

Adventures Dark and Deep™

Darker Paths II: *The Witch*



By Joseph Bloch

Being an optional character class, the Witch, with approximately 50 new spells suitable for its use. This supplement is suitable for use and fully compatible with other games compatible with the original and advanced editions of the world's most popular fantasy role-playing game.



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Introduction

The introduction of variant character classes has a long and proud tradition within role-playing games, almost as old as the genre itself. Whether the game master chooses to open such new classes as options for his players, or simply uses them as a new and hitherto-unknown foil for them to test their mettle, such classes can add spice and freshness to an otherwise staid campaign.

The new character class presented herein is no different, and indeed versions of it have seen publication in various places and various forms over the years. The present offering is not based on the earlier versions that appeared in the pages of gaming magazines or elsewhere over the last few decades, although it shares with those examples a common heritage of folklore and historical precedent.

Whatever one may think of the powers ascribed to or claimed by such people, witches are a part of the cultural heritage of western Europe, whence many if not most role playing games derive their chief inspiration. They most certainly belong to the body of archetypes that define the character classes used to define those who populate the fantastic worlds of such role-playing games.

From the ancient Romans and Greeks to the *Kinder- und Hausmärchen* of the Brothers Grimm to more modern interpretations, witches have been alternatively presented as evil-to-the-core hags bent on malignity and mischief, or gentle and misunderstood healers and dealers in folk remedies.

The witch presented herein is quite solidly of the former type; one which would be quite recognizable to the authors of the *Malleus Maleficarum*. This is the witch of the same Medieval folklore that gave us the knight in shining armor. He is one who consorts with devils and demons, and takes spiteful glee in causing murrains in cattle and inciting arguments between friendly neighbors. This witch is not some misunderstood wise crone being persecuted because of the prejudices of society-- in this case, society's prejudices are completely justified. This is a witch that thinks nothing of tossing children into ovens for supper.

The witch as presented herein lies on the margins of society, whether that society is good or evil in its own temperament. While they are officially shunned in nearly every case, they are also feared, and thus will not normally be persecuted except with the assistance of the most righteous, zealous, and powerful of law enforcement support. Witches are for this reason often disguised as something innocuous.

Even in an outwardly and unapologetically evil culture, which worships evil deities, practices slavery, and so forth, the witch will be regarded as an outsider to be shunned and persecuted. The reason for this is simple; while the witch may be of evil alignment and engages in dealings with the denizens of the lower planes, their fundamental ideology is one of subverting society, whatever form that society may take. Witches of lawful evil alignment are no contradiction in this sense; they can support (in some cases zealously) unjust laws in the certain knowledge that doing so will only hasten society's downfall and bring about their own vengeance against society. Too, such a witch could have a very stern personal code of ethics which meant that his word, once given was sacrosanct.

Naturally, in regions that don't have any sort of societal structure beyond the reach of the warlord's sword-arm, witches can prosper. In such cases, their aim is not to undermine society, since society as such does not exist, so much as to undermine attempts to create one.

In an adventuring party the witch will often be playing a double game. Not only is he a member of the group in order to achieve selfish short-term ends such as gathering wealth, knowledge, and experience, but also to subtly aim the efforts of his adventuring companions to support his own longer-term goals of harming the society that he perceives has hurt him. It would also not be unheard-of for a witch character's true nature not to be known to all of his companions, although

this is a course that is both dangerous and difficult to maintain in the long term. Witches of half-elven stock, who are able to begin their careers as multi-classed characters, would have an easier time of it.

On the other hand, adventuring companions of a witch character could well find themselves sympathetic to his plight. While it is difficult to envision a circumstance where a witch and a paladin were in the same party (at least without contrivances which would strain most peoples' credulity), most other classes could view them as merely misunderstood and be eager to attempt to lessen their anger with sympathy. Naturally, the witch would be eager to ~~take advantage of such gullible do-gooders~~ give the side of good and law a fair hearing by examining it up close.

It cannot be stressed enough that the witch class presented herein, and the spells associated with it, are completely optional. They are not required to play the **ADVENTURES DARK AND DEEP™** game, and their inclusion is entirely at the discretion of the game master. It is very possible that the game master may also exclude the class from his players, but use it as a villainous non-player character. This is fully in keeping with the game's strictures, and doubly in keeping with the maxim that the game master's word is law.

Some might even feel that the witch class as a whole is superfluous and simply import the spells presented herein into the regular **ADVENTURES DARK AND DEEP™** game, adding them to the repertoire of the cleric class (and perhaps, with some artful adaptation, to other classes such as the mage, druid, illusionist, or savant). Again, if the game master finds this product to be put to better use in his own campaign in such a fashion, it is his decision to make. They are not called game *masters* without cause.

On "Evil" Campaigns

Campaigns where evil characters are the norm are one of the hardest things to pull off well. All too often the temptation to descend into the realm of "my atrocity against the innocent villagers is worse than your atrocity" takes over, and the campaign can devolve into a slapstick parody of a regular fantasy role-playing campaign. However, it is possible, with the full engagement and prior buy-in of the players, to conduct such a campaign with seriousness, exploring the motivations of those sorts of individuals who might in other campaigns be used simply as the villainous foils for the paragons of "good".

The fact that the game has specific philosophical definitions for terms such as "good" and "evil" (as well as "lawful", "chaotic", and "neutral") lends itself to a campaign made up of "evil" player characters. Once it is realized that "evil" does not automatically mean a ravaging engine of malice and destruction, but simply a belief that those who are stronger/richer/more accomplished should reap the benefits of their talents, a more nuanced and interesting approach to the typical fantasy role-playing campaign becomes possible.

On Contemporary Witches and Witchcraft

A special note should be said about the witch class as described herein and modern Wicca or other neo-pagan religions attempting to reclaim the word "witch" as a positive one. Your author is well aware of such things, and no angry emails are needed. If, after reading through the introduction, the class, and its spells, you are still in high dudgeon, please remember that the present work is based on folklore and the popular conception of the witch as it was known in the Middle Ages and Renaissance, with the stated intention of providing a villain against which the heroic player characters can fight. While the notion of the "cunning folk" who deal in harmless charms, simple healings, and love potions is certainly a part of that same folkloric tradition, such is not the subject of this work. And always remember, it's just a game.

The Witch

Witches are a sub-class of cleric. Invariably, however, the witch does not follow the dominant religion of his locale, but its inversion. They typically dwell on the margins of society, where they are sought out by desperate souls seeking witchery to be used against their enemies. At the same time, they resent society itself, and are constantly engaged in a quiet campaign of sabotage against it, causing ill-fortune wherever they are able, as revenge for their near-exile. Sometimes they are forced to conceal their nature because of zealous local officials; this only drives the witch to greater paroxysms of resentment.



Witch characters must begin the game with wisdom and charisma scores of at least 12 (this limit only applies at the start of the witch's career-- see below). They can be of any evil alignment (lawful evil, neutral evil, or chaotic evil). Witches who change to a non-evil alignment lose any familiars they may have and are incapable of casting spells beyond 2nd level.

Witches have the following abilities and features:

- Spell casting ability
- Bell, book, and candle
- Poison brewing
- Call familiar
- Level advancement limit
- Charisma degradation
- Create magic items

Witches may only become proficient in the following weapons: dagger, dart, knife, lasso, sickle, and staff. They may use caltrops. They may not cast spells while wearing any sort of armor (including helmets) or carrying any shield, but they are able to use any magic item they would otherwise be able to use.

Witches advance in level according to the following table:

TABLE 1: WITCH LEVEL ADVANCEMENT

Experience Points	Experience Level	Accumulated Hit Points
0	1	1d4
2,400	2	2d4
4,800	3	3d4
7,200	4	4d4
15,000	5	5d4
30,000	6	6d4
60,000	7	7d4
120,000	8	8d4
240,000	9	9d4
480,000	10	10d4
720,000	11	11d4
960,000	12	12d4
1,600,000	13	13d4

Witches cannot progress beyond 13th level. Human witches who reach 13th level will often switch into another class, such as mage, to continue their careers.

Witches begin the game with 3d4x10 g.p.

Spell casting

Witches are able to cast magic spells through the auspices of the dark powers they serve. The number of spells that the witch can commit to memory at any given time is dependent on his experience level, as shown in the following table.

TABLE 2: WITCH SPELLS AVAILABLE BY LEVEL

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	-	-	-	-	-	-
2	2	1	-	-	-	-	-
3	2	2	-	-	-	-	-
4	3	2	1	-	-	-	-
5	3	3	2	1	-	-	-
6	3	3	2	2	-	-	-
7	4	3	3	2	1	-	-
8	4	4	3	3	2	1	-
9	4	4	3	3	2	2	-
10	4	4	4	3	3	2	1
11	5	4	4	4	3	3	2
12	5	5	4	4	3	3	2
13	5	5	4	4	4	3	3

Only characters with a wisdom score of 14 or more can memorize 6th level spells. Those with a wisdom score of 16 or more can memorize 7th level spells.

Spells are granted by the dark powers that witches serve. Depending on the campaign setting, these could be evil deities, demons and devils, or even a more amorphous and impersonal "spirit of evil". Spells must be memorized before they can be cast, and the usual rules concerning rest required before spells can be memorized, and the time required to memorize the spells themselves, apply to witches as they do to other spell-casting classes.

TABLE 3: WITCH SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Blight Field	Bestow Curse	Candle Magic II
2	Blue Flame	Candle Magic I	Control Winds	Cloudburst
3	Ceremony	Change Self	Darkness 15' Radius	Detect Lie
4	Charm Person or Mammal	Charm Monster	Drunkenness	Divination
5	Control Face	Command	Fear	Fire Charm
6	Detect Good	Doubling Thomas	Fiend Summoning I	Fiery Breath
7	Detect Magic	Erase	Firewater	Ill Luck
8	Direct Gaze	Fascinate	Hand of Glory	Jealousy
9	Ears of a Bat	Fumble	Illness	Mirror Image
10	Ghostly Hands	Jumping Flame	Insect Swarm	Polymorph Self
11	Grease	Lame Mount	Magic Missile	Prophecy
12	Infraction	Magic Broom	Murrain	Rotting Wood
13	Message	Misfortune	Pass Without Trace	Sleep
14	Predict Weather	Poppet	Poison	Spit Poison
15	Protection from Good	Precipitation	Protection From Good, 10' Radius	Weather Summoning
16	Push	Shatter	Purify Food And Drink	
17	Rotting Cloth	Smoky Fire	Treasure Finding	
18	Taunt	Spider Climb	Weakness	
19	Tongue Tied	Swap Aura		
20	Witch Shot	Trip		
21	Witch's Mark	Ventriloquism		
22	Wither	Wizard Lock		

	Fifth Level	Sixth Level	Seventh Level
1	Breathe Poison	Accelerated Aging	Animate Object
2	Control Weather	Blink	Astral Spell
3	Dispel Good	Cackle	Break Pentacle
4	Evil Eye	Candle Magic III	Call Lightning
5	Fiend Summoning II	Cause Blindness	Death Curse
6	Improved Pass Without Trace	Earthquake	Fiend Summoning III
7	Insect Plague	Flame Strike	Geas
8	Place of Holding	Invisible Dwelling	Great Rite
9	Polymorph Other	Legend Lore	Inanimate Object
10	Rusting Metal	Magic Cauldron	Meteor Swarm
11	Season of the Witch	Masse Noir	Polymorph Any Object
12	Worms	Night-Ride	Reverse Transmutation

Bell, Book, and Candle

Where clerics have their holy symbols and druids have their mistletoe, witches have their own tools of their craft upon which they rely to cast their spells. These are; bells, their Book of Shadows, and their candles. All spells cast by a witch require that a bell be within 10' of the witch-- usually on his person (it need not be rung during the casting of the spell, merely present). The Book of Shadows is superficially similar to a mage's spell book, but where the spell book is used to memorize spells prior to their being cast, the Book of Shadows is actually used as a material component of the spell itself, much like the holy symbol of a cleric. It has the same dimensions as a regular spell book; if it is destroyed, the witch must spend 2d4 weeks and 600 g.p. to replace it. All witches require a candle to also be on their person, made of the fat of a human or demi-human baby. As with the bell, the candle need not be lit during the casting of the witch's spells; it need only be present.

Poison Brewing

Witches are known for their knowledge of poisons. It requires some 2d6x100 g.p. of equipment, and the cost of brewing the poison is 50% of the listed price. They are also able to create antidotes for ingested poisons, as indicated below. The type of poison (and antidote) that can be created depends on the level of the witch.

TABLE 4: POISONS

Type	Days to create	Level to create poison	Level to create antidote
A	1	3	4
B	2	3	4
C	3	5	6
D	4	5	6
E	5	7	8

If the witch has also learned the "poison" secondary skill, simply add the skill levels to his actual level to determine what poisons and antidotes he can create.

Call Familiar

Once per year, the witch can call a familiar-- a special sort of guardian spirit in the form of an animal or something else-- to serve them in all ways. If called upon to fight to the death on behalf of the witch, it is only 10% likely to do so. The spell requires 100 g.p. worth of incense, herbs, and baby fat, which are burned in a brass brazier. The type of familiar that answers the summons is randomly determined, and each type grants the witch a different sort of special power:

TABLE 5: WITCHES FAMILIARS

Roll (d20)	Familiar Type	Powers
1-4	Cat	Night vision, hearing
5-6	Crow	Improved vision
7-8	Hawk	Distance vision
9-10	Owl	Excellent night vision, hearing
11-12	Toad	Wide angle vision
13-14	Weasel	Hearing, smell
15-19	Special (see below)	
20	No familiar responds	

Animal-form familiars not specifically described in the **ADVENTURES DARK AND DEEP™** Bestiary will have 2-4 hit points and armor class 7; all will have human-level intelligence. As long as the familiar is within 120' of the witch, the familiar's hit points are added to his own. However, if the familiar is ever killed, the witch will permanently lose twice those hit points.

If a special familiar is indicated, the type will depend on the witch's alignment:

TABLE 6: SPECIAL FAMILIARS

Alignment	Special Familiar
Chaotic evil	Quasit
Neutral evil	Worry-hag
Lawful evil	Imp

Special familiars are each described in the appropriate entry in the **ADVENTURES DARK AND DEEP™** Bestiary.

Note that even if the familiar is killed or none responds to the initial summons, an attempt to summon a familiar cannot be made more than once in any 12-month period.

