

# The Witch: Aiséiligh Tradition

For Swords & Wizardry Complete  
by Timothy S. Brannan



# The Witch: Aiséiligh Tradition for Swords & Wizardry Complete

*Rise up, Witches, throw off your masks  
And cease crying guilt for ancient crimes;  
Earth and all her children need us,  
For all face now the Burning Times.*

- Leigh Ann Hussey, "The Burning Times" (1988)

Witches are those who have heeded the call of some otherworldly 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 powerful 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. Witches deal with forces beyond those of a mortal ken and need to have strong personalities or risk being overwhelmed by these forces. Charisma though is not the same as appearance. A witch can have a high Charisma and appear to be an old hag, a beautiful princess or as most do, a normal human. Witches are the epitome of never judging a person by their looks.

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 greater than 11 and an Intelligence score greater than 10.



## Witch Class Abilities

**Saving Throws:** The witch gains a +2 bonus to any save verses charm or hold spells.

**Spell Casting:** The witch owns a book of spells called a "Book of Shadows" this is similar to the books used by magic-users, but each book is unique to each witch. A Read Magic spell will not enable another witch or magic-user to learn spells from this book. Witches may cast up to 8<sup>th</sup> level spells.

**Familiar:** The witch gains a familiar at 1<sup>st</sup> level. This is a supernatural creature that often appears to be a normal animal such as a cat, hare or fox.

**Occult Power:** At first level and every 6 levels hereafter the witch gains an Occult Power. These powers vary from Tradition to Tradition. Described here are the powers of the aiséiligh tradition.

**Ritual Magic:** At 2<sup>nd</sup> level the witch may opt to choose a Ritual Magic spell. These spells have special requirements in terms of components needs and multiple participants.

**Coven:** at 13<sup>th</sup> level a witch may leave her coven to form her own.

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## Witch (Aiséiligh Tradition)

**Prime Attribute:** Charisma

**Hit Dice:** 1d4 per level up to 10<sup>th</sup> level. At 11<sup>th</sup> level, +1 hit point per level.

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

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

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

**Races:** Elves, Half-elves and Humans may be Witches. Dwarves and Halfings may be NPC Witches.

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

\* 7<sup>th</sup> Level Spells usable only by Witches with CHA of 16 or greater

\*\* 8<sup>th</sup> Level Spells usable only by Witches with CHA of 17 or greater

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

Ritual spells will appear in future publications

Witch Attack Table		Target Armor Class [or Ascending Armor Class]																	
Level	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]	[22]	[23]	[24]	[25]	[26]	[27]	[28]
1-3	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
4-5	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
6-7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
8-9	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
10	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
11-13	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
14-15	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
16-19	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
20-23	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
24+	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19



## The Aiséiligh Tradition

A 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 for.

Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is extremely difficult 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 of a different tradition are not even witches at all.

How a witch acts and behaves will be dependent on which tradition she belongs to. 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 race.

Game Masters are cautioned to remember that Traditions are large organizations based primarily on geography, philosophy and views of the Patron.

Witches of the **Aiséiligh Tradition** are one of the newest traditions of witches. Coming from the word meaning "to reclaim" these witches seek to reclaim the word "witch" as their own. These witches began some scholars say as a group of classical or Craft of the Wise witches that had been persecuted by various religious figures and wizards who sought to devalue their magic. Many of these witches are quite distrustful of clerics and wizards of any alignment.

Aiséiligh witches also seek to reclaim the proper position of the Goddess in worship. Examples included pantheons where a goddess is less than equal to a male god or pantheons where the goddess figure is removed altogether. One such coven of the aiséiligh tradition is the Daughters of the Flame who honor the Goddess Brigid and do not accept her "demotion" as a lesser goddess of the hearth.

It is often said that witches of the Aiséiligh Tradition can only be female; no man may enter this Tradition. This is not entirely true. Many solitaires feel drawn to the aiséiligh and most of these are women or women identifying. Some individual covens do bar men from entering, having them server as Cowans (Fighters) instead. Others are more open, but all have the same point of view that like the Goddess and God, women and men are equal.

Humans make up the majority of the witches in the Aiséiligh traditions. Elves, dwarves and halflings, from a racial standpoint, do not share the Aiséiligh's philosophy. Elves in particular gravitate more towards the Faerie tradition. Dwarves have a special type of tradition that is embodied in the Xothia, the Dwarven witch. Halflings have their "Herb Women".

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

Aiséiligh witches see it as their duty to their Goddess and to the world to protect others as the Goddess has protected them.

This tradition overlaps, geographically at least, with areas that are common to Classical traditions and druids. 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 greatest hurdle.

**Joining this Tradition:** There are no special ability scores required to be an Aiséiligh, although high Wisdom and Constitution are entirely desirable.

Aiséiligh Witches usually meet in groups, called Meets, during the time of the waxing moon till the full moon. Aiséilighs for the most part are lawful, with some gravitating towards neutral.

**Leaving this Tradition:** The belief system of the Aiséiligh witch are deeply ingrained into her personality and culture. So much so that most will never leave this Tradition. Generally, an Aiséiligh who leaves the Tradition will be warmly welcomed into the arms of the Classical or Craft of the Wise Traditions and the opposite is also true.

### Occult Powers

Like all witches the aiséiligh witch gains occult powers as she goes up in levels. Unless noted these powers require no preparation. Typically the power is limited to once per day unless stated differently in the description.

**Minor: 1<sup>st</sup> Level: Healing Touch.** The Aiséiligh witch gains the ability to heal by touch. She can once per day heal a number of hit points equal to 1d4 + her level + her Charisma modifier. It is believed that it is the power of her personality and fortitude of will that allows this to happen.

**Lesser: 7<sup>th</sup> Level: Immune to Fear.** The Aiséiligh 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 magical induced fear.

**Medial: 13<sup>th</sup> Level: Mantle of the Goddess.** The Aiséiligh witch may cast a 25' radius circle of protection around herself and a number of allies equal to her level. These allies are only protected if they are lower level than the witch. This protection provides a +3 to saving throws and a +3 protection against physical attacks as well. The protection often appears as something that is central to the Goddess in question. Brighid for example surrounds her witches in flame that never burns. To retain these benefits the allies must stay within 25' of the witch. This protection last for a number of rounds equal to the witch's level.

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

**Equipment:** None required. Aiséiligh witches are more likely to use short swords in their rituals than any other Tradition. Therefore they are not penalized from using them in combat.

The ritual tool of the Aiséiligh witch is the cauldron (representing the Goddess) and the short sword, replacing the boline. If adventuring, the witch can or will use a staff, which can double as a weapon. All items may also be used for more mundane and combat purposes.

