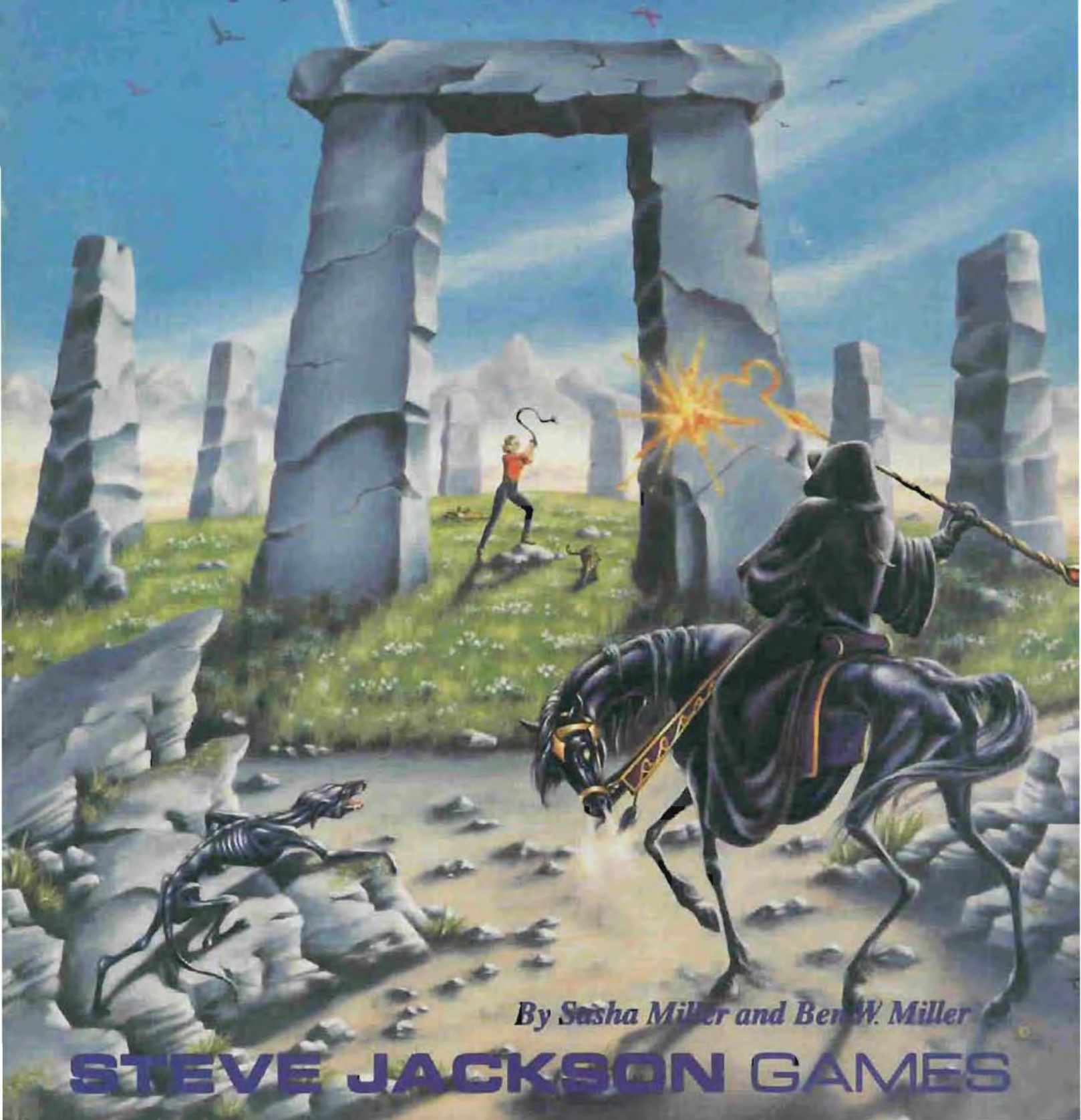


GURPS

WITCH WORLD

Roleplaying in Andre Norton's Witch World



By Sasha Miller and Ben W. Miller

STEVE JACKSON GAMES

GURPS[®]

WITCH WORLD

*A Generic Universal RolePlaying System Worldbook
Based on Andre Norton's Witch World Books*

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INTRODUCTION

Andre Norton

Alice Mary Norton began her career as the editor of her high school paper. By the age of 21, she'd become Andre Norton and published her first book. She is one of the most respected and prolific writers of science fiction and fantasy. Andre Norton has received the Gandalf Award for Life Achievement in Fantasy Writing and the Nebula Science Fiction Grand Master Award. She is the Guest of Honor at the 1989 World Science Fiction Convention.

The *Witch World*, her most popular series, has delighted readers for over 25 years and millions of copies are in print. She has written 15 novels and three collections of short stories about the *Witch World*. She has also edited two collections of stories by other authors set in the *Witch World*. Currently a resident of Florida, Andre continues to write and edit *Witch World* stories.

About the Authors

Sasha Miller has been a writer ever since she discovered the business end of a crayon at a very early age. Her professional involvement in the *Witch World* began with a short story, "To Rebuild the Eyrie," in *Tales of the Witch World* (see p. 123). She has continued the story of Yareth and Birran from that story to a novel — *Falcon Magic* — to be published by TOR Books in 1989 as part of the *Chronicles of Lornu* series edited by Andre Norton. She is a member of the Authors' Guild and of the Science Fiction Writers of America.

Ben Miller — the left-brained half of this writing team — is a mathematician and computer software developer who has been playing fantasy roleplaying games since the early 1970s. He has been a science fiction fan even longer, and he practically grew up on the books of Andre Norton.

For all of us who've ever created a world to dream about . . . the Witch World stories hold a special place. It's a land, a world, a place of dark shadows and alien powers and human beings touched with strangeness, a place where men and women find extraordinary things within them, and match themselves against an environment at once marvelously detailed and full of mysteries. The Witch World is never explored. The smallest valley holds strange happenings and a past which reaches into things stranger still. The traveler finds the unexpected, the ancient, the bizarre at every turn. Nature is powerful here and those who open their hearts to it and to living things find themselves capable of marvels and involved in an old, old warfare. One meets old friends here, and hears of them; finds remnants of eldritch powers and visitants; finds . . . if one looks . . . ancient truths about courage and honesty and duty that involve the highborn and the ordinary, the young and the old, humans and the four-footed kind all in one fabric of magic and mystery.

— C.J. Cherryh, in the introduction to *Lore of the Witch World* published by DAW Books, Inc., 1980

Welcome to the Witch World

Fantasy is the literature of imagination. And seldom does the imagination soar so high or so richly as in Andre Norton's *Witch World* series. Here, the bold adventurer can meet literally anything from anywhere or any time.

The Lands

There are two explored regions of the *Witch World*. Alizon, Estcarp, Karsten and Escore make up the Eastern Continent, while the Western Continent holds the Dales of High Hallack, the Waste, and mysterious Arvon.

Power struggles, intrigue and open warfare are a way of life in much of the *Witch World*. Karsten and Alizon are usually at war with Estcarp. In these battles even victory sometimes demands a fearsome price. The massive destruction made by magical battles often cripples both sides.

The Western Continent is no more peaceful. Escore was divided by magical wars between the forces of Light and Shadow. High Hallack was nearly destroyed while fighting the invading Hounds of Alizon. Even when there is no open warfare, remnants of ancient wars threaten to destroy the peace.



The People

Strange races and creatures inhabit every valley and hilltop. The Sulcar, seafarers with more than a touch of the corsair, ply the seas in their swift vessels. Falconers defend their Eyrie from the invading enemy only to have it destroyed by allies. The mysterious Witches, from whom the world takes its name, guard their power jealously. The Krogan, the Mosswives and the Torfolk struggle to remain independent in a world that does not permit neutrality. The People of the Green Silences, the Renthan, the Flannan, the Vrang and the silent Lizard People are fighting ancient evil to preserve their homes. The mysterious Were Riders roam the Wastes and fight to defend High Hallack in return for brides to end their loneliness. The hostile Kolder strive to control or destroy everyone they encounter. These are only a few of the races you'll find as friends — and foes.

Gates

Many races are not native to the Witch World, but came by way of Gates — magical openings spanning both space and time — from other worlds. Most came with peaceful intent, welcoming contact with others. However the inimical Kolder also came through a Gate from their ruined world. They took advantage of Estcarp's preoccupation with its enemies to begin their takeover of this new land. The man who successfully engineered the Kolder's defeat also came through a Gate — from our own Earth. Small groups continue to enter through these Gates accidentally or, in rare instances, deliberately.

Light and Shadow

The Witch World is not a tranquil place. Here, the struggle between the Shadow and the Light, good and evil, is very *real*. Right and wrong are not simply matters of philosophy — they're daily choices which determine whether adventurers find themselves gaining allies, friends and freedom or being seduced by a search for power that enslaves the seeker. Ancient struggles continue and the unwary may find themselves pawns in a ruthless game. Ultimately, everyone must choose — those not on the side of the Light will find that they are aiding the Shadow. In the Witch World, you may strive to learn which side someone has chosen, but once you discover that fact, you will immediately know if they are friends or enemies.

Strange remains and Places of Power can be found still bearing the taint of the Shadow. Others are powerful tools of Light from a war which began thousands of years in the past. Old Ones who withdrew from the Witch World in ancient times may still be found rejoining the battle — on either side!

The Power

The Witch World is a place of many contrasts. Powerful magic can create gates to other worlds, destroy mountains — or heal a child. Technology can heat cities, light homes, maintain communication across great distances — or destroy minds. Psionic abilities can be used to foster friendship between races, guide searchers to those who need their help — or transport a man to a cell which has no doors! All these powers are used to make life better — and to destroy it.

The Adventure

In the Witch World, adventurers live by their wits and good fortune. One can seldom survive without the aid of friends and companions. The enemies are too great to be faced alone and yet the ultimate struggle often comes from within. The Witch World is an intricate tapestry of strengths and weaknesses, beauty and terror, love and hate. *GURPS Witch World* is your guide to this magical and mysterious world.



About GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Roleplayer. This bimonthly newsletter includes new rules, variants, new races, information on upcoming releases, scenario ideas and more. Ask your game retailer, or write for subscription information.

New supplements and adventures. We're always working on new material, and we'll be happy to let you know what's available. Send an SASE for our current catalog.

Errata. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request.

Q&A. We do our best to answer any game question accompanied by an SASE.

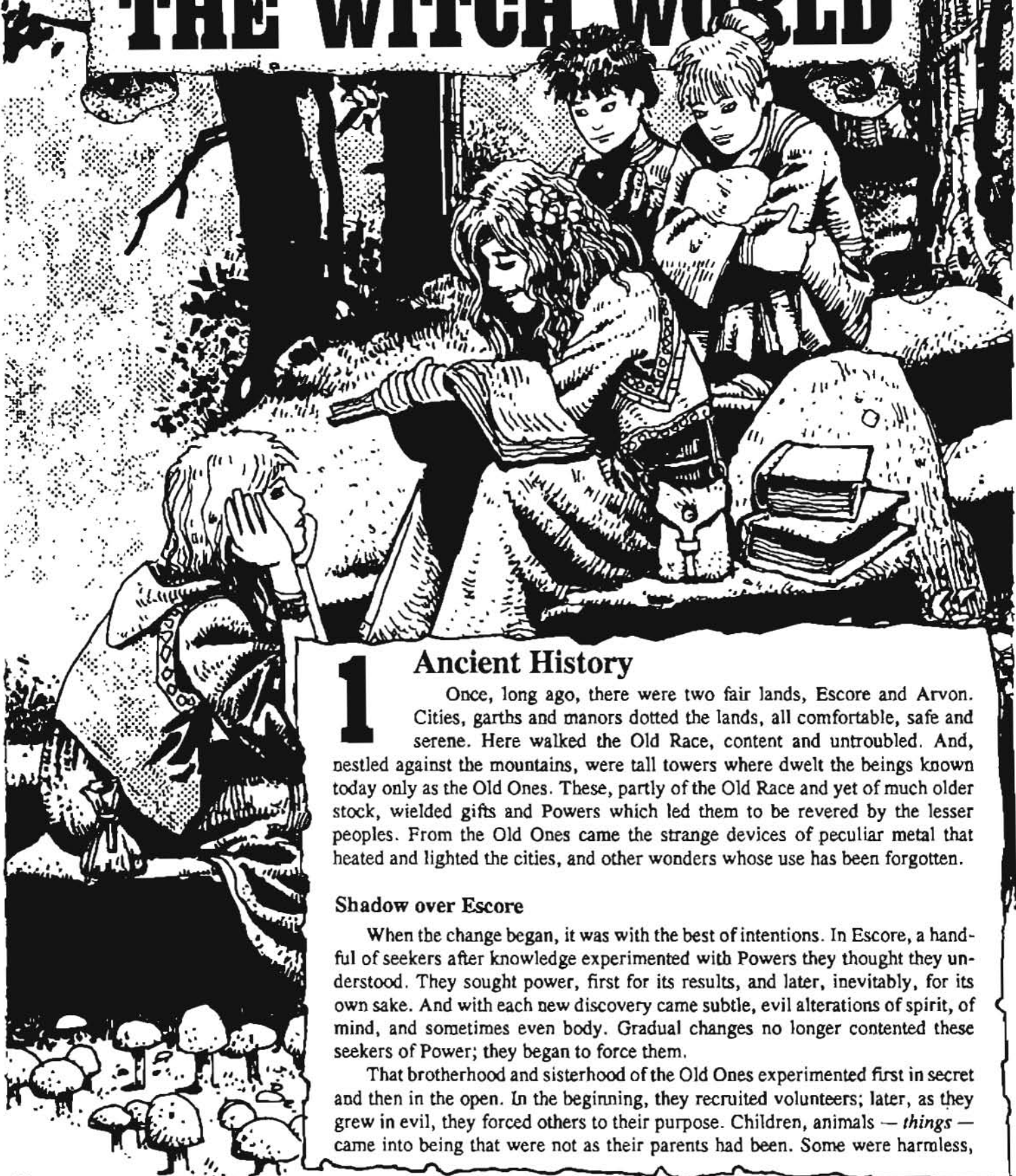
Gamer Input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

BBS. For those of you who have home computers, SJ Games operates a BBS with discussion areas for several games, including *GURPS*. Much of the playtest feedback for new products comes from the BBS. It's up 24 hours per day at (512) 447-4449, at 300, 1200 or 2400 baud. Give us a call!

Page References

Rules and statistics in this book are specifically for the *GURPS Basic Set* (Third Edition). Any page reference that begins with a B refers to a page in the *GURPS Basic Set* — e.g., p. B102 means p. 102 of the *GURPS Basic Set* (Third Edition).

HISTORY OF THE WITCH WORLD



1 Ancient History

Once, long ago, there were two fair lands, Escore and Arvon. Cities, garths and manors dotted the lands, all comfortable, safe and serene. Here walked the Old Race, content and untroubled. And, nestled against the mountains, were tall towers where dwelt the beings known today only as the Old Ones. These, partly of the Old Race and yet of much older stock, wielded gifts and Powers which led them to be revered by the lesser peoples. From the Old Ones came the strange devices of peculiar metal that heated and lighted the cities, and other wonders whose use has been forgotten.

Shadow over Escore

When the change began, it was with the best of intentions. In Escore, a handful of seekers after knowledge experimented with Powers they thought they understood. They sought power, first for its results, and later, inevitably, for its own sake. And with each new discovery came subtle, evil alterations of spirit, of mind, and sometimes even body. Gradual changes no longer contented these seekers of Power; they began to force them.

That brotherhood and sisterhood of the Old Ones experimented first in secret and then in the open. In the beginning, they recruited volunteers; later, as they grew in evil, they forced others to their purpose. Children, animals — *things* — came into being that were not as their parents had been. Some were harmless,

even of great beauty and an aid to all. But these became fewer and fewer. At first, those that were clearly mistakes were destroyed. Later, they were kept to be studied and examined. Later still, their makers released them into the world, that they might be observed in freedom.

As the corruption spread and fouled those who dabbled in it, these monstrosities came to be used. Nor did the users and the makers place restrictions on the fashioning of evil servants and weapons.

At last those of the Old Race still untouched by the evil took action. They sounded war horns and marshalled armies to put down the Forces of Shadow. But their delay proved fatal. The Shadow had grown too strong and the Forces of Light were defeated. Those who survived this conflict faced the prospect of being utterly lost in the malevolence that was rapidly destroying their homeland.

Some survivors argued that it would have been better to have perished in the war than live defeated. Whole households retired into their manors and, clinging to each other for comfort, summoned raw, uncontrolled forces and thereby obliterated themselves.



Flight to the West

Others, stubbornly dedicated to life, sought another way. Among them were a few wielders of great Power. These leaders ordered an ingathering of survivors willing to try another road. This was an act of courage as great as riding to war, or choosing death rather than capitulation. The Old Race loved and revered their country, drawing energy and life force from the land itself. Nevertheless, they struck out for the West and whatever might lie beyond the bordering mountains.

They were not allowed to go easily. The dark servants of the Shadow harried them both night and day. They lost men, women and entire families — some to death, some to worse fates. Steadfastly, they held to their purpose until they came to a place of promise. They then turned and unleashed such havoc that it sundered the land, raising the Great Mountains, closing the road behind them and keeping it closed for centuries thereafter. They also planted artifacts and Wards that left a block in the minds of their descendants so that none of them were able even to think of the East, from which they'd fled.

