spells as if the witch were a cleric with the fire domain.

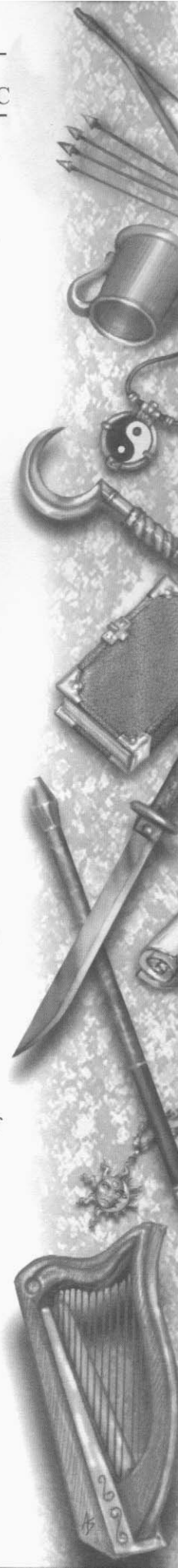
Interim Effect: Once per day, a witch with the seasonal magic feat may light one unattended flammable object as a ranged touch attack. If successful, it will burn for a number of rounds equal to his Charisma modifier. This ability lasts until Ostara.

Ostara (O-star-ah)

When: March 21st

Description: The spring equinox is a time for collecting wildflowers, planting, and a celebration of renewed life. It marks the time when day and night are of equal length with light growing stronger. Preparations are made for the growing season, such as the earth being tilled, seeds gathered and so on.

Day Effect: Witches with the seasonal magic feat gain a +6 seasonal bonus to saves against all spells with the following descriptors: Chaos, Evil, Good and Law.





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Interim Effect: Witches with the requisite feat receive a +4 seasonal bonus to Profession (farmer) checks until Beltane.

Beltane (B'yal-t'n)

When: May 2nd

Description: This is a day that celebrates fertility and pleasure. Witches mark this day as the beginning of the breeding season. This is the peak of Spring. The covens will erect the May Pole to stand for the approaching season of summer, bonfires roar throughout the night, and animals are warded against illnesses.

Day Effect: For this day, witches gain +1d10 points of Charisma. At the end of the celebration, the Charisma bonus fades.

Interim Effect: Witches gain a +2 enhancement bonus to their Charisma score until Midsummer.

Midsummer

When: June 21st

Description: The summer solstice, the turning point of the year, this day is both joyous and sad for the season is now in decline. This is a classic time for magic, healing, love and protection. No work is done on this day and all enjoy the pleasures of one another's company and companionship.

Day Effect: All spells of the following type are cast at +1 caster levels - Healing, Charms and Abjurations.

Interim Effect: Once per day, as a free action, the seasonal witch may cast the light spell. He retains this ability until Lughnasadh.

Lughnasadh (Loo-n'sar)

When: August 1st.

Description: This day marks the harvest celebration. Bonfires are lit, bards sing celebrations and the exploits of the departed are recounted and applauded. An important day, due to the significance of the season's close, witches often use this time to pay homage to the elemental forces that take a vital role in the formation of life.

Day Effect: On Lughnasadh, any spell cast with an elemental descriptor, such as Air, Earth, Fire and Water is cast at +1 caster level.

Interim Effect: When Lughnasadh comes to a close, the witch chooses one of the listed elemental forces as being favoured. Until Mabon, all spells cast with that descriptor are cast at +1 caster level.

Mabon

When: September 22nd

Description: The autumnal equinox is also a celebration of the harvest. Witches use this day to consider the year and begin to make plans for the dark days of winter. This is the day of wild places, gatherings and preparation for the days ahead.

Day Effect: Witches gain a +4 seasonal bonus to all Concentration checks for 24 hours. Furthermore, all Divination spells are cast at a +1 caster level.

Interim Effect: After Mabon, and until Samhain, witches attuned to the seasons receive a +2 competence bonus to all Concentration checks.

Samhain

When: October 31st

Description: All Hallow's Eve and Halloween, these are synonyms for this ancient day of power. When the sun sets, the gates of the underworld swing open and the host of spirits are allowed entry into the afterlife. This is the time to do away with weakness; the time the lesser animals are slaughtered to prepare for the long winter ahead. Typically, this day marks the beginnings of winter. The final day of power in the year, just as in the phases of the moon, so does the goddess pass away to journey to the heart of death.

Day Effect: All necromancy spells cast by those with the Seasonal magic feat are cast at +2 caster level.

Interim Effect: Until Yule, a season witch may turn undead as a cleric of 6 levels lower. Thus, in this case, witches who are less than 7th level may not turn undead.

THE COVEN

Witches, indeed the very concept of the witch, often invite others to seek out their destruction. Political figures see their faith as subversive to the extant order of things. Wizards see them as a throwback to a less civilised time. Common folk fear them and will happily betray them for an opportunity to rise in the public eye. Worse yet are the clerics. Not all clerics actively hunt for their blood. In fact, most view them as misguided fools, whose belief is an overly simplified, if not heretical, view of the complex dynamics of the religious cosmology of the world. These are simple nuisances, as they will proselytise the witch, harassing them with their good intentions.

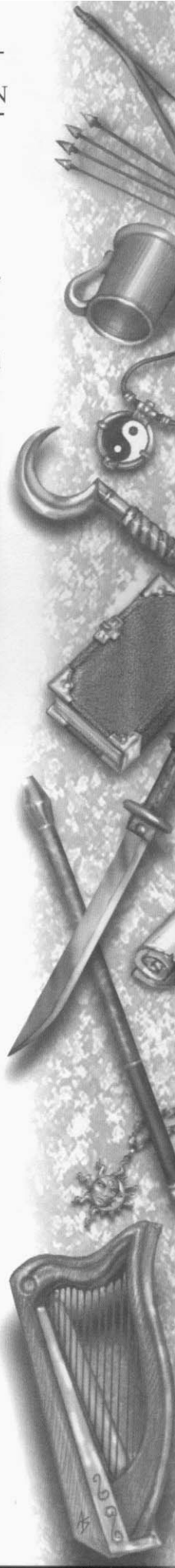
There are others, though, that fear them. It is true that some witches do indeed worship fiends but not all do. If these inquisitors only sought out the wicked, they would be less of a threat but many do not make such a distinction. 'If you are a witch, you will burn.' What is a witch to do in the world, where he can get no rest from his pursuers, where every attempt that he makes to assist the downtrodden and hurt is met with fear and scorn?

He could live the life of a solitary practitioner, comfortable in his anonymity. Or he could seek out others of his kind.

The most obvious choice for a witch who seeks fellowship and security is to join a coven, a group of witches who share the same moral ideology. These witches meet in secret, finding a basement, an abandoned church, warehouse or even just a secluded spot in the countryside from which they can worship the divine powers as they will. This chapter is a discussion of the fundamentals of a coven, how a witch can join one, the benefits of the coven and rules for starting them.

Coven Basics

A coven is, at its most simplest, a group of witches who work together, numbering no more than thirteen members, including the leader and his assistant. The leader oversees the general direction of the group, the practices and organisation. The assistant is a key figure in the coven who aids in the leadership decisions. A leader will always be at least 6th level and his assistant will always be exactly one level lower. How the leader is chosen is largely up to the



Coven [Witch]

You have gained the trust of other witches so much so that you may start your own coven.