Note that witches are not limited to a single familiar-- they may have many if they choose. However, this is a mixed blessing, as it can be very harmful to the witch if his familiars are slain. A witch will only have one special familiar at any given time; if a second one is rolled, keep re-rolling until a different result is obtained. Familiars cannot be voluntarily dismissed.

Below are a representative sampling of names that can be used for familiars and other otherworldly servitors of witches.

1. Able
2. Beelzebub
3. Bessie Bald
4. Bessie Rule
5. Fancy
6. Griezzell Greedigutt
7. Holt
8. Ilemauzar
9. Jarnara Sacke
10. Mak Hector
11. Newes
12. Peck-in-the-crown
13. Pickle Nearest
14. Pyewackett
15. Red Reaver
16. Robert the Jacks
17. Rorie
18. Stowt
19. Sugar
20. Thomas A Fearie
21. Tissy
22. Trullibub
23. Vinegar Tom
24. Walliman

Charisma Degradation

Witches lose 1 point of charisma for every experience level they gain after the first. They can never go below a score of 1, however.

Create Magic Items

At 7th level, witches are able to inscribe magic scrolls. At 11th level they are able to create other magical items such as staves, rings, etc. as described in the rules for clerics creating magic items in the **ADVENTURES DARK AND DEEP™** Players Manual.

Witches are also experts at creating potions; "witches' brews" in their own parlance. At 6th level they may attempt to create any sort of potion for which they have a formula (such formulas should be approximately as rare to find as new spells would be for a mage).

Non-Human Races

Half-elves may become witches, although such are rare. Regardless of their elven parentage, the following multi-class options are available to half-elves:

- witch/mage
- witch/savant
- witch/thief (inc. acrobat)
- witch/mountebank

Half-elf witches may not advance beyond 9th level.

Spell Descriptions

Accelerated Aging

Level 6 witch spell (alteration)
 Requires: incantation, gestures, bat's wing
 Casting time: 42 seconds (7 segments)

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

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

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

Affect Normal Fires

Level 1 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell allows the caster to alter the size and light (but not heat) of a non-magical fire. Fires as large as 3' in diameter can be affected, changing in brightness to that of a match, or as bright as sunlight. Naturally, any such change in size will affect the consumption of fuel (wood, torch, oil, candle wick) accordingly. Since heat is not impacted, it is entirely possible to have a flame with the brightness of a candle but the heat of a campfire, etc.

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Animate Object

Level 7 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 54 seconds (9 segments)

This spell allows the caster to bring to a parody of life one or more inanimate objects within 30'. A maximum of one cubic foot of material per level of the caster can be so animated; a large statue might be 12 cubic feet, a large rug might be 7, a chair 5, etc. While common sense should prevail, the game master is the final arbiter of just what and how many objects can be so animated. The objects remain animated for one minute per level of the caster.

The speed of and damage caused by the objects animated by this spell depend on the nature of the objects themselves. A large table could "gallop" on its legs at 120'/min. A rug would scoot along the floor at a relatively sedate 20'/minute. Other objects might roll (60'/minute), while even the clunkiest objects could rock or shuffle forward at a speed of 10'/minute. Actual statues can be animated, of course; one of stone might move 40'/minute, while one of wood, being more supple, could move at twice that speed.

Certain objects (curtains, rope, chains, etc.) could be used to bind, trip, or even strangle. Other objects might cause actual damage. A light but hard object could do 1-2 h.p. of damage (say, a falling flower pot), but one of medium weight (a chair) would do 2-8. Heavy and large objects could do as much as 5-20 h.p. of damage, or anything in between.

The amount of damage that animated objects can absorb before being destroyed is a function of their size and composition. The effective armor class of such objects is likewise to be determined by the game master. Finally, some objects will be more susceptible to different sorts of weapons (a dagger would be more effective slicing an animated tapestry than it would be hacking at a charging oaken table). The game master will adjudicate all such factors.

Astral Spell

Level 7 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 15 minutes

This spell allows the caster to separate his spirit/soul, and possibly those of others, into an "astral body" and travel the Astral Plane, which touches on a number of other planes of existence. While the astral body is traveling, the physical body will remain in an unbreakable trance, connected to the astral body by an invisible silver cord which, if broken, means the death of both the astral and physical self. No material possessions, with the exception of certain magical items whose very nature is multi-planar, travel with the astral body.

The astral plane can be used to travel to the outer planes (Heaven, Hell, etc.). Once the astral body has reached one of the other planes of existence, a new body is automatically created, which is still connected to the material body by the silver cord. If the second body is killed, the silver cord snaps back to the material body, bringing it out of its trance with a start.

Up to five other creatures, linked together in a circle with the caster, can also be taken into the astral plane by means of this spell.

Bestow Curse

Level 3 witch spell (evocation)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to call down a curse on someone by touch (a roll "to hit" may apply, and a successful saving throw vs. spells will negate the spell's effect). The effects of the curse can either be specified by the caster, or can be determined randomly:

Die Roll (d%)	Effect
01-50	Random ability score is reduced to 3
51-75	All "to hit" rolls and saving throws are made with a -4 penalty
76-00	Every 10 minutes, victim has a 50% chance of dropping whatever he is carrying in his hand

If the caster is creating their own curse, the above table should be used as a guideline to determine the power level of the curse's effect. A bestowed curse will last for 10 minutes per level of the caster.

The reverse of the spell, *remove curse*, allows the caster to remove a curse that has been placed upon some person, thing, or place. Cursed items, such as cursed swords and the like, will not have their malefic effects permanently removed, but rather the possessor of such an item will be able to rid himself of it.

Blight Field

Level 2 witch spell (evocation)
 Requires: incantation, newt's eye
 Casting time: 12 seconds (2 segments)

This spell allows the caster to call down a pestilence on a field of plants, usually fields or grains and vegetables, but also effective against orchards or trees. The affected crops will wither and die, becoming completely worthless as food, trees will lose their leaves and take on a twisted and forlorn look, etc. Up to ¼ acre per level of the caster will be affected. A druid will recognize a *blighted field* immediately. The spell requires the eye of a newt, which is destroyed as the spell is cast.

Blink

Level 6 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell causes the caster to "blink" randomly out of existence once per minute, returning in an instant to a random place nearby. This "blinking" will last for one minute per experience level of the caster. To determine when in a given minute the caster will *blink*, roll 2d4 and multiply by 6; that is the second at which the blink will take place (the caster does not know when it will happen himself, and it will take place at a different point in each minute while the spell is in effect).

When coming back into existence from a *blink*, the caster will appear 2' from his starting position. Roll 1d8 to determine the direction randomly:

1	2	3
8	← FACING	4
7	6	5

If the space indicated is not empty, he will appear anywhere up to 12' distant in the direction indicated. If he still is unable to materialize, a different direction will be chosen. If the caster simply has nowhere within a 12' radius that he can appear without doing so in the middle of some other creature or object, he will be trapped on the ethereal plane.

The caster cannot be attacked in the remaining seconds in a minute after a *blink* has taken place, only in the portion of the minute prior to blinking. Area effect spells such as *fireball* will inflict damage, however. He himself has a 25% chance that any magic item use, spell casting, or anything more complex than stabbing with a weapon will go awry; missed, done in the wrong direction, wrong effect called forth, etc.

Blue Flame

Level 1 witch spell (Alteration)
Requires: incantation, fire
Casting time: 6 seconds (1 segment)

This spell allows the caster 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 caster, 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; the normal side-effect of witchcraft, which causes fire to burn blue, does not yield these benefits. If the fire is put out by some means, the effect will disappear.

Break Pentacle

Level 7 witch spell (abjuration)
Requires: incantation, besom
Casting time: 42 seconds (7 segments)

This spell allows the caster 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 vs. spells. 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.

Breathe Poison

Level 5 witch spell (evocation)
Requires: incantation
Casting time: 6 seconds (1 segment)

This spell allows the caster to breathe forth a cloud of poisonous reeking gas in a cloud some 1 yard on a side, thus enveloping anyone in melee with the caster. Anyone in the cloud must make a saving throw vs. breath weapon or take 3d6 h.p. of damage and be set to wretching in disgust for the next round (unable to attack, cast spells, move, etc.). Those who make a successful saving throw will not take damage, but will still suffer the effects of wretching.

Cackle

Level 6 witch spell (evocation)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to let forth a hideous cackling laugh that strikes terror into most creatures. The exact effect, and range, depends on the experience level or hit dice of those around the caster.

Level/Hit Dice	Range	Effect
5 or less	100 yards	Flee in panic for 2d6 rounds (50% chance of dropping whatever is in hand)
6-8	100 feet	Save vs. spells or flee in panic for 1d6 rounds (20% chance of dropping whatever is in hand)
9-11	30 feet	Save vs. spells or -3 "to hit" and +3 to initiative penalties for 1d6 rounds
12+	10 feet	Save vs. spells or -1 "to hit" and +1 to initiative penalties for 1d6 rounds

Creatures unable to hear are unaffected by the spell.

Call Lightning

Level 7 witch spell (alteration)
Requires: incantation, gestures
Casting time: 1 round

This spell allows the caster to call down a bolt of lightning from storm-clouded skies. These bolts will cause 2d8 hit points of damage plus 1d8 per experience level of the caster to any creatures within 10' of the point of impact, which can be anywhere within 360' of the caster. Creatures are allowed to make a saving throw vs. spells, which if successful means only half damage is taken. The caster is able to call down one lightning bolt per 10 minutes, and may call down a total number of bolts equal to his level. The spell cannot be cast unless there are clouds, rain, etc. (and is thus not normally cast underground), and cannot be cast underwater.

Candle Magic I

Level 2 witch spell (alteration)
Requires: incantation, candle
Casting time: 2 minutes

This spell allows the caster to create a specific magical effect on an individual, depending on the color of candle used. The target of the spell must be within 120' at the very beginning of the casting time; if he leaves that range at any time after the casting is complete, the spell will still have its full effect. Naturally, if the caster is interrupted during the casting time, the spell has no effect. Candles will remain lit for 1d12+12 hours, unless doused by some mundane or magical means. As soon as the flame goes out, the effect disappears. The exact effect depends on the target; if it is not voluntary, the target is entitled to a saving throw vs. spells, which negates the effect if successful.

Candle color	Effect
Red ("power")	Target strength score goes up or down 1 (caster's choice)
Orange ("communication")	Target charisma score goes up or down 1 (caster's choice)
Yellow ("intellect")	Target intelligence score goes up or down 1 (caster's choice)
Green ("healing")	Target constitution score goes up or down 1 (caster's choice)
Blue ("harmony")	Target wisdom score goes up or down 1 (caster's choice)
Purple ("craft")	Target dexterity score goes up or down 1 (caster's choice)

Candle magic spells are not combinable, even if they are of different levels, or are cast by different witches. If a second (or third, etc.) *candle magic* spell is cast, the one of higher level takes precedence. If both spells are of the same level, the one cast by the higher level witch takes precedence. If the spells are of the same level and the casters are of the same level, the two cancel each other out immediately.

If the saving throw is made by the target, or some other exterior force cancels out the effect of the *candle magic* spell, the candle will be immediately extinguished. Magical candles cannot be used to power this spell unless they explicitly state otherwise in their description.

Candle Magic II

Level 4 witch spell (alteration)

Requires: incantation, candle

Casting time: 2 minutes

This spell allows the caster to create a specific magical effect on an individual, depending on the color of candle used. The target of the spell must be within 120' at the very beginning of the casting time; if he leaves that range at any time after the casting is complete, the spell will still have its full effect. Naturally, if the caster is interrupted during the casting time, the spell has no effect. Candles will remain lit for 1d12+12 hours, unless doused by some mundane or magical means. As soon as the flame goes out, the effect disappears. The exact effect depends on the target; if it is not voluntary, the target is entitled to a saving throw vs. spells, which negates the effect if successful.

Candle color	Effect
Brick ("anger")	Target attacks with wild abandon, -1 to hit and -1 to AC, +1 damage if he does hit an opponent.
Brown ("money")	Target becomes uncontrollably greedy, unwilling to share treasure, penurious and grasping, Scrooge-like and unwilling to spend anything that is not absolutely necessary.
Jaundice ("illness")	Target heals at 1/2 normal rate. Even magical healing will be cut in half. Spells such as <i>resurrection</i> or <i>raise dead</i> (q.v.) are unaffected.
Avocado ("new beginnings")	Target becomes incredibly restless and dissatisfied with the status quo. Will seek to radically and immediately change his circumstances in any and all ways possible; will end long-term relationships, seek new careers, quit positions, etc.
Midnight ("depression")	Target must make a wisdom check every time he or she wants to undertake a new activity (exploring a new dungeon level, for example, or going shopping in the market). The DM should be fairly generous with the definition of "new activity"; the spell causes depression, not catatonia.
Ruby ("passion")	Target becomes afflicted with a sort of satyriasis or nymphomania, as appropriate. All his conversation and actions will revolve around sex, and he will spend his time indulging therein or pursuing suitable partners with an obsessive compulsion.

Candle magic spells are not combinable, even if they are of different levels, or are cast by different witches. If a second (or third, etc.) *candle magic* spell is cast, the one of higher level takes precedence. If both spells are of the same level, the one cast by the higher level witch takes precedence. If the spells are of the same level and the casters are of the same level, the two cancel each other out immediately.

If the saving throw is made by the target, or some other exterior force cancels out the effect of the *candle magic* spell, the candle will be immediately extinguished. Magical candles cannot be used to power this spell unless they explicitly state otherwise in their description.

Candle Magic III

Level 6 witch spell (alteration)

Requires: incantation, candle

Casting time: 2 minutes

This spell allows the caster to create a specific magical effect on an individual, depending on the color of candle used. The target of the spell must be within 120' at the very beginning of the casting time; if he leaves that range at any time after the casting is complete, the spell will still have its full effect. Naturally, if the caster is interrupted during the casting time, the spell has no effect. Candles will remain lit for 1d12+12 hours, unless doused by some mundane or magical means. As soon as the flame goes out, the effect disappears. The exact effect depends on the target; if it is not voluntary, the target is entitled to a saving throw vs. spells, which negates the effect if successful.