**Preferred/Barred Covens:** This Tradition is suited mostly to all witch covens. Aiséiligh Witches will join covens with other Traditions save for purely evil ones.

**Relationship to the Goddess/Patron:** The Goddess is the protector and guardian of the Aiséiligh 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 true receptacles of creative forces.

**Wealth:** Aiséiligh witches start with the amount of wealth allotted to any witch. Typically 3d6x10 gp.

**Other:** Aiséiligh witches generally get along well enough with other traditions, in particular Classical and Craft of the Wise. Aiséiligh 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.

## Sample Coven – Daughters of the Flame

*"A Bhridid, scar os mo chionn, Do bhrat fionn dom anacal.*

Oh, Brighid, spread above my head, your mantle bright to guard me."

**- Prayer to Brighid**

The witches of Ireland, Scotland and Wales all share a common Goddess in their wide and diverse pantheons. Brighid, also known as Brigit, Brigantia, Bridget, Brighid, Bride and Brigandu, is the Celtic Goddess of Flame, Fire and Hearth, but also of Healing, Midwifery and Wisdom. She is honored by many witches, mostly of the Classical Tradition, but none honor her higher than The Daughters of the Flame.

The Witches of Brighid are charged with spreading Her bounty across the land, and so are often seen carrying two clay jars. The first contains water from a sacred river or stream, which the Daughters can pour into other streams to cleanse them. The second jar contains dung from Her pastoral lands which, when distributed, brings Her blessings upon fields and villages.

Formal records of the Daughter's foundations do not exist since the earliest days forbade the use of writing down holy or magical transcripts. History was passed from mother to daughter. It is known that they were contemporaries of the Druids and may have been *Ban Druí* (a sect of female druids) themselves.

The earliest known members were the Ban Druí Bodhmal and the witch Liath Lurcha, which dates back to the 3rd century CE.

They have survived time, the Vikings, the Chistianization of their homelands, and the Burning Times. They may not be the oldest order, but they are persistent.

There are two schools of thought within the Daughters of the Flame covens. The first, the *Eala*, are known for their traditionalist ways and desire to remain a pastoral order and not get involved in the affairs of the world. The second, the *Brenna*, want to take a more active role in removing the threats to the Daughters, both mundane and supernatural. Eala tend to come from the Classical Tradition and the Brenna from the Aiséiligh Tradition.

**Members:** This coven numbers 19 witches, with one leader, the High Priestess. Members of this coven can only be women and no man may enter into the sacred areas of worship. A witch must have a high wisdom score (15 or better) to enter the coven.

No preference is given on how the witch appears, but those with bright red hair are known as the "blessed of Brighid."

**General Alignment:** The Daughters are overwhelmingly Lawful, with a scattered few Neutral. No Chaotic witch can ever join.

**Patrons:** The patron of course is Brighid, the Bright One or the Bright Arrow.

**Sabbats and Rituals:** Witches of Brighid are required to keep a perpetual flame burning at their shrines. The witches of the coven each take turns tending the flame in 20-day cycles. On the 20th day, Brighid herself magically tends the flame. A huge festival is given at the time of Imbolic, also known as "Lady's Day." It is a celebration of the forthcoming return of Spring.

**Common Traits:** The Daughters prefer the simple quiet life of country living as opposed to the life of an adventurer or city dweller. They wish nothing more than to be left alone to tend to their sacred flame, but they will not turn away those in need of help. Every daughter takes skills in healing and midwifery.

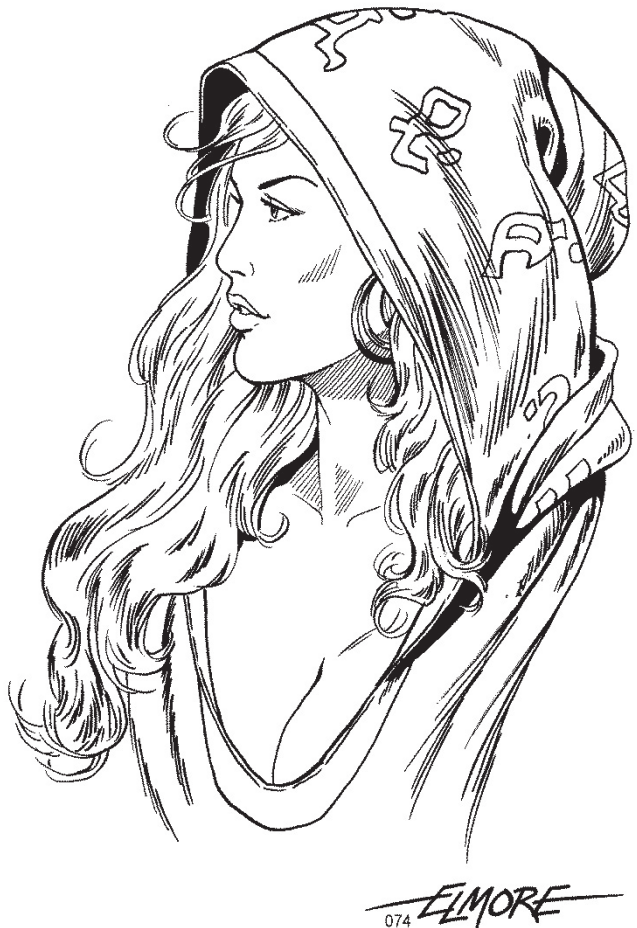
Legends tell that Brighid was midwife to the Gods and thus the Bright One's name is always invoked during times of labor. If a Daughter hears such an invocation, she will not hesitate to aid. Daughters of the Flame can also perform handfastings (marriages) and naming ceremonies for newborns.

Despite their affinity for families and children, the Daughters rarely if ever marry themselves.

Principles: "Brighid is a force of Life. To honor Her is to Honor life. Live simply and aid those in need. Tend to the Flame, for the Flame is Life."

**Ardaynes:** Aid those in need, especially mothers and children. Protect all forms of life. Do not kill unless absolutely necessary. Then do so quickly, offer no quarter, and beg no quarter. Tend

to the Flame. Destroy all undead, as they are an affront to Life and therefore the Goddess. See to it that justice is served.



## Witch Spells by Level

Spells detailed in the Swords & Wizardry Rules (Class and Level)  
New Spells in italics detailed below.