Escore in Ruin

In Escore, unchecked evil began to turn on itself. Those who were drunk with power turned on one another, bringing about terrible wars fought with dark energies and inhuman, demonic things. Struggles lasted for years, sometimes bringing defeats that annihilated entire armies. Many of the powerful sorcerers left through gates to other worlds, never to return. An uneasy peace began to return to the stricken land, as rival factions destroyed each other. Eventually none of the sorcerers remained in Escore; at least, they were no longer heard of.

Witch World Timeline

Each year in the Witch World bears a name rather than a number and — unlike the Chinese calendar — the names are not repeated. This system originated with the Dalesmen and was brought to the Eastern Continent by the Sulcar traders. It is now followed by nearly all the inhabitants of the Witch World.

The Book of Years, which lists year names for thousands of years, was written by the Bard-Sages of High Hallack. They claim to have learned, not created, the names, and made a record.

The following timeline lists years from the Year of the Serpent King to the Year of the Alfar in chronological order. This is a complete list for this period, including many names that have not yet appeared in Witch World novels or stories.

Year unnamed

Refugees of the Old Race flee Escore, erecting the Great Mountains separating Escore from Estcarp (*Three Against the Witch World*).

Approximately 600 years pass unrecorded.

Year of the Cloven Hoof

The first Dalesmen come to High Hallack, fleeing the disasters of their own world (*Horn Crown*).

Approximately 400 years pass.

Year of the Serpent King

Kerovan is born in High Hallack (*The Crystal Gryphon*).

Year of the Ringed Dove

Kerovan's sister Lisana is born in High Hallack (*The Crystal Gryphon*).

Year of the Salamander

Almondia and Truan are shipwrecked in Wark, High Hallack ("Dragon Scale Silver").

Joisan is born in High Hallack (*The Crystal Gryphon*).

Continued on next page . . .

Witch World Timeline (Continued)

Year of the Fire Arrow

Year of the Bicorn

Elys and Elyn are born in High Hallack ("Dragon Scale Silver").

Year of the Hill Giant

Year of the Sea Calf

Year of the Kestrel

Year of the Yellow Dwarf

Dairine is cast ashore at Rannock, High Hallack ("Spider Silk").

Year of the Mandrake

Year of the Splitting Toad

Joisan and Kerovan are married by axe in High Hallack (*Crystal Gryphon*).

Year of the Winged Bull

Year of the Horned Worm

Year of the Gorgon

Year of the Barrow-Wight

Simon Tregarth arrives in Estcarp through a Gate from Earth (*Witch World*).
Sulcarkeep is destroyed (*Witch World*).
Loyse of Verlaine marries Duke Yvian of Karsten by axe (*Witch World*).

Year of the Cameleopard

Simon Tregarth marries Jaelithe in Estcarp (*Witch World*).
Duke Yvian of Karsten is killed (*Web of the Witch World*).
Kyllan Tregarth is born on the last day of the year (*Three Against the Witch World*).

Continued on next page . . .

What did remain were ruins and remnants — Places of Power — where strange forces lingered, working in obedience to some long-forgotten purpose. Some of these Places of Power are beneficial to men. Most, however, are of the Shadow and the adventurer who blunders into one of these and lives to tell about it is fortunate indeed. A few places are dead, devoid of any remnants of Power. To those who are learned in such things, the glow or aura surrounding such sites will tell of their orientation. A blue glow signals safety, while a sickly green or red shot through with black warns of danger and of the Shadow.

The Old Race did not take with them any of the creatures born of experimentation, not even those on the side of Good rather than Evil. Some of these now withdrew to the wilderness, seeking to avoid detection. There were others remaining in Escore who were not of the Old Race; these were tied to the land from which they drew their life force. They were safe enough from the Enemy, for they were held in awe and shunned by the new rulers. They had neither stirred against Evil nor actively aided Good, but they commanded forces that Evil could not touch. They too withdrew to the wilds and in time attracted the created ones in loose alliances. Finally a peace of sorts came to Escore.

Arvon

In Arvon as in ancient Escore, Old Ones began to vie with Old Ones, struggling for power. The fearsome weapons they used against each other created the Waste. During this struggle, some of the Old Ones went into voluntary banishment through Gates of their own, but others clung to their shrunken lands where an uneasy balance existed between Good and Evil. The land was riddled with Places of Power — throughout Arvon, in the Dales and particularly in the Waste — and very few of these were beneficent. But primarily, the land lay sleeping until new peoples with fresh energies came to the Witch World, and awoke what waited there.

Recent History of the Eastern Continent

For centuries the Eastern continent consisted of three countries nestled between the mountains and the ocean — Alizon, Estcarp and Karsten. The island of Gorm was located immediately off shore. For these people, there was nothing whatsoever across the Great Mountains bordering the forgotten land of Escore to the east.





Estcarp

Estcarp was settled by the descendants of the Old Ones who fled west. Fearing and envying the Powers of the Witches, both Karsten and Alizon have long been enemies to Estcarp. Before the coming of the Kolder, Estcarp had been able to keep them at bay, using the Power of the Witches and the power of a standing army of mostly male Guards who patrolled north and south. Also, the presence of the Falconers in their Eyrie in the Barrier Mountains was enough to keep the forces of Karsten in check. Later, as Karsten grew bolder, some brave men of Estcarp reinforced the Falconers, building fortresses for their families. They became known as Borderers. From these southern strongholds they mounted raids against those of Karsten who crossed the border into Estcarp and against various outlaws who used the war as an excuse for their own activities.

The Witches started rumors and staged several impressive events at the Alizon Gap to discourage an invasion from the north. After the Kolder were defeated (see p. 13), Estcarp still had to deal with an invasion by Karsten, from the south. The Witches of Estcarp gathered their Powers and destroyed the invading army by devastating the mountains between Karsten and Estcarp; however, this event, which was called the Turning (see p. 13) resulted in the death of many of the Witches and the loss of much of their Power.

After the Turning, some Karstenian refugees — along with members of the Old Race who had been living in Karsten — joined the Borderers for mutual protection. Some of these eventually went across the mountains eastward into Escore to find new homes.

During most of its history, Estcarp had been ruled by a Council of Witches, headed by an elderly and powerful Witch known only as the Guardian. After the losses suffered by the Witches in the Turning, the Captain of the Guards — Koris of Gorm — gained most of the power in Estcarp. He ruled well and relinquished power voluntarily after being gravely wounded in battle.

The Eyrie of the Falconers

For years, the main deterrent to Karsten was the Eyrie of the Falconers, located deep in the Barrier Mountains between Estcarp and Karsten. From here they ceaselessly patrolled the myriad passes, keeping Karstenian incursions to a minimum. They occupied this lofty stronghold until the mountains were destroyed by the Witches in the Turning (see p. 13) ending the war between Estcarp and Karsten.

Originally mercenaries, or Blank Shields, they came to the Eastern Continent in Sulcar ships, having been driven from their own land by a barbarian invasion. They approached the Guardian at Es City, seeking a pact, offering to protect the southern border in return for the right to establish their home in the

Witch World Timeline (Continued)

Year of the Crowned Swan

Kemoc and Kaththea Tregarth are born on the first day of the year (*Three Against the Witch World*).

Year of the Fire Troll

Koris of Gorm and Loyse of Verlaine are married in Estcarp (*Three Against the Witch World*).

Dairine receives the gift of Touch-Sight in High Hallack ("Spider Silk").

Alizon invades High Hallack (*The Crystal Gryphon*, "Dragon Scale Silver").

Year of the Mosswife

Pagar begins his rise to power in Karsten (*Three Against the Witch World*).

Year of the Weldworm

The Sulcar come to the aid of High Hallack and begin harrying the coasts of Alizon (*The Crystal Gryphon*).

Dairine becomes apprenticed to the Weavers of Usturt ("Spider Silk").

Year of the Swordsmith

The Sulcar carry their harrying action into Karsten, raiding the city of Kars (*Three Against the Witch World*).

Simon and Loyse are imprisoned in Tormarsh (*Web of the Witch World*).

Simon and Jaellithe destroy the Kolder Gate (*Web of the Witch World*).



Year of the Leopard

Pagar's power base in Karsten grows unsteady (*Three Against the Witch World*).

Gillan arrives in Norstead Abbey, High Hallack (*Year of the Unicorn*).

High Hallack rallies against the Alizon invasion (*The Crystal Gryphon*).

Continued on next page . . .

Witch World Timeline (Continued)

Year of the Raven

Elys and Jervon dispel Ingaret's Curse in High Hallack ("Dragon Scale Silver").

Imgry becomes leader of the war forces in High Hallack (*Gryphon in Glory*).

Year of the Night Hound

Pagar begins to solidify his power in Karsten (*Three Against the Witch World*).

Year of the Gryphon

High Hallack makes the Pact with the Weres (*Year of the Unicorn, Three Against the Witch World, The Jargoon Pard and Gryphon in Glory*).

Year of the Fire Drake

Year of the Hornet

High Hallack defeats the invaders from Alizon (*Three Against the Witch World and The Jargoon Pard*).

Year of the Unicorn

Kyllan, Kemoc and Kaththea Tregarth rescue a Witch in Estcarp. Alerted to Kaththea's powers, the Council summons her for testing. Her parents refuse (*Three Against the Witch World*).

Ysmay marries Hylle in High Hallack and journeys to Quayth ("Amber Out of Quayth").

Gillan and the Were Rider Herrel are married in High Hallack (*Year of the Unicorn*).

Year of the Red Boar

Ysmay frees Broc and Yaal; Hylle is overthrown in Quayth ("Amber Out of Quayth").

Ayllinn is born in High Hallack (*The Jargoon Pard*).

Kethan is born in High Hallack (*The Jargoon Pard*).

Year of the Fox Maiden

Simon Tregarth disappears from Estcarp (*Three Against the Witch World*).

Continued on next page . . .



mountains. Despite the obvious benefits to be gained by such an alliance, the Guardian and the Falconers could not reach an agreement. Ironically, Witches and Falconers both held the opposite sex in low esteem. The holders of Power in Estcarp were women, and the Falconers thought of all women as creatures to be scorned and despised. The Guardian felt the Power she served would depart if she suffered the insult of treating openly with them. Thus, though the Falconers were officially forbidden to guard the border, the Council obligingly closed their eyes to what they did not wish to see. The Falconers were thus permitted to pass unhindered, given whatever supplies they required, and allowed to seek the mountains on their own. The Witches would wish them well while maintaining a formal position of neutrality, and neither side would take up the sword against the other. The Falconers often made common cause with the Guards on the borders of Estcarp, however. The Guards, being men, did not regard the Falconers with the same barely-concealed scorn for their maleness as did the Witches of the Council.



Karsten

Karsten, the southernmost of the lands of the Eastern Continent, is a feudal duchy. It has long been an enemy of Estcarp, with the tension ranging from border skirmishes to outright war. The steep mountain range that separated Karsten and Estcarp before the Turning, though guarded by the Falconers' Eyrie and the formidable South Keep, was riddled with passages. The Borderers found more than enough to keep busy, containing Karstenian infiltrators.

Under Kolder influence, Duke Yvian of Karsten put "to the horn" (see p. 126) those of the Old Race residing within Karsten — outlawing them to be hunted down and killed without mercy. Pagar rose to become the Duke's successor. In order to consolidate his power, he followed Yvian's example in persecuting the Old Race. At last, he ventured an open invasion of Estcarp. This led to the devastation of the Turning (see p. 13), which destroyed both lands.

Tor Moor and Tormarsh

The Tor Moor, holding Tormarsh and the Tormarsh Village, is the home of the Torfolk. It lies between Alizon and Estcarp, providing a kind of buffer zone between them.

Once only, during the Kolder wars, the Torfolk formed a brief alliance with the Kolder, which was quickly broken. But the damage had been done. The Torfolk captured two important prisoners — Simon Tregarth and Loyse of Verlaine — and for a consideration, turned them over to the Kolder. Because of this transgression, Tormarsh was put under an interdict. Travel through the Alizon Gap became even more hazardous. An unlucky traveler who blundered off the road in this area simply vanished without a trace.

Before the Kolder war, one of the few people to deliberately visit the Tor Moor and return was Hilder, the last Lord Defender of Gorm, and he came back from Tormarsh with a wife. Koris of Gorm, Captain of the Estcarp Guards and later Seneschal of Estcarp, was their son.

Since Hilder's visit, no one of Tor blood has ever left Tormarsh and, with a single exception, nobody has dared enter. Only Simond, the son of Koris of Gorm and Loyse of Verlain, dared venture into Tor Moor and he brought back with him as wife Tursla, the moth-maiden.

Alizon

Alizon is the northernmost of the three civilized countries on the western side of the Eastern Continent. The mountains separating Alizon and Estcarp are mere foothills compared with the range between Estcarp and Karsten.

Alizon has always been a quarrelsome land. Alizon's ongoing war with Estcarp was frustrated by the Witches. They magically closed the Alizon Gap between a spur of border mountains and Tor Moor, lest Alizon and Karsten make alliance and crush Estcarp between them. Under the influence of the Kolder, Alizon's lord — Baron Facellian — shifted his attention to High Hallack and launched an invasion, using terrible Kolder machines and reducing many holdings to rubble.

The Hounds of Alizon managed to capture most of the coastal lands from the Dalesmen, and they seemed on the verge of destroying them completely. However, because of Kolder's demise, the machines could not be supplied and ground to a halt. In the Year of the Gryphon, the Lords of High Hallack made their pact with the Were Riders; the war continued through the Year of the Hornet when the forces of Alizon were driven back into the sea. Scattered parties of the Hounds of Alizon remained in the Dales, cut off but continuing to fight until they were completely destroyed.

After this resounding defeat, Facellian was deposed and executed by his successor, Mallandor, who now holds the title of Lord Baron of Alizon.

The Kolder Wars and Their Aftermath

The Kolder stronghold was located far beyond the rim of the sea. Not even the boldest Sulcar traders visited their ports, for it was known that the Kolder were not as other men, and it was deadly to have contact with them.

The Kolder sought power, and in this the Old Race presented an obstacle. Not one of the Old Race could be bent to Kolder use — therefore, the Old Race must be annihilated.



Witch World Timeline (Continued)

Year of the Phoenix

Jaellithe Tregarth goes in search of Simon and disappears from Estcarp (*Three Against the Witch World*).

Year of the Hippogriff

Kyllan and Kemoc Tregarth ride with the Borderers of Estcarp against Karsten (*Three Against the Witch World*).

Alon is born in Karsten ('Ware Hawk').

Year of the Roc

Kaththea Tregarth is taken for training by the Council of Estcarp (*Three Against the Witch World*).

Duke Pagar of Karsten suffers a defeat by the Borderers and subsequent setback (*Three Against the Witch World*).

Year of the Basilisk

Duke Pagar of Karsten rallies once more (*Three Against the Witch World*).

Year of the Black Adder

Kemoc Tregarth is wounded and goes to the Archives at Lornt (*Three Against the Witch World*).

Koris is wounded and retires from leadership in Estcarp (*Three Against the Witch World* and *Warlock of the Witch World*).

Year of the Frost Giant

Simond is born to Koris and Loyse in Estcarp ("Sand Sister").

Year of the Kobold

The Witches of Estcarp wreak the Turning — devastating the barrier ridge separating Karsten from Alizon — and Karsten is defeated (*Three Against the Witch World*).

Kyllan and Kemoc Tregarth rescue Kaththea from the Council of Estcarp, and the Three flee over the mountains to Escore (*Three Against the Witch World*).

Kyllan Tregarth and Dahaun of the Green Silences are handfasted in Escore (*Three Against the Witch World*).

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Witch World Timeline (Continued)

Year of the Snow Cat

Kyllan Tregarth returns to Estcarp to recruit settlers for Escore (*Three Against the Witch World*).

Kemoc Tregarth and the Krogan maiden Orsya are handfasted (*Three Against the Witch World*).

Kaththea Tregarth is lured away by the adept Dinzel and is rescued by Kemoc (*Warlock of the Witch World*).

Kaththea Tregarth is lost in an avalanche en route from Escore to Estcarp. She is rescued by the Vupsall and taken deep into Escore (*Sorceress of the Witch World*).

Year of the Horned Hunter

Kaththea Tregarth becomes apprenticed to the Vupsall Wise Woman Utta (*Sorceress of the Witch World*).

Kaththea Tregarth finds the Dark Tower and discovers the Gate into the Machine World (*Sorceress of the Witch World*).

Kaththea Tregarth discovers Simon and Jaelithe in the Machine World, and they rescue the adept Hilarion from imprisonment (*Sorceress of the Witch World*).

Year of the Lamia

Kelsie arrives in Escore through a Gate from Earth (*Gate of the Cat*).

Year of the Chimera

Simon and Jaelithe Tregarth return to Estcarp from Escore (*Sorceress of the Witch World*).

Year of the Harpy

Tirtha of Hawkholme, Nirel the Falconer and the youth Alon adventure in Escore (*'Ware Hawk*).

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Gorm

Originally the Island of Gorm was a close ally of Estcarp, guarding its western shores and providing a port in the capital city of Sippar. The imposing presence of Gorm also offered protection to Sulcarkeep's flank. Gorm, through treachery within the ruling family, was the first country on the Eastern Continent to fall to the Kolder.

The taking of Gorm meant that Estcarp could no longer ignore the Kolder. To make matters worse, as the threat from the west grew greater, Estcarp's old enemies both north and south began to stir as well.

Fall of Gorm and Sulcarkeep

On the day the Kolder came, the nation of Gorm ceased to be. Its people were taken over by the machines of the Kolder; they no longer had minds of their own and Gorm became an island of the dead.

