

Basic Era Games

The Cult of Diana



The Amazon Witch Tradition

BLUEHOLME
COMPATIBLE PRODUCT

by Timothy S. Brannan

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FOREWARD

In Search of the Holmes Witch, Part 2...

In *Children of the Gods*, I discuss my search for the elusive Holmes Witch as promised in his edited Basic Set.

No witch like it ever emerged, likely it is something that was added by an editor or typesetter. No one seems to remember, and sadly, those involved have passed on.

BLUEHOLME™ is currently my favorite of the various “retro-clones” to emulate Holmes-style play and my newest book, *Children of the Gods: The Classical Witch* tradition is my attempt to build that Holmes-style witch.

I also felt that the spirit of Holmes, at least for me back then, was very much a share and share-alike. I will admit my first copy of Holmes Basic, indeed my first D&D ever, was a poorly photocopied version held together by staples and goodwill. Character sheets likewise were sixth or seventh generation photocopies that were making their way around our schools. My first real, legal and legit copy of D&D was not till the Moldvay set sometime later.

For this book, *Cult of Diana: The Amazon Witch Tradition*, I wanted to satisfy two goals. 1. To have a witch class that felt like something I would have played in between Holmes and Moldvay. That time between 1979 and 1981 where I didn’t have a clue as to what we were all doing, we were having fun. And 2. To provide something back to the community for free under the same spirit of sharing and love of the game that was so prevalent in those days.

While overtly designed for use with the BLUEHOLMETM Prentice rules, I will present a full spread of 20 levels and some spells. All for the same price I paid for my first copy of Holmes.

Timothy S. Brannan
Mabon, 2019

Special thanks to **Michael Thomas** of **Dreamscape Design** for advice and guidance.

THE WITCH CLASS

Witches are humans that have heeded the call of some other-worldly patron power. This power can be an ancient and forgotten goddess, a powerful being of the Faerie Realms, an ancient elemental Primordial, or even a darker power from beyond our reality. They are trained in the use of potions, herbs, and plants as well as the more potent forms of magic. They cast spells, perform rituals, and learn more as they advance in levels. Witches have only the most basic training in arms and armor, having dedicated their lives to magic and the service of their Patron. The prime requisite for witches is Charisma. A Charisma score of 13 or greater will give the witch a 10% bonus on her earned experience points. A witch also needs to have a Wisdom score higher than 11 and an Intelligence score higher than 10.

RESTRICTIONS: Witches use a four-sided die (d4) to determine their hit points. They may wear leather armor but may not use shields. Witches are permitted to use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons. Witches of the Amazon Tradition may choose one melee and one missile weapon as detailed below.

SPECIAL ABILITIES: The witch has several unique abilities, collectively known as *Occult Powers*. These will vary from witch to witch, but there are some common varieties.

Witches also can cast spells. Witch spells and Witch rituals will be discussed in **SPELLS & SPELLCRAFT**. Witches learn their spells from a variety of means, but all will record spells in their tome or Book of Shadows. This book will also contain the formulae for healing balms, instructions for rituals, and the means to use their Tradition based Occult Powers. The witch may cast spells with other witches in the form of ritual spells. These spells grant the witch more power than she might be able to wield on her own.

ADVENTURES: Witches, on the whole, tend not to be adventurers. Many have terrifying memories of what some people will do to witches; others feel a close association to their homeland, their families, or their covens. There are others though for whom the lure of adventuring is too much to ignore.

Witches that adventure do so for a variety of reasons. Many are

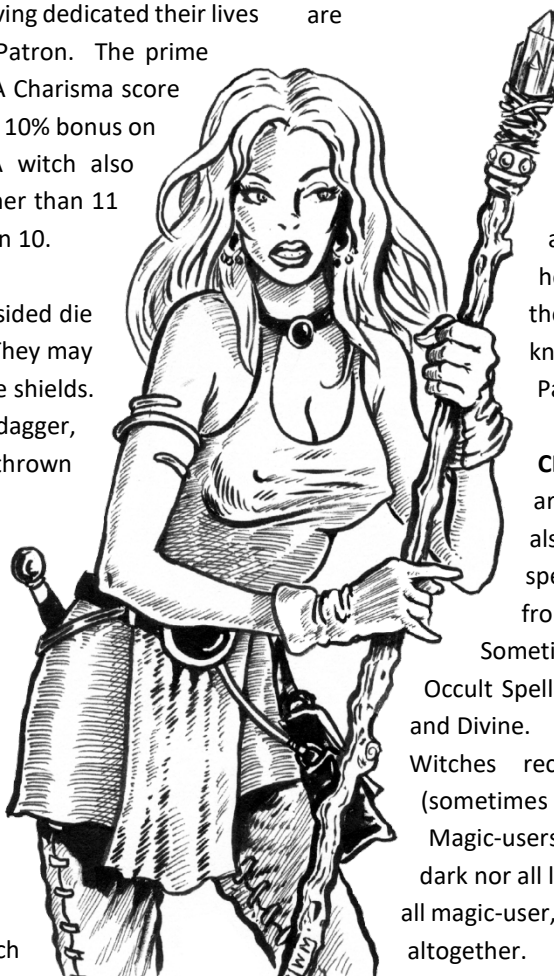
searching for more magnificent magical or universal truths, or to recover a unique artifact or spell component. A small number seek, like many adventurers, fame, and fortune. Still, others desire to be away from the closed minds of their homelands and search for others like themselves. And some seek things known only to themselves and their Patron.

CHARACTERISTICS: Witches cast arcane spells, as do magic-users; they also gain some ability to cast divine spells. Both types of spells are received from the witch's service to their Patrons.

Sometimes these spells are referred to as Occult Spells to differentiate them from Arcane and Divine.

Witches record their spells in spell-books (sometimes known as a *Book of Shadows*) like Magic-users. Like shadows, that are neither all dark nor all light, witches are neither all cleric nor all magic-user, but a bit of both, and something else altogether.

ALIGNMENT: Despite stereotype and rumor, witches can be of any alignment. Many witches believe in "The Three-fold Law," that is whatever you send out into the world, will return upon you three times. So a witch is often reluctant to cast so-called "black" or evil magic. For this reason, many witches are, in fact, Lawful.



RELIGION: To a witch, to worship is to be a witch. Unlike clerics, who commune to their gods for the people, there is no middle ground between the Patrons and their witches. Unlike clerics, witches, whether good or evil, do not attempt to convert others to their faith. Witches believe one must be worthy and hear the Call.

Non-witches often misunderstand the practice of witchcraft; this is one of many factors that have to lead to distrust of witches.

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

Other witches gain their powers from otherworldly beings, fiends from the lower planes, creatures from the Astral, or Spirits they take as their Patron. Who or what and how the witch worships will be detailed in **THE AMAZON TRADITION & COVEN**.

MAGIC: Witches are primarily arcane spellcasters, though they say their magic is older than the distinctions of “Arcane” and “Divine.”

Witches learn their magic from their Patron. They may do this via meditation, ritual, or even via their familiar. Once the knowledge of a spell is given to the witch, she copies the spell into her spellbook (*“Book of Shadows”*). Once this is done, she may relearn that spell at any time, as does a magic-user. The witch may also research spells, as does a magic-user. These spells are also recorded in their Books of Shadows.

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

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

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

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

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

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

STARTING FUNDS: Unless otherwise determined (by a Game Master) the witch starts with a number of gold pieces equal to her Charisma times 10. The witch will also have a book to begin her own Book of Shadows, and a non-magical, non-consecrated athame, a blunt, ceremonial dagger. These may be adjusted according to the witch’s tradition or coven.

Note about Levels: Depending on your version of the Basic Era Rules, your classes may rise only as high as 10th, 20th, 36th or even higher levels. This book tries to offer as many options as it can for all the varieties of gameplay and gives the witch something for each of those endpoints.

Witches **up to 10th level** are considered to be “Adventuring Witches.” These are the ones that are most often encountered. As NPCs, they are part of smaller covens or solitaries.