Candle color	Effect
Black ("negativity")	Target will be afflicted with an extreme contrariness and will not be inclined to agree with anything, whether it be a proposed plan of action, or even a statement of simple fact. Simple reverse psychology will not work unless the target's INT score is less than 8. If pushed, the target will resort to a withering barrage of abuse and insults against the person who is attempting to convince him to do something, even if that person is a close loved one.
Gray ("shielding")	Any spells that the target desires to be cast upon him will suddenly require a saving throw in order to be effective. Area effect spells are unaffected, as are spells that cause damage or other harm; the target can't "game the system" by pretending to want spells which are truly harmful. Thus, a spell such as cure light wounds would only be effective on the target if he failed his saving throw vs. spells. Magic items, potions, etc. are unaffected.
White ("contentment")	Target will be at complete peace with himself and his place in the world. Everything will seem so blissful, in fact, that there is no need to engage in any sort of activity. Any change to the status quo could only move life away from its current perfection. All time will be spent in blissful contemplation; even eating will seem like a waste of time.

Candle magic spells are not combinable, even if they are of different levels, or are cast by different witches. If a second (or third, etc.) *candle magic* spell is cast, the one of higher level takes precedence. If both spells are of the same level, the one cast by the higher level witch takes precedence. If the spells are of the same level and the casters are of the same level, the two cancel each other out immediately.

If the saving throw is made by the target, or some other exterior force cancels out the effect of the *candle magic* spell, the candle will be immediately extinguished. Magical candles cannot be used to power this spell unless they explicitly state otherwise in their description.



Ceremony

Level 1 witch spell (invocation)
Requires: incantation, gestures
Casting time: 1 hour

This spell actually consists of a variety of different rituals, the nature of which will vary from religion to religion, but whose general pattern is universal. The cost of casting the spell for each will vary, but all involve the use of the caster's bell, book, and candle. The effect of a *ceremony* spell is not magical *per se*, and thus cannot be dispelled with a *dispel magic* spell (the effects of spells cast through the enhancing effects of the spell, on the other hand, will be affected by *dispel magic* as usual). Example: A *dispel magic* spell could not reverse the level-enhancing effects of an *esbat ceremony*, but it could be used to undo the effects of a spell cast as one of the bonus spells that are bestowed by the *esbat*. There are several specific applications of the *ceremony* spell, and the caster must specify which is being learned when choosing which spells he is memorizing:

Esbat: This *ceremony* is used when great convocations of witches come together, and must be cast by the highest-level witch present. It will only function when exactly thirteen witches, of whatever level, are gathered in the same locale (within 66 yards of one another). If the number changes for any reason (more witches arrive, one is slain or leaves, etc.), the *ceremony* will end. For as long as the correct number of witches is maintained, or until 24 hours elapses (whichever comes first), all of the witches attending the *esbat* will have their experience level increased by 2. Witches of 12th level will be increased to 13th, and 13th level witches will not be affected.

New spell slots from higher levels are filled automatically when the *ceremony* begins, as if the participant in the *esbat* had taken the normal time to rest and memorize them. Once those bonus spells have been cast, they are not automatically restored; if possible, they must be restored through the normal rest-and-memorization process.

This is usually a cause for much merriment, feasting, and summoning of fiends.

Sabbat: This *ceremony* works exactly the same way as the *esbat*, but it will work with groups of between 6-12 witches, and each gets one bonus level for the duration of the *ceremony*.

Change Self

Level 2 witch spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 6 seconds (1 segment)

This spell allows the caster to change his appearance. He is able to appear to be one foot taller or shorter, 50% thinner or heavier, and to seem to be any sort of human, demi-human, or humanoid type. His clothing and possessions will also change to conform to the desired form. The spell will last for 2d6 minutes plus 2 minutes per level of the caster.

Charm Monster

Level 2 witch spell (enchantment/charm)
Requires: incantation, gestures
Casting time: 24 seconds (4 segments)

This spell allows the caster to convince one or more creatures that the caster is a trusted friend who should be protected and who should be well treated. The creature(s) so charmed are not mindless automatons; they will act like friends, not slaves, and any overtly hostile act against the target will negate the spell instantly. The target(s) must be within 60' of the caster, and the number of creatures affected depends on how many hit dice/experience levels they have:

Hit Dice/Level	Number Affected
1	2-8
2	1-4
3	1-2
4+	1

Creatures targeted by this spell get a saving throw vs. spells to avoid its effects. The game master should check each week (in game-time) to determine whether or not the charm effect has dissipated; the chance for the spell to be broken is also dependent on the number of hit dice (the type of hit die is irrelevant for this purpose) or experience levels they possess:

Hit Dice	Level	% chance of spell wearing off
1-2	1	5%
3	2	10%
4	3	15%
5-6	4	25%
7	5	35%
8	6	45%
9-10	7	60%
11-12	8	75%
13+	9	90%

Charm Person or Mammal

Level 1 witch spell (enchantment/charm)

Requires: incantation, gestures

Casting time: 24 seconds (4 segments)

This spell allows the caster to convince any one mammalian being (including intelligent beings such as humans, elves, etc.) that the caster is a friend who should be protected and whose advice is sound. It does not turn the subject into a mindless slave; a command to kill oneself would not be followed, for example. The target must be within 80' of the caster, and gets a saving throw vs. magic; making the save means the spell has no effect. Periodically, the target also gets an additional saving throw to see if the effects of the spell have worn off. The frequency of these additional saving throws is dependent on the intelligence of the being under the spell:

Intelligence	Saving throw every...
3 or less	3 months
4-6	2 months
7-9	1 month
10-12	3 weeks
13-14	2 weeks
15-16	1 week
17	3 days
18	2 days
19 or greater	1 day

Bear in mind that the spell will be broken if the caster harms the charmed creature in any way, and also that the spell does not afford the target any special means of understanding the caster's language. A *dispel magic* spell will also cancel out a *charm*.

Cloudburst

Level 4 witch spell (alteration)

Requires: incantation, gestures, powdered silver and iodine, (holy symbol)

Casting time: 30 seconds (5 segments)

This spell will cause an area some 30' in diameter and 60' high to suddenly be struck by a downpour of rain. A full inch of rain will fall in but a single minute,

after which time the spell will have run its course. Even the largest non-magical fires will be extinguished by the time the spell is done, while permanent magical fires will reignite themselves after a minute or two. Small flame-based spells such as *burning hands* will be rendered ineffectual, while larger area-based fire spells such as *flame strike* or *fireball* will cause an immense cloud of steam some 120' in diameter and 240' high that does 1-3 hit points of damage to most creatures, and twice that to cold-based or cold-using creatures. The steam will last 1d4+1 minutes under normal conditions, but only a minute in strong wind.

In dry conditions, the spell will only operate as a double-strength *precipitation* spell (see the **ADVENTURES DARK AND DEEP™** Players Manual for details). In humid climates, the spell will have twice its normal duration. At the freezing mark, the rain will become ice and sleet, while below freezing up to 10" of snow will fall. There is no electrical component to the spell, and thus it cannot be used to accommodate a *call lightning* spell. The spell requires a pinch of powdered silver and powdered iodine crystals, which are consumed as the spell is cast.

This spell cannot be cast underwater.

Command

Level 2 witch spell (enchantment/charm)

Requires: incantation

Casting time: 6 seconds (1 segment)

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

Control Face

Level 1 witch spell (enchantment/charm)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to control the facial expressions of the target for 15 seconds. The target must be within 120' of the caster, and is entitled to a saving throw vs. spells; success indicates that the spell has no effect. If the saving throw fails, the caster can make the subject frown, stick his tongue out, look puzzled, have a completely blank expression, etc. Speech is not affected, nor are any other bodily movements.

Control Weather

Level 5 witch spell (alteration)

Requires: incantation, incense, wood, earth, water

Casting time: 10 minutes

This spell allows the caster to effect changes in the weather. For purposes of this spell, the weather is measured along three different axes; cloud cover and precipitation, temperature, and wind:

Cloud Cover & Precipitation	Temperature	Wind
Very clear	Sweltering	Dead calm
Clear	Hot	Calm
Light clouds / hazy	Warm	Light breeze
Partly cloudy	Cool	Light wind
Heavy clouds	Cold	Strong wind
Fog	Bitter cold	Gale
Mist / light rain or snow / small hail		Storm
Heavy rain or snow / large hail / driving sleet		Hurricane

By means of this spell, a caster is able to move the weather two “levels” along each of the three measures. Thus, a hazy day can be made heavily cloudy or very clear, a cool day hot or bitterly cold, and a strong wind turned into a storm or a light breeze. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. In order to cast this spell, the caster will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Unlike most other spells, the duration and area of effect of this spell are determined randomly; it will affect an area of 4d4 square miles and last for 4d10 hours.

Note that contradictions are not possible, even by means of this spell; you can’t have snow on a sweltering day, or fog with a strong wind.

This spell cannot be cast underwater.

Control Winds

Level 3 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 42 seconds (7 segments)

This spell allows the caster to either increase or decrease the speed of any winds or breezes within 120’ per experience level (the area will move with the caster). Wind speeds may be altered by up to 3 miles per hour per level of the caster. The spell will remain in effect for 10 minutes per level of the caster. Some effects of high winds include:

Speed	Effect
30+ mph	Small flying creatures cannot fly, missile weapons near-impossible to use, sailing difficult
45+ mph	Medium flying creatures cannot fly, some ship damage
60+ mph	Nothing can fly, small trees uprooted, destroy roofs, could capsize or sink ships, etc.
75+ mph	Hurricane; destroys all but the strongest stone buildings, ships are sunk

Changes in wind speed are not immediate; every 3 mph change takes one minute to complete; thus changing the winds from 5 mph to 35 would take 10 minutes. The area immediately around the caster (in a 40’ radius) will be calm, but if the spell is used underground, this calm “eye” will be proportionately smaller, depending on the maximum area of effect of the spell compared to the available space underground.

This spell cannot be cast underwater.

Cure Blindness (Cause Blindness)

Level 6 witch spell (abjuration)
 Requires: incantation, gestures
 Casting time: 1 minute

This spell allows the caster to cure most sorts of blindness by touch. The reverse of the spell, *cause blindness*, affords the target a saving throw vs. spells. Both spells require the caster touch the victim; unless the victim is helpless, asleep, etc., the caster must make a successful attack roll “to hit”. In both cases, the effect is permanent.

Darkness 15’ Radius

Level 3 witch spell (alteration)
 Requires: gestures, bat fur, pitch or coal
 Casting time: 12 seconds (2 segments)

This spell creates an area of complete and total darkness in a globe some 15’ in radius. The globe can be centered on any point within 10’ per experience level of the caster, and will last for 10 minutes plus 1 minute per level. No sort of vision, magical or natural, will function within the globe, but a *light* spell will cancel out a *darkness* spell, and vice versa. *Continual light* will overwhelm the *darkness* spell. The spell requires a bit of the fur of a bat and a small piece of either pitch or coal.

Death Curse

Level 7 witch spell (alteration)
 Requires: incantation
 Casting time: 42 seconds (7 segments)

This spell allows the caster to drive a given victim to suicide. The victim must be within 10’ of the caster when the spell casting time ends, and is entitled to a saving throw vs. magic. If it fails, the spell is in effect and the victim is consumed with morbid thoughts of his own demise. On the next day, and on each day thereafter, the victim must make a successful wisdom check. Failure indicates that the spell’s effect has overwhelmed him, and he will be driven to find some way to take his own life, even if it means swallowing his own hand to choke himself. A *remove curse* spell will only be effective if the caster is of an equal or higher level than the one who cast the *death curse* spell in the first place. The spell’s effect will last until removed or until the spell has forced its victim to self-destruction.

Detect Good

Level 1 witch spell (divination)
 Requires: incantation, gestures
 Casting time: 30 seconds (5 segments)

This spell allows the caster to detect strong sources of good from individuals, enchanted objects, etc. The caster creates a “beam” of detection 10’ wide and 90’ long, which functions in whatever direction he is facing. The spell lasts for ten minutes plus five minutes per level of the caster, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting good). Neutral items such as traps or animals cannot be detected, unless they have some actively good magical component (such as a trap which releases a chaotic good titan; the spell would enable detection of the titan, but not the trap itself). The degree of the good at hand can, generally, be determined via this spell; slight, average, great, enormous. If the latter category (only), there is a 10% chance per level of the caster that the type of good (lawful, neutral, or chaotic) will also be detectable.

Detect Lie (Undetectable Lie)

Level 4 witch spell (divination)

Requires: incantation, gestures, gold dust (brass dust)

Casting time: 42 seconds (7 segments)

This spell allows the caster to determine the truthfulness of any spoken statement. This ability lasts for one minute per level of the caster. The spell requires a pinch of gold dust, which is blown into the air and thus lost.

The reverse of the spell, *undetectable lie*, allows the caster to spin the most outrageous whoppers with perfect confidence that they will be accepted as truthful. It can also be used to nullify the effects of the *detect lie* spell. The reverse of the spell requires brass dust, rather than gold dust.

Detect Magic

Level 1 witch spell (divination)

Requires: incantation, gestures

Casting time: 1 minute

This spell allows the caster to detect magical emanations in a beam 10' wide and 30' long in the direction he is facing. The spell lasts for ten minutes, and requires concentration such that the caster can only cover a 60° arc in one minute (i.e., it would take a full 6 minutes for the caster to turn around completely while actively detecting magic). The spell is blocked by one foot of solid stone, three feet of solid wood, or but a single inch of metal.

Direct Gaze

Level 1 witch spell (enchantment/charm)

Requires: incantation

Casting time: 6 seconds (1 segment)

This spell allows the caster to force one or more individuals to look at a particular point or object for a brief time. Up to 1 person per level of the caster can be so affected, and the gaze will last for 1d6x5 seconds. Only creatures or persons with 5 or more hit dice or experience levels are entitled to a saving throw vs. spells to avoid the effect. All those affected must be within 60' plus 10' per level of the caster. Naturally, this spell will remove any saving throws vs. gaze attacks that a victim might otherwise receive against the gaze of a basilisk, medusa, etc.

Dispel Good (Dispel Evil)

Level 5 witch spell (abjuration)

Requires: incantation, gestures

Casting time: 48 seconds (8 segments)

This spell allows the caster to send enchanted and extra-planar beings of good nature (devas, angels, etc.) or those who are commanded to serve the cause of good (elementals, etc.) to return to their home plane of origin by touch. A "to hit" roll is required if the target creature is resisting in any way. Such beings are also allowed a saving throw vs. magic which, if the roll is successful, means they are able to resist its effect and stay on the material plane.

In addition, the spell will create a shell of protection around the caster which causes the same sorts of beings who would otherwise be affected by it to attack with a -7 penalty "to hit" against the caster. This effect lasts for one minute per level of the caster. No separate saving throw is allowed against this effect.

The reverse of the spell, *dispel evil*, has the same effect as described above, except it affects those extra-planar and enchanted beings of evil alignment (devils, demons, etc.) and those compelled to perform evil deeds such as elementals to be sent back to their plane of origin.