### 1st Level Witch Spells

*Bless Growth*  
*Blue Flame*  
*Burning Hands*  
Charm Person (MU1)  
Detect Evil (C1)  
Detect Magic (MU1)  
*Endure Elements*  
*Everlasting Candle*  
*Faerie Fire*  
*Feel My Pain*  
*Fey Sight*  
*Forget Me Knot*  
*Glamour*  
Light (MU1)  
*Magic Circle Against Evil*  
*Minor Fighting Prowess*  
*Opportunist*  
*Predict Weather*  
Shield (MU1)  
Sleep (MU1)  
*Sonic Blast*  
*Stay Death's Hand*  
*Vigor*

### 2nd Level Witch Spells

*Augury*  
*Broca's Curse of Babel*  
*Burning Gaze*  
*Calm Emotions*  
Cure Light Wounds (C1)  
*Evil Eye*  
*Head Strong*  
Heat Metal (D2)  
*Hold Person*  
*Jumping Flame*  
Knock (MU2)  
Levitate (MU2)  
*Mind Obscure*

*Rite of Remote Seeing*  
*Share My Pain*  
Silence, 15-foot Radius (C2)  
*Whispering Wind*

### 3rd Level Witch Spells

*Bestow Curse*  
Call Lightning (D3)  
Clairaudience (MU3)  
Clairvoyance (MU3)  
*Continual Fire*  
Continual Light (C3)  
*Firewater*  
Fly (MU3)  
Hold Person (MU3)  
*Improved Faerie Fire*  
*Lesser Strengthening Rite*  
Locate Object (C3)  
*Magic Circle Against Undead*  
*Mind Rash*  
Protection Against Fire (D3)  
Pyrotechnics (D3)  
Suggestion (MU3)  
*Summon Fyre Fae*  
*Witch Wail*

### 4th Level Witch Spells

*Discern Lies*  
*Elemental Armor*  
Fear (MU4)  
*Instant Karma*  
*Magic Circle Against Evil, 10'*  
*Moonlit Way*  
Produce Fire (D4)  
Remove Curse (MU4)  
Wall of Fire (MU4)  
*Witch's Cradle*

### 5th Level Witch Spells

*Blade Dance*  
*Calm Weather*  
Conjuration of Elementals (MU5)  
*Discorporate*

Dispel Evil (C5)  
*Dream*  
*Eternal Charm Person*  
*Feeblemind*  
Hold Monster (MU55)  
*Magic Jar*  
*Primal Scream*  
*Song of Discord*  
Telekinesis (MU5)

### 6th Level Witch Spells

Anti-Magic Shell (MU6)  
Control Weather (MU6)  
*Eye Bite*  
Find the Path (C6)  
*Flame Strike*  
*Geas*  
*Magic Cauldron*  
*Mass Suggestions*  
Speak with Monsters (C6)  
Weather Summoning (D6)

### 7th Level Witch Spells

*Ball of Sunshine*  
*Break Penracle*  
*Breath of the Goddess*  
*Brigid's Waves of Flame*  
*Peace Aura*  
Power Word, Stun (MU7)  
*Wave of Mutilation*  
*Widdershins Dance*

### 8th Level Witch Spells

*Antipathy / Sympathy*  
*Damming Stare*  
*Discern Location*  
Mass Charm (MU8)  
*Mystic Barrier*  
*Prophecy*  
*Wail of the Banshee*





## New Spells

### Antipathy/Sympathy

**Level:** Witch 8

**Range:** 15'

**Duration:** 1 hour per level

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

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

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

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

### Augury

**Level:** Witch 2

**Range:** Personal

**Duration:** Instant

This spell allows the witch to ask about one particular action and find out if the results will be positive or negative. The base chance for receiving a meaningful reply is 70% + 1% per caster level, up to a maximum of 90%. This roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the spell succeeds, the witch will get one of four results:

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

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

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

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

**Ritual Benefits:** The witch can choose to cast this spell during the witching hour after midnight. Doing so will add an extra 5% chance of a meaningful reply.

### Ball of Sunshine

**Level:** Witch 7

**Range:** 80' blast radius

**Duration:** Instantaneous

This spell was known to have been first used by the great witch Bodhmal to defeat a group of vampires.

Upon casting, the witch tosses a handful of gold dust into the air where it gathers and collapses into a fist size ball of pure sunlight. The small star burns till the end of the round.

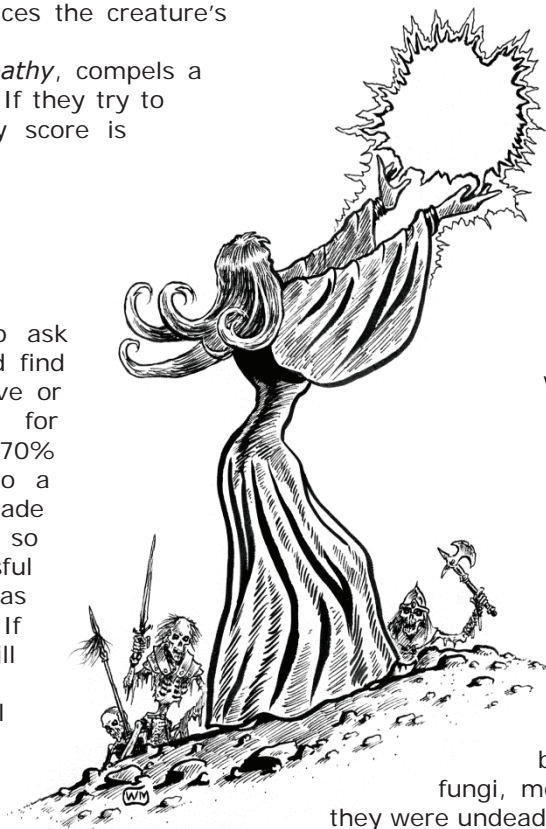
All creatures, including allies, with 80' are blinded (save to counter) and take 6d6 points of damage (save for half). Any ally or creature that shields their eyes or is blind is immune to these effects. A creature to which sunlight is harmful or unnatural takes double damage.

An undead creature caught within the globe takes 1d6 points of damage per caster level (maximum 30d6), or half damage if a saving throw is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes and slimes just as if they were undead creatures.

*Ball of Sunshine* dispels any darkness spells cast in the area.