Prerequisites: The character is at least 6th level.

Benefits: Having this feat allows the character to attract loyal witches who follow your lead in regards to the practise of witchcraft. See the table below to see how many and what levels of witches you attract.

Leadership Score	Number of Witches by Level				
	1 st	2 nd	3 rd	4 th	5 th
3 or less	-	-	-	-	-
4-5	1	-	-	-	-
6-7	1	1	-	-	-
8-9	2	1	-	-	-
10-11	2	1	1	-	-
12-13	2	2	1	-	-
14-15	2	2	1	1	-
16-17	3	2	1	1	-
18-19	3	2	2	1	-
20-21	3	3	2	2	-
22-23	3	3	2	2	1
24 or more	3	3	3	2	1

Leadership Score: A witch's Leadership score equals his level plus any Charisma modifier. Because covens are built around trust and power, a truly low Charisma will never yield a truly powerful coven or a coven at all. Other factors can affect a character's Leadership Score.

Leadership Modifiers

Each modifier stacks with others modifiers.

General Modifiers

The leader has a reputation of...

	Leadership Modifier
Great Prestige	+2
Fairness and Generosity	+1
Special Power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

Particular modifiers

The Leader...

	Leadership modifier
Recruits Witches of differing alignments	-1
Recruits Witches of opposing alignments	-2
Caused the death of a covener	-3
Has a fixed temple in a rural area	+3
Has a fixed temple in an urban area	+1
Has no fixed temple in a rural area	-1
Has no fixed temple in an urban area	-3
Moves around a lot	-1
Caused the death of a coven cohort	-2
Caused the death of coven followers	-1

Witches who wish to attract coveners of powerful races must account for those creatures' ECL modifiers. Hence, recruiting a Hobgoblin, who has an ECL of +1, means the highest level hobgoblin witch that the character could recruit would be 4th level. Generally, witches seek out like or similar races for their covens.

coven, but it is usually recommended that the choice be a popular one. Conflict muddles the group's vision and goals. Members of the coven gather at key points of the month and year, participating in celebrations of the various holy days and phases of the moon. While not required, a coven's power correlates to the activity of its members.

Joining a Coven

You cannot just join a coven, you have to be invited. A coven is an exclusive organisation, much in the same way as a wizard's guild or college. You have to petition for sponsorship from a coven member to speak on your behalf. Entreating this person is no easy affair, as most witches' lives are in peril thanks to the forces that conspire against them. When you gain the trust of a member, you will likely be introduced to the other members. It is during this time that you must make a great impression; offering gifts might not be a bad idea. Gradually over time, a relationship of trust develops between you and your prospective coven. If you are accepted you will undergo the rite of initiation, leaving behind your connection to the outside world and at the ceremonies' conclusion you will be a member. The procedure to gain membership to a coven varies based upon geographical, ethnic and alignment conditions.

Benefits

Being a member of a coven is not without benefits. It is an opportunity for fellowship, the exchange of information, spells, components and items. Unlike many guilds there is usually no cost for a membership in a coven, instead a member is expected to be present for the holy days and the ceremonies associated with them. The basic benefit of being a member of a coven is protection. There are more of you and so you are better able to protect yourself from the dangers of the inquisitors and the ordinary.

Starting your own

Starting your own coven, as opposed to joining an existing coven, is a generally more involved process, considering that ultimately the protection of the coveners falls to you. Aside from this burden, a coven under your own control can be a rewarding and exciting opportunity for role-playing. Your coven can be your adventuring group, provided that

all of the other players have at least one level in witch.

Ideally, though, a coven should be something that your character is involved in, in addition to the rigours of adventuring. A coven can be a safe haven, a place for healing and recuperation. Your coveners can see to minor affairs that you yourself are too busy to oversee, provided that you are able to continually provide them with the protection they expect.

To build a coven requires having a variant of the leadership feat, simply called Coven. The size of your coven is directly connected to your leadership score. If this score fluctuates, your coveners' numbers may fluctuate. Finally, if you lose a covener, it takes a month of game to replace the fallen witch.

SPECIAL COVENS

Covens have the capability of being extraordinarily powerful.

The High Secret Order

Having practised witchcraft all of my life, it should not have been a surprise to learn that what I attained by myself was nothing compared to the power expressed by those of the High Secret Order. High Secret Order? What, you mean to say that you do not know of them? Oh, you do. Well, I am afraid that will not do. No, not at all.

When witches gain complete mastery of their Craft and grow weary of their covens and the responsibility of leading a coven, they will sometimes be invited to join the High Secret Order. This is an exclusive organisation of witches who have transcended other witches to such a degree that they are no longer threatened by the religious orders, witch hunters or even other witches. However, they jealously guard the secrets of this organisation and kill any who peer to closely at their activities.

The High Secret Order was created as a direct response to the threats of any number of religions, power hungry wizards and misguided heroes. They do what they can to protect novice witches, until such time as they can defend themselves. Despite their power they cannot protect all witches but they strive to do so. There are only thirteen members at



THE COVEN

any given time, and each holds a position in a rigid hierarchy. The levels are called circles, so a witch of the thirteenth circle is the lowest of the High Secret Order, while a witch of the first is of the highest.

The High Secret Order and their headquarters are shrouded in secrecy. Some suggest that the High Secret Order has no meeting ground on the Material plane. They claim that they confer on some secret place deep in the Ethereal. When they are needed, they never provide direct assistance; rather it is always in some indirect manner, such as the sudden arrival of a powerful outsider or through some less conspicuous means.

Unlike any other aspect of the High Secret Order, the leader of this order is well known among witches. She is known as the Forgiving One. She has been known to appear to witches from time to time, to oversee the construction of places of power, or specific ceremonies. When she does appear, she is always clothed in red, and she wears a veil of semi-transparent silk. From what can be seen, she is a woman of unsurpassed beauty.

These witches all follow the belief of the dual aspect divine. They tend to venerate, like most witches, the goddess over the god, but espouse both figures with equal fervour. By upholding their beliefs these witches favour Neutrality, but may be of any moral persuasion from good to evil. They use a burning red candle as the symbol for their order.

Initiation: For a witch to be invited to join the High Secret Order he must be of at least 15th level and be in good standing with a Coven. If he meets these basic requirements, he is confronted by three representatives of the lower circles. The higher the representative, the greater the desire for the witch to join. If the prospective candidate agrees, the three High Secret

Order witches take him to a testing ground, where the candidate faces three trials.

The first trial is the trial of the body. He will then face an opponent whose CR is equal to his level. If he can succeed in defeating it, he has passed the first test. The only way to fail this test is to die.

The second trial is the trial of the mind. He is usually confronted with a riddle that he must single-handedly solve. The riddle is always proffered by a sphinx. If he fails to solve the riddle, the sphinx will attack and very likely kill him.

The final trial is the trial of the spirit. The witch must face the vision of the goddess. He may make a saving throw of his choice against a DC of 30. Failure results in a permanent reduction of his Intelligence, Wisdom and Charisma to 3. If he succeeds, he enters the ranks of the High Secret Order at the thirteenth circle.