Estcarp sent shape-changed men in three directions, seeking knowledge. None returned from Gorm and both Karsten and Alizon were stirring. When the Master of Sulcarkeep came to Es Castle asking for help because he feared a Kolder invasion, the Guardian sent a force of Guards to the Sulcar. They were eager to close at last with these alien enemies. To their dismay, however, the Guards discovered that the Kolder did not choose to fight their own battles, but instead sent wave after wave of men, once of Gorm, now made mindless, possessed slaves. These, the walking dead, had only one instinct — to fight until they were truly killed by men who once had been their friends.

Despite a spirited defense, Sulcarkeep, the homeport for the Sulcar fleet, fell to the Kolder assault. A few of the people from Estcarp escaped just as the leader of the Sulcar exploded the power projector, utterly destroying Sulcarkeep, the remnants of its defenders, and the assaulting Kolder-controlled army as well.



Recapture of Gorm

Simon Tregarth, the former soldier from Earth who became one of the leaders of the Borderers of Estcarp, was kidnapped by the Kolder and taken by ship to Gorm. Before the Kolder could subject him to their soul-destroying mind alterations, Simon was able to break away and escape from Gorm in a small boat. His close observation of one of the Kolder provided the Witches in Estcarp with the information they needed to launch a magic attack.

Using their mind-control magic, the Witches issued commands to key figures in Gorm, Karsten and Alizon before sending troops to invade Gorm. As a result, the Kolder defensive force barrier was eliminated and the invading troops were able to attack and defeat the Kolder in Gorm. The Witches were also able to prevent planned attacks from both Karsten and Alizon.

After the defeat of the Kolder, the island was controlled by Estcarp, but Gorm as a nation no longer existed.

Destruction of the Kolder

A year later both Karsten and Alizon declared open war on Estcarp. The Witches started rumors that Tormarsh now spread to the foothills and created a short-lived illusion for Hound-scouts to see and report on, thus keeping Alizon bottled up, seething, behind its borders.

A refined method of Kolder mind control was discovered, one that left its victim able to function undetected while enslaved by the Kolder. Simon was taken hostage and removed to the Kolder stronghold. He maintained mental contact with his Witch wife, Jaelithe, and she was able to guide a Sulcar fleet to the stronghold.

Simon and Jaelithe found the Gate through which the Kolder had entered the Witch World from their own dying universe. On the other side was a rear garrison of slaves, abandoned when the Kolder deserted through the Gate. Simon brought back a peculiar Kolder weapon — a rifle that fired an unseen energy bolt. With it he destroyed the Gate — but not before the slave garrison swarmed through to take their own vengeance upon the Kolder who had left them to die. Then, the Sulcar fleet attacked and destroyed all trace of Kolder influence in the Witch World.

The Turning

Despite the relative insignificance of the northern mountains as compared to the Barrier Mountains in the south, they were used effectively by Estcarp. The mountains, combined with the presence of Tormarsh and the efforts of the Witches in creating illusionary dangers in Alizon Gap, kept the northerners safely bottled up. Unfortunately, these conditions could not be duplicated to the south. The Barrier Mountains had all the stopping power of a sieve; mountaineers, ruffians, highwaymen, guerrillas and bandits of every description came and went at will. Eventually, Estcarp would have to face Karsten in battle. But its armies, severely weakened by the fighting with the Kolder, were not up to the challenge.

The death of the ruling Duke, Yvian, during the Kolder wars, threw the country into civil war, giving Estcarp a few years of respite. Pagar emerged and, after many setbacks, made himself strong enough to control the rest of the nobility. The new Duke tried to unite his country by using the fear and enmity long felt for the Witches, and he led his forces through the mountains in an invasion of Estcarp.

Rather than fight uselessly against numerically superior forces, the Witches united and concentrated their energies on shattering the mountain range separating Estcarp and Karsten, destroying the invading armies. They succeeded in their efforts (known as The Turning), but at great cost. The destruction sealed off Karsten from Estcarp. But, in their arrogance, the Witches misjudged the amount of Power they were unleashing. The Turning hurled both countries into confusion — Karsten because of the destruction of its invading forces and subsequent political upheaval; Estcarp because most of the Witches died from the effects of their enormous use of the Power. The majority of those who were left were mentally crippled by the backlash.

Witch World Timeline (Continued)

Year of the Orc

Year of the Werewolf

Year of the Thorn Cat

Kethan and Thaney are betrothed (*The Jargoan Pard*).

Year of the Manticore

Year of the Weld

Year of the Hydra

Year of the Triton

Year of the Centaur

Year of the Opinelus

Year of the Sumurgh

Year of the Remorhaz

Year of the Elder Tree

Year of the Wild Huntsman

Year of the Troll-Dame

Year of the Silversmith

Year of the Blister Herb

Year of the Alfur



An Account of the Turning

Many versions of The Turning exist and details vary according to the teller. The Witches who were present refuse to talk about it. This account is from *An Apocryphal Account of The Turning*, author unknown.

There were Nine Times Nine of Witches to chant the spell, the steadiest and most experienced. Nine times nine more of the younger Witches waited in the shadows, ready to give of their strength to their sisters. At the ninth minute of the ninth hour of the ninth day of the ninth month the spelling began. In the center of their circle, a ball of mist gathered and solidified, forming a picture of the mountains to the south. The Guardian exulted, lifting her head in triumph, and the others of the Nine Times Nine exulted with her.

But the Guardian in her pride had read only so far in the scroll that told her what course of action to take and so did not discover the time-smudged warning the writer had added. In the setting of the spell, not just the Nine Times Nine but each additional nine caused the Power likewise to increase manifold, and this the Guardian had not read.

The ground began to tremble, great rolling waves of earthquake increasing in intensity until every Witch had to fumble for handholds to keep from falling. The mountains in the picture began to shiver and crumble. Dust rose, filling the air. More than one Witch faltered and caught lip between teeth, fearful of the terrible work being done that day. In the midst of the mountains, tiny figures in Karsten colors cried out as mountains rose and dropped upon them. A bridge, delicate as a spiderweb soaring between one crag and another, fractured and fell, and those watching knew that the Falconers' Eyrie was no more.

Continued on next page . . .



Return to Escore

An uneasy peace had existed in Escore for centuries until the conflicting forces were inadvertently awakened by a refugee from the West. The Witch Kaththea, of the House of Tregarth, fled the Council of Witches during the Turning with her brothers Kyllan and Kemoc. The Turning shook loose some of the safeguards the Old Race refugees had set in the Great Mountains. The barrier that made Escore a forbidden land to those of the West was broken at last by the efforts of the half-breed children of Simon and Jaelithe Tregarth.

Many of the Old Race, to escape massacre in Karsten, went back into Escore where they joined the Forces of Light in a war with the Shadow, fighting to cleanse the land and win a new home.



Recent History of the Western Continent

Across the sea to the west lies the new land — new, for it has forgotten many of its origins. In reality, the Western Continent is as old as Estcarp and its neighbors, and in some respects even older. Here is High Hallack, home of the fierce, proud Dalesmen whose culture is not unlike that of feudal Scotland. Here also is Arvon, whose history may date even farther back than Escore's. Old Ones still exist in the Western lands, some having achieved the status of near-godhood, such as Gunnora, the Lady of the Grain and the Vine. There are others as well, not nearly so kind to the human inhabitants.

Arvon and the Old Race

In the far distant past, before the coming of the Dalesmen through their Gate, the entire Western Continent was known as Arvon. Later the name Arvon was restricted to a small area north of the Dales and walled off from the rest of the world. This was an ancient land where the Power was known and used. The Adepts of old dwelt apart, avidly pursuing their studies of other worlds which touched this one only rarely.

The people of the manors formed the Four Clans — Redmantle, Goldmantle, Bluemantle and Silvermantle, and were ruled by the Seven Lords. They were little concerned with sorcery. They were of the Old Race, but in many ways they were very close to humankind.

The Dales of High Hallack

Settled by warrior folk from a land called Hallack on Earth — or a place very like Earth — the people of High Hallack came through a Gate. In their own way,

the Bard-Sages of Hallack were users of the Power. With their song, they brought into being the Gate through which the people came, their enemies close on their heels. Then the Bard-Sages closed the Gate forever with their spirit-drums. There would be no retreat, and, they hoped, no enemy pursuit.

One of the conditions of the Gate was that all memories of former quarrels, feuds and disagreements vanished as the people passed through, though certain echoes of past enmity lingered. They found a hospitable country of Dales running to the sea. They would never see their homes again, so they called their new homeland High Hallack because of its many hills and mountains.

Each lord or — less often — lady took the mountain-girt valley that fell to him or her by lot and there the leader built a Stronghold. Other lords, having an eye to future trade with peoples in other parts of this new world, chose sites on the seacoast. Some trading centers have arisen at good harbors on the coast, to accommodate the Sulcar ships and the traders they bring.

The way of the Bard-Sage has been all but lost to the people of High Hallack. Laudat and Ouse, the Bard-Sages who opened the Gate, took no apprentices to teach their craft.

Although High Hallack is not a matriarchy, the men do not take any Wise Woman lightly. They fear Witches because of their powers, so Wise Women tend to keep their use of magic discreet.

The Kolder War in the Dales

High Hallack did not escape the war with the Kolder that raged on the Eastern continent. But in typical fashion, the Kolder did not attack directly. Instead, the Dales suffered the invasion of the Hounds of Alizon, which was instigated by the Kolder. It was a superb strategic move on the Kolder's part; Alizon, which had been prevented from uniting with Karsten against Estcarp, nevertheless kept the Dalesmen from coming to Estcarp's aid. Also, the Dalesmen, independent and stubborn, traditionally kept to themselves. With the aid of a Kolder weapon capable of reducing isolated keeps to piles of rubble, Alizon seemed on the point of victory.

Then the Lords of High Hallack began to rally, to make common cause against the invader. As a last resort, they made their covenant with the Were Riders of the Waste, promising them brides in exchange for their aid in battle. The war continued through bitter years until Alizon was utterly defeated. Her entrenchments on the shores of High Hallack were thrown down, her forts were reduced to rubble, and her ports were reclaimed by the Dalesmen.

The Witch World Today

Though the Kolder have, to the best of anyone's knowledge, vanished, the political situation remains unstable.

Alizon, defeated in High Hallack, is re-grouping its forces, perhaps to try again to subdue Estcarp. Karsten, far from being subdued, may yet arise and take up its old rivalries. Estcarp is still trying to come back from the devastation it suffered as a result of the Turning.

The fight to cleanse the land of Escore from the Shadow is continuing. The People of the Green Silences (see p. 45), with the aid of their new allies from over the mountains, have won several victories — but the forces of the Shadow still seem as strong as ever.

In High Hallack and Arvon, each new confrontation with the Old Ones and the awesome Power they wield opens new areas for exploration. The dangers — and the opportunities for glory — remain as many and as varied today as they were for the first intrepid Dalesmen who ventured through their Gate into the Witch World.



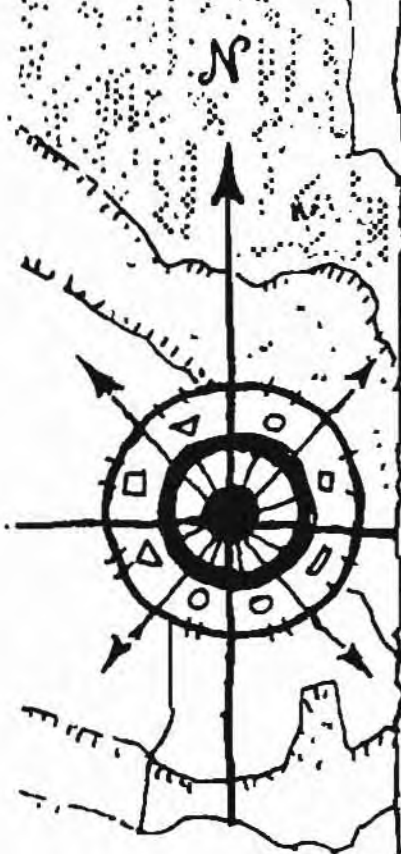
An Account of the Turning (Continued)

Then the Guardian heard a noise even more appalling than the sound of mountains overturning and men dying. She clutched for the Jewel that hung from a silver chain around her neck. But her hand never got that far, for the sound the Guardian had heard was her Jewel exploding into dust. A scream cut through the thickening air. The Guardian had only enough time to recognize it as her own before she fell dead, and others of the Nine Times Nine with her.

Many of the Jewels of those lesser Witches standing without the circle fractured or darkened but did not disintegrate, and with this darkening their minds dimmed also. Those who fared best were those younger Witches who, fearful of what the others had wrought, had closed their eyes and covered their ears at the last moment, just as the Jewels began to explode. The Power no longer throbbed through the dust-thick air of the Hall. One Witch took a trembling step forward. "Who will lead us now?" she said.

Another looked up. She had been crouched, cowering beside a pillar. "You will," she said, "for you were the first of us who was able to speak."

LANDS OF THE WITCH WORLD



2

The Witch World is an old planet with many similarities to Earth. Days are 24 hours long and a year has 365 days. The Witch World also has a single moon. The climate ranges from icy cold to steamy hot.

There are many parts of the Witch World not yet discovered — some of them will be explored in future books by Andre Norton and others. The *known* lands are on two continents known simply as the Eastern and Western continents and on a few nearby islands.

The Great Mountains running roughly north and south divide the *Eastern Continent*, separating the once forgotten land of Escore to the east from the rest of the continent. The land to the west of the mountains is divided into the countries of Alizon to the north, Estcarp in the middle, and Karsten to the south. In addition there are — or there were before they were destroyed in the Kolder Wars (see p. 12) — Sulcarkeep on a peninsula of Estcarp and the island of Gorm. The Eyrie of the Falconers (see pp. 9-10) was located in the mountains between Estcarp and Karsten until it was destroyed in the Turning of the mountains. Tormarsh and Tor Moor lie between Estcarp and Alizon. The mysterious island of Usturt lies far to the south, beyond Karsten's border. Escore, to the east of the Great Mountains, is mostly unexplored. The primary place of interest here is The Valley of the Green Silences (see p. 27).

In many areas, Light and Shadow continue to struggle. Vast areas are under the complete domination of the Shadow. But there are isolated pockets of safety for the forces of the Light.

The *Western Continent* contains the ancient land of Arvon to the far north, the dales of High Hallack along the coast, and the desolate Wastes inland. There

are several islands off the coast, including the Kolder Nest (the stronghold here was destroyed during the war against the Kolder).

Throughout the Witch World there are remnants of the Old Ones — some benevolent, some malevolent, a few neutral. The entire Witch World lies waiting for the explorer, the adventurer — and the unwary.

The Eastern Continent

Estcarp

Estcarp is a fertile land of rolling hills and wide plains, bounded north and south by mountain ranges. It is a pleasant country with gray-green soil and vegetation. Its cities and towns lie along the path traced by the River Es. The main road follows the river as well, with lesser roads running north and south. Lines of forts — stubborn defensive holds — mark both the borders.

Estcarp is populated mainly by the descendants of the Old Race who fled Escore back in the dim reaches of time. They are joined by the people of other countries and races — notably Sulcar, Falconers, those who escaped the Kolder influence when Gorm was overrun, and refugees from Karsten. All these are welcomed into the service of Estcarp.

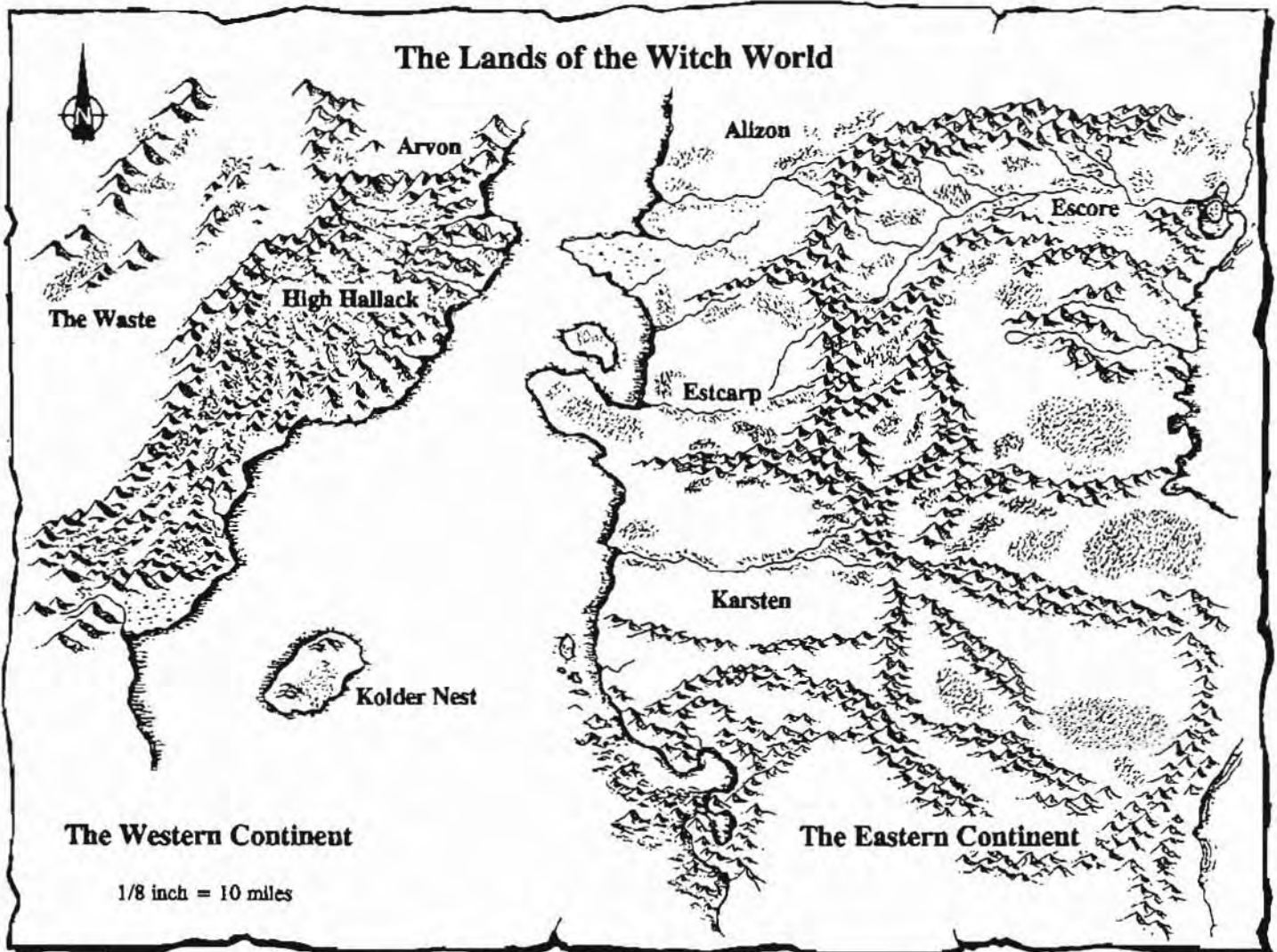
The ruling power in Estcarp is the Council of Witches, under the Guardian, who acknowledges no higher mortal power. Witches believe that only women now inherit the ability to summon some Powers.