Divination

Level 4 witch spell (divination)

Requires: incantation, gestures, sacrificial animal, incense

Casting time: 10 minutes

This spell allows the caster to determine, in general terms, the risks of entering and exploring a given area such as a small forest, an area of a dungeon level, a building, etc. whose location is known to the caster. The spell will reveal whether treasure to be found in the area is poor, moderate, or rich; whether the inhabitants are weak, moderate, or strong; and whether there is a low, medium, or high chance that powerful evil supernatural beings will be encountered.

The base chance of success is 60% +1% per level of the caster (this percentage may be adjusted by the game master based on the exact nature of the place being divined). Of course, the caster won't know whether or not the casting was successful; if not, the information gleaned from the casting will be inaccurate.

The spell requires both incense and a sacrificial animal of some sort (most often, a rooster, goat, ox, etc.) whose entrails are "read" to get the desired information. Depending on the circumstances, valuables such as jewelry, gems, or magic items can be sacrificed to increase the chances of success or penetrate a particularly inscrutable area.

Doubling Thomas

Level 2 witch spell (enchantment/charm)

Requires: incantation, toe of newt

Casting time: 12 seconds (2 segments)

This spell allows the caster to cause the target to disbelieve anything that is told to him, in a very obnoxious and condescending way that tends to lead to hard feelings and recriminations, for the next hour. The target must be within 60' of the caster, and is entitled to a saving throw vs. spells. The spell requires the toe of a newt, which is lost as the spell is cast.

Drunkenness

Level 3 witch spell (alteration)

Requires: incantation, powdered toad-bone

Casting time: 18 seconds (3 segments)

This spell allows the caster to create a powder which, when put into any sort of drink, will instantly turn anyone who drinks it "very" intoxicated. The powder can be put in as much as a full bottle of wine or a half-gallon of other spirits in order to be effective, and will not change the flavor of the beverage in question or be in any other way effective. A full cup of liquid is required to be drunk in order for the effect to be seen.

Those who are very drunk have the following effects: -6 INT, -7 WIS, -5 DEX, and -4 CHA penalties. They have a -5 penalty "to hit", but get 3 extra hit points (which are used up first if wounded, and disappear when the character sobers up). After two hours they will only be somewhat drunk and have -3 INT, -4 WIS, -2 DEX, and -1 CHA penalties. They also get a -1 penalty "to hit", but have 1 extra hit point (the extra hit point is used up first if wounded, and disappears when they sober up). Two hours after that, they will only be slightly intoxicated and will have -1 INT and WIS penalties, and get a +1 modifier to morale. Two hours after that, they will be sober. (See the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for complete information on the effects of inebriation.) Naturally, if the affected person(s) keep drinking, they may well end up passing out.

Ears of a Bat

Level 1 witch spell (alteration)
 Requires: incantation, ear of bat
 Casting time: 6 seconds (1 segment)

This spell allows the caster to grant himself (or some other person whom they can touch) with improved hearing. Not only will the target be able to hear the faintest of sounds (at a range in yards equal to his level times ten), but also sounds that are only in the ultrasonic range. The spell will last for 1 hour per level of the caster, and requires the ear of a bat, which is destroyed as the spell is cast.

Earthquake

Level 6 witch spell (alteration)
 Requires: incantation, gestures, dirt, rock, clay
 Casting time: 10 minutes

This spell allows the caster to cause a strong earth tremor lasting approximately one minute. The effects are felt in a circle 5' in diameter for every level of the caster, focused on a point up to 120' distant. The tremor is strong enough that natural caves, tunnels, and caverns will collapse; cliffs will form landslides, the water will drain from marshes, and 1 in 3 trees in the affected area will be uprooted. On flat open ground, large cracks will open; the chance of falling in and thus being automatically killed depends on the size of the creature in question:

Small	1 in 4
Medium	1 in 6
Large	1 in 8

Most regular buildings in the area of effect will be destroyed or heavily damaged by the effect of the quake, and large defensive works such as castles and fortifications will take 50-600 (5d12x10) points of damage. (A typical stone building has 100 h.p.)

Erase

Level 2 witch spell (alteration)
 Requires: incantation, gestures
 Casting time: 6 seconds (1 segment)

This spell will erase any sort of writing, magical or otherwise, from a single scroll or two facing sheets of paper (velum, parchment, etc.) in a book. *Explosive runes* and *symbol* spells are unaffected, but drawings, words, maps, etc. are affected. The object being erased gets a special chance to resist; there is a base 50% chance that the spell will work, plus 2% per level of the caster in the case of magical writings, and 4% per level for normal writing.

Evil Eye

Level 5 witch spell (evocation)
 Requires: incantation
 Casting time: 30 seconds (5 segments)

This spell allows the caster to cast a particularly strong curse on any single individual within 60' (who must be within visual range). Those struck by it are subject to the following effects:

- Complete impotence
- All saving throws have a -1 penalty
- Charisma score is reduced by 2 points
- Constitution score is reduced by 1 point due to persistent minor ailments

- Random treasure is always reduced by 25% in value
- Experience points earned are always reduced by 10%

The effects of the *evil eye* can be removed by a *remove curse* spell, but only if cast by someone of equal or greater experience level than the one who cast the *evil eye* in the first place. It is otherwise permanent.

Fascinate

Level 2 witch spell (enchantment/charm)
 Requires: incantation, gestures
 Casting time: 12 seconds (2 segments)

This spell allows the caster to seem to be a trusted companion, lover, or other desired being, in order to gain the trust and love of the target creature. The creature to be *fascinated* must be within 30', and must have an intelligence score greater than 0. Note that the spell does not actually change the appearance of the caster. If the target fails a saving throw vs. 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 his charisma score or less on 3d6), but the game master may apply an adjustment of up to +6 if the requests are dangerous or even life-threatening. One such failed check is enough to end the spell, and the *fascinated* creature will be filled, in turn, with anger and rage. Otherwise the spell will last for a maximum of one day per point of charisma of the caster. Animals, on the other hand, will only remain *fascinated* for 1d4 days. Once the spell wears off, the subject will either attack (if poorly treated) or simply leave (if well treated), but if well treated there is a 2% chance per point of caster's charisma that the subject will remain of his own free will once the spell has worn off.

Fear

Level 3 witch spell (illusion/phantasm)
 Requires: incantation, gestures, hen's heart or white feather
 Casting time: 24 seconds (4 segments)

This spell creates a powerful beam of panic and fear out from the caster, some 60' long, 30' wide at the end, and 5' wide at the base. All creatures within the area of effect are entitled to a saving throw vs. spells; those that fail the saving throw will flee in blind panic for a number of minutes equal to the experience level of the caster, and have a chance of dropping any items carried which is based on their hit dice/level:

Hit Dice/Level	% of dropping held item
1	60%
2	55%
3	50%
4	45%
5	40%
6	35%
7	30%
8	25%
9	20%
10	15%
11	10%
12	5%
13+	0%

The spell requires either a hen's heart or a white feather, which are destroyed as the spell is cast.

Fiend Summoning I

Level 3 witch spell (conjuraton/summoning)

Requires: incantation, gestures, blood

Casting time: 18 seconds (3 segments)

This spell allows the caster to open a doorway to one of the lower planes, allowing one of the denizens thereof to enter the material plane. The type of creature that answers the summons will depend on the alignment of the caster. The summoned creature(s) will obey the summoner to a limited extent; they will attack those whom the summoner indicates or perform some other service for a maximum of 2 rounds plus 1 round per level of the caster. The type of creature that is summoned should be determined randomly.

Die roll (d%)	Lawful Evil	Neutral Evil	Chaotic Evil
01-15	1d6 lemures	1d8 larvae	1d6 manes
16-30	1d3 spined devils	1d8 larvae	1d4 dretch
31-40	1d8 nupperibos	1d6 larvae	1d4 dretch
41-45	1d3 hell hounds	1d6 larvae	1 achaierai
46-55	1d3 fire mephits	1d3 fire mephits	1d3 fire mephits
56-65	1d3 lava mephitis	1d3 lava mephitis	1d3 lava mephitis
66-75	1d3 smoke mephitis	1d3 smoke mephitis	1d3 smoke mephitis
76-85	1d3 steam mephits	1d3 steam mephits	1d3 steam mephits
86-00	1d4 imps	1d4 worry hags	1d4 quasits

It is possible for the caster to cast the spell in such a way that the summoned creature is imprisoned in some sort of magic pentacle; if this happens they will be unable to return to their home plane when the spell duration expires, but they will be instantly hostile towards the caster and will seek his destruction and harm unless compelled to act otherwise by some other magic. The spell requires certain magical signs be painted on the ground in fresh human blood.

Fiend Summoning II

Level 5 witch spell (conjuraton/summoning)

Requires: incantation, gestures, blood

Casting time: 30 seconds (5 segments)

This spell allows the caster to open a doorway to one of the lower planes, allowing one of the denizens thereof to enter the material plane. The type of creature that answers the summons will depend on the alignment of the caster. The summoned creature(s) will obey the summoner to a limited extent; they will attack those whom the summoner indicates or perform some other service for a maximum of 2 rounds plus 1 round per level of the caster. The type of creature that is summoned should be determined randomly.

Die roll (d%)	Lawful Evil	Neutral Evil	Chaotic Evil
01-15	1d3 red or blue abishai	1d2 diakk	1d3 babau
16-30	1d2 black, green, or white abishai	1d2 hordlings	1d3 bar-igura
31-40	1d3 bearded devils	1 night hag	1d2 chasme
41-50	1d3 bearded devils	1 nightmare	1d4 rutterkins
51-60	1d2 barbed devils	1d2 hydrodaemons	1d3 succubi
61-70	1d2 barbed devils	1d2 piscodaemons	1d2 vrocks
71-80	1d2 bone devils	1 yagnodaemon	1d2 hezrou
81-90	1d3 erinyes	1 derghodaemon	1d2 glabrezu
91-00	1d3 erinyes	1 charonadaemon	1 shadow demon

It is possible for the caster to cast the spell in such a way that the summoned creature is imprisoned in some sort of magic pentacle; if this happens they will

be unable to return to their home plane when the spell duration expires, but they will be instantly hostile towards the caster and will seek his destruction and harm unless compelled to act otherwise by some other magic. The spell requires certain magical signs be painted on the ground in fresh human blood.

Fiend Summoning III

Level 7 witch spell (conjuraton/summoning)

Requires: incantation, gestures, blood

Casting time: 42 seconds (7 segments)

This spell allows the caster to open a doorway to one of the lower planes, allowing one of the denizens thereof to enter the material plane. The type of creature that answers the summons will depend on the alignment of the caster. The summoned creature will obey the summoner to a limited extent; they will attack those whom the summoner indicates or perform some other service for a maximum of 2 rounds plus 1 round per level of the caster. The type of creature that is summoned should be determined randomly.

Die roll (d%)	Lawful evil	Neutral Evil	Chaotic Evil
01-30	1 horned devil	1 mezzodaemon	1 nabassu
31-55	1 ice devil	1 nycadaemon	1 nalfeshnee
56-85	1 styx devil	1 arcanadaemon	1 marilith
86-00	1 pit fiend	1 ultrodaemon	1 balor

It is possible for the caster to cast the spell in such a way that the summoned creature is imprisoned in some sort of magic pentacle; if this happens they will be unable to return to their home plane when the spell duration expires, but they will be instantly hostile towards the caster and will seek his destruction and harm unless compelled to act otherwise by some other magic. The spell requires certain magical signs be painted on the ground in fresh human blood.

Fiery Breath

Level 4 witch spell (evocation)

Requires: incantation, gestures, chili pepper or drop of lamp oil

Casting time: 6 seconds (1 segment)

This spell allows the caster to send forth a ball of fire from his mouth, completely engulfing anyone within 5' of the caster's mouth. Those in the area of effect will suffer 6d6 h.p. of damage (save vs. breath weapon for half) and all their possessions must make saving throws vs. magical fire. Neither the caster nor his possessions will be affected. The spell requires that the caster swallow either a chili pepper or a small drop of lamp oil.

Fire Charm

Level 4 witch spell (enchantment/charm)

Requires: incantation, gestures, fire, silk

Casting time: 24 seconds (4 segments)

This spell turns an ordinary fire, as from a torch, fireplace, campfire, etc. into an object of deep fascination. The spell may be cast on any fire source within 10' of the caster; any creature looking into the fire must then make a saving throw vs. spells. Failure indicates that the victim will remain motionless, staring into the fire for 2 minutes per level of the caster. Creatures so affected are particularly susceptible to *suggestion* spells, making their saving throws against them at a -3 penalty. The fire charm spell will last until the affected creatures are attacked or are rendered unable to see the fire, or when 2 minutes per experience level of the caster have elapsed. The spell requires a thin square of multi-colored silk which is thrown into the fire and thus destroyed.

Firewater

Level 3 witch spell (alteration)

Requires: incantation, gestures, sugar, raisin, water

Casting time: 6 seconds (1 segment)

This spell converts up to 1 pint of water per level of the caster into a highly flammable liquid. The slightest spark will cause the *firewater* to ignite, causing 2d6 h.p. 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.

Flame Strike

Level 6 witch spell (evocation)

Requires: incantation, gestures, pinch of sulfur

Casting time: 48 seconds (8 segments)

This spell enables the caster to call down a fiery pillar from the heavens, ten feet wide and thirty high, anywhere within 60' of the caster. 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 against spells for half damage. The pinch of sulfur is, of course, consumed by the casting of the spell.

This spell cannot be cast underwater.

Fumble

Level 2 witch spell (enchantment/charm)

Requires: incantation, gestures, butter

Casting time: 24 seconds (4 segments)

This spell causes one creature to become incredibly ham-fisted and ungainly, tripping, dropping weapons and other things, and generally bumbling around. The target must be within 10' per experience level of the caster, and the effect will last for 1 minute per level. The affected creature is entitled to a saving throw; a successful save indicates that the target is merely slowed (moving and attacking at half the normal rate). Recovery from the effects of the spell (i.e., picking up a dropped object or picking oneself up after falling) will require a full minute to accomplish. The spell requires a bit of butter, which is destroyed in the casting.