Benefits: Being a member of the High Secret Order provides many immediate benefits. He has access to the palace of the goddess in the Ethereal Plane, he receives access to the Magic domain including the



Philip Renne

granted power and the bonus spells. Finally, he gains the Perfect Self ability as per a 20th level Monk.

Covensteads

One of the major modifiers to the leadership score is the presence of a fixed temple. This is not the typical church favoured by clerics but instead is a place where the coven can gather without the presence of the common folk. What truly separates the cleric from the witch is that the former seeks to expand his power and the presence of their god-head. Witches, on the other hand, are content to worship as they see fit and are not interested in expanding the faith. Where a cleric values an elaborate cathedral, the witch is pleased by a simple shrine in the countryside. While both faiths uphold complicated rituals, the cleric's beliefs are from custom, whereas the witch performs them for the power that they hold.

Witches are different to most classes in regard to their bases of operation. Thieves develop guilds, fighters build strongholds and wizards construct towers. Witches, on the other hand, thanks to the perceptions of the ordinary person, must practice their craft in secret. Thus, these folk must insinuate themselves in existing society, if dwelling among the urban centres. They must maintain the highest levels of secrecy. So, they seize upon cellars, city parks, sewers, abandoned property and even hovels in the poorest section of the city. Unfortunately, these places almost never have the powerful links to the goddess, and provide on the most rudimentary needs for coven gatherings.

Most other witches dwell in the countryside, free from the needed secrecy of the urban centres. There they may practise their craft without the constant threat of persecution. In the vast wilderness, witches are able to gather herbs, construct standing stones host Sabbats and a variety of other necessary tasks to gaining prominence in the Craft. Covens, here, usually need to find a central location to gather. In these settings, most will opt to establish 'strongholds' in extant natural settings. Covens will assume, or construct, standing stones, congregate around monoliths or even gather around sacred pools. Once a suitable place of worship is located, they begin work on their 'covenstead.'

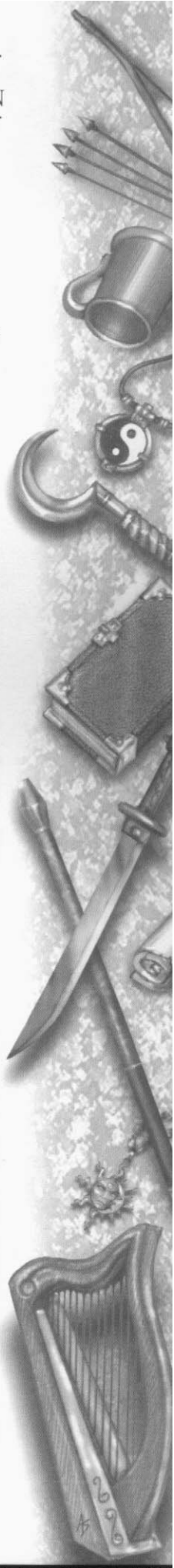
A covenstead is the land around the centre of the covens' power. In a city, the covenstead may be large enough to cover many city blocks. The covenstead is equal to a number of blocks in radius equal to the number of witches in the coven. So, having a 3 member coven in a city will result in a covenstead that extends three blocks in every direction from the focal point of the group's place of worship. The covenstead does not reveal its influence directly, although the area will be a bit more forgiving of unusual happenings and will be less superstitious regarding witchcraft albeit the locals may not directly know that witches practise in their neighbourhood.

In the countryside the area of the covenstead is significantly larger due to the closer connection to the goddess. A covenstead's area is equal to the number of members of the coven in miles radius. Thus a coven of six members will cover a circular area 12 miles in diameter. The land here is used to cultivate herbs, food and to perform rites and celebrations. Competing covens and druids usually respect another coven's borders if they notice the signs.

Covensteads, regardless of location, rural or urban, will always mark their boundaries with a 'herm.' A herm is a small crude statue of a naked male that signifies the border spirits, supposed entities that protect borders. When the covenstead is first constructed or extended past its original boundaries, the coveners will place these herms at the four cardinal points. In urban locales, these statues will be worked into the existing construction to mask the true meaning of the statuettes. When a witch or a druid comes into proximity to a herm, he is allowed a Spot check against a DC determined by the Games Master. Herms will remain long after a coven has dispersed and so some will be harder to locate than others due to the amount of undergrowth that has developed.

Construction

Before the covenstead can be constructed, the coveners must establish the boundaries. They must first craft the herms (a Craft (stoneworking) check against a DC 10 taking one day per herm; Costs: 100gp + 4 XP/herm) and place them at the boundaries of the stead. Placing them further than the limits causes the herms to not function. Once