Types of Campaigns

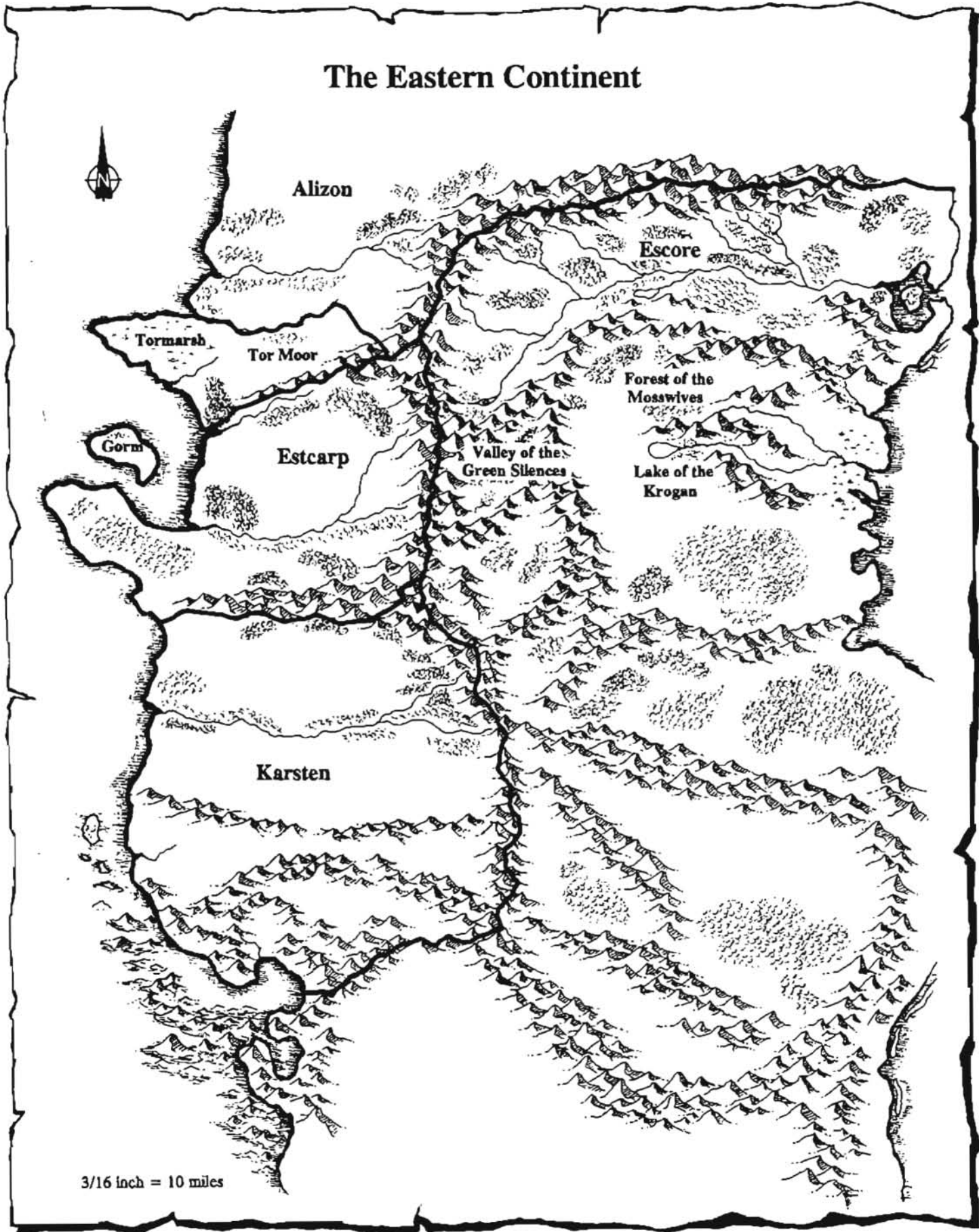
Since the Witch World is a land of great diversity, many kinds of campaigns are possible.

Some stories deal with conflict — between the forces of Light and the forces of Shadow; between Estcarp and Karsten, Kolder and Alizon; between High Hallack and Alizon; between family factions in Estcarp or High Hallack; or between the Dalesmen and the weird creatures of the Waste.

Other Witch World stories are tales of quests — of a woman searching for the missing part of her spirit, of another seeking the return of her memory and Power, of a man helpless in the grip of a geas, or of a couple riding into mortal danger for the sake of a brother's soul.



The Eastern Continent



3/16 inch = 10 miles

The level of technology in Estcarp is mixed. Although it is generally TL3, the people still enjoy certain amenities left by the Old Race. These include a fast, efficient depilatory cream, piped-in heat and running water in the cities and light globes that do away with the necessity of oil lamps and torches. Although the towns and strongholds are heated and lighted with power projectors, the inhabitants travel by horseback or on foot.

Blue is a sacred color; many of the Places of Power dedicated to forces of Light used blue stones in their construction. Blue stones are set above doorways to protect the inhabitants (see p. 95). A very rare, very valuable blue metal called *quan iron* (see p. 96) is also used for protection against the Shadow.



Es City

Es City, with its gray-green towers, is the walled settlement that has grown up around Es Castle. It is not a city in the usual sense of the word, but is one of the most secure places in Estcarp. It contains both the Council of Witches and the headquarters for the Guards (see p. 37).

The Guards live in a barracks in the castle proper — a massive pile in the middle of the city with the solemnity of a temple and the safety of a fort. There they are given food and shelter in exchange for their services.

The Place of Wisdom

Northwest of Es City is the Place of Wisdom, where the girls who are to become Witches are taken for training. Here the land forms a shallow cup, as if embracing the Place of Wisdom and nourishing it from its own Power.

Although it is surrounded with whitewashed stone walls, it resembles a cloister rather than a fortress. There are buildings on three sides, devoted to classrooms, living quarters and maintenance; the entrance is in the fourth wall. A wide garden, full of grassy lawns and beds of flowers and scented herbs, grows in the central area. A fountain splashes gently in an oval pool.

Even though there are no tall towers or frowning battlements, the Place of

Historical Periods

The history of the Witch World spans many centuries, and only a portion of this time has been recorded by chroniclers. Campaigns in the same location during different historical periods will vary greatly. Much may be going on in one spot at a certain time, with nothing of consequence happening only a few years earlier or later.

The biggest single "before and after" factor on the Eastern Continent is the Turning of the mountains between Karsten and Estcarp.

On the Western Continent, the biggest event in modern history is the invasion by Alizon. Before the war, nobles staged petty wars over points of honor; after Alizon's defeat, nobles quarreled with each other over ownership of deserted holdings and rights of succession.

It would also be possible to set a campaign in ancient Arvon or in High Hallack during the times immediately after the coming of the clans through the Gate (see pp. 14-15) — opportunities for the creative GM are endless.

Witch World Adventures

The remaining sidebars in this chapter provide suggestions for the GM to use in planning *GURPS Witch World* campaigns, though players may read them as well. Both GMs and players are encouraged to read the Witch World books and short stories by Andre Norton (see pp. 124-125). For those who have as yet read nothing in the series, these suggestions will facilitate creating a campaign that will carry the genuine flavor of the Witch World.

Some of these adventure ideas are suitable for introducing new characters to the Witch World — either newly created PCs or characters from other worlds. Others are for groups of established Witch World characters.



Reluctant Witch

You are a young woman, barely out of girlhood, who has just escaped with your kindred from Karsten, refugees from the horning. You have a little of the Power and have had some training by a local Wise Woman in Karsten.

Now, after the Turning, those Witches still alive are combing the countryside, seeking any with the Power — even those who once would have been considered too old to begin their studies. You have seen Witches, and have no desire to be one of this stern, forbidding company.

You have a suitor, but you do not love him or wish to marry now — though someday you might. What do you do? Do you marry, and give up your Power? Do you run away — or hide? Do you become a Witch anyway? Or do you find a different solution to your problem?

Borderers

You are a youth living peacefully in a garth on the Estcarp side of the Barrier Mountains. Your pleasant way of life is shattered abruptly one day when a band of Karstenian raiders swoops down on you. Before they can destroy the garth, a troop of Borderers and Falconers intercepts them. You watch, open-mouthed and completely dazzled as these gallant men, outnumbered two to one, nevertheless beat the Karstenians back and drive them away.

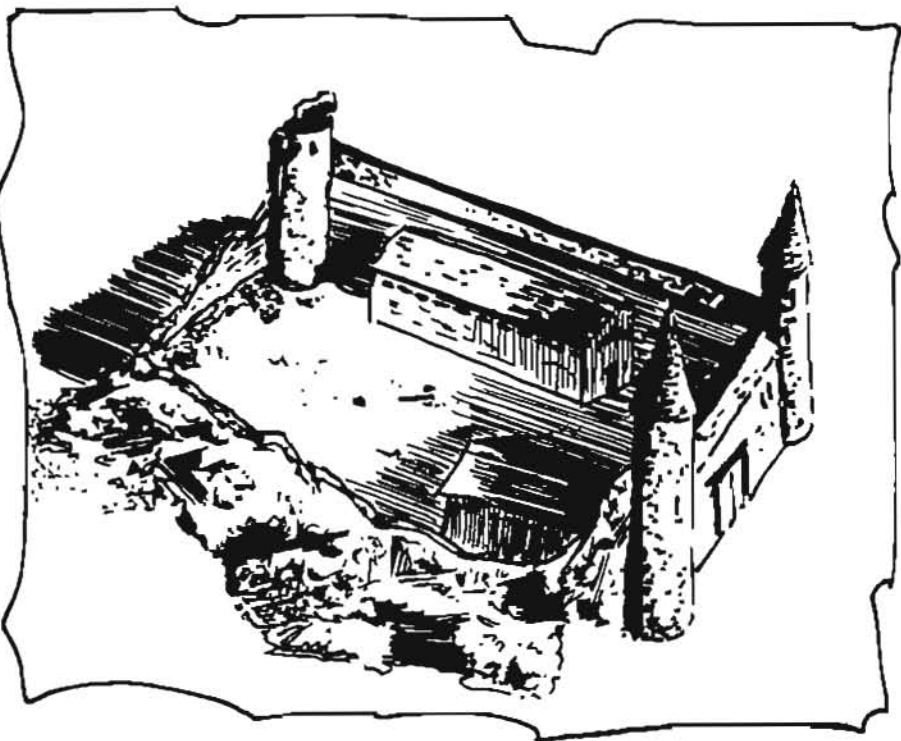
Your mind is made up. You must join these fighters, live their kind of life, and have great adventures. You take a sword from one of the fallen Karstenians, remove a chainmail shirt from another. Proud of your new finery, you start after them.

But before you can catch up with the Borderers, the Karstenians return . . .

An Unexplored Gate

A story reaches the ears of the Guardian in Es City, concerning a newly discovered Gate in the foothills of the Great Mountains. She sends a Witch to contact the nearest band of Borderers and Blank Shields in service to Estcarp (your party). The orders are clear. It is your responsibility to find the Gate. If it exists, you must determine who or what could have opened it and, if necessary, find a way to close it.

Wisdom is not without its defenses. An unwelcome visitor will first run into an invisible wall. If he can find a way past this barrier, he will meet people he has known in other places, heavily-armed fighters grim as if they faced a traitor. The visitor who is caught unaware quickly comes to believe that he is doing a vile thing, and deserves no better than a swift execution. If the intruder wins through these defenses of illusion, he must then meet Witches themselves — and the ones who teach the young are perhaps the most powerful, the most steeped in lore of any to be found in the Witch World. It's far more prudent to wait for an invitation, rather than trying to enter the Place of Wisdom by force.



Lornt

When Lornt was built, its original purpose was to be Estcarp's observation post to keep watch on Escore. It was perfectly situated, nestled against the Great Mountains close to the springs from which the mighty Es River grows. Through the years, as Wards (see pp. 7, 14) kept the people from thinking about the East or remembering what lay beyond the Great Mountains, Lornt's original purpose was lost. It became a repository of knowledge, a scholars' center.

For years Lornt lay sleeping in the sun, gradually deteriorating under the weight of its years. The Archival building, a long, barracks-like structure, had once been dedicated to the use of scholars and legend-bearers. Later it was inhabited only by a handful of the very old. Some still pattered about in rolls and records, but most were content to doze away the latter years of their lives.

In addition to the Archival building, a main storeroom at one corner of the complex was turned into a dining hall; the scholars took their meals as seriously as they did their research. The entire complex was surrounded by thick walls, with towers at the four corners. It was built of massive stone blocks, and the steeply pitched roofs (to shed the heavy winter snows) were of dark mountain slate. As a result of the Turning (see p. 13), one tower was completely demolished and another severely damaged. This brought to light the fact that an enormous ball of quan iron — three feet across — had been buried at the base of each tower. The great destruction revealed hidden cellars and storerooms, so full of valuable and long-forgotten material that new scholars have flocked to Lornt and, ironically, given it a fresh burst of enthusiastic life.

Etsford Manor

Etsford is the home that Loyse of Verlaine (see p. 115) established after her marriage to Koris, Lord Seneschal of Estcarp. It is located near the coast, close to the mouth of the River Es. Walled and towered, it is a snug little stronghold and protects the surrounding farmlands as well as the town of Etsport which sprang up at the mouth of the river after the destruction of Gorm. It is constructed of the native gray-green stone.

Kemoc, Kyllan and Kaththea Tregarth (see pp. 113-114) lived at Etsford for a while. It was to the manor's relative tranquility that Koris (p. 114) retired after being gravely wounded.

South Keep

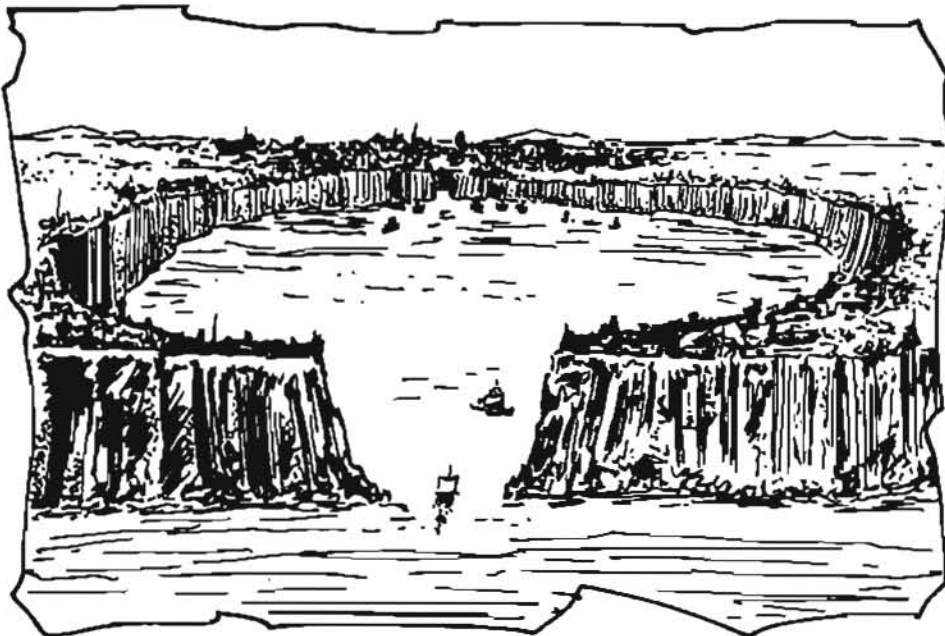
South Keep is the mighty fortress at Karsten Gap. It was erected by Simon Tregarth (p. 112) when he was named March Warder, after the ending of the Kolder War. Its presence may have been responsible for Karsten's turning to infiltration through the Barrier Mountains in order to harry Estcarp. It is a double-walled complex; the outer walls enclose the inevitable collection of stables, forges, taverns and tradesmen's houses and shops. The inner wall shields the Keep itself, with its attendant barracks and servants' quarters. It is built of native stone from the Barrier Mountains — buff-colored limestone that has a faint sparkle when the sun hits it.