Geas

Level 7 witch spell (enchantment/charm)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell (pronounced "gesh") enables the caster to impose upon some creature (by touch) a powerful compulsion to undertake, or refrain from, some action. The target of the *geas* must be conscious and intelligent, and is not entitled to a saving throw. The exact nature of the *geas* is left to the caster, but great care must be taken in its composition; if it is vague or otherwise improperly formed, it will have no effect. A *geas* cannot be cast that compels the victim to suicide or certain death, but nothing says that the object of the *geas* cannot be dangerous (even very much so). For each week that the target of the *geas* attempts to ignore or circumvent the compulsion or twist the meaning of its words, it will lose 2 points of strength and must roll 1d4. On a roll of 1, the target will die. (Once the victim is back to fulfilling the *geas*, his strength will return at a rate of

2 points per week.) The *geas* can only be eliminated by fulfilling its conditions, or the casting of a *wish* spell.

Ghostly Hands

Level 1 witch spell (evocation)

Requires: incantation, gestures

Casting time: 1 minute

This spell brings into existence a pair of disembodied human-sized hands that will do the bidding of the caster. They cannot communicate verbally, but understand speech as if they had an intelligence of 12 (they are able to write, if writing materials are available). The *hands* are able to engage in ordinary tasks; sweeping, cooking, assisting with dressing, etc. Anything requiring specialized knowledge (fighting, performing spell gestures, etc.) is beyond the capabilities of the *hands*. The *hands* can carry a total of 50 pounds and will remain for 2 minutes per level of the caster. Their range of movement is limited to that which a normal human could reach (i.e., they cannot fly 100' into the air, or perform other superhuman feats).

Grease

Level 1 witch spell (evocation)

Requires: incantation, gestures, fat

Casting time: 6 seconds (1 segment)

This spell causes a thick slippery substance to appear on a section of floor, a ladder, covering a rope, etc. The area can be a maximum of 1 square foot per level of the caster, and must be within 10'. If someone attempts to cross an area that has been *greased*, they must make a saving throw vs. petrification or slip and fall. The spell can be cast upon something like a sword hilt, magic wand, etc. If so, the handler of the object is entitled to a saving throw vs. spells. Success indicates that the spell has no effect. The wielder is then entitled to another saving throw vs. petrification, to see if they drop the object. The spell requires a bit of fat (or some other slippery, greasy substance), which is lost as the spell is cast.

Great Rite

Level 7 witch spell (enchantment/charm)

Requires: incantation, gestures, virgin blood, wine or sweetmeats, human fat candles

Casting time: special (see below)

This spell allows the caster to entice an already-present fiend (demon, daemon, devil, demodand, etc.) to copulate with him, thereby engendering a half-fiend/half-mortal offspring. The being in question must come from one of the lower planes, and must already be imprisoned in a magic pentacle. The caster will then proceed to alternatively seduce, coddle, threaten, wheedle, etc., the captive spirit. Both the caster and the target of the spell must make a saving throw each hour while the spell is cast. The saving throw is different for each:

- Target fiend: Roll intelligence or less on a d20. Lawful fiends get +1 bonus, neutral ones get no bonus, and chaotic ones get -1 penalty.
- Caster: Roll charisma or less on a d20.

The result of the saving throws will determine the out come of the spell.

	Caster Saves	Caster Fails
Fiend Saves	Spell continues	Spell fails
Fiend Fails	Spell succeeds	Spell continues

If the spell continues, the process continues for another hour. Simply roll again for the next hour for both the captive fiend and the caster. If the spell fails, the caster has not convinced and/or seduced the fiend, and never will. It is still

captive, but the caster is free to take whatever other action he feels is appropriate, although the *Great Rite* can never again be attempted with that particular fiend. If the spell succeeds, a pregnancy will always result.

The spell presupposes that the caster and the imprisoned fiend are of opposite genders, or at the very least that one or the other is able (or is forced) to change its shape to such an oppositional type for the duration of the spell and/or the resulting pregnancy. The type of offspring thus engendered will depend on both the type of creature summoned and the gender of the caster. If some other form of lower-plane creature is the subject of the spell, the game master is encouraged to improvise.

Fiend Type	Male Caster	Female Caster
Daemon		hordling
Demon	alu-demon	cambion
Devil	erinyes	same type as father
Night Hag	greenhag or annis (50% of each)	

The spell requires the blood of a virgin (at least a pint), 5 candles made of the fat of a human/demi-human, and either some sort of sweetmeat or wine (1/4 pound or 1 pint, respectively). If sweetmeats are used, the duration of the spell is doubled; checks are made every 2 hours instead of 1 hour.

Hand of Glory

Level 3 witch spell (alteration)

Requires: incantation, gestures, fat and hair from a hanged corpse, virgin wax, sesame oil

Casting time: special (see below)

The *hand of glory* is a special magical object that is created by means of this spell. The *hand* itself, once created, can be set aside for later use, and any given witch can have as many *hands of glory* available as he has experience levels. The *hand of glory* is essentially a candle in the shape of a human hand, with the fat rendered from the corpse of a hanged man worked into the virgin (i.e., never before used) wax. The hair of the same hanged man is used to make the wicks in the *hand's* five fingers. Once all the materials are assembled, the *hand* will take 2 hours to properly mold into shape, during which time the caster cannot be disturbed, else the spell is ruined (and new virgin wax will have to be procured). Once created, the *hand of glory* will remain effective for up to one year.

To activate a *hand of glory*, one simply lights the wicks in its fingers. It can be activated by anyone; it does not need to be the person who created it. Once the five fingers of the *hand* have been lit, the following effects will remain in place until any one of them is extinguished or 6 hours goes by, whichever comes first:

- Any lock within 5' of the hand will automatically be unlocked (does not apply to *wizard locked* doors and the like)
- Any creature under 4 hit dice (of any type) within 20' of the hand, except the one holding it, will fall asleep (no saving throw)
- Any creature with 4 or more hit dice within 20' of the hand must make a saving throw vs. spells. Failure indicates they are held (as per the effects of a *hold person*, *hold monster*, etc. spell)

The effects move with the hand; thus, if the hand moves out of range, locks will re-lock themselves, sleeping or held creatures will once again be able to move, etc.

Ordinary water will not extinguish the *hand of glory*, but milk will (thus spells such as *cloudburst* are ineffective). Strong winds or physically snuffing out the flame will work as well.

Ill Luck (Good Luck)

Level 4 witch spell (divination)

Requires: incantation, gestures, divinatory tools

Casting time: 5 minutes

This spell allows the caster to know when someone is going to have a "streak of bad luck." Such lucky streaks are times when the forces of the multiverse are aligned against the subject, and during such times they will suffer the following effects:

- -1 penalty to all saving throws
- -1 penalty to all "to hit" rolls, both in melee and missile combat
- -5% on all reaction adjustments
- -5% on all verbal patter, thieving, and performing checks
- -1 to all surprise rolls
- Will never win any game of chance
- Other, similarly puissant bonuses, as the game master may deem appropriate in the circumstances

The bad luck streak will begin in 1d6+6 hours, and will last for 1d4+1 days. Only one streak can benefit a given person at a time; if two such streaks are predicted for the same person in an overlapping time period, the result will, in fact, be a lucky streak during the period of overlap (see below). The target of the spell must be within 20' of the caster when the spell is cast.

The spell requires the use of the caster's divinatory tools, which are not consumed during the casting. The reverse of the spell, *good luck*, is a prediction of a lucky streak, whose effects are the reverse of those listed above. The lucky streak will last for 1d8 days.

Illness

Level 3 witch spell (evocation)

Requires: incantation

Casting time: 18 seconds (3 segments)

This spell allows the caster to infect a wide area with a mostly non-fatal, but still debilitating, illness. The area affected is one square mile per level of the caster, and it will affect up to 10d4 creatures per experience level. EXAMPLE: A 7th level witch could cast the spell, affecting an area up to 7 square miles, and 10d4x7 individuals within that area will contract the illness. The caster must be somewhere within the area of effect, but will not himself be affected by the spell. The illness will cause all those affected to lose both 1 point of STR and CON for a period of 1d6 weeks, and most commoners will generally be bed-ridden during that time (preventing most standard economic activities such as construction, harvesting crops, etc.). In order to see if any particular individual in the area was affected, simply divide the total population by the number of people affected. The illness is only fatal 1% of the time.

Improved Pass Without Trace

Level 5 witch spell (enchantment/charm)

Requires: incantation, gestures, besom

Casting time: 30 seconds (5 segments)

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

Inanimate Object

Level 7 witch spell (abjuration)
 Requires: incantation, gestures, miniature broom
 Casting time: 1 minute

This spell allows the caster to remove the animating magic from all manner of enchanted constructs, such as golems, scarecrows, objects under the influence of an *animate object* spell, etc. Even mindless undead such as skeletons and zombies will be affected by this spell. If the objects are measured in hit dice, 1 hit die can be affected for every level of experience of the caster. If they are measured in hit points instead, 8 h.p. per level of the caster could be de-animated. Those constructs with more than 4 hit dice, or 40 h.p., are entitled to a saving throw vs. spells. Homunculi are also affected by this spell, but are entitled to a saving throw vs. spells with a +3 bonus. The spell requires a miniature broom, which is broken at the end of the incantation. The object in question must be touched by the caster in order for the spell to take effect, requiring a successful "to hit" roll where appropriate. It is permanent on most objects, with the following exceptions.

- Iron golems are affected for 4 minutes
- Stone golems are affected for 10 minutes
- Clay golems are affected for 20 minutes
- Flesh golems are affected for 30 minutes.

Infravision

Level 1 witch spell (alteration)
 Requires: incantation, gestures, dried carrot or agate gem
 Casting time: 1 minute

This spell allows the caster or some other creature touched to be able to see into the infrared spectrum, thus seeing heat. The effect has a range of some 60', and will last for 2 hours plus 1 hour per experience level of the caster. See the **ADVENTURES DARK AND DEEP™** Players Manual for details on the benefits and limitations of *infravision*. Creatures that are *invisible* are usually not visible by *infravision*.

Insect Plague

Level 5 witch spell (conjunction/summoning)
 Requires: incantation, gestures, sugar, grain, fat
 Casting time: 1 minute

This spell invokes an enormous swarm of crawling and flying insects in a vast cloud some 360' in diameter and 60' high, centered on a point up to 360' away from the caster. The cloud will endure for a full ten minutes per level of the caster. Any creature within the cloud will suffer 1 h.p. of damage per minute from the biting and stinging of the tiny creatures. Those within the area will be beset by these insects, making spell casting or other similar concentration quite impossible, combat nearly so (-8 penalties "to hit"), and vision is obscured past 30', whether looking into the cloud or from within looking out. Any creature with less than five hit dice (or under five levels) must automatically check morale or flee from the swarm. Any creature with less than two hit dice will automatically flee to at least 240' away from the swarm. Heavy smoke or fire (such as a *wall of fire* spell) will drive the swarming insects away or hold them at bay, but the flames must be prodigious; simply waving a torch will not be sufficient. Large damage-inducing spells such as *fireball* or *lightning bolt* (q.q.v.) will simply clear the area of the blast for ten minutes, after which time the insects will simply swarm over it once more. The spell requires a pinch of sugar, a few grains of wheat or corn, and a small bit of fat (all of which are consumed by the casting of the spell).

Insect Swarm

Level 3 witch spell (conjunction/summoning)
 Requires: incantation
 Casting time: 18 seconds (3 segments)

This spell summons a large swarm of crawling, flying, stinging insects in an area some 120' in diameter, centered on a point no more than 360' distant from the caster. Those within the area will be beset by these insects, making spell casting or other similar concentration quite impossible, combat nearly so (-4 penalties "to hit"), and reducing visibility to 30' whether looking in or out of the swarm. Creatures with 3 hit dice or less will automatically attempt to flee from the *swarm's* area. It will remain for 10 minutes plus 1 minute per level of the caster. Thick smoke or hot flames will drive off the swarm.

This spell cannot be cast underwater.

Invisible Dwelling

Level 6 witch spell (illusion/phantasm)
 Requires: incantation, spun sugar/honey/gingerbread/etc.
 Casting time: 6 minutes

This spell allows the caster to disguise any single dwelling, making it appear to be anything that fits in with its surroundings (in a forest, for example, the dwelling might appear to be merely an area of dense foliage, while in a city slum, it might appear as a burned-out warehouse or an area of parkland in a wealthy neighborhood). The illusion will include both visual, touch, and scent components (if applicable). The building so concealed can be up to 5,000 cubic feet per level of the caster (thus, a 12th level caster could conceal a dwelling some 6,000 square feet in area and one storey high). The spell will remain in effect for one day per level of the caster. It requires that the perimeter of the dwelling be lined with spun sugar, honey, gingerbread, or some other very sweet substance.

Jealousy

Level 4 witch spell (enchantment/charm)
 Requires: incantation
 Casting time: 24 seconds (4 segments)

This spell allows the caster to evoke intense feelings of envy and jealousy in a target creature. The victim must be within 60' plus 10' per level of the caster (as well as being within line of sight), and is entitled to a saving throw vs. spells. Success indicates the spell has no effect. The effect will last for 1 day per level of the caster, and will steadily manifest into more and more outrageous behavior on the part of the victim; the grass will always be greener on the other side of the fence. The treasure that everyone else gets is always better than his share, others' possessions are always better, and eventually the jealous feelings will lead to confrontations, demands that the victim be given his "fair share", and ultimately theft or force.

Jumping Flame

Level 2 witch spell (alteration)
 Requires: incantation
 Casting time: 12 seconds (2 segments)

This spell allows the caster 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 caster must roll "to hit" against the target as if he were physically attacking; if the flame hits it will do 2d6 h.p. of damage and the target must make a saving throw vs. spells. Failure indicates the flame has struck his eyes and he 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.

Lame Mount

Level 2 witch spell (alteration)

Requires: incantation, gestures, small stone or bent nail

Casting time: 12 seconds (6 segments)

This spell allows the caster to cause one or more riding mounts to go lame. Lame mounts will move at 50% speed until allowed to rest for 1d6 days without having to walk (or fly or swim, as applicable). The target(s) must be within 60' plus 10' of the caster (line of sight required). Up to 1 mount per 3 levels of the caster can be so affected by the spell. The spell requires a pebble or bent nail which is thrown in the direction of the target, and thus lost.

Legend Lore

Level 6 witch spell (divination)

Requires: incantation, gestures, incense, ivory strips, sacrificial item (see below)

Casting time: special (see below)

This spell allows the caster to learn information regarding some famous or otherwise noteworthy person, place, or thing. The casting time of the spell depends on how well the object of the spell is known to the caster; if it is present, and able to be handled by the caster, the spell will only take 1d4x10 minutes to complete. If it is well known to the caster, the spell will take 1d10 days. If it is known only by legends or rumors, the spell will take a full 2d6 weeks. During the casting of the spell, no other activity can take place; no other spell casting, no adventuring, and no interruptions short of sleeping and eating.