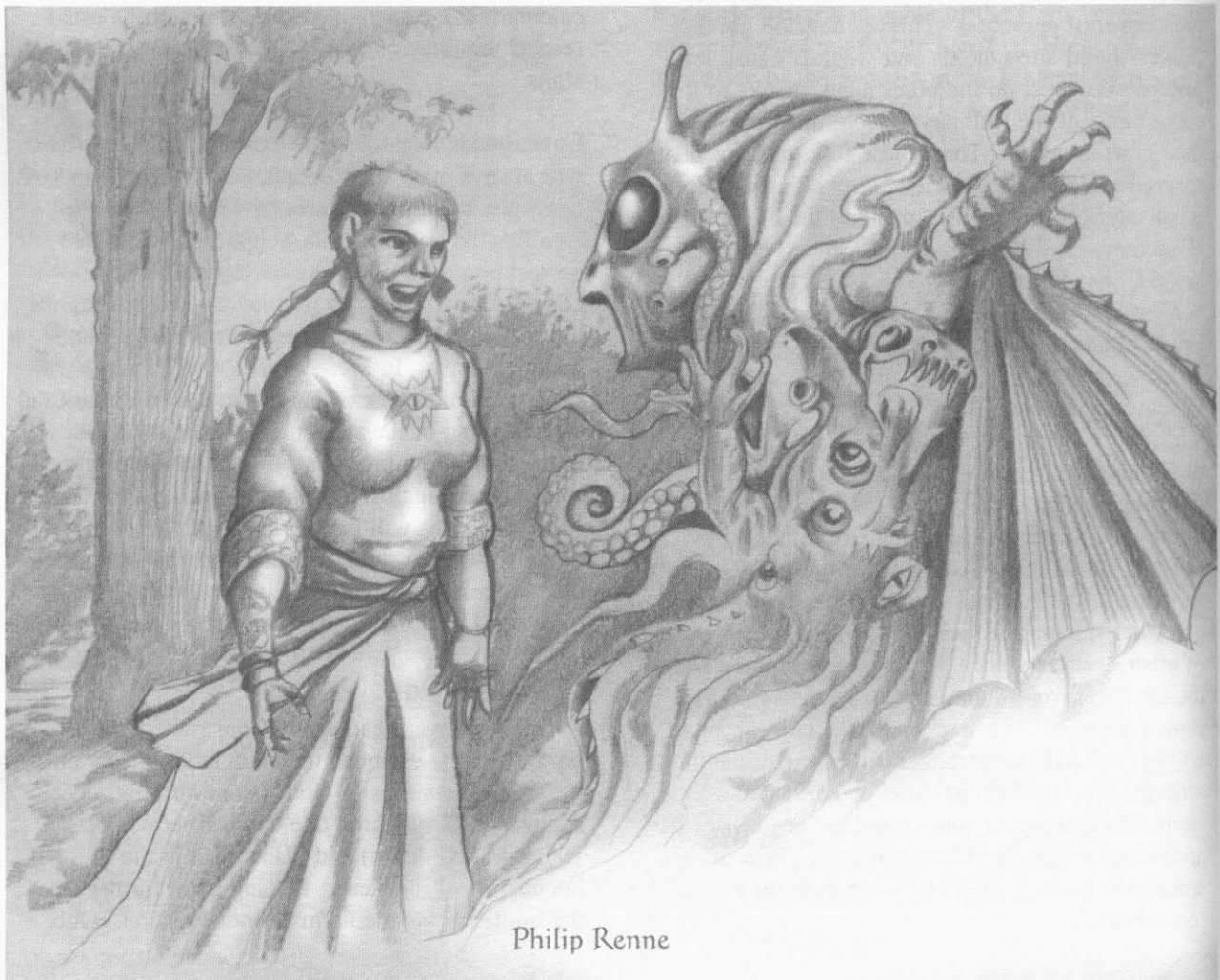
THE COVEN

constructed, the herms will always remain on the perimeter of the covenstead even if the size of the coven alters. So, if the coven has nine members, the four herms are nine miles from the centre of the stead. If the coven is attacked, and three of the nine die, the herms will withdraw to within six miles of the centre. When a coven dissolves, the herms will return to their initial placement, where they will remain until erased by the natural forces of wind and rain. Once the herms have been placed, all members of the covenstead are mentally alerted when the perimeter is breached by anything with an Intelligence of 7 or greater. This does not allow the witches to know from where the covenstead has been entered; simply that something has crossed over into their territory.

Witches who would build permanent dwellings, especially if there are none to move into prior to the covenstead's establishment, usually build small houses. Some covens will use caves, but these are

often reserved for rituals and as places of worship. Castles and fortresses are usually out of the question as they are not able to find the craftsmen to construct them. If a local clergy caught wind that a powerful coven was building a castle in the wilderness, more than likely that church would send out inquisitors to purge the land. Witches can usually coerce common folk to assist them in building a simple community, if they themselves are not able to construct houses.

Basic houses have the following traits: 1 to 2 bedrooms, a simple kitchen, and a sitting room. They will always have a root cellar, where witches may store herbals, craft items and finally perform the quiet solitary rituals dedicated to the goddess. These building have a cost of about 2000gp in materials. They are always one story and have the following dimensions: 20 ft by 40 ft. and have 100 structure points.



More exotic architecture exists, but it is generally taken from the ruins of buildings built prior to the construction of the covenstead. In this sense, witches are more akin to squatters, seizing the land and making it their own. Thus, the costs for rural construction are merely in repairs, while in urban locales, any costs will come from renting the property or simply buying the building outright.

The choice of location for the covenstead is itself the most important facet. Above all else, the location must be defensible. Many places that might seem ideal, such as a still pool of water, can be places that are frequently trafficked for a water supply, druid convocations, or any other instances of public need. Witches should choose remote and quiet areas, where they sense the presence of the divine strongest. Failing that, they may choose to hold their ceremonies underground, as the earth itself is the domain of the goddess. Once the territory is chosen, the coven can begin work in making it defensible against their enemies.

COWAN

Beyond the obvious choices of building spell areas, warding and other esoteric means to protect the land, covens will sometimes employ non-initiated individuals. These people, called 'cowans,' are dedicated to the protection of the coven but are not actually members of it. Usually these people will be a follower, cohort or companion of a witch. This individual, if they wish to be a cowan, must be of a gender that the witch is normally attracted to. The reason for this requirement is that there is a deeply intimate bond between the cowan and the witch.

When a potential cowan is determined, the witch and the candidate will share a very personal ritual where they become bonded. Many times this ritual will coincide with the hand fasting ritual. The ceremony lasts for a full hour and is always performed in private. At its conclusion, the witch sacrifices his highest level spell slot for as long as the bond between herself and the cowan exists. As he attains more levels, the slot that he must sacrifice will always be of the highest level that he may cast.

Once the ceremony is concluded, the witch maintaining his spell sacrifice, the cowan is imbued with a part of the witch's spirit. Because of this, the

cowan is always loyal, first and foremost, to the witch that he is bonded to. Secondly, he will seek to protect the coven to which his sponsor belongs. Finally, he will protect himself.

Because of the spell sacrifice, witches will never have any more than one cowan at a time. Thus, covens will never have any more cowans than coveners. A witch can release his cowan at anytime, but, once released, that individual may never again rejoin the ranks of the covens cowans.

Cowan Template

'Cowan' is a template that may be added to any humanoid, monstrous humanoid or fey creature. The creature type remains unchanged. A cowan retains all of the base creature's statistics and special abilities except as noted here.

Special Attacks: A cowan retains all the special attacks of the base creature and also gains the following.

To his Lady's Defence (Ex): Whenever the cowan performs the Aid Another action to improve his sponsor's Armour Class, he receives a +2 circumstance bonus to the requisite attack roll, and confers +4 circumstance bonus to his sponsor's Armour Class for that round against that opponent.

Special Qualities: A cowan retains all the special qualities of the base creature and also gains the following.

Darkvision (Su): All cowan gain darkvision with a range of 60 feet. If the base creature already had darkvision, they receive no additional benefit.

Telepathic Link (Su): Cowan have a telepathic link to their sponsor due to the closeness of their relationship. The sponsor and the cowan can sense each others' emotions when they are up to one mile apart. Also, they may communicate telepathically as if speaking up to 100 feet apart.

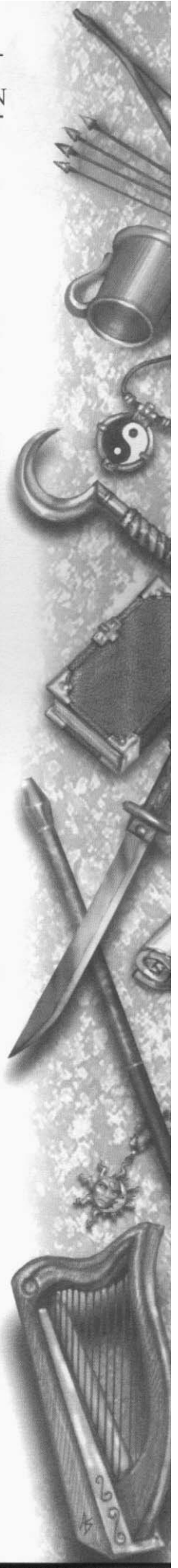
Saves: Same as the base creature

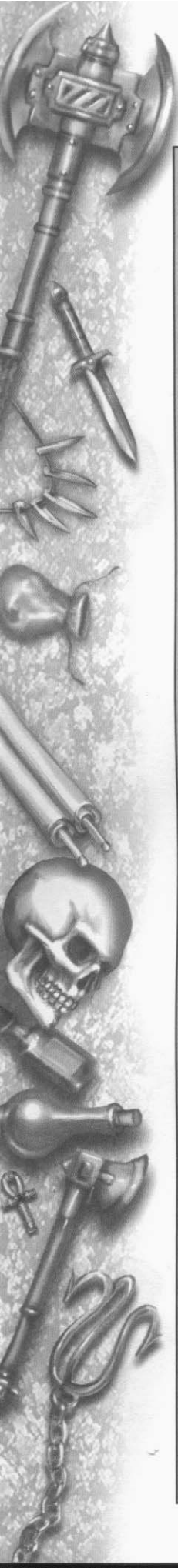
Abilities: The cowan's Wisdom is reduced by -2.