Witches of **11th to 20th level** are the true powers in the campaign world. Many NPC witches in these levels have established covens of their own. Even PC witches will have several followers and could form her own coven of other witches and cowans (non-witch members). Witches of these

levels will establish a **Covenstead** as a permanent meeting place.

Witches of **21st and higher level** represent the worldly and other-worldly power of the witch. These witches, known as the Court of Witches, mind all the affairs of the witches in the world. They are led by the *Queen of Witches*, of which there is only one.

Familiars

Familiars are as ubiquitous to witches as are cauldrons, pointy hats, and brooms. Despite their outward appearances, familiars are not animals, but rather spirits in the shape of animals. Many scholars believe that familiars are the reincarnated souls of humans coming back to aid the witch.

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

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

As the witch gains level the familiar also grows in power by acquiring 1 hit point per level the witch gains and their armor class improves by -1 per level (to a maximum of -5 AC).

A familiar uses the same saving throws as does her witch. Anytime a familiar is killed, or if the witch releases it, she must make a saving throw vs. death or lose hit points equal to that of the familiar.

Summoning A Familiar

At 1st level, the witch gains her first familiar automatically. Once every other level, she can attempt to summon a new one; so at 1st, 3rd, 5th, and so on. Summoning a new familiar is not something that can be done lightly. The witch needs

to spend a day in deep meditation and purification. The day must begin before sunrise with the witch participating in a ritual bath and cleansing that must be completed before the sun has clear the horizon. She will spend the morning preparing the area for a familiar to come; laying out small treats for the type of animal she wishes; cheese for a rat, cream for a cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smelling, hearing, and seeing. Then she will also appeal to the four elements, plus the fifth element of magic, and for the mind, body, and spirit. So in total, the witch must procure 13 items that are outside of the treat for the familiar to appeal to magic. These items must have significance to the witch and will be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp.

The witch has a base chance of obtaining a familiar equal to 65% + 3% per level up to 11th level. So even at 11th level, the witch has a 2% chance of there not being a familiar within the area.

If there is a familiar present, then the witch rolls again to determine which familiar she gains, or the GM can choose for her. Keeping in mind what the witch's preferences are and who she prepared her ritual. GMs and Players should work out the details.

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

LIST OF NORMAL FAMILIARS

d8	Familiar	Additional Powers to the Witch
1	Cat	+1 to Dexterity checks, Night vision
2	Crow	+2 bonus to Magic Wand saves
3	Fox	+1 to Intelligence and +1 to Wisdom checks
4	Hound	+2 to non-magic Charisma checks.
5	Owl	+2 to Wisdom checks
6	Rat	+2 bonus to Paralysis saves
7	Raven	+2 bonus to Death saves, can speak to others
8	Wolf	+2 bonus to Spell saves

Any familiar rolled may be replaced by the GM if the environmental conditions would not support that type of animal. Or the GM may opt to say no familiar was found.

Witch (Amazon Tradition)

Prime Requisite: Charisma

Required Abilities: 11 or greater on Charisma and Wisdom. 10 or higher Intelligence.

Experience Bonus: 5% for Charisma 13-15, 10% for Charisma 16-18.

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level, Con adjustments no longer apply.

Maximum Level: Any

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

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

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

WITCH EXPERIENCE TABLE					Spells / Level							
Level	XP	Hit Dice	To Hit AC0	Occult Powers	1	2	3	4	5	6	7	8
1	1	1d4	20	Least	1	-	-	-	-	-	-	-
2	2,601	2d4	19	Fighting Prowess	2!	-	-	-	-	-	-	-
3	5,201	3d4	19		2	1	-	-	-	-	-	-
4	10,401	4d4	19		2	2!	-	-	-	-	-	-
5	20,801	5d4	19		2	2	1	-	-	-	-	-
6	40,001	6d4	17		3	2	2!	-	-	-	-	-
7	80,001	7d4	17	Lesser	3	2	2	1	-	-	-	-
8	160,001	8d4	17		3	3	2	2!	-	-	-	-
9	320,001	9d4	17		3	3	2	2	1	-	-	-
10	440,001	10d4	17		4	3	3	2	2!	-	-	-
11	560,001	10d4+1	15		4	3	3	2	2	1	-	-
12	680,001	10d4+2	15		4	4	3	3	2	2!	-	-
13	800,001	10d4+3	15	Minor	4	4	3	3	2	2	1	-
14	920,001	10d4+4	15		5	4	4	3	3	2	2!	-
15	1,040,001	10d4+5	15		5	4	4	3	3	2	2	1
16	1,160,001	10d4+6	13		5	5	4	4	3	3	2	2!
17	1,280,001	10d4+7	13		5	5	4	4	3	3	2	2
18	1,400,001	10d4+8	13		6	5	5	4	3	3	3	2
19	1,520,001	10d4+9	13	Medial	6	5	5	4	4	3	3	2
20	1,640,001	10d4+10	13		6	6	5	5	4	4	3	3
21+	+120,000	+1 hp	-2 / 5 levels									

*At Second level an Amazon witch can choose one melee and one missile weapon customarily restricted. See below.

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

WITCH SAVING THROWS

Level	1-5	6-10	11-15	16-20	21+
Breath Attacks	16	14	12	10	8
Poison or Death	13	11	9	7	5
Petrify or Paralysis	13	11	9	7	5
Wands	14	12	10	8	6
Spells and Spell-like Devices	15	13	11	9	7

THE AMAZON TRADITION AND COVENS

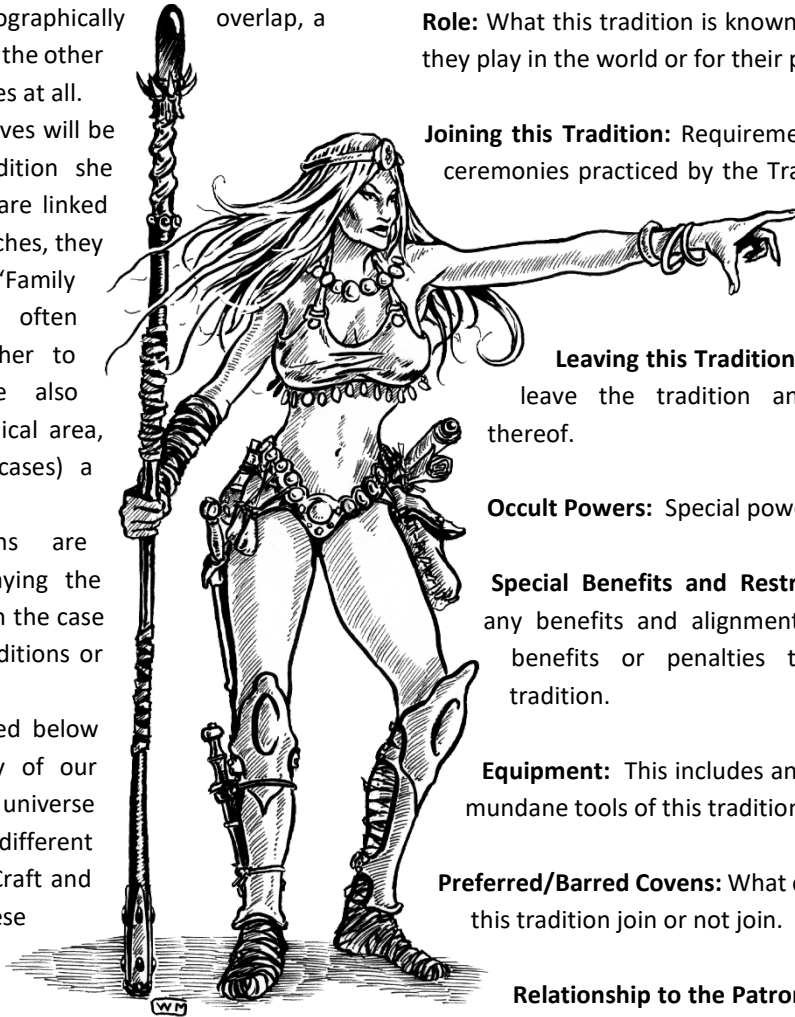
Witch's belief systems can be broken down into **Traditions**. Generally, all witches of a particular coven will belong to the same tradition. Certain traditions may put restrictions on which coven a witch may opt.

Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is challenging to know what it means to be a witch outside of the point of view of one's Tradition for it defines and colors how a witch sees herself and other witches. In areas where Traditions geographically overlap, a new witch may believe that the other witches are not even witches at all. How a witch acts and behaves will be dependent on which tradition she belongs. When Traditions are linked to families or groups of witches, they are sometimes called a "Family Tradition." These are often handed down from mother to daughter. Traditions are also usually tied to a geographical area, philosophy or (in some cases) a species.

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

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

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



Tradition Description

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

Description: This is the background on the tradition and about the witches that belongs to it.

Role: What this tradition is known for doing and the role they play in the world or for their patrons.

Joining this Tradition: Requirements, duties, traditional ceremonies practiced by the Tradition and a bit about those most likely to be initiated into this Tradition.

Leaving this Tradition: Everything on how to leave the tradition and the consequences thereof.

Occult Powers: Special powers the witch gains.

Special Benefits and Restrictions: These include any benefits and alignment restrictions or other benefits or penalties to belonging to this tradition.

Equipment: This includes any special ritual tools or mundane tools of this tradition.

Preferred/Barred Covens: What covens might a witch of this tradition join or not join.

Relationship to the Patron: How the witch views her Patron and how the Patron views the witch.

Source/Views of Magic: Each tradition differs on the source and nature of magic. This is detailed here. What sets the witch apart are her views on magic. While every witch knows the source of her magic is her patron, how that magic is learned and manipulated varies significantly from tradition to tradition. These disagreements are so

fundamental to the witch that some traditionalists cannot be in the same coven as one another, despite alignment. This also includes any views the witch might have on White magic vs. Black magic. This is not a dichotomy that witches typically see or recognize, but how others view her magic.

Archetypes: Brief descriptions of archetypical witches of this Tradition, including Lawful, Chaotic, and Neutral witches.

The Amazon Witch Tradition

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

Amazons are well known for their witchcraft. The witch in Amazonian culture often takes the place of the cleric or shaman. Witches of amazon lineage will only have women in their covens, and no men may join. They also gain a +1 to attack and damage since their culture requires all girls, even the witches, to train at arms. Amazon witches are also immune to the effects of fear.

Witches of the Amazon Tradition can only be female; no man may enter this Tradition. This attitude of superiority further extends beyond their Traditions and covens. Amazon witches believe that no man should be allowed to be a witch regardless of Tradition. An Amazon witch will always refer to a male witch as a “warlock.”

These witches also share an honoring of the Goddess Diana with their warrior cousins. They are associated so much with the Goddess Diana that many call their Tradition The Cult of Diana. Nonetheless, some small groups of Amazon witches do worship other Goddess, such as Ishtar, Isis, Hathor, or even Hecate.

Despite stereotypes, not all Amazon witches are man-haters. Some are happily married with children. This situation is not viewed as a problem for these witches as

Diana is also considered to be the Patron of children and women in childbirth. They believe that men should not be witches.

Humans make up the majority of the witches in the Amazon traditions. Elves, dwarves, and halflings, from a racial standpoint, do not share the Amazon’s philosophy. Elves, in particular, gravitate more towards the Faerie tradition. Dwarves have a specific type of Amazon-like tradition in the Xothia, the Dwarven witch.

Role: Amazon witches represent what they believe, to be the righteous anger of the Goddess. It is believed that these witches may have begun as part of the Classical tradition. When witches began to be hunted and killed, mostly by the priesthoods, the Amazon rose up to fight this oppression.

This tradition overlaps, geographically at least, with areas that are common to the Classical traditions. Thus there have been successful attempts over the years to work for each group’s mutual benefit. The philosophical differences between the groups have always been the most significant hurdle.

Joining this Tradition: There are no particular ability scores required to be an Amazon, although high Strength and Constitution are entirely desirable. This above and beyond the high Charisma normally required for a witch. The only requirement to becoming an Amazon Witch is the character must be female.

Amazon Witches usually meet in groups, called Meets, during the time of the waxing moon till the full moon. These meets are very secretive, and there is a rumor that any man viewing one will be put to death.

Amazons, for the most part, are neutral, with some gravitating towards lawful.

Leaving this Tradition: The belief system of the Amazon witch is deeply ingrained into her personality and culture. So most will never leave this Tradition. Generally, an Amazon who leaves the Tradition will be warmly welcomed into the arms of the Classical or Craft of the Wise Traditions.

Occult Powers: The occult powers of the Amazon Witch come from their connection to the natural ways of the

world. Adherence to the Sabbats and High Days give the witch power.

1st Level: Familiar. The Amazon Witch gains a familiar. This familiar will be in the guise of a typical animal indigenous to the area. Familiars are detailed above.

2nd Level: Minor Fighting Prowess. Not an Occult power per se, but part of her upbringing. The Amazon witch gains some minor fighting ability and may add one of the following melee weapons to her skillset; long sword, large axe, or spear (melee and throwing). She also learns to use the short bow. She may use one of these weapons as she chooses. She adds +1 to her "to hit" rolls, reflected in the table above. The Amazon witch may also sacrifice one spell per day to give her a bonus to hit and damage equal to that spell level. This will allow her to overcome the natural resistance that requires some creatures only to be hit by magical weapons.

Lesser: 7th Level: Immune to Fear. The Amazon witch becomes so focused in purpose and drive that she becomes immune to the effects of mundane and fear. She also gains +4 to any checks versus magically induced fear.

Medial: 13th Level: Shape Change. The Amazon witch may shape change as per *Polymorph Self*. This may be done once per day at 13th level. The witch may only change shape to a natural animal that is within one size category of her normal size. So a Medium-sized witch may only change to a Small, Medium or Large animal.

The number of times the witch may do this per day increases with every other level. So two times per day at 15th, three times per day at 17th and four times per day at 19th.

Greater: 19th Level: Charge of the Goddess. The Amazon witch at this point is such a force for her Patron that she can summon the Goddess' power into herself. The witch radiates an aura of Fear at 15' to all her enemies. She gains a

bonus of +3 to all her saves and AC. She also gains +2 to all offensive attack forms, spells or weapons. This charge lasts for several rounds equal to the witch's Wisdom or Charisma score, whichever is better. It may be performed once per day and takes one full action to perform.

Special Restrictions: Only women may join this tradition.

Equipment: None required. Amazon witches are more likely to use martial weapons, such as a longbow or spear than any other Tradition.

The ritual tool of the Amazon witch is the cauldron (representing the Goddess). If adventuring, the witch can or will use a staff, which can double as a weapon. Both items may also be used for more mundane purposes.

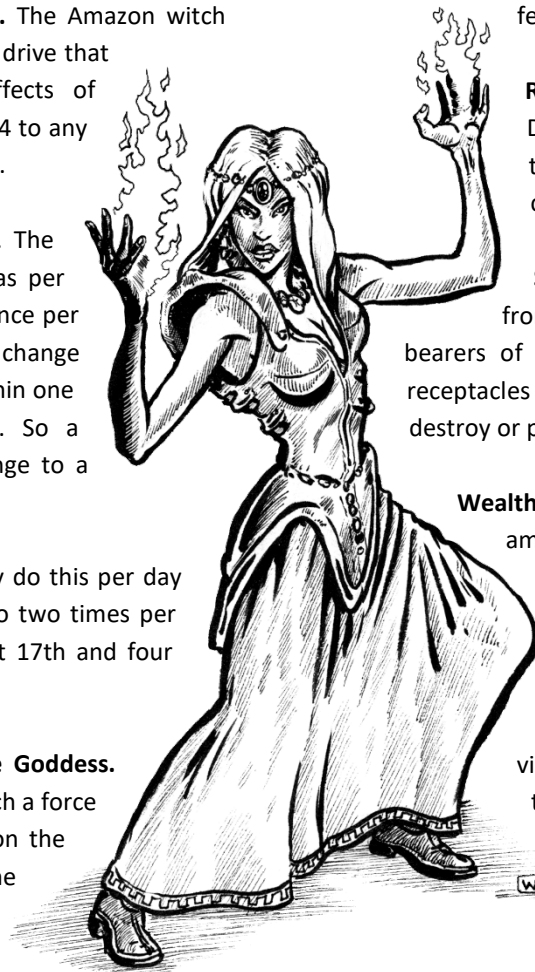
Preferred/Barred Covens: This Tradition is suited mostly to all Amazon covens. Amazon Witches will join covens with other Traditions, but the coven must be exclusively female.