**Material Components:** A handful of gold dust tossed into the air, 100 gp worth.





### **Bestow Curse**

**Level:** Witch 3

**Range:** Touch

**Duration:** Permanent

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

The witch places a curse on the target. Choose one of the following three effects:

- -6 decrease to an ability score (minimum 1).
- -4 penalty on attack rolls, saves, and ability checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
- The target becomes unlucky. Every non-combat role receives a -5 penalty.
- The target is cursed with embarrassing themselves in all social situations. The target makes inappropriate body noises, her devices fail to work, she spills drinks and food, etc.
- The target can't help but shout everything they are trying to say.
- The target becomes incapable of intentionally lying (even for the sake of diplomacy or social convention).
- The target is taken with fits of sneezing, coughing, weeping or laughter. In a stressful situation, there is a 50% chance each round that the character is incapable of action because of this condition.
- Animals shun the character and do their best to avoid him.
- Circumstances always draw attention to the character at the worst possible moment. For example, the character may always step on a dry branch (or a stray cat), causing noise, or the character may suddenly glow in the dark (just enough for others to see him). The target has a -25% enhancement penalty for all Hide and Move Silently checks.
- The character develops an unusual or embarrassing physical trait. This includes things such as a donkey's ears, a pig's tail (and perhaps snout), a nose grows twice its original size, bright polka-dotted skin, total loss of body hair, cold and clammy skin or just about any other unpleasant cosmetic features the witch desires. The target cannot be transformed entirely into another creature, nor are any of the target's abilities affected (although he may have a difficult time with some interaction skill checks).
- The target is inflicted with a form of lycanthropy of the witch's choice. The witch cannot bestow a form of lycanthropy with an alignment opposite to her own. Thus lawful witches cannot create

wererats or werewolves and chaotic witches cannot create werebears. This lesser form lycanthropy can be cured via a *Remove Curse*.

- One of the target's descendants suffers the effects of the curse. For example, a caster may choose to place a curse that affects the subject's first-born child. The curse takes effect and may be removed normally.
- Most food becomes difficult to digest and tastes horrible. Raw sea food is an exception, preferably regurgitated.
- Verbal articulation becomes very difficult, requiring another speaker of a shared language to make Intelligence checks each round to understand what is said.
- Hands become clubby with the four fingers to the side of the thumbs fusing together into two wide digits that grant an additional +2 circumstance bonus to swim checks but make manipulating most objects difficult (dexterity checks for picking up or grasping anything).
- Toes begin fusing together and feet become more club like, increasing in size and making it impossible to wear normal humanoid footwear.
- The curse affects the target's family line instead.
- The curse has a delayed onset or will only begin under certain circumstances.
- The curse can only be removed under special circumstances as dictated by the GM.

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

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

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

### **Blade Dance**

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

To begin this spell, the witch starts a dance with a specially enchanted boline (knife) and her Athamé. The witch dances while muttering the spell words, at the last word she throws the boline at the target. The boline spins around the area the witch chooses and multiplies in a manner similar to the spell *Blade Barrier*. The spinning barrier can vary from 5 to 30 feet in diameter around a point chosen by the witch. The barrier lasts the listed duration, until someone casts *Dispel Magic*.

Anyone trying to cross the barrier of flying, spinning knives takes 1d6 points of damage per level of the witch.

**Material Components:** A specially prepared boline.

### **Bless Growth**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 week

This spell can be used in three ways.

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

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

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

*Material Components:* A drop of pure, fresh water.

The reverse of this spell is *Blight Growth*.

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

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

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

*Material Components:* A drop of fetid water.

### **Blue Flame**

**Level:** Witch 1

**Range:** One flame

**Duration:** 10 minutes + 1 minute per level of witch

This spell allows the witch to cause any single source of non-magical flame within 60', such as a candle, torch, bonfire, etc. to burn with a bright blue flame. While the flame burns thus, all saving throws against witch spells within 120' are made with a -1 penalty, and all effects of spells cast by witches are increased by 1 or 5%, whichever is applicable. The spell will last for 10 minutes plus 1 minute per level of the witch, and the effect will move with the source of flame, if applicable. Note that the blue flame spell must itself be cast in order to achieve these effects. If the fire is put out by some means, the effect will disappear.

*Material Components:* The witch says a brief incantation over a normal flame.

### **Break Pentacle**

**Level:** Witch 7

**Range:** One pentacle

**Duration:** Instant

This spell allows the witch to break through any pentacle or other magic protective circle, including the effects of spells such as protection from evil 10' radius. The spell will be effective on all sorts of pentacles; pentagrams, thaumaturgical triangles, magic circles, etc. If the pentacle is engraved on the ground, the pentacle is entitled to a saving throw as if the one who created it were making a saving throw. Success means the *break pentacle* spell has no effect. The spell requires that a normal-sized besom be used to "sweep away" the magic of the pentacle. It is not destroyed in the casting.

*Material Components:* The witch says an incantation while making sweeping with her besom.

### **Breath of the Goddess**

**Level:** Witch 7

**Range:** 15' centered on the witch

**Duration:** Instantaneous

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

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

### **Brigid's Waves of Flame**

**Level:** Witch 7

**Range:** Cone starting 5' and increasing 5' per level

**Duration:** 1 round/level

Brigid is the Celtic goddess of fire, water and life. To her there can be no greater insult than the undead. This spell is actually a purifying one designed to burn out the offensive creatures. By using her blessed water and dung her witches perform the same ritual they perform to ready the land for growth every Imbolc (Feb. 1-2). This spell adds the extra kick of turning her sacred water into a wave of flame that will race out 5 feet + 5 feet per level from the caster. The flames are soundless, and produce no heat unless the affected victim is undead (Vampire, Zombie, Skeletons) then they take fire damage of 2d10 initial damage and additional damage at the rate of 1d6 per level of the witch hit points every round in the flames.

*Material Components:* Blessed water drawn from Brigid's well and dung from her fields. The witch must speak the command words, Latin "Incindar" or Gaelic "Adhain".

### Broca's Curse of Babel

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 round per level

By means of this minor curse, the witch will cause the subject to be able to only speak in nonsense. The subject will believe that they are speaking normally and will not initially understand why no one understands them. The affected subject will not be able to communicate either by speech or writing, nor will they be able to cast spells. Any spell with a verbal component is stopped or otherwise disrupted. People affected will also believe that their own speech is normal, but all other affected people's speech is babbled.

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

**Material Components:** A snake's tongue that has been tied in a knot.

### Burning Gaze

**Level:** Witch 2

**Range:** Personal

**Duration:** 1 round per level

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

As a regular attack action, the witch may direct her burning gaze against a single creature or object within 30' of her location. Targeted creatures must make a saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Petrification save or catch fire.

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

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

**Material Components:** Eye of a mundane salamander.

### Burning Hands

**Level:** Witch 1

**Range:** 15'

**Duration:** Instantaneous

A cone of searing flame shoots from the witch's fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per level of the witch (maximum 5d4). Flammable materials burn

if the flames touch them. A character can extinguish burning items in one round.