Skills: Same as the base creature.

Feats: Cowan gain Alertness and Improved Initiative for free.

Alignment: Changes to match the sponsor.





'Mother?' inquired the voice of the young woman. Deirdre looked up from her work table toward the doorway. Standing in the frame was a beautiful young woman, no longer the little Sarah carried in by Deirdre's graven servant. She smiled and said, 'Sarah. Yes, what is it?'

Sarah took a step into the room, her alabaster skin smooth and without flaw. Her raven tresses hung about her face, framing it in darkness. She moved with an unreal grace, her figure apparent beneath the form fitting dress. Supple and languid, she defined sensuality and desire. Deirdre smiled again, but this time with less certainty. *What happened to that little girl? Has so much time passed? What does she want?*

Sarah circled the room, her eyes upon every detail but the witch who stood in the centre. As she drew closer, Deirdre noted the feathers tied in her hair, the beads that clicked softly when she walked and the soft moccasins that covered her feet. Sarah spoke, 'Mother... I believe that I am ready.'

'Ready for what, dear?'

'I want to join the coven,' the words began to tumble from her mouth in a quick stream. 'I have mastered all that you have taught me, I am better than all the other girls, why can't I join?'

Deirdre's smile faded a bit. 'You think you're ready now that you have mastered the tricks of our belief. You have grown skilled enough that you can twist a man's heart to make him desire you and you feel that you are powerful enough to join our ranks? My dear, your guile can seize a man's heart and desire quicker than invoking the goddess. You know you have another year of being an initiate before any of the coven would even think of letting you in. Why waste my time when you already know the answer?'

Sarah drew herself up, her face ashen, and tears welling in her eyes. Stammering she tried to explain but stopped and drew a deep breath. Her demeanour changed instantly. Her eyes flashed and she spoke in a cold voice, 'I'm owed revenge for my parents' death. I wish to take it.'

'This is not about revenge. I thought I had taught you better. Go and get out of here. You clearly have learned nothing that I have taught you. Perhaps I was mistaken.'

'I will not leave, old woman. I want the power. I will kill that inquisitor with or without your help.'

'The Craft is for healing, not slaughtering others as much as they might deserve it. Leave it in the Lord's hands, and embrace the Lady, for only on that path will you succeed.'

'Leave the Lady,' Sarah spat in scorn. This shocked Deirdre, who cursed herself for a fool not sensing this corruption in her star pupil. She turned her back in shame for what the apprentice said. She thought she heard metal scrape on metal but expected that Sarah was coming toward her to apologize. She would not forgive her so easily.

Sarah approached her, that was true, but it was not to seek forgiveness. Deirdre learned the truth soon enough when the poisoned blade sliced her spine beneath the back of her neck. She fell to the floor in a heap, letting a shrill sigh escape her lips. Sarah spoke a word, and the room was blanketed in absolute silence. The girl stood over her, bloody athame in hand. Deirdre watched the girl that she had saved so many years ago stand over her, gloating, with madness dancing in her eyes. Deirdre could not feel the poison coursing through her veins, she could not move her arms, nor legs. She was paralyzed.

Because of the silence, she could not hear the clicking of nails on the stone floor of the cottage, so she was horrified to see the Fetch Daemon come into her field of view. It was horrible with liquid skin over a writhing mass of intestines trapped in a bag-like abdomen. Its spindly limbs caressed Deirdre's numb form, searching for her tender spots, the soft flesh that it would begin to feast upon. Deirdre could not feel nor could she hear her robes being torn. The one small mercy was that she could not feel the flesh of her stomach being ripped open, although she imagined it would otherwise be quite painful.

DESIGNER'S NOTES

The *Quintessential Fighter* established a very important precedent for the Collector's Series. It presented a set of options for fighters not as a means to change the rules of the d20 system, but instead to add, to expand and to enhance the much beloved system. Like the fighter book, *The Quintessential Witch* does not in anyway re-envision the extant rules. It simply seizes upon an idea and expands upon it. In *Core Rulebook II*, a variant witch class is presented, designed to show how a core class can be manipulated and altered to fit into a mould that matches a player's vision of a character. There began the skeleton from which this product originates.

The rules in this book are intended to add to the canon of the d20 system by presenting a new core class that fully blends into the existing mechanics. In order to add a core class, one must allow for player's to choose the type of witch that they would wish to play. A witch, by himself, has so many associations, from so many sources that a core class by itself can only represent a fusion of the many archetypes of the witch. Hence, the character concepts provide a means for players to further customize their characters within a well-defined schema of rules. Players now have ready at their fingertips a template that can be added to the core witch class and have all of the pertinent details of how to role-play this individuated witch. Unlike a prestige class, concepts are avenues to create ready to play characters replete with personality and history. Beyond the concepts are the classes that will further customize the witch. These prestige classes were designed to offer a specialized look into the witch, capitalizing on his special qualities, perspective and abilities. From the despicable witch hunter to the seductive vamp, all possibilities are covered.

The tricks of the trade section finally provide rules for fortune telling. For players yearning for interesting role-playing possibilities, these ways of omen craft are for them. Games Masters have a vehicle to leak important campaign information in an epic flavour. In addition to the expanded options for players in the Skill department are a number of new witch feats covering cool things such as Spell

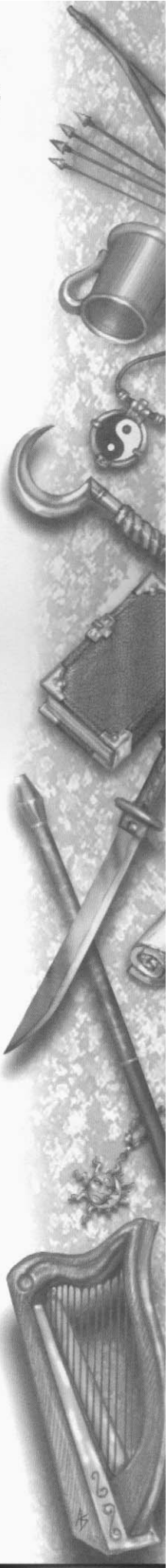
areas, where a strategic witch can blast his enemies with pre-cast spells. Or better still, with the cord casting feat, witches can now trap their spell energy in knots and loops, readying them for future use.