Relationship to the Goddess/Patron: Diana is the protector and guardian of the Amazon witches; they are Her children and heirs to Her world.

Source/Views of Magic: Magic comes from the powers of Creation. As the bearers of children, only women can be pure receptacles of creative forces. Men can only destroy or pervert this pure and sacred power.

Wealth: Amazon witches start with the amount of wealth allotted to any witch.

Other: Amazon witches generally get along well enough with other traditions, in particular, Classical and Craft of the Wise. The Amazon's views on male witches usually leads to the Amazon being seen with distrust by the other traditions. Amazon witches do not get along well with clerics of any type, even if



they have the same alignment and similar world outlook. They view priests and wizards as patriarchal tyrants. Amazons will always burn the body of a deceased witch as a proper funeral. It is also common that the coven will burn the witch's Book of Shadows with the body.

Covens

These covens are just a few examples of the types of Amazon Witches. While all typically have the same Tradition, their means of practicing their witchcraft and how they meet can be very different.

The Cult of Diana

Diana is the Roman Goddess of fertility, the hunt, the moon, and forests. She is the roman equivalent of the Greek Goddess of Artemis. But unlike Artemis, the witches of Diana are not required to be chaste or celibate. In the celebration of Beltane, the witch copulates with a priest to bring fertility back to the earth.

While they feel fertility is necessary, the membership of the coven is limited to women only

Members: A typical coven is five to nine members.

General Alignment: Diana is a Good, but Chaotic Goddess. Her covens tend to be chaotic good.

Patron: The patrons of this coven is the Goddess Diana.

Sabbats and Rituals: Insuring the fertility of the land by pouring holy water on to crops or on to the soil. Festivals are held at the full moon following Beltane.

Requirements for Membership: Her witches are always women initiated into the Dianic Mysteries.

Common Traits: Many members of this coven adopt the moon, as their symbol in reverence of their Goddess. Some even go as far as to have the symbol tattooed on their bodies.

Ardaynes and Principles: Ensure the fertility of the land. Revere the Goddess. Protect those that also revere the land and the Goddess.

The Sisters of Artemis

Artemis is the Greek Goddess of the Hunt and the wild places. She is always depicted as a maiden, young and free and demands her witches be unmarried and have never lain with a man.

The Sisters of Artemis wish to be left to their own devices and remain devoted to Artemis.

Members: This coven has no set membership.

General Alignment: Artemis represents the wild places in the world; the forests, the unknown, and untamable. For this reason, her covens and witches are primarily chaotic. Most are chaotic good.

Patron: The patrons of this coven is the Goddess Artemis.

Sabbats and Rituals: Nights of the full moon are the holiest times for her followers.

Requirements for Membership: Her witches are always unmarried women.

Common Traits: Many members of this coven adopt the full moon, as their symbol in reverence of their Goddess.

Ardaynes and Principles: Ensure that the wild places stay wild and unspoiled like Artemis herself. Emulate her ways, and she will bless you. Punish those who violate Her wild places with death.



SPELLS & SPELLCRAFT

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

The theoretical foundation for most magical practices is a belief in correspondences or hidden relationships among entities within the universe, especially between human beings and the external world. According to this view, the application of the right colors, objects, sounds, or gestures in a given context can bring about the desired result. The theory of correspondences affirms the power of thought to confer reality on products of the imagination, mainly when these thoughts are expressed through significant symbols.

Witches, therefore, will always use a **Material Component** when casting a spell. The nature of this component will change from spell to spell, coven to coven and tradition to tradition. The most common types are listed with the spell. If a material component is not listed with a spell, it is assumed that the witch will need a focus device such as a wand, athamé or pentacle.

Many witches believe that they can cast any magic regardless of alignment. Magic itself is neither good nor evil, any more than the wind and rain are good or evil. However, witches also believe in the "Rule of Three" that whatever

they send out into the world will come back to them threefold.

Magical Theory and Thought

Witches view magic a bit differently than other spell casters. Most see a division between Arcane (magic-user) and Divine (cleric) magic. While these divisions are academic to most everyone else, to the spell casters, they define how they see reality. To the witch, Arcane and Divine are only facets of the totality of magic.

As described above, magic is the lifeblood of all witches regardless of alignment, coven, or tradition.

Witches create magic for the same reasons that bards create songs; as a natural outlet for their creativity. To a witch discussing magic as something separate from the world or as "supernatural" is as absurd as considering water or air as something separate from the world.

Every witch has a particular feel or form to her magic. While magic can be altered by her coven or tradition, each witch's personal casting is unique. Thus it becomes possible to determine which witch has worked what magic by her tell-tale signs.

Learning Spells

A witch learns her spells from a variety of ways. Typically she will learn the formulae from her coven or even from her familiar. These spells are then recorded in her Book of Shadows. The

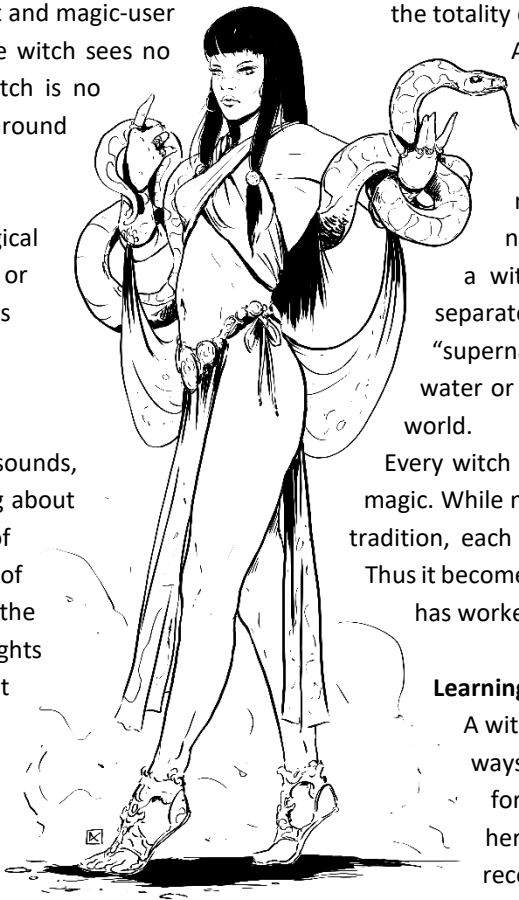
witch may learn any spell listed below, but the GM

may put restrictions on certain spells based on the witch's tradition or coven.

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

Reversed Spells

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



Spell Descriptions

LEVEL: This indicates the level the witch needs to be to cast this spell.

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

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

In every case, unless otherwise indicated, each spell will need 1 round to cast. This would be the only action the witch can take that round. In cases where it is noted that concentration is required then the witch must spend the rounds after than concentrating on the spell and she can take no other actions.

Material Components

Many, if not most, witch spells require material spell components. These will be indicated in the spell description. Witches should be required to use the material components listed. Other classes, clerics and magic-users, are not required to use them.

Spell Research

Witch characters can research and create new spells and magical items when they attain 10th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The Game Master will then decide if the spell can be created and if so, what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be. Otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000 gp per spell level.