### Calm Emotions

**Level:** Witch 2

**Range:** 100' + 10' per level

**Duration:** 1 round per level

This spell calms agitated creatures. The witch has no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

**Material Components:** A common cricket.

### Calm Weather

**Level:** Witch 5

**Range:** 2 miles

**Duration:** Instantaneous (see text)

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

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

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



### Continual Fire

**Level:** Witch 3

**Range:** 5'

**Duration:** Permanent

By means of this spell, the witch alters the nature of a flame to burn forever. It never grows or consumes its fuel, but it can't be put out save by magical means or depriving it of air. Unlike continual flame, this fire does produce real heat,

and other objects can be caught on fire with this spell.

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

The material component is a small piece of petrified wood.

### **Damning Stare**

**Level:** Witch 8

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

This murderous spell causes the witch's eyes to emit deadly necromantic power, slaying nearly anyone who meets the witch's gaze. This spell functions just like a standard gaze attack. Living subjects with less than 6 HD are instantly slain by the witch's gaze (no save). Those who have 6 to 9 HD must make a saving throw or die. Living creatures above 9 HD, and those of 6 to 9 HD who made their saving throws, suffer from a curse which reduces one of their ability scores by 4 points. Randomly determine which ability is reduced by rolling a d6. This ability reduction is permanent until removed with appropriate magic (*remove curse*, etc.).

The witch must be able to look at and see the target of this spell.

Roll d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

### **Discern Lies**

**Level:** Witch 4

**Range:** 25' + 5' per 2 levels

**Duration:** Concentration to 1 round per level

Each round, the witch can concentrate on one subject, who must be within range. She can tell if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies or necessarily reveal evasions.

Each round, she may concentrate on a different subject. She may target 1 creature per her level, but no two can be more than 30' apart.

**Material Components:** The witch must be able to see and concentrate on the target and be able to say "Liar, liar."

### **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.

### **Discorporate**

**Level:** Witch 5, Wizard 5

**Duration:** 1 hour + 10 mins per level

**Range:** Touch

By means of this spell the witch can leave her body and project herself anywhere on the current plane she is inhabiting. She cannot affect objects or people unless they are also astral, ethereal or in spirit form. She can pass through walls and travel great distances, but she must return to her own body before the duration ends or be lost.

The witch can bring the astral forms of five other willing creatures, provided all subjects are linked in a circle at the time of the casting. These fellow travelers are dependent upon the caster and must accompany her at all times. If something happens to the caster during the journey, her companions are stranded.

Like the *Astral Spell*, a physical body is left behind attached by a silver cord.

**Material Component:** A bit of velvet.

### **Dream**

**Level:** Witch 5

**Range:** Unlimited

**Duration:** See text

This spell sends a phantasmal message to others in the form of a dream. At the beginning of the spell, the witch must name the recipient or identify him or her by some title that leaves no doubt as to identity. The messenger then enters a trance, appears in the intended recipient's dream and delivers the message. The message can be of any length and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to



enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell.

Creatures that don't sleep (such as elves, but not half-elves) or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Creatures under the influence by *Sleep* or *Endless Sleep* spells can be affected.

**Material Components:** The witch must consume a glass of warm milk seasoned with nutmeg.



### Elemental Armor

**Level:** Witch 4

**Range:** Touch

**Duration:** 1 minute per level

This spell creates a suit of magical body armor that surrounds the target. The armor is made out of elemental matter chosen at the time of casting by the witch. The armor encircles the target and provides an AC bonus of -4. The armor is flexible to the target and they can act as if they are not

wearing armor at all, therefore causing no spell failure. This spell does not help with normal armor.

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

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

### Endure Elements

**Level:** Witch 1

**Range:** Touch

**Duration:** 24 hours

A creature protected by *endure elements* suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Material Components:** A bit of fur.

### Eternal Charm Person

**Level:** Witch 5

**Range:** 25' + 5' per 2 levels

**Duration:** Permanent

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

### Everlasting Candle

**Level:** Witch 1

**Range:** Touch

**Duration:** permanent

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

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

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

## Evil Eye

**Level:** Witch 2

**Range:** Sight

**Duration:** 12 hours + 1 hour

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

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

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

A *scry*, *detect magic* or *analyze magic* will detect the presence of an *Evil Eye* and the level of the witch that cast it.

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

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

## Eye Bite

**Level:** Witch 6

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per 3 levels

Each round, the witch may target a single living creature, striking it with waves of arcane power. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5-9	Panicked, sickened
4 or less	Comatose, panicked, sickened

**Sickened:** Sudden pain and fever sweeps over the target's body. A sickened creature takes a -2 penalty on attack rolls, weapon damage rolls, saving throws and ability checks. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective.

**Panicked:** The target becomes panicked for 1d4 rounds as if under the influence of a *fear* spell. After the initial effect is over, the target can become panicked again if he sees the witch and fails a saving throw.

**Comatose:** The target falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of

dispelling the effect. This is not a sleep effect, and thus elves are not immune to it.

The spell lasts for 1 round per three caster levels. The witch must spend a move action each round after the first to target a foe.

**Material Components:** The witch needs to be able to see the victim. She needs to touch her eye and point to the victim.

## Everlasting Candle

**Level:** Witch 1

**Range:** Touch

**Duration:** permanent

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

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

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

## Feeblemind

**Level:** Witch 5

**Range:** 100' + 5' per level

**Duration:** Instantaneous

If the target creature fails a saving throw, its Intelligence and Charisma scores each drop to 1. The affected creature is unable to cast spells, understand language or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a *heal* spell is used to cancel the effect. A target creature that can cast spells suffers a penalty of -4 on its saving throw against this spell.

**Material Components:** A crushed pearl.

## Feel My Pain

**Level:** Witch 1

**Range:** 50'

**Duration:** Instantaneous

The witch transfers pain and damage to another target in line of site. She invokes the spell and either cuts herself or causes damage in some way, such as putting her hand in a torch fire. She takes 1 hp of damage (regardless of how much would have been dealt) and she turns and magnifies that on her target causing 1d6 points of damage.

*Material Components:* The material components for this spell are the witch's boline or dagger or what ever she uses to cause herself pain.

### **Fey Sight**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 hour per level

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

*Material Components:* A living firefly.

### **Find the Path**

**Level:** Witch 6

**Range:** Personal or Touch

**Duration:** 10 minutes per level

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground or even inside a maze or *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a glyph of warding. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round.

This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians).

*Material Components:* The divination tools preferred by the witch; cards, dice, bones, etc.

### **Firewater**

**Level:** Witch 3

**Range:** one pint of water

**Duration:** 1 minute

This spell converts up to 1 pint of water per level of the witch into a highly flammable liquid. The slightest spark will cause the firewater to ignite, causing 2d6 hp of damage to any creature that it is thrown upon. Once the spell is cast, the firewater must be used within 1 minute, or it will evaporate into nothingness, even if kept in a sealed container. Other than the water itself, the spell

requires a pinch of sugar and one raisin, which are destroyed as the spell is cast.