In the Tools of the Trade section, witches unlock the secrets of Herbalism. Now there are a definitive set of rules for adjudicating the magical properties inherent in the roots of plants, fungus other flora specimens. Witches may exploit the land for their powers more than any other class. No spellcasting class is complete without several new spells and magic items, specifically tailored for the witch. These spells offer a potent arsenal for the new class.

The spells of a solitary witch are not all that there is to witchcraft. Witches often will collaborate and cast spells to a greater effect. In the Rites and Ceremonies chapter are a slew of rules governing everything that a coven of witches could want, from rites of initiation to calling forth Fetch Daemons to do their bidding. Following the rites section are for the first time a set of rules to create magic imbued territory. Witches, because of their connection to the Earth Goddess, are able to make great use of ley lines, nexuses and knots. Furthermore, tying magic, places, rituals together, witches can make use of the Seasonal magic feat and benefit from the phases of the moon, the passage of the seasons and eclipse, equinoxes and solstices.

In the tradition of the other Collector's series books are rules for building strongholds, but for the witch, the stronghold is the power of the Coven. Witches can form organisations to help defend one another, construct covensteads and bond their allies to make formidable guardians. From all of this one can clearly see that witches are not just variations of the Wizard class. They are a complete and fully realized addition to the d20 system, intended to add another dimension to the growing wealth of gaming materials. So, this concludes *The Quintessential Witch*, but it also marks the beginning of dark, mysterious adventures in a dynamic world of fantastic possibilities.

Robert Schwalb



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 Wrath of Nature 74

Y

Yule 107



RULES SUMMARY

The Witch

Level	Base Attack	Fort Save	Ref Save	Will Save	Special	Spells per Day														
						0	1	2	3	4	5	6	7	8	9					
1	+0	+0	+0	+2	Summon Familiar	2	0	-	-	-	-	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Nature Sense	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3		3	2	0	-	-	-	-	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4	Bonus Feat	3	3	1	-	-	-	-	-	-	-	-	-	-	-	-
5	+2	+1	+1	+4		3	3	2	0	-	-	-	-	-	-	-	-	-	-	-
6	+3	+2	+2	+5	Bonus Feat	3	3	3	1	-	-	-	-	-	-	-	-	-	-	-
7	+3	+2	+2	+5		3	3	3	2	0	-	-	-	-	-	-	-	-	-	-
8	+4	+2	+2	+6	<i>Wild Shape (1/day)</i>	3	3	3	3	1	-	-	-	-	-	-	-	-	-	-
9	+4	+3	+3	+6		3	3	3	3	2	0	-	-	-	-	-	-	-	-	-
10	+5	+3	+3	+7	Timeless Body	3	3	3	3	3	1	-	-	-	-	-	-	-	-	-
11	+5	+3	+3	+7		3	3	3	3	3	2	0	-	-	-	-	-	-	-	-
12	+6/+1	+4	+4	+8	Bonus Feat	3	3	3	3	3	3	1	-	-	-	-	-	-	-	-
13	+6/+1	+4	+4	+8	<i>Wild Shape (2/day)</i>	3	3	3	3	3	3	2	0	-	-	-	-	-	-	-
14	+7/+2	+4	+4	+9	<i>Alter Self</i>	4	3	3	3	3	3	3	1	-	-	-	-	-	-	-
15	+7/+2	+5	+5	+9		4	4	3	3	3	3	3	2	0	-	-	-	-	-	-
16	+8/+3	+5	+5	+10	Fascination	4	4	4	3	3	3	3	3	1	-	-	-	-	-	-
17	+8/+3	+5	+5	+10		4	4	4	4	3	3	3	3	2	0	-	-	-	-	-
18	+9/+4	+6	+6	+11	<i>Wild Shape (3/day)</i>	4	4	4	4	4	3	3	3	3	1	-	-	-	-	-
19	+9/+4	+6	+6	+11		4	4	4	4	4	4	3	3	3	2	-	-	-	-	-
20	+10/+5	+6	+6	+12	Longevity	4	4	4	4	4	4	4	3	3	3	-	-	-	-	-

Witch Feats

Feat	Prerequisite
Area Magic	-
Augment Herb	Witch 2 nd
Candle Magic	Witch 5 th
Cauldron Witch	-
Ceremonial Casting	Witch 5 th
Cord Casting	Witch 3 rd
Craft Poppet	Witch 9 th , and any two item creation feats
Love Magic	-
Purify Spell	Wis 15+, Witch 9 th
Seasonal Magic	-
Taint Spell	Wis 15+, Witch 9 th
Tap Monolith	Witch 16 th

General Feats

Feat	Prerequisite
Atheist	-
Build Spell Area	Spellcaster 12 th
Dance the Spell	Perform (dance) 6 ranks
Dark Ancestry	-
Draw from the Circle	Any two Metamagic Feats
Enter the Unconscious	-
Mind	Concentration 6 ranks
Focused	-
Green Thumb	-
Magic Attuned	-
Ominous Chant	Perform (chant) 4 ranks
Prophetic Birth	-
Rune Mastery	Int 15 +
Seventh Child of a Seventh Child	-
Sing the Spell	Perform (sing) 6 ranks
Trained Immunity	Great Fortitude

Witch Spells

0-Level Witch Spells (Tricks): *arcane mark, cure minor wounds, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mending, purify food and drink, read magic, resistance, virtue*

1st-Level Witch Spells: *animate rope, cause fear, change self, charm person, command, comprehend languages, cure light wounds, darkness, detect chaos/evil/good/law, doom, endure elements, faerie fire, fey sight†, hold portal, hypnotism, identify, inflict light wounds, mount, obscuring mist, silent image, sleep, twisting the heartstrings I†, unseen servant, ventriloquism*

2nd-Level Witch Spells: *augury, alter self, bless, blindness/deafness, bull's strength, calm emotions, cure moderate wounds, delay poison, detect thoughts, enthrall, find traps, hold person, invisibility, knock, levitate, locate object, magic mouth, minor image, mirror image, produce flame, protection from arrows, pyrotechnics, scare, see invisibility, speak with animals, summon nature's ally I, Tenser's floating disk, twisting the heart strings II†, whispering wind*

3rd-Level Witch Spells: *bestow curse, circle of respite†, clairvoyance/clairaudience, cleanse air†, contagion, continual flame, create food and water, dispel magic, dominate animal, entanglement, fireball, fly, glyph of warding, haste, improved faerie fire†, Leomund's tiny hut, lightning bolt, magic circle against chaos/evil/good/law, major image, neutralise poison, plant growth, remove blindness/deafness, remove disease, slow, snare, speak with plants, spectral force, suggestion, tongues*

4th-Level Witch Spells: *arcane eye, charm monster, cure serious wounds, discern lies, divination, emotion, fear, fluid mastery†, giant vermin, hallucinatory terrain, inflict serious wounds, lesser geas, locate creature, minor creation, neutralise poison, polymorph other, polymorph self, reincarnate,*

remove curse, scrying, spell immunity, tears of the goddess†

5th-Level Witch Spells: *advanced illusion, animate dead, attraction, animal growth, avoidance, break enchantment, break spirit†, contact other plane, control water†, dream, false vision, feeblemind, greater command, greater scrying, insect plague, Leomund's secret chest, lesser planar ally, magic jar, major creation, mirage arcana, nightmare, rusting grasp, seeming, sending, telekinesis, transmute rock to mud, wall of ice*