Witches often choose to research new spells and rituals to gain a better understanding of magic and their world.



1ST LEVEL WITCH SPELLS

Artemis' Blessing

Level: Witch 1

Range: The caster

Duration: 1 minute per level

Artemis' blessing guides allies' bows, slings, and thrown weapons. This spell affects the witch and all allies within a 50-foot burst, centered on the witch. Each ally gains a +2 bonus on all ranged attack rolls.

Artemis' blessing counters any magical negative effects on ranged attacks (and only ranged attacks) such as a bane, curse or hex.

Material Components: An arrowhead that is consumed in the casting.

Fury of the Ancestors

Level: Witch 1

Range: Touch

Duration: 3 turns

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

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

Obedient Beast

Level: Witch 1

Range: 30 ft

Duration: 1d6 rounds

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

Material Components: A small bit of meat.

Hide in Plain Sight

Level: Witch 1

Range: Caster

Duration: 10 minutes per level

This spell allows the witch to go unnoticed. Not invisible, but rather unseen. Amazon witches use this when hunting prey other witches use it to be avoided. Once the witch does

something to attract attention to herself, such as entering into combat, calling out to someone, shouting or erratic movements then she can be spotted normally.

Material Components: Special pigments associated with the locale she trying to hide in. For a wilderness area, greens, for an urban environment, soot.

Spiritual Dog

Level: Witch 1

Range: 10' per level

Duration: Special

This spell summons the spirit of a dead dog to act as the witch wishes for the duration of the spell. The dog has one Hit Die for every odd level the caster has (1 HD for levels 1 and 2, 2 HD for levels 3 and 4, etc.) to a maximum of 5 HD.

A non-combative dog is useful mostly for warning and will vanish after one warning or 1d4 hours + 10 minutes per level, whichever comes first. A combative dog fights like a dog with Hit Dice as generated by the summoning and lasts until killed or 1d4 rounds + 1 round per level. Both have an Armor Class in inverse proportion to caster level up to level 10 (level 1, AC 9. level 2, AC 8, ... level 10, AC 0). Past level 10, the dogs have AC 0.

Material Components: The witch's Athamé, dog fur (for a noncombative dog) or a dog tooth (for a combative dog).

2ND LEVEL WITCH SPELLS

Blur

Level: Witch 2

Range: Touch

Duration: 4+ 1d4 rounds

This spell causes the subject's outline to appear blurred, shifting, and wavering. This distortion grants the subject concealment and 20% of attacks against the subject miss, regardless of any to-hit roll made. The spell does not affect opponents that cannot see the subject.

Material Components: A bit of gauze or linen the witch covers her eyes with.

Demeter's Lament

Level: Witch 2

Area: Caster

Duration: 1 year

This spell the caster calls down a curse from Demeter, Mother of the Harvest, to remind mortals of her lost

daughter Persephone. The spell will visit blight and destruction on a field of crops. The selected field withers and dies immediately as if hit by a killing frost and blight. Nothing will grow here for the duration of the spell.

This curse will effect 1 acre of land per level of the witch.

Material Components: A pomegranate seed that is chewed and spit out.

Fascinate

Level: Witch 2

Range: Self

Duration: see below

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

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

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

Raven Spy

Level: Witch 2

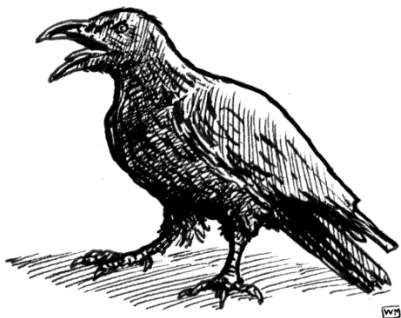
Range: Caster

Duration: Until sunset

Raven spy conjures one rook, raven or crow and imbues it with a spirit allied to the caster. The caster may specify a target, and the creature will observe it before returning to the caster at nightfall. The spell grants the bird speech, and it will tell the truth as it understands it.

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

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



Sanctuary

Level: Witch 2

Range: Touch

Duration: 1 round per level

When this spell is in effect, any single opponent attempting to strike or otherwise directly attack the subject of the spell must make a saving throw vs. Spell. If the save succeeds, the opponent can attack normally and is unaffected by that casting of the spell. If the save fails, the opponent believes the caster to be some friendly or sympathetic creature and thus will not directly attack the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected, but they cannot convince those creatures that are affected that they are being deceived. The spell does not prevent the subject from being attacked or affected by area of effect spells or weapons (such as a catapult shot). If the subject attacks, the spell is broken, but the subject can take other actions such as casting spells not involving attack or moving.

Material Components: The makes a sign of protection.

3RD LEVEL WITCH SPELLS

Animal Growth

Level: Witch 3

Range: Touch

Duration: 12 turns

One non-magical normal animal will be doubled in size when this spell is cast upon it. The animal can be a "giant" version of the animal, but intelligent animals are unaffected.

An animal under the effects of this spell has twice its ordinary STR and deals double its usual damage in melee.

Animals have double their normal strength and can likewise carry twice as much weight.

Material Components: The witch feeds the animal a bit of magical food that is created by this spell.

Danger Sense

Level: Witch 3

Range: Caster

Duration: 10 minutes per level

The caster's reflexes and self-awareness are radically enhanced by this spell, rendering her immune to backstab or sneak attacks for the duration of the spell. Such attacks can still strike the caster but are treated as normal attacks in every way.

Material Components: The witch uses a bit of quartz to look through.

Dither

Level: Witch 3

Range: 30 feet + 5 feet per level

Duration: One turn per level

The victim of this spell hesitates before all actions. It receives a -2 attack power malus for missile attacks and loses all dexterity-based bonuses.

Material Components: The witch makes a hand sign.

Guiding Star

Level: Witch 3

Range: Caster

Duration: 1 day/level

The witch forms a bond with her surroundings when she casts this spell. For the remaining duration of the spell she can always determine her approximate distance from that area as well as the direction she must travel in order to reach it. The area counts as "very familiar" for the purposes of teleport or similar spells. The witch can only attune herself to one location at a time. If she casts the spell at another spot she loses the ability to locate the original area.

Material Components: A spool of thread or string.

Summon the White Crow

Level: Witch 3

Range: 1 creature

Duration: 1 day

This spell summons a messenger of the Gods, the White Crow. This magical creature will carry a message of no more than 25 words to any one person the witch knows that is currently on the same plane of existence. So, for example, the crow will not take a message to the underworld or to the Gods themselves.

The message will not arrive instantaneously but will take 1 day to arrive as the crow flies to their destination. Nothing other than the actions of the Gods can stop it. A message of 25 words or less may be returned to the witch.

Material Components: The feather of a crow that the witch burns on a sacrificial altar.

4TH LEVEL WITCH SPELLS

Battle Trance

Level: Witch 4

Range: Touch

Duration: 1 minute/level

The witch or a willing target is transformed into a single-minded force of destruction. The recipient gains a number of temporary hit points equal to $1d6 + \text{the witch's level}$ (maximum +10), and a +4 bonus on saving throws against mind-affecting spells and effects. The recipient cannot willingly move away from a creature that has attacked them. The recipient of this spell also loses 4 points of intelligence while the spell is in effect.

Material Components: A paste of deadly nightshade that the witch rubs on the recipient's eyelids.

Create Talisman

Level: Witch 4

Range: Touch

Duration: Special

The witch can create a one-use magic item known as a talisman. These simple objects are usually made of paper, wood, or clay. Typically they are not to be a long-lasting object, but some are made of sturdier materials. A talisman can store one spell of 3rd level or lower for a single use. The spell is inactive and will remain so until the talisman is evoked. It can be evoked by the witch or by anyone that knows the command word.

Once evoked the spell is cast as if the witch herself had cast it then.

Material Components: The object the magic is put into and the spell cast with its respective material components.