If cast underwater, the liquid will immediately float to the surface, forming a pool. It cannot be set aflame while underwater.

*Material Components:* Water, a pinch of sugar and a raisin.

### **Flame Strike**

**Level:** Witch 6

**Range:** 60' of witch

**Duration:** Instant

This spell enables the witch to call down a fiery pillar from the heavens, ten feet wide and thirty high, anywhere within 60' of the witch. This supernatural gout of fire will inflict 6-48 (6d8) hit points of damage on any creature within the 10' diameter of the strike; such creatures are allowed a saving throw for half damage. The pinch of sulfur is, of course, consumed by the casting of the spell. This spell cannot be cast underwater.

*Material Components:* A pinch of sulfur.

### **Forget Me Knot**

**Level:** Witch 1

**Range:** 1 person

**Duration:** special, see below

The witch casts this spell and can remember anything said to her or anything she reads roughly equal to a page of information; 600-800 words. She commits the spell by tying a bit of string into a knot. She can then keep the knot safe any amount of time. If she wants to recall the information perfectly she merely unties the knot.

This spell can be used to deliver information to another of the witch's choice, but it cannot be used to remember spells or scrolls.

If the knot is destroyed the information is lost.

*Material Components:* A bit of normal string, thread or yarn the witch can tie into a knot.

### **Geas**

**Level:** Witch 6

**Range:** 5' per level

**Duration:** special

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

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

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

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

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

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

### **Glamour**

**Level:** Witch 1

**Range:** Self

**Duration:** 2 minutes per level

This spell can be used in two ways.

*Touch of Beauty:* The witch can make herself appear to be, simply put, more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. The witch gains a +2 bonus to bluff and diplomacy checks using this spell in this way.

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

**Material Components:** A male bird's feather to use the Touch of Beauty function or a bit of Goblin droppings for the Touch of Hideousness.

### **Head Strong**

**Level:** Witch 2

**Range:** Touch

**Duration:** 1 hour per level

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

**Material Components:** An owl feather.

### **Hold Person**

**Level:** Witch 2

**Range:** 100' + 5' per level

**Duration:** 1 round per level

This spell will render any living (not undead) human, demi-human or humanoid creature paralyzed. Creatures larger than ogres will not be affected by this spell. Targets of the spell are

aware and breathe normally, but cannot take any actions, including speaking. A successful saving throw will negate the effect. If this spell is cast on a single target, it makes its save at –2. If cast on a group, they roll their saving throws normally, but only 1d4 of the creatures in the group are affected. A winged creature that is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

**Material Components:** A natural lodestone.

### **Improved Faerie Fire**

**Level:** Witch 3

**Range:** 400' + 40' per level

**Duration:** 1 round per level

A living aura of fire surrounds and outlines the target. Targets so affected give off light in a thirty-foot radius, and do not gain bonuses from concealment 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 target is caught aflame; suffering 1d6 damage each round until extinguished. If extinguished, the target must continue to make saving throws until the duration runs its course. Undead affected by this spell suffer 3d6 damage, they also save at a –2 penalty.

**Material Components:** A live firefly.

### **Instant Karma**

**Level:** Witch 4

**Range:** 100' + 10' per level

**Duration:** 1 round per level

This spell immediately reciprocates any damage caused by the target, inflicting a similar amount back upon him. Any direct successful attack via *mêlée*, range or spell perpetrated by the target results in an equal amount of damage to themselves. This damage appears as if caused by the same method as the damage they dealt. A wizard under this spell who casts *fireball* on someone else suddenly suffers from burns of the same sort he just inflicted, though no *fireball* actually strikes him.

If the subject has resistance against the damage type (e.g. fire resistance) their resistance functions normally against the damage. The amount of damage is always equal to the damage dealt by the subject. A fighter who inflicts 42 points of damage with his sword suddenly suffers 42 points of damage from an open wound, similar to a sword wound. Resistance and damage reduction apply normally, but no saving throw is allowed as there is no actual *fireball* or *lightning bolt* or whatever to save from.

**Material Components:** A small polished mirror.



### **Jumping Flame**

**Level:** Witch 2

**Range:** One flame within 120'

**Duration:** Instant

This spell allows the witch to cause any source of natural flame within 120' (a torch, candle, lantern, campfire, etc.) to release a sudden gout of fire some 10' long in any direction. This flame will ignite anything flammable such as paper or cloth, and can be targeted against an individual. The witch must roll "to hit" against the target as if she were physically attacking; if the flame hits it will do 2d6 hp of damage and the target must make a saving throw. Failure indicates the flame has struck her eyes and she will be blinded for 1d4 rounds. The original flame source is extinguished by the jumping of the flame, but anything it sets alight will burn normally. The spell cannot be cast underwater.

**Material Components:** An incantation invoking the name of the most famous fire jumper, Jack, and a flame.

### **Lesser Strengthening Rite**

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 hour per level

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

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

**Material Components:** A few leaves from the Spring Adonis plant.

### **Magic Cauldron**

**Level:** Witch 6

**Range:** One cauldron of water

**Duration:** 24 minutes

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

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

### **Magic Circle Against Evil**

**Level:** Witch 1

**Range:** Touch

**Duration:** 1 round per level

This spell will protect the witch, and usually her familiar, from a variety of creatures that she might deem "evil." It creates a magical barrier that projects 1' out from her body (as defined by her drawn circle). The witch automatically gains a bonus of -2 to her AC and a +2 bonus to her saves.

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

**Material Components:** The witch must draw a circle with chalk.



### **Magic Circle Against Evil, 10' Radius**

**Level:** Witch 4

**Range:** Touch

**Duration:** 1 round per level

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

**Material Components:** The witch must draw a circle with chalk.

### **Magic Circle Against Undead**

**Level:** Witch 3

**Range:** Touch

**Duration:** 1 round per level

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

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

**Material Components:** The witch must draw a circle with chalk.

### **Magic Jar**

**Level:** Witch 5

**Range:** 30'

**Duration:** Special

By casting *magic jar*, the witch places her soul in a gem or large crystal (known as the *magic jar*), leaving her body lifeless. An attempt can then be made to take control of a body within 120', forcing its soul into the *magic jar*. The witch may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when the witch sends her soul back to her own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range. While in the *magic jar*, the witch can sense and attack any life force. Attempting to possess a body is a full-round action. The witch possesses the body and forces the creature's soul into the *magic jar* unless the subject succeeds a saving throw. Failure to take over the host leaves the witch's life force in the magic jar, and the target automatically succeeds on further saving throws if the caster attempts to possess its body again. If the witch is successful, her life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. The caster keeps her own Intelligence, Wisdom, Charisma, level, class and alignment. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities and automatic abilities. The creature's spells and spell-like abilities do not stay with the body. The witch can be forced out of a possessed body if a *dispel evil* spell is cast.