6th-Level Witch Spells: *animate object, antimagic field, awaken dead†, draw forth the soul†, eyebite, evaporate fluids†, find the path, guards and wards, geas/quest, heroes' feast, legend lore, mass suggestion, mislead, move earth, project image, repulsion, seer stone†, Tenser's transformation, true seeing, veneration†, weather control*

7th-Level Witch Spells: *banishment, call the restless soul†, creeping doom, disintegrate, finger of death, firestorm, flesh to stone, insanity, limited wish, liveoak, prismatic spray, repel wood, resurrection, stone to flesh, transport via plants, veil, vision, wind walk*

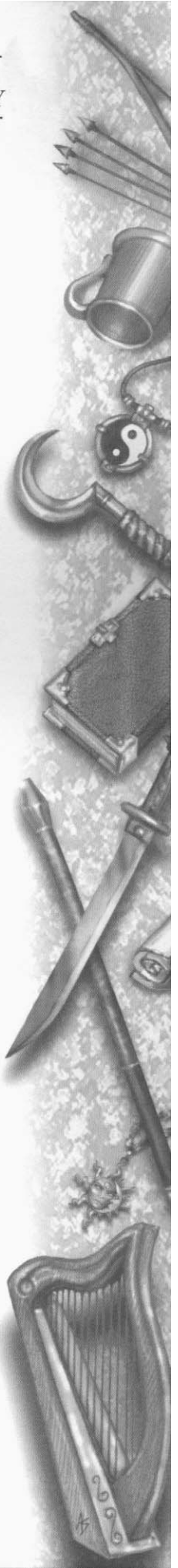
8th-Level Witch Spells: *antipathy, binding, clone, control weather, demand, destroy life†, discern location, horrid wilting, pit†, leaden†, mass polymorph†, maze, polymorph any object, prophesy†, restore youth†, sympathy, trap the soul, wasting touch†*

9th-Level Witch Spells: *astral projection, breath of the goddess†, earthquake, foresight, gate, greater blindness†, imprisonment, mystic barrier†, refuge, seek†, shape change, wail of the banshee, weird, wrath of nature†*

† New spell appearing in the section entitled A Book of Shadows.

Weapons

Weapon	Cost	Damage	Critical	Range/Increment	Weight	Type	Size
Athame	25 gp	1d6	x3	-	3 lb	S or P	Small
Burin	2 gp	1d3	x3	10 ft	1 lb	P	Tiny
Knife	5 sp	1d2	19-20	10 ft.	½ lb	P	Tiny
Witch Sword	50 gp	1d6	19-20/x3	-	4 lb	S	Medium



RULES SUMMARY

Improved Zombie

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 30ft.

AC: 16 (+4 Dex, +2 natural)

Attacks: 2 Slams +6 melee, Bite +1 melee

Damage: Slam 1d6+3, Bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved Grab

Special Qualities: Regeneration 5, Turn Resistance +2, Undead

Saves: Fort+2, Ref +6, Will +5

Abilities: Str 16, Dex 18, Con-, Int 12, Wis 11, Cha 14

Skills: Bluff +10*, Climb +8, Escape Artist +9, Hide +9, Jump +8, Listen +5, Move Silently +9, Tumble+9

Feats: Dodge, Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Challenge Rating: 6

Alignment: Neutral Evil

Improved Grab (Ex): To use this ability, the improved zombie must have hit with both slam attacks. If so, it may attempt a grab as a free action that does not provoke an attack of opportunity. If successful it inflicts automatic bite damage every round until either the victim has been fully devoured or the victim escapes.

Regeneration (Ex): Holy, fire, and acid inflict normal damage to an improved zombie.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Never subject to critical hits, ability drain, energy drain or death from massive damage.

Living Death Template

Attacks: A living death can only make one slam attack at their base attack bonus inflicting damage based upon their size.

Size	Slam
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Qualities: A living death retains all of the special qualities of the base and also gains the following: immunity to mind-affecting spells, sleep, paralysis, and stunning. They may only take partial actions while under the effects of the living death.

Saves: Same as the base creature

Abilities: Str +2, Dex -2, Int -8 (minimum of 1), Cha -8 (minimum of 1)

Skills: Beyond the changes to abilities, the living death has the same skills as the base creature.

Feats: The living death gain Toughness as they cannot fully realise pain.

Alignment: Changes to Neutral

Fetch Daemon

Medium-Size Outsider (Chaotic, Evil)

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 13 (+1 Dex, +2 natural), 14 (with dodge)

Attacks: Bite +7, 2 claws +5

Damage: Bite 1d6+1, claws 1d4

Face/Reach: 5 ft. by 5 ft./5ft.

Special Attacks: Vomit, Disease, Visceral worms

Special Qualities: Damage Reduction 20/+2, Perform Service, Demon Qualities

Saves: Fort +7, Ref +6, Will +7

Abilities: Str 13, Dex 12, Con 14, Int 16, Wis 14, Cha 18

Skills: Bluff +10, Escape Artist +7, Intimidate +10, Jump +7, Knowledge (any three) +9, Listen +8, Move Silently +7, Spot +8, Tumble +7

Feats: Dodge, Multiattack

Challenge Rating: 6

Alignment: Chaotic Evil

Vomit (Ex): Once per day as a free action, the Fetch Daemon can expel the contents of its stomach in a cone spray 30 feet long. Those in the area of affect may attempt a Reflex save against a DC 13 for half damage. Those who fail take 6d6 points of acid damage.

Disease (Ex): Fetch Daemons are harbingers of disease and woe. Every successful bite attack from a Fetch has the possibility of infecting the victim with Demon Fever (see *Core Rules II* for details).

Visceral Worms (Ex): The first time a fetch suffers a critical hit its stomach explodes outward in a 30 foot radius burst. All creatures with the area of effect may attempt a Reflex save against a DC 13 for half damage and to avoid the worms. On a failed save, the victims suffer 6d8 points of acid damage, and take 1d4 points of permanent Constitution damage each round for 1d4 rounds as the visceral worms feast on fresh mortal flesh.

Perform Service (Su): If presented with a human sacrifice, and is allowed to devour the living sacrifice, it will perform one service for the summoner. See Altar of Darkness for details.

Demon Qualities

Immunities: As a demon, the fetch is immune to poison and electricity

Resistances: The fetch has cold, fire, and acid resistance of 20.

Telepathy: The fetch may communicate telepathically with any creature within 100 feet that has a language.

Coven [Witch]

You have gained the trust of other witches so much so that you may start your own coven.

Prerequisites: The character is at least 6th level.

Benefits: Having this feat allows the character to attract loyal witches who follow your lead in regards to the practice of witchcraft. See the table below to see how many and what levels of witches you attract.