South Keep is the March Warder's home and a refuge for those who still flee from Karsten, or who seek a sanctuary for any reason.

Sulcarkeep

Mighty Sulcarkeep once dominated the great Estcarp peninsula. It was a magnificent citadel perched at the end of a long finger of land extending into the sea. The Sulcar enlarged and improved this site, building another jetty to extend and nearly meet the natural formation. The anchorage looked like a pair of crab's claws set to catch an enemy. The entire installation was blown up by the Sulcar, after their defeat during the war with the Kolder, to prevent it from falling into enemy hands.

Although Sulcarkeep was destroyed (see p. 12), the Sulcar lived on. Most of the Sulcar were absent from Sulcarkeep when it was invaded; they continued to make homes on their ships, sailing throughout the world. Many of the remaining Sulcar enlisted with the Guards of Estcarp.



Seagoing Adventurers

You are Sulcar, traveling from continent to continent, seeking trade goods wherever they might be found — even the fabulous spider silk of Usturt. You encounter storms, pirates, Kolder Weed, sea monsters, strange and unexplored lands. You never know when the next voyage is going to be your last. No wonder you have the reputation of brawlers and rolstersers when you are in port.



Sulcar Brawl

You are Sulcar in Kars, having just brought a load of trade goods up the river in barges. Your pockets are full, and your bellies empty. Kars has a well-deserved reputation as a place where any pleasure can be had for a price. What better way to spend some of your money than in discovering exactly what sort of pleasures Kars has to offer?

You start off with an enormous meal washed down with plenty of ale at a local inn. Though the price asked is fair, you are feeling mischievous and in the mood to have a little innocent fun. So you start a wonderful brawl and carefully manage to toss yourselves out into the street before you have to pay. With the landlord's curses and instructions never to return echoing in your ears, you saunter down the street, to see what else you can get into. Before the fight, you got some vague directions to where some friendly women might live.

But before you get far, a cutpurse tries to steal your belt pouch. You nab him in the act, and a gang of his accomplices emerge from the shadows. You and your friends are delighted.

"Sul!" you roar, giving the battle-cry of the Sulcar. Suddenly, a band of the Duke's men rush onto the scene with the bilked landlord on their heels. Will you fight both the thieves *and* the soldiers? Will you try to give them the slip and see if you can find more fun elsewhere? Are the thieves, the soldiers and the landlord working together? Is there a deeper scheme here than appears on the surface?

Falconers

The Witches in Estcarp are going to attempt some mighty feat of magic, involving the Barrier Mountains. The Guardian has assigned you to journey into these Mountains, locate the Eyrie of the Falconers, and notify them that they must vacate their stronghold. Even if you can find the place, it is doubtful that they will listen to instructions from a woman!

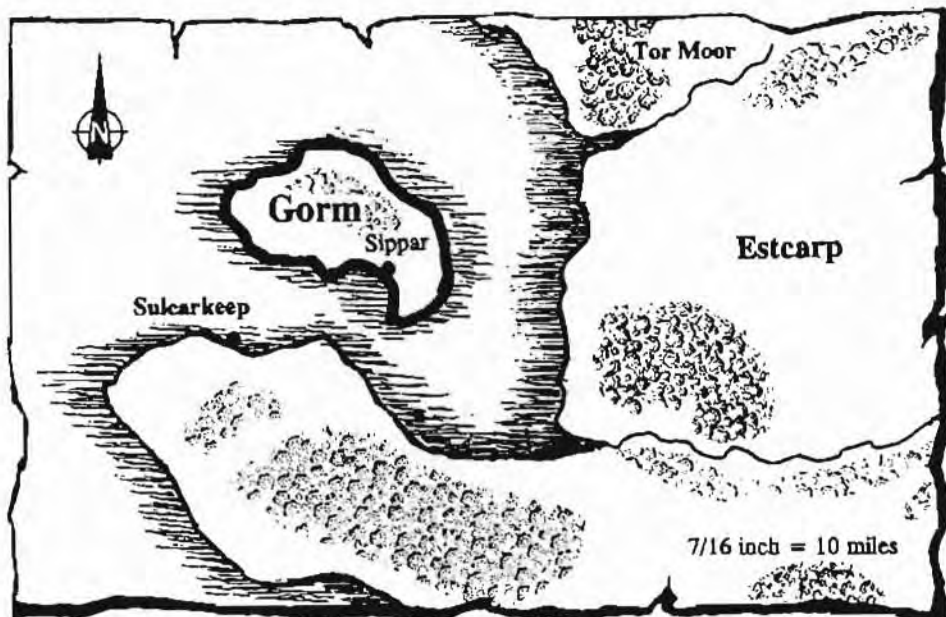
Return to the Eyrie

You are a Falconer, one of the few who could repair the communications devices linking man and bird over great distances. The man carrying most of the spare components vanished during the confusion before the Turning destroyed the Eyrie and has not been heard from since. It is feared that he was killed.

Scarcely any of the devices are still working and the Falconers employed as Sulcar marines or Estcarp Guards can no longer contact their falcons over the long distances they were accustomed to. You gather a group of Falconers, all hardy fighters, and decide to return to the ruins of the Eyrie. Perhaps you can locate a cache of precious components, or find the body of the Falconer who perished trying to save them.

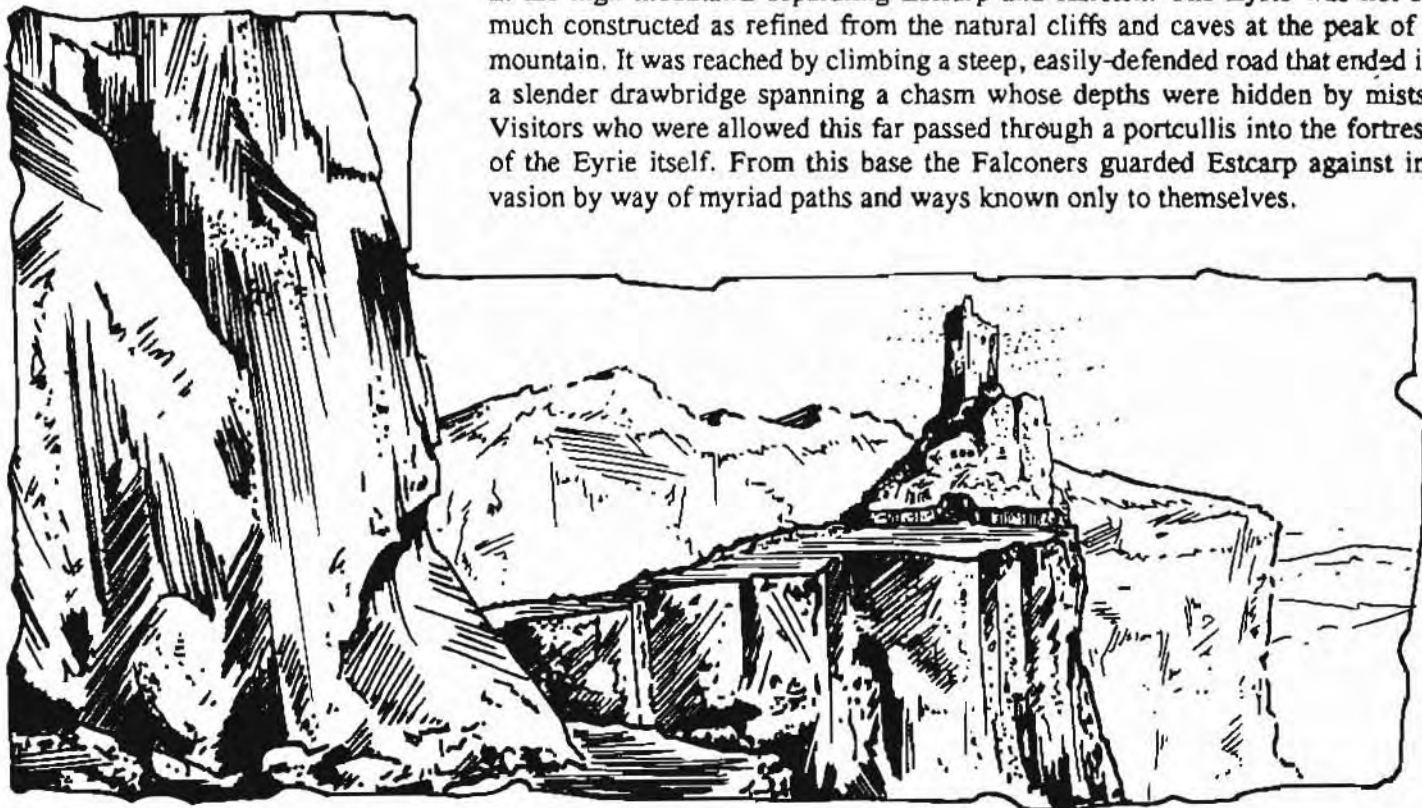
Gorm

Gorm was once an independent island stronghold. It was a land of bustling commerce with busy ports and great warehouses. Sippar, its capital, served as Estcarp's main port until the coming of the Kolder. But when the Kolder invaded, Gorm as a nation ceased to exist. The Kolder enlarged Sippar and built Yle, farther south on the neck of the peninsula. Though located in Estcarp, neither of these cities was considered a part of that country, even after the defeat of the Kolder. To this day, Gorm remains uninhabited.



The Eyrie of the Falconers

Before the Turning, the Falconers lived in their Eyrie, strategically located in the high mountains separating Estcarp and Karsten. The Eyrie was not so much constructed as refined from the natural cliffs and caves at the peak of a mountain. It was reached by climbing a steep, easily-defended road that ended in a slender drawbridge spanning a chasm whose depths were hidden by mists. Visitors who were allowed this far passed through a portcullis into the fortress of the Eyrie itself. From this base the Falconers guarded Estcarp against invasion by way of myriad paths and ways known only to themselves.



The Eyrie was more than a fortress; it was the Falconers' home and refuge. Here they reared young Falconers and built the Mews, where they bred and trained their birds. Their leader was called the Lord of Wings.

Falconer women lived apart in the nearby Falconers' Village. Young men visited the Village twice a year to sire children. The girls were raised in the Falconers' Village and the boys were taken to the Eyrie. Both the Eyrie and the Falconers' Village were destroyed in the Turning (p. 13). The scattered Falconers now live among other humans, but remain distant and aloof.

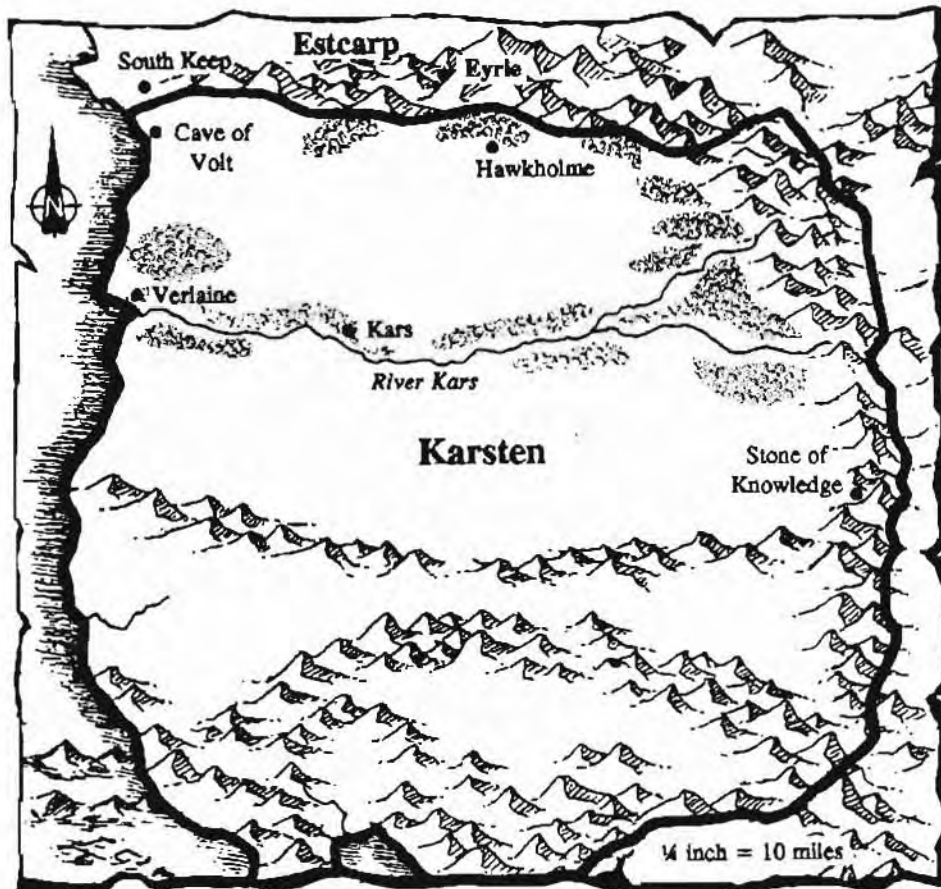
The Falconers are a people apart, even in a world of clannish races. They seem to have more in common with their strange birds, with whom they appear able to communicate by thought and even bird-speech, than with the peoples of the neighboring countries.

Karsten

Karsten is a Duchy, and Kars is the main city, located roughly in the middle of the country on the River Kars. The badge of the Duke is recognized throughout Karsten — a mailed fist holding aloft an axe.

Karsten is a land of broad fields and gentle slopes. The Barrier Mountains form the northern border, and a much lower ridge of mountains marks the southern boundaries. There are many villages in Karsten, with farmers tilling the black-earthed bottom lands along the rivers.

Karsten has been troubled by so many internal uprisings that no lasting dynasty has ever been established. Karsten's skirmishes with Estcarp eventually culminated in an open invasion of Estcarp. This led to the Turning, which devastated both lands.



Spying in Kars

You are a Witch of Estcarp. Something has happened to the last spies sent to Karsten, and the Council wants to know what is going on. You must go into the city of Kars, find the Estcarp spies, rescue them if they are still alive, and bring back whatever information you can gather. You pick another Witch as companion, and choose a number of Guards to accompany you. You — or a high-ranking member of the Council — cast Illusion Disguise on yourself and your adventuring party, and begin your journey.

Return to Kars

It is several years after the Turning. Karsten's government has fallen. The usurper, Duke Pagar, and his armies were destroyed when they were trapped in the Barrier Mountains. Borderers are now safely in Estcarp or migrated over the Great Mountains into Escore.

But what is happening in Karsten? Has a new Duke managed to re-establish himself? Have the Karstenians repented of their aggressive ways and created an entirely different form of government? Whatever the answers to these and other questions, the ruling powers in Estcarp very much want to know. You and your companions have been selected for the assignment. Good luck.

Escape from the Horning

You are members of the Old Race living in Karsten, the only survivors of a garth near the Great Mountains. Duke Yvian has put the Old Race to the horn. You were away with a hunting party; when you return you discover the garth has been destroyed, and all the inhabitants put to the sword. There is only one survivor — a frightened servant girl who hid in a cellar. She tells you about the men who came, and from her description you recognize the Duke's men. She overheard them talking about how the Old Race has been thrice-horned — to be hunted down and killed without mercy.

What do you do now? Do you stay in Karsten and attempt revenge on the Duke and his men? Do you try to escape across the Barrier Mountains to Estcarp? Or do you make some other choice?



Spider Silk

It's been years since anyone has dared to plunder Usturt and bring away the fabulous opalescent fabric, Spider Silk. You are Sulcar and trade has been down lately. So, you assemble a crack troop of seamen and an equally good company of Falconer marines, and set sail in one of your swiftest serpent-ships.

The island appears deserted, but then, according to tales from earlier raids, it always does. You cautiously make your way inland. There, in a grove of trees, you can see the hanging bags of spider-silk, and several of them are still "alive," indicating that whatever is encased inside them has not been killed. You approach the grove, and suddenly the ground gives way beneath your feet. Even as you tumble downward you curse your rotten luck. A pit-trap, and you were too greedy to see it! From above, you hear shouting and you realize that the grove is not unguarded. Then you hear a rustle behind you, and you also realize that you are not alone . . .

Kars

There are no large cities in the Witch World, but Kars — the capital of Karsten — comes closest. It is located on the River Kars at the point where the river ceases to be navigable by large barges and trade goods have to be transferred to smaller, lighter craft for shipping farther upriver.

In addition to the water-borne trade, there are merchants, shopkeepers, entertainers — the ruling Duke must have his amusements — honest, hard-working citizens, Estcarpian sympathizers, thieves, fortune-tellers, beggars and the occasional spy working both sides of any given conflict. The Duke's Men roam the streets in twos and threes, flirting with ladies of easy virtue. Occasionally bargemen drink too much and get into brawls. The impulsive or imprudent risk having their purses — or their throats — cut.