Once cast, the spell will reveal a single fact about the subject of the spell, such as its location, age, creator, a significant bit of its history, etc. The information will be conveyed in the form of a riddle, rhyme, puzzle, symbolic presentation, etc. The spell will only reveal information about a subject that is at least somewhat known, if only by myth.

The spell requires burning incense and strips of ivory (worth a minimum of 100 g.p.), as well as the destruction of some item of value such as a magic potion, scroll, minor magic item, living creature, etc. The material components are lost as the spell is cast.

Magic Broom

Level 2 witch spell (alteration)

Requires: incantation, besom

Casting time: 12 seconds (2 segments)

This spell allows the caster to turn any ordinary broom (also known as a besom) into a *broom of flying* (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details). The broom will hold its enchantment for 10 minutes plus 2 minutes per level of the caster. A *dispel magic* spell will instantly cancel out the spell's effect.

Magic Cauldron

Level 6 witch spell (divination)

Requires: incantation, cauldron filled with water

Casting time: 36 seconds (6 segments)

This spell enables the caster to use an iron cauldron filled with water as the equivalent of a *crystal ball* in most respects (see the **ADVENTURES DARK AND DEEP™** Game Masters Toolkit for details; normal rules for such scrying being detected will still apply). 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.



Magic Missile

Level 3 witch spell (evocation)

Requires: incantation, gestures

Casting time: 6 seconds (1 segment)

This spell allows the caster to create an enchanted missile that will strike any designated target without fail, with each missile doing 1d4+1 h.p. of damage to the target (no saving throw is allowed). The range of the *missiles* is 60' plus 10' per experience level of the caster. The caster may create one *missile* for every 2 levels of experience beyond the first (thus, 3 missiles at 5th level, 4 missiles at 7th level, etc.); multiple *missiles* may be aimed at different targets, as long as they are all within a 10 square foot area.

Masse Noir

Level 6 witch spell (abjuration)

Requires: incantation, gestures, holy water, holy symbol, human blood

Casting time: 1 hour

This is one of the most feared spells of the witch's repertoire, as it strikes to the very heart of the more socially acceptable organized religions against which they are eternally rebelling. The *masse noir* is directed at some specific house of

worship belonging to a deity or religion of neutral or good alignment. The *masse noir* must be performed within 1 mile of the site, and specifically requires a holy symbol and holy water sacred to that faith, as well as at least a pint of human (or demi human) blood. The *masse noir* is itself a parody of the most holy rituals of that faith, and during the course thereof the holy water and symbol are both profaned and desecrated, and the most central and holy tenets and sacral objects of the faith blasphemed to the extent that the holy place is itself profaned and the clerics, druids, and/or mystics within reduced in power. Once cast, the *masse noir* has the following effects:

- *Bless, ceremony, chant, cure (any), exorcism, golem, heal, holy vestment, magic font, reflecting pool, and sanctuary* spells are ineffectual within its precincts, unless cast by a caster of a level equal to or higher than the one who cast the *masse noir*.
- Any other clerical, druid, or mystic spells cast within the target precinct will be effective as if it were cast by someone of 2 experience levels lower than the actual level of the caster.
- Undead are treated as two types better in terms of being turned.
- Any cleric, druid, or mystic who was within the targeted holy site for the duration of the *masse noir* will have their experience level reduced by one for 2 hours per level of the caster of the *masse noir*. This includes spells, hit points, combat effects, etc.

The holy precinct affected by the *masse noir* can be no more than 100' on side and 10' high per level of the caster (thus, an 8th level caster could affect a temple some 800' on a side and 80' high). The effect of multiple *masse noire* spells being cast on the same site is not cumulative, but they can be cast consecutively, so as to maintain the effect.

The effects of the *masse noir* will remain until it is dispelled by means of a *holy word* spell cast explicitly for that purpose. Even the caster cannot undo the effects once it has been cast.

Message

Level 1 witch spell (alteration)
Requires: incantation, gestures, copper wire
Casting time: 6 seconds (1 segment)

This spell enables the caster to whisper a message that will be heard by a single recipient within 60' plus 10' per experience level of the caster, and that recipient can then whisper a reply that will be heard by none save the caster. The message and the reply can be no longer in length combined than 30 seconds (5 segments) plus 6 seconds (1 segment) per level of the caster. The spell does not confer the ability to understand languages that are otherwise unknown to either the caster or the recipient. The caster and the recipient must be in line of sight, without obstruction, for the spell to work. The spell requires a small bit of copper wire, which is destroyed in the casting.

Meteor Swarm

Level 7 witch spell (evocation)
Requires: incantation, gestures
Casting time: 54 seconds (9 segments)

This spell causes a swarm of fiery spheres to emanate from the caster's hand, traveling in a straight line to some predetermined detonation point no farther than 40' distant plus 10' per level of the caster (any creature unfortunate enough to be on the direct path of the missiles will suffer their full effect without benefit of a saving throw). The caster may choose to either send four 2' diameter spheres or eight 1' diameter spheres.

The 2' diameter globes will each burst for 10-40 hit points of damage in a 30' radius, in a diamond pattern with the center of each globe 20' from the next. Note that this means that there will be areas of overlap between the explosive

effects of the globes, with all 4 affecting the center. Any creature in any zone of effect must make a separate saving throw vs. spells for each globe; success indicates half damage.

The 1' diameter globes will each burst for 5-20 hit points of damage in a 15' radius, in a diamond/box pattern with each globe alternately 10' or 20' from the next. Note that this means there will be many areas of overlap, with 4 such overlaps in the center of the pattern of explosions. Any creature in any zone of effect must make a separate saving throw vs. spells for each globe; success indicates half damage.

This spell cannot be cast underwater.

Mirror Image

Level 4 witch spell (illusion/phantasm)
Requires: incantation, gestures
Casting time: 12 seconds (2 segments)

This spell creates from one to four exact duplicates of the caster, all of whom move and act in concert with the genuine. The images move and shift around, so it is impossible to pick out the real one, even if he has been struck and wounded in a previous round. If an image is struck by a weapon, it will disappear. Don't forget that there is a chance that the actual caster will be struck if in combat! The number of *mirror images* is determined by rolling percentile dice and adding the caster's experience level to the number:

Die roll (d%) plus level	Number of Images
01-25	1
26-50	2
51-75	3
76+	4

All of the images will instantly disappear when the spell expires after 2 minutes per level of the caster.

Misfortune

Level 2 witch spell (evocation)
Requires: incantation
Casting time: 12 seconds (2 segments)

This spell allows the caster to call down upon one unfortunate victim a run of sheer bad luck. For the next 24 hours plus 1 hour per level of the caster, the target will have -1 on all saving throws and "to hit" rolls, -10% penalty to win any games of chance, and will suffer a -2 or -10% penalty on any random treasure rolls (as applicable). The victim must be within 60' of the caster, and within his sight, but is entitled to a saving throw vs. spells.

MurRAIN

Level 3 witch spell (evocation)
Requires: incantation, gestures, cat's tongue
Casting time: 18 seconds (3 segments)

This spell allows the caster to call down a pestilence on a herd of animals, usually cattle, pigs, goats, or sheep, but also operative on horses and other domesticated animals. The affected animals will become gaunt and sick, becoming completely worthless as food or for labor, but will not die unless they are not fed or watered. Up to 5 animals per level of the caster will be affected, as long as they are all within 100 yards of one another when the spell is cast. A druid will recognize a herd struck by a *murRAIN* immediately. The spell requires the tongue of a cat, which is destroyed as the spell is cast.

Night-Ride

Level 6 witch spell (enchantment/charm)
Requires: incantation, mare's sweat
Casting time: 4 hours

This spell allows the caster to haunt the dreams of a victim. The victim must be known to the caster, be within 1 mile per level of the caster when the spell is cast, and must be asleep; the spell has no effect on those who are awake. If the victim fails a saving throw vs. magic, he will suffer from horrible nightmares, will not be able to restore hit points through normal rest and will not have rested sufficiently to memorize spells the next day. The spell will remain in effect for a full 24 hours, so the nightmares will return even if the victim attempts to sleep during the next day. If the *night-ride* spell is cast on the same victim on consecutive nights, the effects of lack of restful sleep will become more and more obvious.

Consecutive days	Ability score penalties	Saving throw penalties
2	-1 INT, DEX	-1
3	-1 WIS, CON	-2
4	-1 STR, CHA	-3
5	-1 INT, DEX etc.	-4

Saving throw penalties apply to all saving throws, including the saving throw against the next night's *night-ride* spell. Ability score penalties are cumulative; once any single score reaches 0, the victim will die.

Pass Without Trace

Level 3 witch spell (enchantment/charm)
Requires: incantation, gestures, mistletoe, evergreen sprig
Casting time: 1 minute

This spell allows the caster to move over any sort of terrain-- including snow and sand-- without any print, scent, or spoor being left behind. This will completely foil tracking, whether the sort practiced by rangers or by hunting animals such as bloodhounds. The spell is activated by burning the mistletoe, grinding it into a powder, and sprinkling it over the recipient with the sprig of evergreen. Creatures with such protection will, however, leave a magical trail behind them, which can be tracked with a *detect magic* spell (*q.v.*).

Place of Holding

Level 5 witch spell (alteration)
Requires: incantation, gestures, object (see below)
Casting time: 1 minute

By means of this spell, the caster creates a miniature extra-dimensional space inside another (ordinary) space. The extra-dimensional pocket will be a 10' cube, plus 1' per level of the caster (i.e., a 10th-level caster will create a cube 20' on each side), and will have sufficient light, heat, and air to sustain life for the duration of the spell. It must be created within 30' of the caster. The object upon which the spell is cast must have a volume of its own, plus a door, opening, etc. The extra-dimensional space can be entered and exited through that opening; the spell is often used to create the illusion that a great number of creatures are entering or exiting from a place that would be far too small to accommodate them all. If anyone or anything is in the extra-dimensional space when the spell duration ends, they will be ejected unceremoniously from the opening. If the opening is destroyed or otherwise uncompromisingly blocked to the point where movement is impossible, those within the extra-dimensional space are lost forever on the astral plane. It lasts for 10 minutes per level of the caster.

Poison

Level 3 witch spell (alteration)
Requires: incantation, gestures
Casting time: Special (see below)

This spell allows the caster, or someone else touched by the caster as the spell is cast, to cause any food or drink that they touch to become poisonous. Anyone eating or drinking the fare will need to make a saving throw vs. poison or die. The spell itself requires 18 seconds (3 segments) to cast. The spell's effect can then be utilized at any time within the next hour; the first bit of food or drink handled by the recipient will become poisonous by their touch. Handling food by a plate or platter, or drink in a cup or pitcher, is sufficient to invoke the effect. Up to 1 gallon of liquid per level of the caster, or 1 cubic foot of food per level, can be so affected by the spell. However, the spell's effect will be entirely used up by the first food or drink handled that is under the spell's volume restrictions; it cannot be doled out in portions.

Polymorph any Object

Level 7 witch spell (alteration)
Requires: incantation, gestures, mercury, gum arabic, smoke
Casting time: 1 minute

This spell can be used as a more powerful form of the spells *polymorph other* or *stone to flesh* (in which case, refer to those spell descriptions in the **ADVENTURES DARK AND DEEP™** Players Manual, but the target gets a -4 penalty on any saving throws). Otherwise, the spell can be used to transform any thing (living or inanimate) into any other type of thing, and unlike other forms of *polymorph*, the intelligence of the creature will change to match that of the new form. The duration of the change depends on just how radical the change is. First, determine how many of the following factors apply to the change:

Change is...	Add to duration factor
Within same kingdom (animal, vegetable, mineral)	+5
Within same class (mammals, fungi, metal, etc.)	+2
Roughly same size (elf to human)	+2
Related (leaf to tree, tusk to elephant)	+2
To same or lower intelligence	+2
Roughly the same shape (horse to zebra, human to elf)	+1

Then consult the following table to determine the duration of the change:

Total duration factor	Duration
0-1	20 minutes
2-3	1 hour
4	3 hours
5	12 hours
6	2 days
7	1 week
9+	permanent

Thus, a marionette that was *polymorphed* into a living boy would have a duration of 1 hour (same shape, same size; duration factor 3), an androsphinx turned into a mantichore would be permanent (same kingdom, same class, same size, lower intelligence, same shape; duration factor 12).

This spell cannot be cast underwater, save within the area of effect of an *airy water* spell.

Polymorph Other

Level 5 witch spell (alteration)

Requires: incantation, gestures, caterpillar cocoon

Casting time: 24 seconds (4 segments)

This spell will cause any one creature, within 5' per level of the caster, to turn into some other type of creature. Thus, a goblin could be turned into a mantichore, a dragon into a centipede, a horse into a dragon, etc. Size is no object. The victim is entitled to a saving throw vs. magic. The change effected by the *polymorph other* spell will necessitate a system shock survival roll (see constitution in the **ADVENTURES DARK AND DEEP™** Players Manual for details), as will the change back to the original form (if any!). The spell is permanent unless cancelled by a *dispel magic* spell.

Once the transformation is complete, the creature actually is the creature it has turned into; a goblin-turned mantichore would be able to fly, a horse-turned-dragon would have a breath weapon, etc. There is a chance that, in addition to the physical change, the mentality of the creature will also change, rendering the transformation total. Once that happens, not even a *dispel magic* spell can undo the *polymorph other* spell's effect (a *wish* or similar spell would be able to do so, however). There is a base chance of 100% that the mentality will change to the new creature type; this is reduced by 5% for each point of intelligence the creature has. The chance is further reduced if the new creature type has more hit dice than the old; 5% per level difference. If the new creature type has fewer hit dice than the old, the chance to change mentality is increased; 5% per level or hit dice difference. This check is made daily until the mental transformation takes place.

Polymorph Self

Level 4 witch spell (alteration)

Requires: incantation

Casting time: 18 seconds (3 segments)

This spell allows the caster to assume the outward physical form of some other creature, from the size of a small bird to a large animal such as a rhinoceros. This transformation allows for the caster to move as does the creature type in question (so, a crow could fly, a horse gallop, a spider climb walls), but neither transforms the mentality or grants the other powers (attacks, senses, special powers, etc.). The spell lasts for 20 minutes per experience level of the caster, and during that time a variety of different forms can be assumed (the transformation takes 30 seconds (5 segments) per change). No system shock survival roll is required. If the caster takes damage while in altered form, up to 1d12 hit points of such damage will be healed when the caster returns to his normal form.