Leadership Score	Number of Witches by Level				
	1 st	2 nd	3 rd	4 th	5 th
3 or less	-	-	-	-	-
4-5	1	-	-	-	-
6-7	1	1	-	-	-
8-9	2	1	-	-	-
10-11	2	1	1	-	-
12-13	2	2	1	-	-
14-15	2	2	1	1	-
16-17	3	2	1	1	-
18-19	3	2	2	1	-
20-21	3	3	2	2	-
22-23	3	3	2	2	1
24 or more	3	3	3	2	1

Leadership Score: A witch's Leadership score equals his level plus any Charisma modifier. Because covens are built around trust and power, a truly low Charisma will never yield a truly powerful coven or a coven at all. Other factors can affect a character's Leadership Score.

Leadership Modifiers

Each modifier stacks with others modifiers.

General Modifiers

The leader has a reputation of...

Great Prestige	+2
Fairness and Generosity	+1
Special Power	+1
Failure	-1
Aloofness	-1
Cruelty	-2

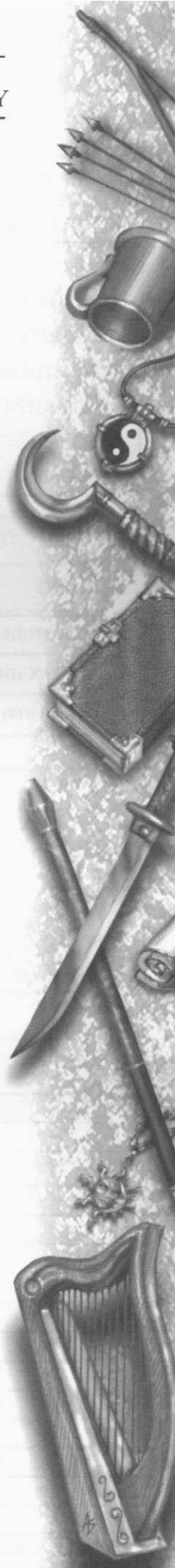
Leadership Modifier

Particular modifiers

The Leader...

Recruits Witches of differing alignments	-1
Recruits Witches of opposing alignments	-2
Caused the death of a covener	-3
Has a fixed temple in a rural area	+3
Has a fixed temple in an urban area	+1
Has no fixed temple in a rural area	-1
Has no fixed temple in an urban area	-3
Moves around a lot	-1
Caused the death of a coven cohort	-2
Caused the death of coven followers	-1

Witches who wish to attract coveners of powerful races must account for those creatures' ECL modifiers. Hence, recruiting a Hobgoblin, who has an ECL of +1, means the highest level hobgoblin witch that the character could recruit would be 4th level. Generally, witches seek out like or similar races for their covens.



The Quintessential Witch



CHARACTER _____ PLAYER _____
 CLASS _____ LEVEL _____
 CHARACTER CONCEPT _____
 RACE _____ ALIGNMENT _____
 PATRON DIETY / RELIGION _____
 PLACE OF ORIGIN _____
 COVEN _____ FIGHTING STYLE _____

ABILITY SCORES

	SCORE		TEMP	
	SCORE	MODIFIER	SCORE	MODIFIER
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

[]	
SUB DMG	[]
HIT DIE	[]
DAMAGE REDUCTION	[]

ARMOUR

○ = 10 +
 CLASS ARMOUR WORN

ARMOUR

ARMOUR	SHIELD	DEX	WIS	SIZE	NATURAL	MISC
[]	[]	[]	[]	[]	[]	[]

REPUTATION

[]

CROSS KEY MODIFIERS
 MAX RANKS = LVL +3 (2) CLASS ABILITY TOTAL ABILITY RANKS MISC

ALCHEMY	Y / N	INT				
ANIMAL EMPATHY	Y / N	CHA				
APPRAISE ✓	Y / N	INT				
BALANCE ✓	Y / N	DEX *				
BLUFF ✓	Y / N	CHA				
CLIMB ✓	Y / N	STR *				
CONCENTRATION ✓	Y / N	CON				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
CRAFT ✓ ()	Y / N	INT				
DECIPHER SCRIPT	Y / N	INT				
DIPLOMACY ✓	Y / N	CHA				
DISABLE DEVICE	Y / N	INT				
DISGUISE ✓	Y / N	CHA				
ESCAPE ARTIST ✓	Y / N	DEX *				
FORGERY ✓	Y / N	INT				
GATHER INFORMATION ✓	Y / N	CHA				
HANDLE ANIMAL	Y / N	CHA				
HEAL ✓	Y / N	WIS				
HIDE ✓	Y / N	DEX *				
INNUENDO	Y / N	WIS				
INTIMIDATE ✓	Y / N	CHA				
INTUIT DIRECTION	Y / N	WIS				
JUMP ✓	Y / N	STR *				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
KNOWLEDGE ()	Y / N	INT				
LISTEN ✓	Y / N	WIS				
MOVE SILENTLY	Y / N	DEX *				
OPEN LOCK	Y / N	DEX				
PERFORM ()	Y / N	CHA				
PICK POCKET	Y / N	DEX *				
PROFESSION ()	Y / N	WIS				
READ LIPS	Y / N	INT				
RIDE ✓	Y / N	DEX				
SCRY ✓	Y / N	INT				
SEARCH ✓	Y / N	INT				
SENSE MOTIVE ✓	Y / N	WIS				
SPELLCRAFT	Y / N	INT				
SPOT ✓	Y / N	WIS				
SWIM ✓	Y / N	STR *				
TUMBLE	Y / N	DEX *				
USE MAGIC DEVICE	Y / N	CHA				
USE ROPE ✓	Y / N	DEX				
WILDERNESS LORE ✓	Y / N	WIS				
	Y / N					

SAVING THROWS

	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	MODIFIERS
FORTITUDE (CON)							[]
REFLEX (DEX)							[]
WILL (WIS)							[]

COMBAT BONUSES

	TOTAL	BASE	ABILITY	SIZE	MISC	TEMP	MODIFIERS
INITIATIVE (DEX)							[]
MELEE (STR)							[]
RANGED (DEX)							[]

AC WHEN FLAT FOOTED
 AC VERSUS TOUCH ATTACKS
 MISS CHANCE
 MAX DEX BONUS
 ARMOUR CHECK PENALTY
 ARCANE SPELL FAILURE
 SPELL RESISTANCE

WEAPON AND ARMOUR PROFICIENCIES

[]	[]	[]	[]	[]	[]	[]	[]
-----	-----	-----	-----	-----	-----	-----	-----

WEAPONS

WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								
WEAPON	ATK BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE	HARD	HPS
NOTES								

HEAL RATE PER DAY

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	SPELL SAVE DC MOD			

MAGIC ITEMS

HENCHMEN / ANIMAL COMPANIONS / MERCENARIES/ COWAN

NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														
NAME	RACE	NUMBER	HD / LVL	HP	INIT	SPD	AC	BAB	STR	DEX	CON	INT	WIS	CHA
NOTES														

PHYSICAL APPEARANCE	AGE	SEX	
	HEIGHT	SIZE	
	WEIGHT	HAIR	
	EYES	HANDEDNESS	

QUOTE / FAVOURITE SAYING

ENEMIES, ALLIES, PAST
AQUAINTANCES

PERSONALITY AND CHARACTER

PLACES OF POWER

SLOTS USED

BENEFITS

ALIGNMENT

FEATURES

BACKGROUND & FURTHER NOTES

COVEN DETAILS

ALLIES

RESOURCES

LICENCES

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