Dryad's Door

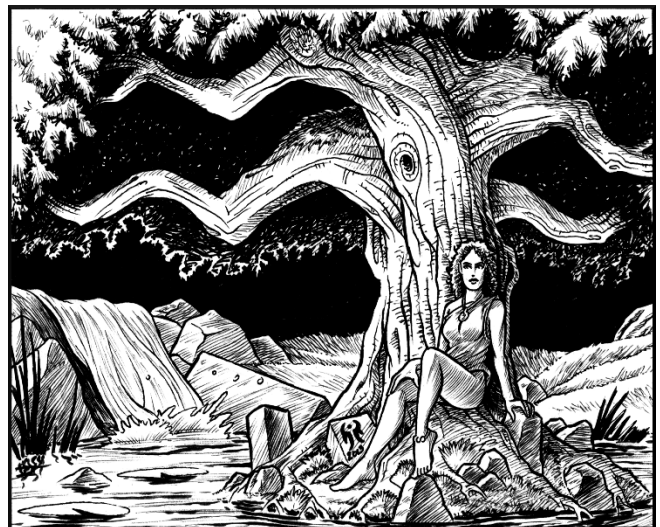
Level: Witch 4

Range: Caster

Duration: 1 turn per level

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

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



Fear (Cause Fear)

Level: Witch 4

Range: 240 feet

Duration: 1 hour

This spell causes the creatures in its cone-shaped path to flee in horror if they fail a saving throw. If they do so, there is a 60% chance that they will drop whatever they are holding. The cone extends 240 feet to a base 120 feet across.

Material Components: A spider, batwing, or snakeskin.

Witch Power

Level: Witch 4

Range: Caster

Duration: One round per three levels

This spell grants the witch a +1 bonus to attacks and damage per 3 levels. She also gains one temporary hit points for every level.

Level	Bonus	Bonus HP	Duration
7-10	+1	+7 to +10	3 rounds
11-14	+2	+11 to +14	4 rounds
15-18	+3	+15 to +18	5 rounds
19+	+4	+19	6 rounds

Material Components: The witch consumes a potion premade for this spell. The potion is made of natural herbs but takes one hour to prepare and five hours to mature to full strength.

5TH LEVEL WITCH SPELLS

Adoration

Level: Witch 5

Range: One person within 25 feet + 5 feet per 2 levels

Duration: 1 hour per level

Select one creature as the subject of this spell. That creature is so overcome with adoration towards the caster that he cannot even contemplate attacking.

The individual cannot attack the caster in any way (verbally, physically, magically, etc.) or take any action that would place the caster in danger, though he may still oppose the caster's ends or attack their friends. If the caster attacks or otherwise attempts to cause direct harm to the subject of the spell, the spell effect ends.

Material Components: The witch sprays a narcotic mix of herbs steeped in special oils into the air.

Baleful Polymorph

Level: Witch 5

Range: 25 feet + 5 feet per 2 levels

Duration: Permanent

The spell functions as Polymorph, except that the witch can change the subject into a smaller animal of no more than 1 HD.

If the new form would prove fatal to the creature, such as an aquatic creature not in the water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Petrify save in addition to the Spell save. If this second save fails, the creature loses its extraordinary, supernatural and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom and Charisma scores of its new form. It still retains its class and level (or HD), as well as all benefits deriving from (such as to hit, saves, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form.

Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature that is normally a shapechanger (such as a Lycanthrope) can revert to its natural form in one round.

Material Components: The witch twists a cord into a knot.

Enslave

Level: Witch 5

Range: 30 feet

Duration: permanent

This spell enslaves a living creature to the witch's will.

A target with 2 HD or more may resist the effect with a saving throw. Otherwise, the creature is entirely under the witch's command until the effect is dispelled.

When the witch is present, the enslaved creature will respond to the witch's orders and do whatever is commanded of it. If the witch and the enslaved creature cannot communicate due to a language barrier or some other situation, the enslaved creature will act in the interest of the witch to serve and protect it as best it can. Even if the witch attacks the enslaved creature or its friends, it will not defend itself or take arms against the witch.

When the witch is not present, the enslaved creature will be confused and passive. It will be capable of carrying out routine activities, but cannot use spells or magic items or make complex decisions. Characters familiar with the enslaved creature before its enslavement will be able to tell

that something is amiss, although they may not know it is enslaved unless they detect charm.

Material Components: A small iron chain and a small flail or 1,000gp value that is consumed in the casting.

Song of Discord

Level: Witch 5

Range: 120-foot radius around the witch

Duration: 1 round per level

This spell causes those within a 120-foot radius spread to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round (roll to determine each creature's behavior every round at the beginning of its turn). A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

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

6TH LEVEL WITCH SPELLS

Bones of the Earth

Level: Witch 6

Range: 10 feet from the witch

Duration: See below

The witch gathers stones that she speaks words of power to and then she tosses them over her shoulder. Where the stones land fighting men will spring forth to defend the witch.

A total of 4d4 fighting men will be created. They are sons of the Earth and are newly created. They fight to defend the witch as 4th to 6th level fighters.

Level	Chance
4	60%
5	30%
6	10%

These men will fight for the witch but are free-willed. When the encounter is complete, any living fighting men will be free to go on their way.

Material Component: The stones the witch casts over her shoulder.

Critical Strike

Level: Witch 6

Range: Touch

Duration: 10 minutes per level

This spell grants the target the supernatural ability to strike her opponent where it will hurt the most. The next successful physical attack by the target (melee or ranged) inflicts x2 damage to the target.

This spell has a duration of 10 minutes per level of the caster or until a successful attack is made, whichever comes first.

Material Components: A small sword or arrow made of silver.

Hydra's Blood

Level: Witch 6

Range: Touch

Duration: 1 minute per level

The original Hydra had highly poisonous blood, which its slayer used to envenom some of the most deadly arrows known to the world. This spell conjures forth poison that pales by comparison, yet is still quite deadly. The affected weapon or projectiles are covered with poison (Save vs. Poison or take 1d6 damage to Constitution). A melee weapon magically retains sufficient poison for up to five successful strikes. At the end of the spell's duration, any venom that remains on the weapon or projectiles loses its supernatural potency.

As the venom is magically delivered, the wielder or caster do not run the usual risk of poisoning themselves.

Material Component: A drop of snake's blood and a drop of snake's venom.

Passion

Level: Witch 6

Range: 25feet +5feet per level (two individuals)

Duration: 1 hour/ level

The witch can imbue two targets with a powerful love or hate for one another. The witch can select the emotion each is to feel. The emotions need not match — one person can love the other, who hates him in return.

If one subject fails his save and the other succeeds, the spell still compels the first subject; both subjects do not have to fail their saving throws for the spell to be effective. These

emotions overwhelm any normal feelings the two have for one another.

Material Components: A drop of red wine.



True Seeing (Part the Veil)

Level: Witch 6

Range: Touch

Duration: 1 minute per level

This spell will confer on the subject the ability to see all things as they are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things.

Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It does not confer X-ray vision or its equivalent. It does not negate

concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding or notice secret doors hidden by mundane means. Also, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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

7TH LEVEL WITCH SPELLS

Achilles Heel

Level: Witch 7

Range: Touch

Duration: 10 minutes per level

This spell grants the target the ability to find the area of greatest weakness in a target. The next successful melee attack by the target inflicts x4 damage to her opponent.

This spell lasts 10 minutes per level of the caster or until the target makes a successful attack roll, whichever comes first.

Material Components: A drop of fetid water from a river. If possible from the River Styx.

Labyrinth

Level: Witch 7

Range: One Creature, within 50'

Duration: Instantaneous

The witch can banish the target into an extra-dimensional labyrinth of force planes. Each round on its turn, the creature may attempt an Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, forcing the subject to leave. On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Material Components: A bit of horn from a minotaur carved into a cube.

Magickal Conception

Level: Witch 7

Range: Visualized or Touch

Duration: Permanent

Magickal Conception is a complicated spell in which the witch can make a woman pregnant by magic. This is possible even for female witches. The child is normal, with inherited traits from both parents. If the witch that casts the spell is a woman, the child will always be a girl. A female witch can cast this spell on herself and give birth to an exact copy of herself, though one that will grow and age normally.