Poppet

Level 2 witch spell (alteration)

Requires: incantation, gestures, piece of the intended victim (see below), poppet parts, pins or needles

Casting time: 30 minutes

This spell allows the caster to construct a magical puppet through which other spells may be cast and have an effect as if the *poppet's* "original" were at hand. The spell requires that the caster have some sort of physical part of the intended victim; a lock of hair, spittle, fingernail pairing, urine, blood, etc. The type of physical link between the poppet and the victim will determine the level of spells that can be cast through the *poppet*.

Connection	Max. spell level
previously worn clothing	1
hair	2
nail pairing	3
spittle	4
urine	5
blood	6
semen, vaginal fluid, or breast milk	7

Spells cast through the *poppet* allow the target a +1 bonus to any saving throws (or 5% bonus), as applicable. Only person-affecting spells can be cast through the *poppet*. Only the individual in whose image the *poppet* is made can be affected, even if the spell could otherwise affect other individuals. Area effect spells can never be cast through the *poppet*. No "spillover" from a *poppet* transmitted spell is ever allowed under any circumstances.

Each time a spell is cast through the *poppet*, the caster must pierce the *poppet* with a pin or needle of wood, ivory, bone, metal, etc. The pin must remain in the *poppet* for the spell to remain in effect (within the normal limits of the spell). If the *poppet* is destroyed, all of the spells cast through it will cease to have any effect, if applicable. Only the one who made the *poppet* can cast spells through it.

Precipitation

Level 2 witch spell (alteration)

Requires: incantation, gestures, silver dust

Casting time: 18 seconds (3 segments)

This spell will condense all of the water vapor in the air in a given area into a fine rain for a very brief period. The spell will affect an area some 30' in diameter and 120' high, centered on a point some 10' distant per level of the caster. The rain will last for 6 seconds (1 segment) per level of the caster. This will be enough to thoroughly soak thin, light material such as paper and cloth in but 12 seconds (2 segments) and twigs and canvas in 18, stone and wood will become covered in a thin sheet of water, etc. Small flames such as candles will be extinguished, slightly larger fires will become smoky for a minute after the *precipitation* has ended, and large fires will be unaffected. Magical fire such as *flame strike* cast into the area of the *precipitation* spell will cause a blanket of fog twice the area of the spell, in addition to the other spell's normal effect. If the temperature is above 90° F, the duration of the spell will be doubled in all but the most arid locales. If the temperature is at or below freezing, the *precipitation* will take the form of sleet or snow, as appropriate. The spell requires a pinch of silver dust, which is lost as the spell is cast.

This spell cannot be cast underwater.

Predict Weather

Level 1 witch spell (divination)

Requires: incantation, gestures

Casting time: 1 minute

This spell grants the caster 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 caster, he 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.

This spell cannot be cast underwater.

Prophecy

Level 4 witch spell (divination)

Requires: incantation, gestures, mugwort, vervain, lavender

Casting time: 4 minutes

By means of this spell, the caster is able to forecast a single future event based on the current state of the world(s). It will always be granted in the form of a rhyme, couplet, quatrain, etc., and will be couched in symbolism and allegory. The caster may attempt to confine his *prophecy* to a specific future event such as a war, election, the next harvest, or a specific person such as a king, guild master, bride, etc. If so, he has a 2% chance per experience level, plus 1% per point of wisdom and intelligence, of doing so. The caster will know if the *prophecy* deals with the intended subject or not. If he fails, or if he does not specify what sort of event or individual will be the object of his *prophecy*, the game master may determine such randomly (although the exact event that is described by the *prophecy* will remain unknown):

Die roll (d%)	Object of prophecy
01-10	The prophet's home nation
11-25	The nation in which the prophet is currently dwelling
26-30	The prophet's home town or district
31-49	The town or district in which the prophet is currently dwelling
50-65	Someone close to the prophet
66-75	A casual acquaintance
76-80	A complete stranger, unknown to the prophet
81-95	A famous personage
96-00	The prophet himself

Note that the object of the *prophecy* will be obliquely referenced in the *prophecy* itself, so that by either clever deduction or use of other divination magic and tools, the object can be found.

Such *prophecies* are not easily avoided, and should be formulated in sufficiently vague terms that merely turning left or right on a street would not invalidate the *prophecy*. The spell can only be cast once per week, and if the same object is *propheesied* upon by two different prophets (or by the same prophet more than once) there is a 99% chance that the exact same prophecy will be obtained. The spell requires that the caster boil a mixture of mugwort, vervain, and lavender worth 100 g.p. in an iron cauldron.

Protection from Good

Level 1 witch spell (abjuration)

Requires: incantation, gestures, blood or dung

Casting time: 12 seconds (2 segments)

This spell creates a magical shell of force around the recipient that extends 1' from his body (however, it will not move with the caster). This shell protects from physical contact by creatures of an extra-planar nature of any alignment (such as angels, demons, elementals, etc.), as well as "normal" animals *summoned* by magical means (such as the various *animal summoning* spells, *q.v.*). It lasts for 3 minutes per level of the caster. In addition to being proof against physical attack, the spell also affords the person bearing its protection a +2 on any saving throws caused by attacks by such creatures, and enchanted and summoned creatures attempting any attacks that do not involve direct physical contact (such as missiles, etc.) incur a -2 on their rolls "to hit." The spell requires that the caster create a 3' diameter circle made of blood on the ground or smoldering dung carried in the air. The components are destroyed in the casting.

Protection from Good, 10' radius

Level 3 witch spell (abjuration)

Requires: incantation, gestures, blood or dung

Casting time: 30 seconds (5 segments)

This spell is identical to the spell *protection from good* (see above), but the magical shell of force extends 10' in all directions from the caster (however, if he moves, the center of the spell will not move with him), and lasts for 10 minutes per level of the caster. The spell requires that the caster create a 20' diameter circle on the ground in blood or smoldering dung in the air. The components are destroyed in the casting.

Push

Level 1 witch spell (evocation)

Requires: incantation, gestures, powdered brass

Casting time: 6 seconds (1 segment)

This spell calls into being an invisible force to push whatever thing or being is within its range (10' plus 2.5' per level of the caster), as long as it is within line-of-sight of the caster. The spell can be used to generate 1 foot-pound of pressure per level of the caster, and can be used to knock an object back 1', knock over an object that is not secured, etc. If the spell is cast against a creature (for instance, a monster in the midst of some attack, and thus possibly off-balance), the target gets a saving throw vs. spells. Failure indicates that it is indeed knocked over, and would lose its attack that combat round. If the spell is cast against a held weapon, wand, etc., the holder also gets a saving throw vs. spells. Failure indicates that the holder gets -1 "to hit", or his intended target gets +1 to his saving throw, per level of the caster of the *push* spell. The powdered brass is blown towards the object, and is thus lost as the spell is cast.

Purify Food and Drink (Putrefy Food and Drink)

Level 3 witch spell (alteration)

Requires: incantation, gestures

Casting time: 1 minute

This spell allows the caster to turn spoiled, rotten, or otherwise inedible food and drink (including that which has been poisoned) into fresh and edible fare. The caster can effect up to one cubic foot of food and drink per level, as long as it is all within a 10' square area no more than 30' from the caster. The reverse of the spell, *putrefy food and drink*, naturally spoils and ruins otherwise edible food. Just as *purify food and drink* will ruin *unholy water*, so too will *putrefy food and drink* do the same to *holy water*.

Reverse Transmutation

Level 7 witch spell (alteration)

Requires: incantation, gestures, moly

Casting time: 54 seconds (9 segments)

This spell allows the caster to reverse the workings of spells such as *polymorph self*, *polymorph any object*, and the like. It will not affect any illusionary effect, but will force any object or creature whose actual form has been transformed to revert back to its original form. It will function as a *stone to flesh* spell, if cast upon a creature turned to stone by a medusa, basilisk, etc. If cast upon a druid who is using his *shape changing* ability, the druid will be forced back to his original form and be rendered unable to change again for a number of minutes equal to the difference in levels between the caster and the druid (if the druid is of higher level, he will be able to change shape in but a single minute). Note that this will even restore those who have been the subject of a *polymorph other* spell who have lost their saving throw to retain their mind. No system shock roll is required when using this spell. The spell requires a sprig of moly, which is destroyed as the spell is cast.

Rotting Cloth

Level 1 witch spell (alteration)

Requires: incantation

Casting time: 6 seconds (1 segment)

This spell allows the caster to cause any sort of worked natural fiber (cloth, rope, muslin, felt, etc.) to become instantly rotten, threadbare, and subject to fall apart under the slightest strain. Note that this applies both to bolts of cloth and coils of rope as well as tailored clothing. It is beyond the power of the *mending* spell to repair items affected by this spell. It will not work on non-fibrous or non-worked materials such as leather, trees, cotton in the field, etc. The material in question must be within 60' of the caster, must all be within a 20' radius, and can be no more than one square yard per experience level of the caster. An object that is partially within the area of effect and partially outside it will be only partially affected. Cloth that is magical in nature (such as a *cloak of elvenkind*) will not be affected.

Rotting Wood

Level 4 witch spell (alteration)

Requires: incantation

Casting time: 24 seconds (4 segments)

This spell allows the caster to cause worked wood to become rotten, weak, and ready to collapse under the slightest weight. Note that this spell can be used against boards and beams in a lumber yard as easily as it can be used against the timbers of a bridge or a house. It will not work on living wood under any circumstances. It is beyond the power of the *mending* spell to repair items affected by this spell. The wood in question must be within 60' of the caster, must all be within a 20' radius, and no more than one cubic yard per level of the caster will be affected. An object that is partially within the area of effect and partially outside it will be only partially affected. Wood that is magical in nature (such as a *quarterstaff +1*) will not be affected. If cast upon a weapon or shield, the spell will require that the affected item make a saving throw vs. crushing blow each and every time it either makes or receives a blow in combat, or break and become useless.

Rusting Metal

Level 5 witch spell (alteration)

Requires: incantation

Casting time: 30 seconds (5 segments)

This spell allows the caster to cause iron or steel to become rusty, pocked, and weak. It can be used equally against ingots in a smithy as it can against a suit of armor or the nails holding together some structure. It is beyond the power of the *mending* spell to repair items affected by this spell. The metal in question must be within 60' of the caster, all within a 20' radius, and no more than one cubic foot per level of the caster can be affected. Non-ferrous metals such as bronze, copper, gold, etc. will not be affected. An object that is partially within the area of effect and partially outside it will be only partially affected. If cast upon a weapon, shield, or armor, the spell will require that the affected item make a saving throw vs. crushing blow each and every time it either makes or receives a blow in combat, or break and become useless.

Season of the Witch (Good Seasons)

Level 5 witch spell (alteration)

Requires: incantation, gestures,

Casting time: 6 hours

This spell allows the witch to infuse a given region with a low-level blight which has the following effects:

- all agricultural production (both meat and produce) is decreased by 10%
- any pregnancy (human, demi-human, or animal) has a 15% chance of miscarriage
- all temperature rolls will either have an additional -1 or +1 next roll adjustment, as applicable (making temperatures more likely to be extremely cold or hot)
- all rolls for wind and precipitation will have a -10% modifier (making bad weather more likely)
- all rolls for fog have a -10% modifier (making fog more likely)

This spell will affect a region some ½ mile in radius, centered on the spot in which the spell was cast. Multiple castings of the spell do not increase its effect, except possibly in area, if the subsequent castings are made in slightly different locations. The spell's effect will last for 1 month.

The reverse of the spell, *good seasons*, will cancel or have the opposite effect of the original spell (however, miscarriages will not be affected one way or the other), and will also cancel out the effect of a *season of the witch* spell. The latter is sometimes cast in the expectation that the afflicted community will beg the caster to undo it. The cost for doing so is usually quite high.

Shatter

Level 2 witch spell (alteration)

Requires: incantation, gestures, piece of mica

Casting time: 12 seconds (2 segments)

This spell causes one small object to be shattered into pieces, as if it sustained a heavy blow. The object in question must be within 60' of the caster and weigh under 10 lbs. Readily breakable objects such as mugs, vials, plates, windows, etc. will automatically shatter. Other objects must make a saving throw vs. crushing blow or be smashed. The spell requires a small piece of mica, which is lost as the spell is cast.

Sleep

Level 4 witch spell (enchantment/charm)

Requires: incantation, gestures, fine sand/rose petals/cricket

Casting time: 6 seconds (1 segment)

This spell allows the caster to induce a deep, comatose sleep on a number of creatures. The creatures must all be within a 15' radius circle, the center of which can be up to 30' away from the caster, plus 10' per level. 1d4x4 hit dice worth of creatures will be affected (regardless of hit die type). Note that creatures with 5 hit dice or greater (again, regardless of type) will be immune to the *sleep* spell, as will undead and other creatures detailed in the **ADVENTURES DARK AND DEEP™** Bestiary.

The caster may specify a specific creature as the target. If that is the case, that creature will be affected first (if it is susceptible to the spell, of course). Otherwise, creatures within the area of effect will be affected in order, from lowest number of hit dice to highest. When determining whether the spell still has enough strength to put a given creature to sleep, round down.

Creatures affected by the *sleep* spell may be slain at a rate of one per minute (more, if there is more than one person doing the slaying). Noise will not awaken creatures affected by the spell, but shaking, slapping, or wounding will. Waking up takes a full minute and creatures will naturally wake up on their own after 5 minutes per level of the caster. The spell requires either fine sand, rose petals, or a live cricket, all of which are destroyed during the casting of the spell.

Smoky Fire

Level 2 witch spell (alteration)
 Requires: incantation, fire
 Casting time: 12 seconds (2 segments)

This spell allows the caster to cause any non-magical fire within 90' to start billowing out thick, choking, vision-obscuring smoke. The smoke will form a cloud 1 cubic yard in size the first round, 2 on the next, 4 on the next, etc. to a maximum of 1 round per level of the caster. The size of the cloud is further limited by the source of the fire:

Fire source	Maximum smoke cloud size	Maximum cloud height
Candle	8 cubic yards	1 yards
Torch	32 cubic yards	2 yards
Campfire	108 cubic yards	3 yards
Large bonfire	256 cubic yards	4 yards
Enormous fire	512 cubic yards	5 yards

The cloud of smoke will tend to be higher in the center (around the fire source) and less around the edges. Any creature within the cloud of smoke will find visibility lessened to 2 feet (including infravision), will suffer a -2 penalty to all "to hit" rolls, and must make a saving throw vs. poison. Failure indicates they will be caught in a coughing fit for the entire round due to the smoke. A saving throw should be made each round; it is entirely possible to cough one round, then stop coughing, then start again. While coughing, both spell-casting and conventional attack is impossible.