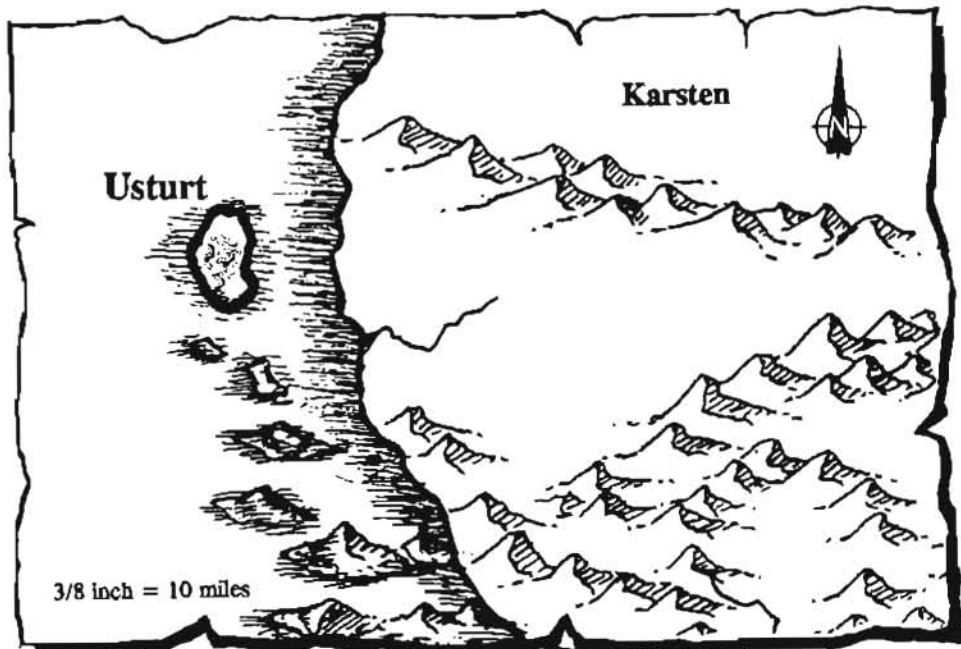
Verlain Keep

Verlain Keep, on the shore, claims salvage rights to all wrecked ships. The old Lord of Verlain, it was said, was not above luring these ships onto the rocks with false signals. Verlain's badge is a fish with a sloping head and horned snout on a crimson square. The city's storehouses full of plunder and its strong army of Blank Shields served for years as a check to keep the Karsten Duke from becoming too powerful.

Usturt

The Island of Usturt is located off the southern coast of Karsten. From Usturt comes a wondrous, opalescent fabric called spider silk, which commands prices of \$100-150 per yard. Foolhardy men risk their lives to take small bits of spider silk, because as little as two full bolts in a trader's cargo assures him of triple profit from his entire voyage.

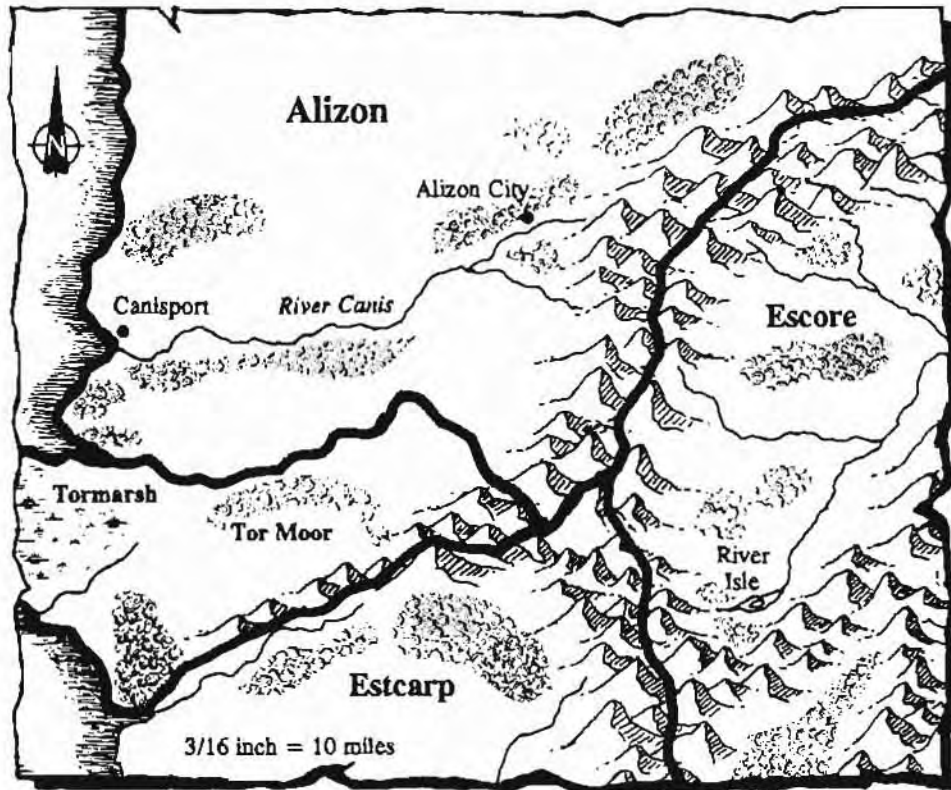
The secret of the silk is a grim one; the creatures of Usturt are an utterly alien race of great furred spiders, as large as hounds. They are the brood of the Great Weaver and subject to her in all things. The Great Weaver is a monster out of a fever-ridden nightmare — part arachnid, part human, all inimical; her very appearance is enough to make one witless with terror. She and her brood hate males and all their works. Some of the spider-brood spin the thread, while others



weave the silk. They tolerate only females on the Great Weaver's island; their own males and various other creatures — including any man they can catch — are imprisoned in silkbags, and hung from trees to serve as food. This larder is protected by nets of sticky strands and cunningly hidden pit-traps to catch the unwary (and add them to the store). A female who is not trying to steal spider silk might be tolerated or even taught to weave (-4 Reaction roll).

If an adventurer can steal this silk before it can be put to its intended use or before the creature imprisoned in it dies, the fabric retains the opalescence that makes it so desirable. Once the victim dies, however, the silk loses its lustre and turns dull gray. Its only value then is as defense against the net-walls of sticky thread, which will not cling to the silk.

The creatures of Usturt are so close in form to those found beyond a Gate in Arvon (see p. 31) it is very likely that at one time they came through that Gate and eventually settled on the island.



Alizon

Alizon is a country of bleak moors and windswept plains. There are few villages; most of the war barons and land barons live in Alizon City and hire others to manage their holdings. Their Lord Baron arrogantly styles himself as "of Alizon," and the rest of the world is automatically expected to make obeisance.

When the Old Race fled Escore, a shred of the Shadow pursuing them managed to spill over the rim of the Great Mountains before it was blocked. It came to rest in isolated pockets of these foothills, leaving pools of wickedness to trap the unwary. Also, after the Turning, dire creatures awoke and now prowl these hills. No one ever enters this area unless forced by dire necessity.

Alizon has long been an avowed enemy of Estcarp. The people of Alizon are fiercely opposed to any dealings with the Old Race; almost none of the Old Race live there and even the border garths are few, far apart and heavily fortified.

The Hounds of Alizon — who take their name from the war dogs they customarily employ (see p. 107) — will attack any slender, dark-haired person who enters their domain.



Alizon Gap

Danger threatens from the north. The Alizon Gap — between the toe of the Alizon Ridge and the Tormarsh — is an inviting open door to invasion. You are a detachment of Guardsmen; with the aid of Witches (or perhaps only a single Witch) who can be spared from duties at the Council, you must stage some convincing deterrents to the Alizoners and keep them bottled up in their northern reaches. The method has been left up to you but you must not destroy the road. What do you decide to do?



Tormarsh

Your group is greatly outnumbered by the Hounds of Alizon; there is nothing left but to run away. You plunge into Tor Moor. Surely you can find a place to hide here without blundering into the forbidden marsh. But before you know it you have crossed the border. The Hounds turn back, laughing derisively; as far as they are concerned, you are lost forever. And they might be right . . .

Alizon City

Alizon City, on the River Canis, is the capital. Walled, and surrounded by the usual cluster of houses, inns and shops, it is dominated by the mighty Alizon Castle. This castle, built of the same pale, hard stone as the ridge on which it is based, is the residence of the Lord Baron of Alizon and the headquarters — the Kennels — of the Hounds of Alizon. Their leader is called the Master of Hounds.

Canisport

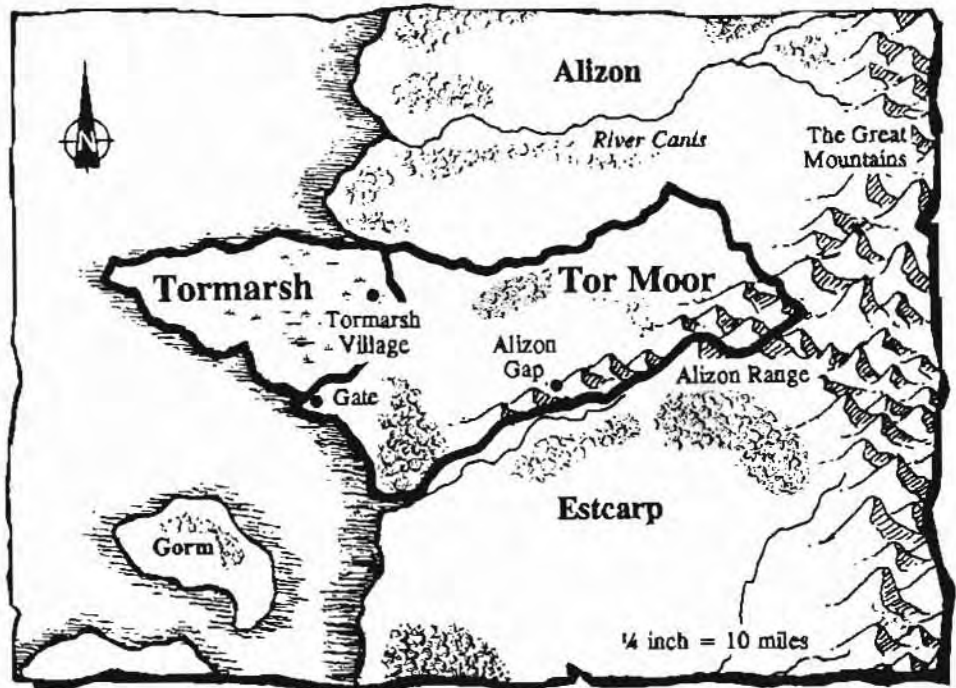
Canisport, at the shore, overlooks a harbor second only to the anchorage sheltered by Gorm Island. But there is nothing of the easy-going, roistering ways of the Kars waterfront about the quays of Canisport. Alizon trades only in what it cannot manufacture for itself, and the harbor is more often full of war-ships than merchantmen.

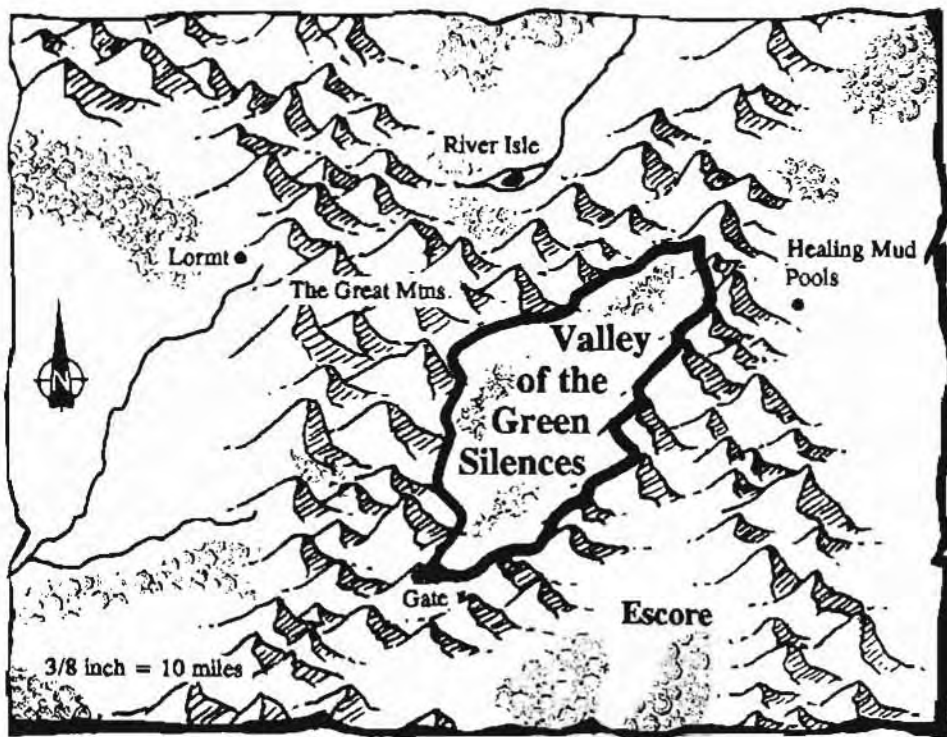
Tormarsh and Tor Moor

Tormarsh and Tor Moor lie to the east of the Alizon Gap, separating Alizon from Estcarp. It is a kind of buffer zone where neither Alizon nor Estcarp is welcomed, a murky land troubled by fierce wak-lizards (see p. 109) and full of noisome bogs from which rear twisted skeletons of long-dead trees, covered with slimy marsh-growth.

Remnants of roads, left from an ancient time, tie together a network of islands in the depths of Tormarsh. Here is the Tormarsh Village with its stone-walled fields of loquith and food crops, and the clan-halls where the remnants of the dwindling race of Tor live.

The Torfolk, a strange misshapen race, want only respect for their privacy, and they remain a mystery to the rest of the continent. Light-insects (see p. 107) illuminate Torfolk's houses, clustering in random groups and occasionally wandering away without warning. A few deposits of gold occur in the Tormarsh, and Torfolk use it in jewelry to enliven the drab clothing they wear. The men go armed with spears; more sophisticated weaponry is not used. Nor, it would seem, is there much need for such weapons. The Torfolk have powerful psionic abilities (see pp. 47-48), and use them well. Torfolk neither leave, nor allow others to enter, Tormarsh.





The Valley of the Green Silences

The Valley of the Green Silences is located in Escore, to the east of Estcarp, across the Great Mountains. When Light battled Shadow, these people retreated to the safety of their valley and made it their own. They live in harmony with nature and can call on its power. Air, water, earth and sky — these are the sources of their magic. One of the peculiar features of the Valley is that winter never touches it; blizzards may howl outside, but within it is as mild as early spring.

The People of the Green Silences cannot bear stone walls or the places where men dwell; if forced to live there, they wither and die. Their houses are walled with living trees and bushes twined together, and roofed with feathers shed from brilliant bluish-green birds. These birds, half lost in the green-blue foliage of the forests, fill the air with the sweetness of their song — and alert the Lady of the Green Silences when the Shadow comes near.

If it were not for the never-ending battle with the Shadow, the Valley would be one of the most desirable places to live in the Witch World. But the feeling of peace to be found there is deceptive; men and women go about their daily business — growing and gathering food, spinning and weaving cloth to make their garments and manufacturing ornaments from the blue-green stones they love — always with the knowledge that just outside, the Shadow waits to destroy them.

The People of the Green Silences keep their Valley safe with deep-carved runes and signs at the entrances. None who has dealings with the Shadow can pass these and live. But the People do not stay within their peaceful, secure haven. Often they ride out on the backs of the Renthan (see p. 47), armed with bows and their unique Force Whips (see p. 62), to fight the Shadow directly.

The Valley of the Green Silences is home to the unique People who found refuge here when the Old Ones battled. Here also live their allies — the Renthan, beast-like in form but with human intelligence; the Lizard People; the Flannan; and the Vrangs. Details on each of these races can be found on pp. 46-55.

After the Turning and the subsequent breaking of the mind-block that closed the East to the Old Race of Estcarp, refugees began coming over-mountain to the Valley. Here they found new homes and, in return, they joined the People in their struggle to free the land from evil.

Arrival in Another World

You are a squad of modern soldiers on Earth, adventurers on Yrth, or a group of characters in any other *GURPS* campaign. You are returning home after completing your last mission successfully when you are ambushed by a large force. Most of your group manages to escape in a strange fog which has appeared out of nowhere, but you are completely lost.

Suddenly, you feel a strange disorientation. When you recover, the fog has disappeared and your group is still together, but there is no sign of the enemy. Then you notice that the land looks completely different, as if you have passed through a Gate into another world.

Will you be able to survive in the Witch World? Although you are experienced in your own world, many of your skills will not be of much use here. You may have technological weapons far beyond any you will encounter, but what do you do when you run out of ammunition?

Escore Adventuring

If you'd like to play an altogether different character, this is the campaign for you. You may be an intelligent Renthan carrying an ally on your back, a man or woman of the Green Silences wielding a force whip, a jewel-skinned Lizard, a Krogan or even a human who has somehow blundered into this exotic mix of peoples and creatures. But whatever you are, you can be certain you will have no lack of foes whenever you venture out of Green Valley — Gray Ones, Rastl, Thas, Keplians, Sam Riders and evil Adepts are waiting for you.



Northern Escore

You are a member of a Vupsall clan, journeying to the wild, far-northeastern section of Escore. Here you will hunt for fur-bearing animals and for gold and other metals to make the weapons and jewelry for which your people are noted. You make a successful trip and your dog-sleds are loaded with fine furs and sacks of gold and iron ore.

You are only a few days out of camp when the Sea-Wolves attack . . .