The target can be willing or not. A willing target does not need to make any save, except to see if the spell was successful.

An unsuspecting or unwilling target can make a save vs. spells to avoid the effects.

Both the casting witch and the recipient target take 1 point of Constitution damage. This is regained after normal sleep. To determine if the casting and impregnation were successful, the witch and the target both need to make ability rolls vs. their Constitution scores (after the Constitution penalty for casting is applied). If either is successful, then the spell is effective, if both fail, then the spell fails.

Material Components: Blood from the witch. Hair, blood, or flesh from the prospective mother. Candles are to be lit during the ceremony. The Chalice (symbol of the Goddess) is used to contain all the material components. A plea to the Goddess must be made to transfer the life energy of the witch to the prospective mother.

Sirocco

Level: Witch 7

Range: 100 feet + 10 feet per level

Duration: 1 round per level

This spell brings forth a windstorm of stinging sand, 20-feet radius, 20 feet high which blocks all vision. The witch can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm:

Missile attacks are at -4.

Normal fires can be extinguished 75% of the time.

Flying creatures need to make a strength Ability roll to remain flying.

Cloud or Gaseous based spell effects are removed from the area.

Creatures that save only take half damage and can ignore the windstorm effects.

Material Components: A pinch of sand the witch blows in the direction of the spell effect.

Teeth of the Hydra

Level: Witch 7

Range: 10 feet from the witch

Duration: See below

With this spell, the witch summons undead heroes to fight for her. The witch casts out teeth taken from a hydra, giant snake or dragon. Where the teeth land skeleton heroes will appear. These skeletons are more powerful than the typical skeletons encountered. When animated, these skeletons will fight for the witch until they are destroyed or the combat is complete. Once all the witch's enemies are gone, or combat is over the skeletons fall to the ground as unanimated bones.

The skeletons can be turned by clerics as if they were 6HD creatures.

Note: A dragon may also attempt to "turn" these skeletons as if they were a cleric of the same level as their HD. The skeletons will then attack the witch and her allies.

How many creatures are created depends on the material components used.

Type of tooth	Number of Skeletons
Giant snake	1 per tooth
Hydra	1d4 per tooth
Dragon	1d6 per tooth

Game masters can substitute appropriate creatures as a source of teeth.

Material Components: The teeth from a giant snake, hydra, or dragon.

Want You Not

Level: Witch 7

Range: One creature, 100 feet + 10 feet per level

Duration: Permanent; see text

The target of this spell finds himself wanting as little to do with the witch as possible. He will not become violent toward her, but will do all he can to avoid being in her presence. He will never purposefully approach the witch or enter a building if he knows she is inside. If the witch enters a building the target is already inside, or approach him in the

open, he will move as far away from her as possible. The target suffers no penalties in the witch's presence, simply a personal discomfort. As many witches use this spell to rid themselves of unwanted admirers as do to protect themselves from threatening foes.

This spell cannot be cast during combat or any other situation where the target is currently being threatened or attacked by the witch. If she attacks the target at any time after the spell has been cast, he receives a new saving throw with a +3 bonus to break free of the spell's effects.

Material Components: The seed pods of the *Impatiens noli-tangere*, or Touch-me-nots, that the witch scatters into the winds when casting.

8TH LEVEL WITCH SPELLS

Blind

Level: Witch 8

Range: 120 feet

Duration: 1d4 or 2d4 days (See below)

The caster speaks a word of power to a particular creature. If that creature has 40 hit points or fewer, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points, it is not affected by the spell. No saving throw applies.

Material Components: The witch must speak the word of power.

Discern Location

Level: Witch 8

Range: Unlimited

Duration: Instantaneous

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps the witch from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name or the like), community, county (or similar political division), country, continent and the plane of existence where the target lies.

Material Components: To find a creature with the spell, the witch must have seen the creature or have some item that

once belonged to it. To find an object, she must have touched it at least once.

Moment of Prescience

Level: Witch 8

Range: personal

Duration: 1 hour per level or until discharged

This spell grants the witch a sixth sense. Once during the spell's duration, she may choose to use its effect. This spell grants her a bonus equal to her level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or Ability roll, or saving throw. Alternatively, she can apply the insight bonus to her AC against a single attack (even if surprised).

Activating the effect doesn't take the witch's turn; she can even activate it on another character's turn. She must choose to use the moment of prescience before she makes the roll it is to modify.

Once used, the spell ends. She can't have more than one moment of prescience active at the same time.

Material Components: A single grain of sand from an hourglass.

Prophecy

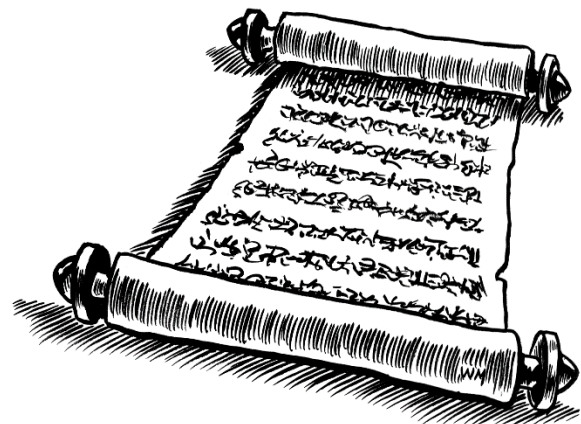
Spell Level: Witch 8

Range: Caster

Duration: Game master's choice

The caster catches a glimpse of the future. The game master will determine the exact things she sees.

Material Components: The witch must be able to scry in her divination device of choice.



Ritual Spells

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

Some spells listed above also have a *Ritual Benefit* and can be cast as if they were a ritual spell. Normal spells can be cast with one witch, but to gain the ritual benefit it will require that the witch be of the appropriate level and have the number of witches listed in the description.

Unlike the normal spells, a Ritual Spell can only be cast by multiple witches. For the determination of effects or ability to cast the highest level witch is used as the main caster.

Researching and Creating New Ritual Spells

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

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

For example, three witches of the Mara coven wish to create a new 3rd level ritual. They spend three weeks (the level of the ritual) and 3,000 gp each in materials. The witches are all 8th level and have ability scores that grant them +2, +2 and +3 respectively. At the end of the three week research period, each witch rolls a d20 and adds 8 plus 2 or 3 to their rolls (depending on which ability they use), and +3. Their rolls are further modified by -3 for the level of the spell.

So the modifiers are a total of +8 (level), +2 or +3 (depending on the witch), +3 (for three witches) for a total of +13 or +14, this is then modified down by -3 since it is a third level ritual, so +10 or +11. They roll and add. If the result is 20 or more

for all witches, then the research is a success and coven has a new ritual. If lower than 20 for anyone witch the ritual fails and they must start over.

A natural 20 always is a success, and a natural 1 is always a failure regardless of modifiers.

First Level Witch Rituals

Witch's Mark

Level: Witch Ritual 1

Range: 1 object touched

Ritual Requirements: The object to be marked, one hour casting time.

Duration: Permanent

By means of this spell, the witch can place a personal mark on any non-living item. This mark is usually a personal glyph or sigil that is recognizable to all other witches. They may not know who the owner is, but they will know it is owned by another caster. The mark itself is not magical but radiates a faint magical aura. No other spell-caster can see the mark, but it causes them minor discomfort. Not enough to make them want to destroy the item, but enough to make them want to ignore the item.

Material Components: The object to be marked, special incense to be burned, and a ritual space to cast and meditate with the item.

Second Level Witch Rituals

Favor of the Gods

Level: Witch Ritual 2

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

Range: One Person

Duration: One year and one day

This ritual appears as a simple blessing ritual, but there is more to it than this. With the blessing of a priest or priestess of the god or goddess in question the witch can lay a blessing on a person, usually a youth or 1st level character, known as the "hero." This blessing remains on the hero for a year and a day and provides certain boons. Additionally, the hero with the blessing has been brought to the attention of the god in question. This can be for good or for ill.