The spell ends when the witch shifts from the jar to her body. If the host body is slain, the caster returns to the magic jar, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both the witch and the host die. If the witch's life force is within the *magic jar* and her own body is slain, the witch is trapped in the *magic jar* until a creature comes within range and can be possessed. If the witch's life force is in possession of a host and the *magic jar* is destroyed, the witch's life force is stranded in the host. Any life force with nowhere to go is treated as slain. Destroying the receptacle ends the spell and destroys any life force inside.

**Material Components:** A glass jar of fine quality inscribed with mystical symbols, cost 500gp.

### **Mass Suggestion**

**Level:** Witch 6

**Range:** 25' + 5' per 2 levels

**Duration:** 1 hour per level or until completed (see below)

As *suggestion*, except it affects multiple creatures, up to one target creature per level. The targets of the spell save separately against its effects.

Again, undead, constructs and creatures incapable of understanding language are immune. The witch must be able to speak in a language the target can understand.

**Material Components:** A snake's tongue and either a bit of honeycomb or a drop of sweet oil.

### **Mind Obscure**

**Level:** Witch 2

**Range:** 25' + 5' per 2 levels

**Duration:** 1 minute per level

With this spell, the witch removes herself from the target's mind. She is not invisible. She simply makes herself undetectable through any of her target's senses. Because of this, she can't be seen with a *Detect Invisibility* spell or through any means, though a *True Seeing* spell will negate the spell. A *detect magic* spell will reveal a faint magic aura in the area, but will not specify the source of the problem or the location of the witch. The target has no chance to see, hear or otherwise detect the witch, however, if the witch engages the target physically through melee or otherwise casts offensive spells against the target, the spell is immediately dispelled.

**Material Components:** A thin veil or smoky glass.

### **Mind Rash**

**Level:** Witch 3

**Range:** 25' + 5' per 2 levels

**Duration:** 1 round per level

This spell causes the target to experience horrible itching sensations all over their body. Though not actually inflicted with any real physical ailment, the delusion of itching is so great that the target is unable to perform any action not related to attempting to relieve the persistent suffering. Likewise, the irritation actually causes the target to wound their bodies in the process of trying to relieve the itch. Any sort of thing to scratch and scrape away at the sensations, including stones, weapons, and bits of metal are used. Each round during the duration of the *mind rash* the target wounds their body for 1 point of damage.

**Material Components:** A bit of dried poison oak.

### **Minor Fighting Prowess**

**Level:** Witch 1

**Range:** 10 yards

**Duration:** 1 round per level

By means of this spell, the witch increases the target's natural fighting instinct. The target gains a +1 bonus per 2 caster levels (max +5) to their attack rolls. The witch needs to point a finger at the creature to be affected or she may cast it on herself.

**Material Components:** A miniature metal sword (not consumed by spell).

### **Moonlit Way**

**Level:** Witch 4

**Range:** 100' + 10' per level

**Duration:** 1 minute per level

With this spell, the witch can create a ribbon of moonlight between one visible point and another visible point. Both endpoints must touch a solid surface, but there is no need for other points of contact in between. The *moonlit way* is a solid path that can support 500 lb per caster level at any given time. Creatures or objects that exceed the weight limit cannot touch the path and will fall through if they attempt to move onto it. Creatures on the *moonlit way* can't be forced off the path by strength alone. The *moonlit way* sheds light out to 30 feet from its edges.

**Material Components:** Powdered moonstone (50 gp).

### **Mystic Barrier**

**Level:** Witch 8

**Range:** Caster

**Duration:** 1 round per level

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

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

### **Opportunist**

**Level:** Witch 1

**Duration:** Until healed

**Range:** 20ft.

**Damage:** 1d4+1 damage (requires extra healing)

This spell enables the Witch to cause an existing wound on an opponent to bleed further (1d4+1). Any wound affected in this way becomes infected and will take double the amount of points to heal it. For example, if the witch causes 4 points of damage, that will take an additional 4 points to heal for a total of 8.

### **Peace Aura**

**Level:** Witch 7

**Range:** 40' radius emanating from a touched point

**Duration:** 1 hour per level to max 24 hours

Peace aura wards a particular site, building or structure against violence. Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6

points of force damage per caster level (maximum 20d6).

**Material Components:** A symbol of peace is carved on the building.

### **Predict Weather**

**Level:** Witch 1

**Range:** 3 miles from the witch

**Duration:** Instant

This spell grants the witch perfect knowledge of the future weather in a three mile diameter area. This will yield information on temperature, precipitation, and wind. For every experience level of the witch, she will be able to know the weather two hours out; thus, a 6th level witch would know the weather in the given area for the next 12 hours.

**Material Components:** The witch say the incantation and holds a finger up to the air.

### **Primal Scream**

**Level:** Witch 5

**Range:** 15' radius + 5' per level

**Duration:** 1 minute

This spell is related to *Shriek* and *Witch Wail*. With this spell, the witch lets loose a scream of profound terror and sadness. Anyone within the area of effect must make a saving throw to avoid the full effects.

Creatures 5 hit dice per level or less must succeed a Death save or take 6d6 points of damage, save for half. Creatures greater than 5 hit dice per level take 4d6 points of damage or save for half. Anyone who fails their save is treated as if they were subject to a *Shriek* or *Fear* spell, suffering the -2 to attack rolls, armor class, and skill checks.

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

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

**Material Components:** The witch must be able to scream.

### **Prophecy**

**Level:** Witch 8

**Range:** Personal

**Duration:** Instantaneous

When staring into the heart of a roaring fire, the witch may catch glimpses of the future, clues of things to come. Through these visions she can learn certain future truths surrounding an object, person, place or event. The GM will describe what it is that witch can see. The information comes to you in a series of visions, some obscure and vague, while others might be clear and even

alarming. Once the witch has seen these images, it is up to her to draw some conclusions about what it was that the GM shared. In any event, she may prophesize 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 witch must eat 3-5 raw hazelnuts.



### **Protection of the Goddess**

**Level:** Witch 6

**Range:** One Dwelling or Covenstead

**Duration:** 1 round per level of the witch

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

Witches and those they choose to protect 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 by the witchwho cast the spell. Often the coven chooses to activate it once the ritual is cast. After that time the effects persist a number of rounds equal to a number of rounds equal to the witch's level.