Spider Climb

Level 2 witch spell (alteration)
 Requires: incantation, gestures, bitumen, live spider
 Casting time: 6 seconds (1 segment)

This spell allows the caster to climb on walls and ceilings just like a spider, at a rate of 30' per minute. The effect lasts for 1 minute plus 1 minute per experience level of the caster. The caster must have bare hands and feet, and cannot handle anything weighing less than 5 lbs., while the spell is in effect; anything smaller than that will stick to the hands of the caster (note that this will make casting most other spells with material components while this spell is in effect, impossible). The spell requires a small bit of bitumen and a live spider, which must be swallowed.

Spit Poison

Level 4 witch spell (evocation)
 Requires: incantation, gestures
 Casting time: 24 seconds (4 segments)

This spell allows the caster to hurl forth a glob of poisonous spittle at an enemy. The target must be within 10' of the caster (in front of him, naturally). The caster must make a successful roll "to hit"; if so, the target is allowed a saving throw vs. poison. If the saving throw fails, the target will take 1d8 h.p. of damage per level of the caster, as the burning poison bubbles and steams on their skin. The gestures indicated above refers to the act of spitting.

Swap Aura

Level 2 witch spell (illusion/phantasm)
 Requires: incantation
 Casting time: 12 seconds (2 segments)

This spell allows the caster to transfer his alignment aura to another individual, and in return himself radiate the alignment of that individual. The target must be within 90' of the caster, and is entitled to a saving throw vs. spells (although he

won't know the spell is being cast upon him, even if he succeeds in the saving throw). If he fails the saving throw, the caster will radiate his alignment, and he will radiate that of the caster (thus, spells such as know alignment, detect evil, etc. will register a false result). The effect will remain for 12 hours plus 1 hour per level of the caster.

Taunt

Level 1 witch spell (enchantment/charm)
 Requires: incantation, gestures, elderberries
 Casting time: 1 minute

This spell allows the caster to so enrage a targeted group of creatures that they will rush headlong towards him and attempt to engage in melee (as opposed to firing missile weapons or using spells, for instance). The target creatures need not be able to understand the language spoken by the caster in order for the spell to be effective. The spell will affect 2 hit dice worth of creatures per level of the caster (all of whom must be of the same type; all orcs, all goblins, etc.), all of whom must be within a 30' distance from the caster. The nearest appropriate creatures will always be affected first (i.e., if there are two groups of kobolds, one 10' away and the other 25' away, the first group would be affected by the spell first). The target creatures are entitled to a saving throw vs. spells; success indicates the spell has no effect. The presence of a strong leader can give his subordinate creatures from a +1 to +4 bonus (the exact bonus is left to the game master). The presence of some impenetrable barrier between the targets and the caster (a wide chasm, for instance, or a *wall of ice*) will negate the spell. The spell requires a small number of elderberries, which are lost as the spell is cast.

Tongue Tied

Level 1 witch spell (alteration)
 Requires: incantation, gestures, cow's tongue, nail
 Casting time: 1 minute

This spell allows the caster to prevent a victim from being able to enunciate speech properly. The caster must first cast the spell with a particular individual in mind (who must be known by name), while at the same time folding a cow's tongue and driving a nail through it. Once this is done, the spell may be activated any time within the next 24 hours as long as the victim is within 60' of the caster, by a simple nod in his direction. Once the sign is given, the victim must make a saving throw vs. spells. Failure indicates that he is unable to speak clearly; he will stammer, stutter, slur his words, mumble, and so forth. This will render completely ineffectual any sort of class skills (such as verbal pater or inspiration) that rely on verbal cues, will make spell-casting of any spells requiring an incantation impossible, and will make anything but the simplest, monosyllabic speech impossible. The effect on the victim will last for one minute per level of the caster of the tongue tied spell, once the effect is activated (the caster need not stay within 60' once the spell is activated). If the spell is not activated within 24 hours, the effect cannot be activated. The tongue and nail cannot be reused.

Treasure Finding

Level 3 witch spell (divination)
 Requires: incantation, divining rod
 Casting time: 3 minutes

This spell allows the caster to locate the nearest large treasure hoard within range. The hoard must contain at least 10,000 coins or 100 gems (or combinations, with each gem being "worth" 100 coins for purposes of detection). The hoard must be within 240', and only magical barriers or lead-lined walls will foil the detection. The spell requires the use of a forked stick which will point in the direction of the hoard (distance will not be known).

Trip

Level 2 witch spell (enchantment/charm)
 Requires: incantation, gestures, holy symbol
 Casting time: 24 seconds (4 segments)

This spell allows the caster to enchant an object (around 10' in length, such as a rope, stick, etc.) such that it will trip up any creatures passing over it who fail their saving throw vs. spells. The object has to be directly passed over to *trip* anyone. If someone or something is running when it is *tripped*, they will take 1d6 hit points of damage and be stunned (1d4+1 minutes if on hard ground, 12-30 seconds (1d4+1 segments) if on soft ground such as grass). The largest sorts of creatures (elephants, large dragons, etc.) will not be affected. The object will even *trip* the caster himself, should he pass over it. Anyone who is aware of the object gets a +4 on their saving throw. It will otherwise be 80% undetectable to non-magical methods of finding traps or snares.

Ventriloquism

Level 2 witch spell (illusion/phantasm)
 Requires: incantation, small parchment/paper/velum cone
 Casting time: 6 seconds (1 segment)

This spell allows the caster to "throw his voice", making it appear to come from some point up to 10' distant per experience level (maximum 90'). The caster may also use the spell to make the voice sound like that of someone else, or some other simple sound that the caster could otherwise make. If anyone with an intelligence score of 12 or greater hears the voice, there is a 10% chance, plus 10% per point above 12, of recognizing the trick. The spell lasts for 4 minutes plus 1 minute per level of the caster, and requires that the caster speak into a small rolled up piece of parchment, paper, or velum, which is not destroyed in the casting.

Weakness

Level 3 witch spell (alteration)
 Requires: incantation
 Casting time: 18 seconds (3 segments)

This spell lowers the strength score of a single person touched (or the caster), for up to 1 hour per level of the caster. The target must be touched by the caster; if this is involuntary, a successful "to hit" roll must be made. In addition, the target is entitled to a saving throw vs. spells. The number of strength points lost depends on the class of the recipient:

Class (inc. sub-classes)	Strength Decrease
Bard	1-6
Cleric	1-6
Fighter / Cavalier	1-8*
Mage	1-4
Thief	1-6

Strength can never be decreased below 3. * = If a fighter or cavalier already has exceptional strength, it will automatically be lost as the first "point" (no matter what the exceptional strength score was). For instance, if a fighter with a strength score of 18/64 finds his ability decreased by 5 as a result of this spell, he would end up with 14 strength for its duration.



Weather Summoning

Level 4 witch spell (evocation)
 Requires: incantation, gestures
 Casting time: 10 minutes

This spell allows the caster to effect changes in the weather. For purposes of this spell, the weather is measured along three different axes; cloud cover and precipitation, temperature, and wind:

Cloud Cover & Precipitation	Temperature	Wind
Very clear	Sweltering	Dead calm
Clear	Hot	Calm
Light clouds / hazy	Warm	Light breeze
Partly cloudy	Cool	Light wind
Heavy clouds	Cold	Strong wind
Fog	Bitter cold	Gale
Mist / light rain or snow / small hail		Storm
Heavy rain or snow / large hail / driving sleet		Hurricane

By means of this spell, a caster is able to move the weather one "level" along each of the three measures. Thus, a clear day can be made hazy or very clear, a cold day cool or bitterly cold, and a strong wind turned into a gale or a light wind. More dramatic effects can, of course, be engendered by simply casting the spell several times in succession. In order to cast this spell, the caster will need burning incense, plus bits of wood and earth in water (all of which are destroyed as the spell is cast).

Unlike most other spells, the duration and area of effect of this spell are determined randomly; it will affect an area of 2d4 square miles and last for 2d10 hours.

Note that contradictions are not possible, even by means of this spell; you can't have snow on a sweltering day, or fog with a strong wind.

This spell cannot be cast underwater.

Witch Shot

Level 1 witch spell (evocation)

Requires: incantation, miniature bow and arrow

Casting time: 6 seconds (1 segment)

This spell causes a seemingly-natural pain, such as a stabbing pain in the back or leg, which nevertheless causes 1d6 damage. The *witch-shot* is never fatal; at worst a creature can be reduced to 1 h.p. The target is allowed a saving throw vs. spells; the bonus to the saving throw depends on the range at which the spell is cast:

Range	Saving throw modifier
0' - 50'	±0
51' - 100'	+2
101' - 150'	+4

The spell's maximum range is 150'. This spell requires a miniature bow and arrow with a flint arrowhead; the arrow is lost as the spell is cast. A *shield* spell will thwart the *witch-shot*.

Witch's Mark

Level 1 witch spell (alteration)

Requires: incantation, gestures, bone needle

Casting time: 1 minute

This spell allows the caster to make an indelible marking on the skin of the victim. This mark, which will appear as a black crescent moon, tiny goat hoof print, etc. will be impervious to pain, but will be no more than ¼" in size. The *witch's mark* can never be placed on an unwilling victim; even those under the influence of a *charm* spell will be unable to receive the *mark*. Once received, nothing short of a *wish* spell will remove the *mark*. The spell is most often used on those who enlist the aid of a witch, as a surety that the witch will not be betrayed at some later date; in most societies where witches are present, the discovery of a *witch's mark* will be regarded as a sure sign that the wearer has, at least at some point in the past, been in league with a witch of their own free will. Thus, if the witch is himself betrayed, he can simply describe to the authorities the shape and location of the witch's mark on his accomplices and/or patrons. The spell requires a bone needle, which is used much as a tattoo needle but without the need for any ink, and then discarded.

Wither

Level 1 witch spell (necromantic)

Requires: incantation

Casting time: 6 seconds (1 segment)

This spell allows the caster to cause a single plant to wither and die. The plant in question must be within 30' of the caster and in view, and must be no more than 2' in diameter and 6' in height, and be immobile and have an intelligence of 0. Larger (as well as mobile or intelligent) plants will either take 1d6 h.p. of damage plus 1 h.p. per level of the caster, or will simply lose their bark, leaves, turn brown and wilt, etc. until cared back to good health with water, sunlight, and fertilizer. If it is not so nursed to health, it will die in 1d6+2 days. The spell will not work on non-plants such as fungi and mushrooms.

Wizard Lock

Level 2 witch spell (alteration)

Requires: incantation, gestures, diamond dust, pigment, (stylus)

Casting time: 12 seconds (2 segments)

This spell will seal a single door, chest, window, gate, etc. touched by the caster. The portal will not be able to be opened by any means save a *dispel magic* or *knock* spell, although it can be destroyed to gain entrance. A caster of four levels higher than the caster can open something that has been *wizard locked*, although the lock will return in force after a minute. The wizard lock is permanent, until and unless it is dispelled. The portal to be sealed can be a maximum of 30 square feet per level of the caster.

Worms

Level 5 witch spell (evocation)

Requires: incantation

Casting time: 30 seconds (5 segments)

This spell allows the caster to summon 1d6 fat, disgusting worms, each approximately 1 inch in length, to appear on the skin of some victim. The victim must be within 60' of the caster when the spell is initially cast. Each worm has but 1 h.p., causes 1 h.p. of damage if it hits, and will only hit on a natural roll of 20. However, if they do successfully hit, they will burrow into the skin of the victim and pop out in another spot a few inches away, increased by 1d6 additional worms! They can be slain at a rate of 1 per round automatically, but doing so precludes any other sort of activity; combat, spell-casting, etc. Up to one other person can help the victim kill more worms; any more and they will simply get in each others' way. Armor does not impede the worms, as they simply crawl underneath it to get at the skin of the victim.

Adventures Dark and Deep™

“What if?”

Some of the most intriguing works of fiction have stemmed from those two simple words. What if Hitler had won World War 2? What if the Roman Empire had never fallen? What if John F. Kennedy had never been assassinated?

ADVENTURES DARK AND DEEP™ represents just such a “what if” scenario, if perhaps one with less weighty historical consequences. What if Gary Gygax had not left TSR in 1985, and had been allowed to continue developing the world’s most famous fantasy role-playing game?

We will, unfortunately, never know the answer to that question, because he did leave TSR in that year, and others took over the job of designing the second (and subsequent) versions of the game. After that unfortunate episode, he was understandably reluctant to give any advice on how he would have carried the game forward.

However, he did leave behind hints as to the direction he would have taken the game. New character classes. Streamlined combat. New spells and magic items. Consolidated and re-worked monsters. We have some specifics and a fair number of “big picture” ideas. All of these have been taken as inspiration for **ADVENTURES DARK AND DEEP™**.

Bear in mind that the author has no special insight into Gygax’s mind on this subject other than what he himself wrote publicly, and certainly the game should not be taken as having any sort of official stamp, either from his estate or the corporations that have taken the game in new directions. All that has been done is to collect the hints he did leave, use them as inspiration, and take off in a wholly different direction than that which happened “officially.”

ADVENTURES DARK AND DEEP™ is not a “retro-clone.” Rather, it is a “reconstruction” of a set of rules that never were, but could have been.

Current Catalog (October, 2011)

Adventures Dark and Deep Players Manual	Currently in open playtest
Adventures Dark and Deep Game Masters Toolkit	Currently in open playtest
Adventures Dark and Deep Bestiary	Currently in open playtest
Darker Paths 1: The Necromancer	Now Available
Darker Paths 2: The Witch	Now Available

As of this writing (October, 2011), the core rulebooks of the game are still in open playtest, and can be downloaded for free in pdf format at the game’s website:

<http://www.adventuresdarkanddeep.com>

*Double, double, toil and trouble,
fire burn and cauldron bubble;*

*The widow's farm is soaked by rain,
I give her neighbor's cows murrain;*

*A Hand of Glory I can make,
if I've a dead man's fat to take;*

*Distance will avail you naught,
a poppet will convey ill thought;*

*Devil, demon, daemon, hag,
with all I will my black tongue wag;*

*By candles' magic I can make
a weak man strong, or strength can take;*

*Do not risk my ire or wrath,
for I walk down a darker path;*

*By the pricking of my thumbs,
something evil this way comes.*