War in Escore

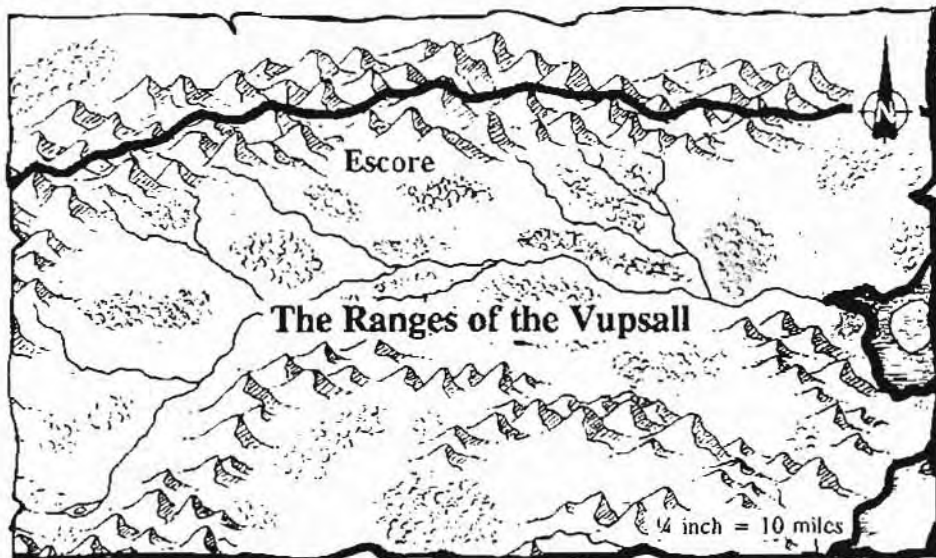
The forces of Shadow are gathering anew, threatening all who live in Escore. The Lady of the Green Silences has asked you to act as herald and carry the wooden warn-sword. The Renthan, the Vrang, and even the Flannan have already added their colored ribbons to the sword, indicating their alliance.

You and your small band of adventurers must go across perilous country and contact the Krogan, the Vupsall (if you can find them), the Mosswives, and any others you can locate who have not already allied themselves with the enemy and try to convince them to add their ribbons to the sword — and their forces to the fight. Sometimes you won't know where their allegiance lies until it is far too late . . .

Although Kyllan Tregarth was unsuccessful in convincing the Krogan to join the People of the Green Silences (*Warlock of the Witch World*), you might have better luck.

The Ranges of the Vupsall

The hills and plains of Escore are inhabited by nomadic hunters known as the Vupsall. The climate ranges from warm to bitter cold. When the Vupsall settle briefly in one location, they live in tents or rude huts. Their main form of transportation is by dog-drawn sleds. They seldom become involved in the struggles of others.



The Lake of the Krogan

The Lake of the Krogan is located northeast of the Valley of the Green Silences. The Krogan (see pp. 45-46) are a race created by the Adepts of Escore using human volunteers for the experiment. They are a water-people and cannot endure being out of their element for very long. They prefer not to have anything to do with either the forces of Light or the forces of Shadow. They remember that they exist, not human and yet having human shape, because of the meddling of Adepts, and they carry a certain amount of resentment toward most humans.

There is a place the Krogan reserve for meeting with outsiders. It is a sandy niche at the edge of their lake, with a single chair for the leader of the Krogan — if he should decide to honor the outsider with his presence. Usually one of the lesser members of the race is deputized to take messages back and forth. Unless the visitor is also a water-breather, there is no recourse once the Krogan have decided not to talk — which they are very apt to do.



The Forest of the Mosswives

The Forest of the Mosswives lies north of the Lake of the Krogan. The trees are grotesquely twisted and heavily hung with moss. A similar moss coats the ground and blooms with six-petaled flowers that glow with phosphorescence. The Mosswives (see p. 54) live in houses with moss walls, roofs and curtains. Moss carpets grow underfoot. Their food is a variety of types and flavors of moss. The houses are lit by star-candles — kin to the flowers that grow in the forest.

The Mosswives are so far removed from the concerns of humankind that they are seldom helpful, except to offer what little information they might chance to have, or perhaps to refer the adventurer to someone else who might know more. But, they will never willingly harm another creature who does not offer them offense.



The Wilds of Escore

Escore is a vast land; only a few portions have been explored, and even less territory is occupied. Much of the wilderness is still under the domination of the Shadow. The landscape is dotted with ruins of towers, keeps, Places of Power, traps set for some unknown purpose and still in working order, and remains of once-mighty cities. Strange beasts and stranger creatures, often masquerading in human forms, roam these wilds. Rasti, Sarn Riders, Gray Ones, Thas (see pp. 107-111), and others await the unwary adventurer.



Mosswives

You have been out on a raid against the forces of the Shadow, but night caught you before you could find shelter. You enter a forest of moss-hung trees, hoping that the creatures who come out at night will not think to look for you here.

The mossy ground is strewn with luminescent flowers, giving you just enough light so you can walk without stumbling over roots and rocks in your path. Watching where you step, you nearly bump into a moss-covered obstacle, like a tree-stump. And then the tree-stump moves. A strange, squat little creature pulls back the long mosslike hair that covers it entirely from top to toe, in order to peer up at you with big, frightened eyes. You realize that you have come face-to-face with one of the legendary Mosswives. What do you do?

Stumbling into Escore

It is before the Turning. The wards set up by the Old Race fleeing Escore are still in perfect working order, and the people cannot even think about what lies to the east. You live in a village near Lorm and are paid to supply the elderly scholars with meat for their tables. On one of your regular hunting trips, you are beset by storms and you lose all sense of direction. To your dismay you are blundering deeper and deeper into the mountains, completely lost and disoriented. You top a rise and discover below a land you've never even imagined existed. (Toto, I don't think we're in Estcarp anymore . . .)

What do you do? Do you try to retrace your steps? Or do you go forward, and enter this strange new land? Are you prepared for what you might find there?



¼ inch = 10 miles

The Western Continent

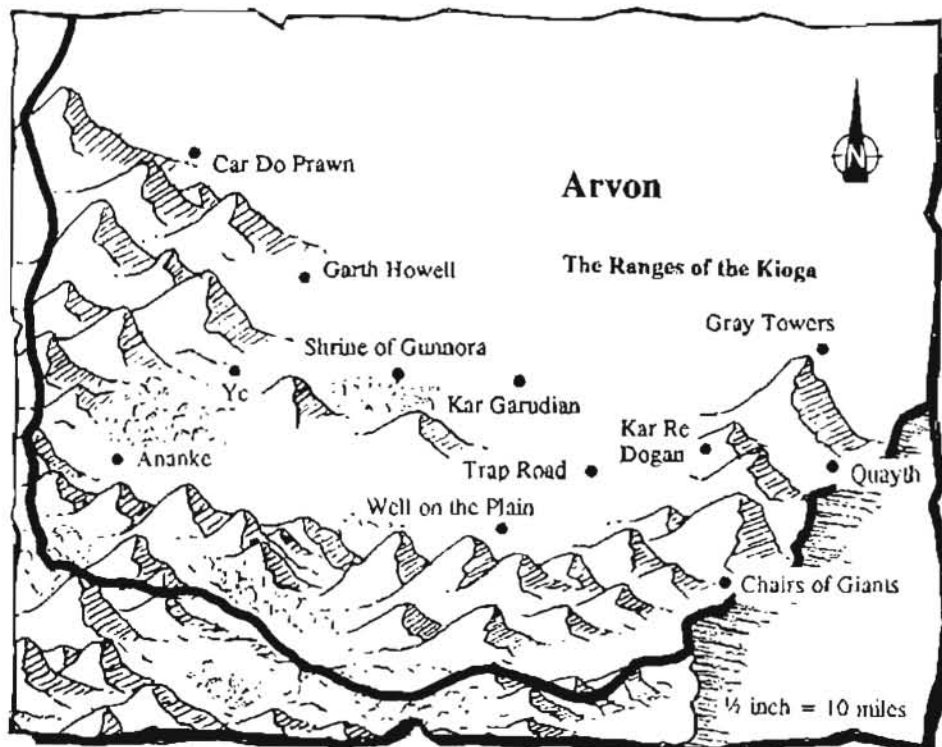
Arvon

The land of Arvon lies over the mountains to the north of the Dales. It is green and fertile and the climate is oddly mild. The people are of the Old Race, and keep much to themselves. Their society is organized into four great clans — Redmantle, Goldmantle, Silvermantle and Bluemantle. They prefer to go about their business undisturbed by the rest of the world.

A number of alien folk, about whom little is known, also live in Arvon: those who tend the Fanies, or personae, of Powers and Forces; a race which lives in rivers and lakes; another which dwells in woods and forests; others which are animal in form, yet intelligent; the mysterious Were Riders (see pp. 49-52) who can take animal shape.

A Gate still exists in the mountains of Arvon, leading to a fearsome shadow world. Beyond this Gate lies a forest of gaunt, dark trees with white-gray skeleton leaves, filled with undergrowth of plummy gray ferns that crumble into ash at a touch. The trees themselves are thick with yellow fan-shaped parasite growths that give off a putrid stench. In the clearings, mud-mouths wait to suck down the unwary adventurer who puts a foot to the smooth, inviting patches of ground. Here live great leather-winged birds, their heads three-quarters rapacious beak. Anyone who blunders into this terrible place will be hunted by spider hounds (see p. 108) and their masters. The spider hounds are huge and fierce, and their fangs are poisoned. The masters are worse, twittering things with hypnotic, glowing green eyes, ever shifting from monster form to something resembling a man and back again.

Most of Arvon, however, is beautiful, a fair and smiling land. The marks of the Shadow appear but seldom, though they are fearful indeed when they do.



The Ranges of the Kioga

The Kioga are a nomadic people living in Arvon (see pp. 40-41). Theirs is a tribal society of hunters and gatherers and of horse-herders living in temporary villages. They roam the plains of Arvon and avoid its cities and keeps.



Journey to Arvon

You live in one of the northernmost Dales. It is early spring, time to bring the sheep in for shearing so your Lord can take the bundles of wool to the market. You are searching for a stubborn old ewe who seems determined to hide her twin lambs when you catch sight of a beautiful young woman.

She is dark and slender, and is armed with a bow. She seems as surprised to encounter you as you are to see her. From her clothing and appearance you know that she is from Arvon. What is her errand? What has prompted her to come down into High Hallack? You hear the sound of a horn and hunting dogs and you realize the beautiful girl is the prey.

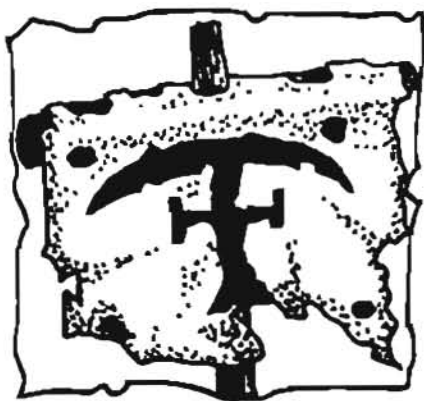
"Help me," she says urgently. "I must get back to my father's stronghold and warn him of the peril from within . . ."

The hunters come closer. You hesitate only a moment. Then you forget all about the sheep, the wool and your Lord's welfare. Taking the lady's hand, you start running. If you can get to the next rise, you know a secret path northward . . .

Refuge with the Kioga

You and the lady from Arvon manage to elude the hunters for the time being. But they are bound to pick up your trail again and there is the vast plain of Arvon to cross. You find a small copse of trees around a spring and sling yourselves down to drink and rest. Without willing it, you fall asleep. When you wake, you find yourselves surrounded by Kioga warriors.

You explain your plight, and apologize for intruding on their territory. They take you to their tent-village where their Shaman questions you. Will the Shaman decide you are who you claim to be? Is the lady's errand what she claims it is? Will the Kioga offer you refuge or take you to her home in safety? Will you be in time to warn her father of the danger? And if not, what will be waiting for you when you arrive?



Clan War in High Hallack

You are in clan-service to a Dales Lord. A year ago, he refused his daughter's hand in marriage to the neighboring Lady's son, a vicious youth with a reputation for drinking too much. A few months later, your Lord's wife died, whereupon the Lady, having grown weary of sleeping in a lonely bed, proposed marriage herself to your Lord. He had loved his wife and this offer, coming so hastily, offended him. He refused the petition, and since that time there has been no friendship between the two leaders.

One day, as you are going about your duties, you hear the sound of a war horn echoing from the mountain-top. It is coming from the direction of the neighboring Dale. Evidently the Lady has decided to take revenge for the "insults" offered her and her son. You run for the Keep and take up your weapons as the invaders come leaping down the slopes and rush across the valley plain. Your Lord has allies, and they will come to his aid, even as the Lady must have her own allies.

It is war, and with it blood-feud and death. But you have always loved your Lord's daughter. With war also might come the chance for advancement, far beyond your station . . .

Search for Quan Iron

You are a Dalesman. The times are peaceful and you and some of your friends have grown weary of inactivity. You enlist the help of a Wise Woman and another who is almost certainly an untrained warrior Witch. Your party ventures out into the Waste, on the strength of a rumor that a large quantity of fabulous quan iron has been located somewhere beyond a certain ridge of mountains. There are stories that between there and the Dales lie terrible dangers — uncanny beasts, Old Ones who might wish to amuse themselves with foolhardy adventurers, ancient traps still in perfect working order. But you are young and full of self-confidence. Nothing can stop you . . .

High Hallack

The Dales of High Hallack are deep-soiled, rich valleys clawed out of the earth by ancient glaciers and riddled with Places of Power. High Hallack lies between the unyielding boundaries of the Waste on the west, and the sea on the east. Mountains to the north wall off easy access in that direction. The Dalesmen, uneasy when removed from their mountain valleys, seldom venture farther south than the Inn of the Forks at the edge of Sorn Fen.

Some keeps are mighty fortresses — Ulmskeep, Ithkrypt, Horla's Hold and Croff Keep — while others are only a few steps removed from being a house within a stockade fence. There are no cities worthy of the name in High Hallack; mere villages cluster about the strongholds and even the ports are small towns. Some of these include: Coomb Brackett, the fishing village of Wark, Trevamper, Komm High, Twyford (home of the wool trade), Hill Dallow, Ghyll, Handelsburg, Inisher, Casterbrook, Boldre, Garth Haigis, Rannock and others. Jorby is the port town of Vastdale; Ulmsport, to the north, serves Ulmsdale. Venesport lies in mid-country and Klavenport is the furthest south. The Dales abound with landmarks such as Falcon Pass, Mulma's Needle, Wyvern's Wing, Falcon's Fist, Throat of the Hawk and Giant's Fist.

A typical Dale is landlocked, a narrow valley surrounded by walls of raw, steep mountains. Streams and an occasional river water the valley floor. Dalesmen plant crops but only to feed themselves; their wealth and greatest source of income is from sheep and cattle. The Lord lives in the most imposing Keep that his finances will allow, strategically situated to dominate and command the Dale.

Occasionally a Dalesman becomes entrapped by or voluntarily investigates a Place of Power and thence finds his or her way into Arvon, sometimes as far as the Gray Towers. Inter-marriage between Dalesmen and the people of Arvon has been known.

There are many Abbeys dedicated to the worship of the Undying Flame in High Hallack. The most noteworthy of these are in Norsdale and Lethendale.

The Dales are divided among many independent clans — each ruled by a lord or lady. Although there are the inevitable clashes between clans, for the most part the Dalesmen live privately and in peace.



Dales

- | | |
|-----------------|-----------------|
| 1. Uppsdale | 23. Hockerdale |
| 2. Paltendale | 24. Lithendale |
| 3. Rishdale | 25. Corriedale |
| 4. Ulmsdale | 26. Nordendale |
| 5. Langsdale | 27. Roxdale |
| 6. Fyndale | 28. Grimmerdale |
| 7. Vastdale | 29. Gastendale |
| 8. Ithordale | 30. Innordale |
| 9. Ithdale | 31. Tryndale |
| 10. Dorndale | 32. Athendale |
| 11. Haverdale | 33. Bochsedale |
| 12. Nordsdale | 34. Everdale |
| 13. Dundale | 35. Clewsdale |
| 14. Harrowdale | 36. Brimdale |
| 15. Landendale | 37. Durndale |
| 16. Gastendale | 38. Jensdale |
| 17. Edale | 39. Helmsdale |
| 18. Vestdale | 40. Smalldale |
| 19. Trewsdale | 41. Mansdale |
| 20. Garnsdale | 42. Sutherdale |
| 21. Summersdale | 43. Lomdale |
| 22. Fartherdale | 44. Thromdale |

Cities

- 45. Ananko
- 46. Quayth
- 47. Safekoop
- 48. Ulmsport
- 49. Twyford
- 50. Croff Keep
- 51. Ithkrypt
- 52. Trovamper
- 53. Vennesport
- 54. Franklyn
- 55. Coomb Froms
- 56. Wark
- 57. Jurby
- 58. Klavenport
- 59. Coomb Brackett

Places

- 60. Gate
- 61. Chairs of Giants
- 62. Cape of Black Winds
- 63. Falcon's Pist
- 64. Norstead Abbey
- 65. House of Kantha Twice Born (Abbey)
- 66. Spiral Maze
- 67. Mulma's Needle
- 68. Temple of the Five-Pointed Star
- 69. Falcon Pass
- 70. Wyverns Wing
- 71. Ingra Ford
- 72. Circle of Toads
- 73. Sorn Fen
- 74. Inn of the Porks

High Hallack

1 inch = 40 miles



Encounter with the Kolder

You are living on the Sulcar peninsula. You have heard that Gorm has fallen to a strange race of man-like beings called the Kolder. You become aware of some activity on the seacoast. Rumors have it that these same Kolder are now inexplicably building a new city there.

The general opinion in your town is that someone must be mistaken. After all, if the Kolder now hold Gorm and its port city, Sippar, what reason could they possibly have to build another city, so far away?

Eventually a group of younger men privately decide that they will go and find out for themselves. The Council in Es City ought to pay well for reliable information, and nobody has seen anybody who even looked like a Witch prying around in the neighborhood. So you start off, full of confidence that what you'll find will be something innocent like a new Sulcar port.