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

**Note:** This spell should not be made available to non-witches.

### **Rite of Remote Seeing**

**Level:** Witch 2

**Range:** Familiar

**Duration:** 1 minute per level

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

**Material Components:** A piece of rose colored glass.

### **Share My Pain**

**Level:** Witch 2

**Range:** 25'

**Duration:** Instantaneous

With this spell the witch can turn damage caused to herself to another. The witch can cast this spell after any attack that causes her damage and return the same damage back to her attacker. Only the one that attacked and damaged the witch can be so affected.

**Material Components:** The witch must have been damaged for at least 1 hp of damage.

### **Song of Discord**

**Level:** Witch 5

**Range:** 100' + 10' per level)

**Area:** Creatures within a 20'radius spread

**Duration:** 1 round per level

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round (roll to determine each creature's behavior every round at the beginning of its turn). A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not,



however, harm targets that have fallen unconscious.

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

### **Sonic Blast**

**Level:** Witch 1

**Range:** within 10 ft. +1 ft. per level of the Witch

**Duration:** Instant

The witch releases a scream that causes 2d4 points of damage to anyone within range, deafening the targets for 1d6 rounds. A successful saving throw is allowed to avoid the secondary effects of deafness. Those who do save still take damage.

*Material Components:* The witch must be able to scream.

### **Stay Death's Hand**

**Level:** Witch 1

**Range:** 1 Target touched

**Duration:** 1 round/level

By casting this spell the caster will cause one target touched to stop losing hit points if they have reached 0 or less. For the duration of this spell the recipient will not die from their wounds. This spell does not prevent the target from taking additional damage, say from fire or additional attacks. Nor does this heal damage.

*Material Components:* A touch and a soothing word.

### **Summon Fyre Fae**

**Level:** Cleric (Nox) 3, Magic-User (Wizard) 3, Witch 3

**Range:** 150' + 50'/level

**Duration:** Special (see below)

By means of this spell the spellcaster may summon a Fyre Fae, a small pixie like creature the glows much in the same way as a Will O' The Wisp. The cast beseeches a boon from Nox, the goddess of the near dark and who knows the location of hidden things, and summons the *fyre fae* to find what they seek. The caster must be specific in what they are looking for and it must be within the range of the spell. So for example a caster can ask "please help me find the key to unlock the door to the Dungeons of Dragoth-umar" if the key is within the range, then the *fyre fae* will find it and return to the caster. Requests like "help me find the safest route" or "help me find the way home" may not always have the most direct route, but they will lead the caster in generally the correct direction.

The duration of the spell is equal to 10 minutes plus 1 minute per level of the caster. The spell though will always end once the last rays of the sun are gone and true night has started. When the spell ends the *fyre fae* will disappear.

Attacked *fyre fae* also disappear. Casters that summon the minions of Nox and attack them will also discover that they will no longer be allowed to summon a *fyre fae*.

*Material Component:* A plea to Nox, Goddess of the Near Dark.

### **Vigor**

**Level:** Cleric 1, Witch 1

**Range:** 1 Target touched

**Duration:** 1 round/level

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

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

*Material Components:* The life essence given up by the caster.

### **Wail of the Banshee**

**Level:** Witch 8

**Range:** 25' + 5' per 2 levels

**Duration:** Instantaneous

With this spell the witch can emit a terrible scream that kills one creature that hears it (save herself). The closest creature is affected. Creatures are granted a saving throw to negate the spell. If the creature saves then the next closest must save until a creature is slain or the range runs out.

*Material Components:* The witch needs a piece of burial linen of a woman that was killed by violence or had killed her own children.

### **Wave of Mutilation**

**Level:** Witch 7

**Range:** Cone 10' + 1' per level

**Duration:** Instantaneous

This spell sends out a cone of magical energy from the witch's hand (or Athamé). This energy causes all living matter to become twisted, cut, slashed or torn. The wave causes 12d6 points of damage to any within its area of effect, saving throw for half. Elementals, undead, magical constructs and non-living matter are not affected.

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

### **Whispering Wind**

**Level:** Witch 2

**Range:** One target up to 1 mile per level away

**Duration:** 1 hour per level or until discharged

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

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

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

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

### **Widdershins Dance**

**Level:** Witch 7

**Range:** 10'

**Duration:** See Below

By casting this spell and performing the *Widdershins Dance*, the witch may reverse one action, spell or outcome. For example, she can dance around an area that has been magically darkened to reverse the spell lighten the area. An area spell of *Protection from Evil* becomes a *Protection from Good*. She can dance around a person that has suffered damage, disease or a curse and the affliction is removed. The witch can reverse any one specified action up to a number of days equal to her level. The witch can't use it as an attack, but she can reverse healing.

The witch must choose the actions she wishes to reverse and she begins a twirling counter-clockwise (widdershins) dance around the object or person. This spell can't be used to raise a person from the dead or reverse a transformation to undeath.

If the reversal is on a spell, then the spell lasts a number of rounds equal to half of what it had before. Removing damage or curses, such lycanthropy, are permanent.

The *Widdershins Dance* cannot unconsecrate a holy area.



**Spell Components:** A small musical instrument, which is played during the casting, and knotted rope, which is untied at the end. The rope is consumed in the casting, the musical instrument is not.

### **Witch Wail**

**Level:** Witch 3

**Range:** 50' cone originating from the caster

**Area:** 1 or more creatures within the spell's radius

**Duration:** 1 minute

The witch casting this spell lets loose a mournful wail. Creatures with less than 5 hit dice must make a saving throw or receive 4d6 damage, and then must make another saving throw or come under the effects of a *Scare* spell. Creatures with 5 or more hit dice must make a save or take 2d6 points of damage.

**Material Components:** The witch must be able to wail.

### **Witch's Cradle**

**Level:** Witch 4

**Range:** One target in line of sight

**Duration:** 1 round/level

With this spell the witch can cause one target in visual range to have all their senses completely blocked. They cannot hear, speak, feel, smell or see anything for the duration of the spell. If the witch ends the spell, becomes unconscious or is killed then the spell automatically ends.

The spell is similar, but superior to, the *Hold Person* spell.

**Material Components:** A bit of string or cord the witch wraps around the fingers of her off-hand.

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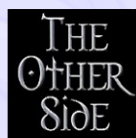
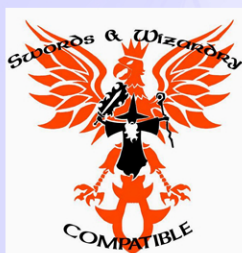
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