God/Goddess	Favor
Aphrodite, Venus	+1 to any roll involving Charisma
Apollo	+1 to any healing magic performed by or on the hero.
Ares, Mars	+1 to any damage roll, melee or missile
Athena, Minerva	+1 to any roll involving wisdom
Demeter, Ceres	+1 to any saving throws vs. poison or disease
Dionysus, Bacchus	+1 to any saving throw vs. scrying or mind control (charm, hold, sleep)
Hades, Pluto	+1 to any saving throw vs. death or paralysis
Hecate	+1 to any saving throw vs. magic
Hephaestus, Vulcan	+1 to any roll or check involving Constitution. Any bonus HP earned in this time are permanent
Hera, Juno	+1 or +5% to check involving sensing objects, motives or hidden, invisible things
Poseidon, Neptune	ability to swim. +1 to all saves vs poison or dragon breath
Zeus, Jupiter	+1 to all saves

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

Third Level Witch Rituals

Family Curse

Level: Witch Ritual 3

Ritual Requirements: The witch and the person to be cursed.

Range: Special

Duration: Special

This ritual is a more powerful form of the witch's curse. The ritual functions much like *Bestow Curse*, but the curse in question is also passed down to members of the same family. It can be removed by a Remove Curse, but that only affects that particular individual. To completely remove the curse, some stipulation or requirement must be met. This usually declared at the time of the curse. It can be simple-sounding but difficult to do, such as "When the family of Autolycus has returned all that he has stolen." or difficult sounding "When the sun stays in the sky for a day and a

night," but easy to solve if the cursed person travels to the polar regions.

The stipulation must be something that can be done, but not necessarily by the one being cursed.

Like all curse rituals, the target of the curse in question needs to have personally damaged or offended the witch in some way. The family could have not given the proper respect to the witch's god or have killed the witch's only child. It needs to be significant, no mere slight.

Material Components: Outside of the ritual requirements, the witch needs an item significant to the persona and family to be cursed.

Fourth Level Witch Rituals

Hounds of the Underworld

Level: Witch Ritual 4

Ritual Requirements: The pelts of dogs killed in a ritual to Hecate or Hades by the witch

Range: 25 feet + 5 feet per 2 levels of the witch

Duration: 1 round per level of the witch

The witch calls upon the lesser hounds of the Underworld, creatures made in the image of Cerberus, to attack her foes. 1d6 two-headed dogs with dark pelts and burning eyes appear where she chooses, and attack the foes she designates. The hounds are treated as Death dogs, although their alignment is always neutral.

Material Components: The pelts of dogs killed in a ritual to Hecate or Hades by the witch.



Fifth Level Witch Rituals

Pass Through Fire

Level: Witch Ritual 5

Ritual Requirements: The witch, the person to be raised, see below

Range: One dead body

Duration: special

Witches are normally not allowed to bring anyone back from the dead. This is magic that is beyond them and violates their views of how the Life-Death-Rebirth cycle works. But occasionally there is a way to do it if the witch knows how.

By means of this ritual, the witch can bring someone back from the dead if acted on before sundown. The witch anoints the dead body with holy oils, herbs, and incense. She places her hands on the body's chest above the heart and sends out a lament to the dead. The body will burst into flames (always causing 2d6 hp damage to the witch, no save) and from the flames the dead will rise, alive and whole. The



ritual takes a full hour to cast, and the witch must not be interrupted.

However, if the sun sets on the body before this ritual is complete, then the soul is gone forever. Also if the person died while standing at any sort of crossroads, liminal or in-between place it is likely the soul will get lost on the return and instead of a raised friend the witch will have a dead body and a ghost to deal with.

Material Components: Holy oil, herbs, and incense valued at 1,000 gp.

Sixth Level Witch Rituals

Crossbreed

Level: Witch Ritual 6

Ritual Requirements: Two witches, plus both parents

Range: Visualized or Touch

Duration: Permanent

The world is full of living magical creations. Some have occurred naturally over time; others have been aided by this spell. This spell allows two species that are naturally cross-infertile to bare offspring. Both species must be living and able to reproduce on their own. The base chance for the spell's success is a saving throw vs. Spells; all of the normal modifications do apply plus these additional ones:

Species Cross fertility	Save bonus
Naturally, cross fertile	0
Same type, not naturally cross fertile, (ex: humanoid mammal to humanoid mammal, e.g., dwarf and gnome)	+2
Type differs by one (ex: humanoid mammal to humanoid reptile, e.g., Human and Lizardman)	+3
Type differs by more (ex: humanoid mammal to monstrous beast, e.g., Human and Hydra)	+4

Save Modifiers (cumulative)	
Size differs between the parents	+1 for each level of difference
One parent is a dwarf, gnome or halfling	+1 (for each parent)
One parent is a magical creation	+2 (for each parent)
One parent is an aberration	+3 (for each parent)
One parent is a goblin, orc or troll	-1 (for each parent)
One parent is a humanoid outsider (angel, demon, godling)	-1 (for each parent)

Other factors: Dragons, despite their differences, appear to be at least somewhat cross-fertile with humanoids, given the existence of draconic half-breeds. Outsiders, magical beasts and aberrations should be dealt with on a case by case basis. The modifiers above are meant as guidelines.

Conception: The conception process can either take place normally or through *Magickal Conception* spell. Obviously, for crossbreed to work, two parents are required.

Material Components: The focus is a wand made out of wood that was grafted to another tree. Typically a branch of apple or peach is grafted to a tree of oak or hawthorn and allowed to grow for one month. The wand is non-magical, but it does have special properties for this spell. The wand can only be used once. Each parent is also given specially prepared apples and figs to eat. A special boline must be crafted to cut the fruits.

This knife can have no other purpose. The cost of these materials is 500 gp.

Seventh Level Witch Rituals

Death Curse

Level: Witch Ritual 7

Ritual Requirements: The witch must be harmed by the cursed individual to be cursed.

Range: Special

Duration: Special

This ritual is a rare one in that the witch can only use it against an individual that has harmed the witch in a grievous, personal manner. Doing some damage or insulting the witch is not enough. The curse victim must have either nearly killed the witch (brought her to 2 or less hp) or have killed someone close to her.

When this ritual curse is cast the witch herself takes 2d6 hit points of damage. The victim can be anywhere in the same plane and must make a save vs. death or be struck dead on the spot. If the victim is on a different plane or in a place where magic can not reach, the curse will take effect when the potential victim gets into range.

If the victim saves, they will still take 1d6 points of damage for every level of the witch.

The witch will know the outcome of her cure.

Material Components: This ritual curse has no material requirements outside of the sacrifice of life the witch makes when she takes damage.

Eighth Level Witch Rituals

Protection of the Goddess

Level: Witch Ritual 8

Ritual Requirements: At least three witches

Range: One covenstead or dwelling

Duration: special

A defensive ritual with an offensive bite, this magic shows that the Goddess protects what is Hers. Once cast and activated, this will not allow any aggressive action taken upon those within its confines. Melee attacks turn back on their attacker, spells backfire or effect the caster instead. Beneficial spells and magic will continue to work, and others, ones not protected nor involved in the casting of the ritual, can affect each other as they please. Witches and any they choose to protect also may not attack others, but they can force out attackers. Anytime during the duration of the ritual, the lead witch can say a command word or phrase, and all those of hostile intent are removed from the area of effect.

The effects will remain dormant until the first act of violence is committed or until one of the witches present at the original ritual activates it. Often the coven chooses to activate it once the ritual is cast. After that time the effects persist a number of days equal to the level of the highest level witch and half the levels of all the other witches.

Material Components: Specially blessed sea salt is sprinkled around the area. Then another pass is made with blessed water (can be holy water if the witch so chooses), once more with perfumed oils sprayed into the air and finally another with lighted incense. These material components do not account for more than 100 gold pieces of value in total.

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