And then you run into the Kolder . . .

Were's Chick

You live in a ruined stronghold in ancient Arvon. As you begin to grow from a boy into a man, you become aware that some of the changes you are undergoing are not quite those of other boys around you. You begin to have strange dreams; not the usual fantasies, but incredibly vivid dreams from which you wake with tired muscles. Though you are growing rapidly, you seldom want breakfast.

And then, one day, you get into a confrontation with some of your former friends who have begun to feel uneasy when they are in your company. The dispute escalates into a fist-fight. Before you quite realize what is happening, your body compacts, your armspan increases dramatically, and you have taken flight. You are a were-eagle! Upward you soar, free! You could fly forever! But you must come back sooner or later. You are still only a half-grown boy.

Other Adventures

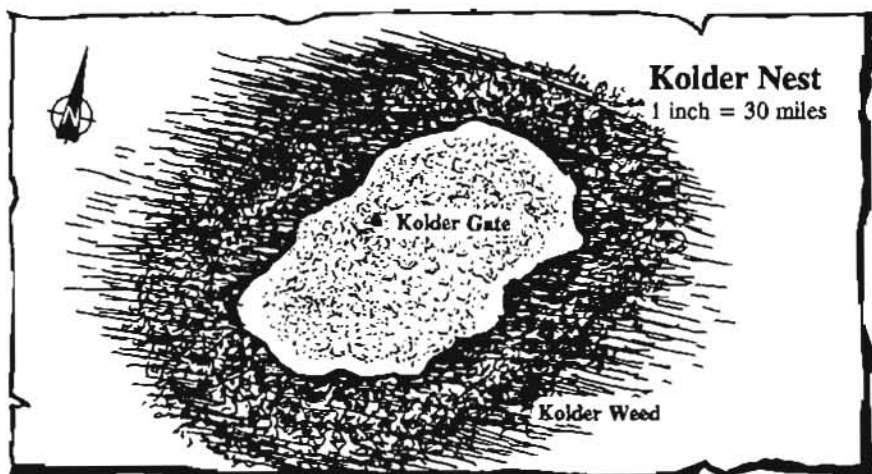
By now, you should be able to construct a thrilling adventure of your own. Use locations and events from the *Witch World* books and stories, or create something entirely different. You have many lands, countries and peoples, and about a thousand years of history to draw from.

Good luck and good gaming.

The Kolder Nest

The Kolder Nest was located on an island far south of High Hallack. This island, talked about in whispers, lay over the horizon and far from the usual searanes. One of the defenses of the Nest was a form of weed (see p. 111). At first, it appeared harmless. It floated in red-brown strings the color of dried blood, forming tangled island-like patches on the sea and attracting crabs that could be harvested. Later, the least contact with it caused it to cling and grow, covering a ship and everything in it. Where it touched flesh, it burned like fire and men or animals died in agony from the poison. Close to the Island it coalesced into a solid, impenetrable mass. The Kolder ships — TL8 submarines — ducked under the weed, and emerged in an underground harbor beneath their citadel. The weed could be destroyed by fire, and anyone venturing into the area of the Kolder nest, even long after its destruction, would be wise to carry oil and the means for setting it alight.

Not all was grim in the Kolder empire. Elevators conveyed people to their destinations by mind direction. Furniture folded down from walls and could be returned again when no longer needed. Bare floors were nonetheless resilient underfoot. Cabinets that opened in response to mental commands held clothing, the rolls of scored metal strips that served the Kolder as books and other items incomprehensible to humans. But, even after the Kolder were defeated, the place was shunned by seafarers.



The Waste

Bordering the Dales to the west is the enormous desolation known as the Waste, where the Old Ones were thought to have lived once. This is a land of deserts, scrub, mountains, plains, valleys and deadly peril. It holds remnants of old Places of Power and is inhabited by monsters, outlaws and a few prospectors reckless enough to go hunting the strange metals the Old Ones used for their mysterious purposes.

Old Ones still sleep in parts of the Waste — waking to do battle with their counterparts of the Dark, and then returning to their slumber.

For centuries the Were Riders made their home in the Waste. Their Lodge lay hidden, surrounded by many miles of desolation, and no one ever ventured near. Dark and terrifying were many of the stories told of these beings — natural shapechangers created by a long-vanished Adept. They were rumored to be immune to death save through misadventure and were exiled when their beast natures, freed from their creator's control, prompted them into committing unforgivable acts.

The only known deposits of quan iron (see p. 96) are found in the Waste. This strange metal is salvaged from the weapons and tools of the Old Ones.

CHARACTER CREATION



3

Witch World Races

Player Characters for the Witch World should be built on 100 points, using the instructions in the *GURPS Basic Set*. Depending on the location and time of the campaign, certain nonhuman or demihuman races may be either common or rare. Nonhuman characters are created just like human characters, except where specifically stated in the racial descriptions. Check with your GM before choosing any non-human race to be sure it is appropriate.

Some races have abilities and limitations which are considered normal for them. The limitations and disadvantages given in the racial descriptions do not count against the normal three disadvantages or the 40-point limit. The point cost is given in the heading. When a description gives attribute bonuses and/or penalties, these modifiers affect the final attribute level, not the actual point cost.

Humans

0 points

Most residents of Karsten, Alizon and High Hallack are human; however, they may have separate customs, physical characteristics or requirements. See the descriptions on pp. 36-43 when creating characters from these countries.

Advantages and Disadvantages: Humans can have any advantages and disadvantages at the normal cost.



Languages: Any human born and raised on the Witch World would know the common Witch World language.

Skills: A human born and raised on the Witch World can have any skill appropriate to TL3 or any specific Witch World skill appropriate to the individual background. However, players — and the GM — should insure that characters are designed with a reasonable combination of skills for their backgrounds.

Visitors from Other Worlds

Some humans are not native to the Witch World. Simon Tregarth, a man of the mid-twentieth Century, came by way of a Gate shown him by a man who assured him he would find the world best suited to his talents and abilities. Later, Glenda, a young woman with the disconcerting ability to turn into a leopard, discovered another gate and came through, to find her own destiny with another of her peculiar kind. Kelsie McBlair stumbled into the Witch World through a Gate located in a circle of standing stones in the Scottish highlands, accompanied by a wildcat fleeing a hunter's trap.

Because of the nature of Gates (wherein both time and space can be twisted beyond recognizability), other Earth-people of other times and places can show up as well.

Advantages and Disadvantages: Humans from Earth or other low-mana worlds may have advantages such as Magical Aptitude or Shapechanging, even though these would not have affected them if they had remained on their home worlds. They will *not* have any skills to use these abilities, however.

Languages: Anyone arriving through a gate must learn the Witch World language (see p. 61). Until then, they will have great difficulty communicating with others.

Skills: A human arriving on the Witch World through a Gate may have any skills appropriate to his or her home world; for example, a human from 20th-century Earth could have any skills appropriate to TL7. He will not have any Witch World specific skills, however.

Estcarp

Humans in Estcarp might be Guardsmen working out of Es Castle, Borderers patrolling the borders of Karsten or Alizon or Blank Shields looking for a job. Although farming is the largest single occupation in Estcarp, any of the standard jobs applicable for a TL3 country would be available (see the *Jobs Table*, p. 65). Employment opportunities are somewhat limited, however, by the fact that there are no major cities in Estcarp.

Women in Estcarp are usually either Witches (unfortunately this isn't an option for humans) or married and raising families. A widow or Wise Woman might have the freedom to go adventuring and a married woman might hunt for her missing husband. But during peace time, most women stay home, spin and weave cloth from the cotton-silk loquth fibers, and mind the house and farm. During war women are prepared to fight — and to fight fiercely — to protect their homes and families. War tends to create adventurers — although they are often unwilling ones.



Guards

The Guards of Estcarp wear chainmail and helmets crested with birds. Their other clothing consists of leather breeches and shirts of loquith-cloth, with a leather tunic that is worn under the chainmail. A peculiar feature of their helms is the throat scarf of mail. They carry swords and dart guns (p. 62). Besides guarding the Council at Es Castle, their main duty is to patrol the borders of Karsten and Alizon — both countries have always been openly hostile to the land that lies between.

A Guard may find it difficult to get enough time off to go out adventuring, unless the adventure is one assigned by the Council. Guards often join forces with Borderers and Falconers. All combat and survival skills are appropriate. Officers should also have leadership skills. Diplomacy skills are useful for smoothing tensions between the Witches and Falconers.



Borderers

Strongholds, fortresses and fortified estates called garths line the borders of Estcarp, both north and south. Those who live here are called Borderers. These brave men and women choose to forego the comforts, pleasures and relative safety of Estcarp's interior. Although they acknowledge no overlord higher than themselves, they still make common cause with the rulers of Estcarp. Borderers do not have a distinctive manner of dress and arming, but they all wear armor and carry weapons.

A Borderer will live a life of constant adventure, since — even when there is not open war — the enemies of Estcarp are always testing the borders. They are often independent (see *Strong Will*, p. B23) and impulsive. Sense of Duty and Honesty are also common. All combat and survival skills are appropriate for Borderers.



Blank Shields

Blank Shields are mercenary soldiers with no allegiance to any lord, but available for hire. The name derives from the custom of bearing the device or symbol of his lord on a soldier's shield. The code of honor for Blank Shields dictates unswerving loyalty to those who pay them. Men who have lost their hereditary lords frequently become Blank Shields. They are often wanderers, but some seek only to find service with another lord. Spies often assume the role of a Blank Shield. Because his time is his own, unless he is under contract, a Blank Shield is often available to go adventuring.

All combat and survival skills are appropriate for Blank Shields. They will always arm themselves as well as finances allow. Most will also follow a Code of Honor (see p. B31) which requires unswerving allegiance to any lord they have contracted to serve.

Alizon

The people of Alizon are human, with silver-white hair and green eyes. Their features are craggy, with wide cheekbones and hooked noses. Little is known of their origins, but they are a warlike people who came to the Witch World through a Gate sometime in the distant past.

The warriors use lean, white dogs of war and with bitter humor call themselves the Hounds of Alizon; their war baron is the Master of Hounds. Their uniforms are close-fitting tunics and breeches made of green-blue fabric, with dog's-head badges on the tunic breast. They wear crested helms with masks over the eyes and short coats of furred hide. In place of a breastplate, they wear wide leather belts, frequently over chainmail shirts. Their boots rise over the outer part of their legs in a sharp point. They carry hunting horns and are armed with swords and dart guns.

Alizon is a male-dominated, feudal society and the Hounds of Alizon are all male. Women — even of the nobility — stay home and take care of the homesteads.

All combat and survival skills are useful. Hounds are often cruel and unpleasant people. Intolerance, Bully, Berserk, Fanaticism and Jealousy are all common disadvantages. Physical disadvantages are less common since Alizon society makes no provisions for the handicapped. They dislike Estcarp and Witches intensely and will be regarded with deep suspicion by anyone from Estcarp. An Alizonder in Estcarp or in High Hallack has the Social Stigma (Outsider) disadvantage.



High Hallack

The people of the Dales are reminiscent of the Scots Highlanders. Despite their pride and high tempers, Dalesmen seldom make war for the sheer sake of fighting, and are loyal to their hereditary rulers. Because of their vigorous life-style, Dalesmen tend to be quite strong. They have brown hair bleaching to a shade lighter than their skins in summertime. They generally have little facial hair. As in many feudal societies, they habitually go armed, the women as well as the men. They favor chainmail and their preferred weapon is the sword, although they also use axes and crossbows.

Before the coming of the Hounds of Alizon, they lived quietly, tending sheep and cattle. Each clan leader gathered around him bands of warriors, and some of the likeliest of the young men served in this fashion. Women

spun, wove, baked, cleaned and tended wounds when one clan rose against another. They could escape this life of drudgery by going into an Abbey, or, rarely, they could become Wise Women (see p. 39).

During the war with Alizon, all of the men and many of the women became fighters, either in small, independent bands or in the army Lord Imgry assembled. The question of earning a living was put aside in favor of the more pressing problems of finding enough to eat, and staying alive in order to fight the next battle.

Even during peace time combat skills are important. Dalesmen often have quick tempers and strong wills.

Clans

Dales' society is divided into clans of varying sizes, acknowledging no paramount ruler. A clan member, or a relative, no matter how distant, is always assured of a place to live, in return for service to his Lord.

Each Dalesman must have his Clan Lord as a Patron (see p. 61). The concept of service and duty is central to clan life, so he will have a Duty as well. The worst calamity that can befall a Dalesman is to be declared outlaw. Forsworn to his Lord, blood-bond broken, without the shelter of his extended family unit, he is as good as dead. Clanless and kinless, he has no right to anything, not even the least of his possessions, since all that he owns is his by patronage from his Lord.



Customs of High Hallack

The people of High Hallack burn their dead if possible, particularly in areas where forces of the Shadow are strong. Too many servants of the Shadow know how to reanimate the dead and enslave them.

The marriage ceremony in High Hallack is by Cup and Flame. The Eastern Continent does not follow such formal custom, though both continents recognize axe-marriage, whereby the parties wed by proxy; the axe "stands in" for the absent bridegroom.

In High Hallack the polite thing to say to one who does you a favor is, "Thanks given." Before sitting down to eat, a cultured guest will recite the following: "To the giver of the feast, fair thanks. For the welcome of the gate, gratitude. To the ruler of this house, fair fortune and a bright sun on the morrow morn." After the meal, the guest says: "For the feast, my thanks; for the futures, all good. As I take my road again, good fortune to the house."

The oath of Sword and Shield, Blood and Bread is among the strongest a man can swear. Also, throughout the Witch World, the Peace of the Highways is observed except in times of open warfare; it is a bold highwayman indeed who will risk breaching this Peace, for every hand will then be against him.

The Sword Brothers

When the Dalesmen arrived through the Gate from their homeland, they had among them an exclusive warrior caste known as the Brotherhood of the Sword. They functioned as a kind of peace-keeping force among the quarrelsome clans.

Their numbers were limited, though many mercenaries who bore a blank shield would have gladly joined their ranks. They chose a new member only when a Sword Brother died or retired from active fighting, and then they accepted only the best.

They were men apart, kinless and lordless, having no clan ties once they had taken the Sword Oath. Their skill with sword, bow and short spear was so well known that frequently they could assert their authority without having to touch steel. They made no demands for sustenance from the clans, supplying themselves from their own flocks and herds, which foot-brothers tended.

To be accepted into their ranks was the dream of most young men of the clans. Although the Brotherhood has not been seen in centuries, some day the ideal of the Sword Brothers might arise again.

Keepers of the Flame

The official religion of the Dales is the worship of the Undying Flame. When the Dalesmen came to High Hallack they immediately began to build Abbeys throughout the Dales, dedicated to this worship. Two noteworthy Abbeys are those in Norsdale and Lethendale.

The Abbeys, inhabited by coifed and sequestered

Dames, are havens of shelter and tranquility in an uncertain world. The Abbesses and Dames tend the Flame and honor Those Who Have Set the Flame. They wear simple habits with strands of interlocking silver rings dangling from their belts, which they use in their daily prayers. They provide shelter to those who have dedicated their lives to that symbol as well as to women who need a haven in this life.



The Dames are also known for their healcraft. They, and the Wise Women (below), are often called upon in times of conflict to open their doors and turn their quiet Abbeys into hospitals for the wounded and dying.

Other beings are also held in high esteem, notably the Lady Gunnora, whose sign is a sheaf of ripe grain bound together with a fruited vine ready for the plucking. Gunnora smiles upon barren women to make them fruitful and eases the pangs of childbirth. She has no priestesses or shrine attendants. Those who seek her intervention come into a Presence they may seek, but never see.

Wise Women

Each Dale counts itself fortunate to have in residence a Wise Woman who knows herb lore and has some familiarity with the old Powers. Although a Witch of Estcarp is sometimes referred to as a Wise Woman, a Wise



Woman of High Hallack is not a Witch. The Dalesmen of High Hallack fear Witches and their powers. A Wise Woman is different. Her magic is primarily that of herbs and potions and her use of Power is directed toward tending ills and averting dangers of the spirit.

The Wise Women do not call upon the Flame, yet men do not question or challenge them for it. Their skills are in-born and they are free to come and go as they choose. They serve all without question. They never live completely in any one community or Holding. They seek their own place, where they may cultivate their herbs and follow their own ways. Some of these ways are closely-kept secrets and not to be held lightly by those unschooled in their craft. The Wise Women can, and do, wreak vengeance upon those who meddle in their business.

In place of the Witch Jewel (see p. 95), the Wise Woman wears a bead bracelet for memory focus. There is nothing magical or even unusual about these bracelets; if one is lost, broken, or stolen, it is replaced without comment.

In the past, the Wise Women (like Witches) did not wed. Each picked her own successor, to be trained and fostered, when the girl was still a small child. A maiden so chosen became clanless and kinless, no matter what House she had been born into. After the Alizon invasion, married Wise Women were not unknown. The custom of not marrying is still the prevailing one, however. A Wise Woman will ordinarily have only one "daughter."

Karsten

The people of Karsten are reddish blond but their stock is distantly related to the Old Race. Even now, an occasional child with pale skin and dark hair, a proudly-held head and clean-cut features appears among them.

A Karstenian in Estcarp has the Social Stigma (Minority Group) disadvantage. They often have bad tempers, intolerance toward people from Estcarp (Witches in particular) and combat skills.

Prior to the Horning, members of the Old Race (see p. 10) were tolerated, although not really accepted members of Karstenian society. Not surprisingly, most members of the Old Race and tolerant humans were Borderers. They preferred living farther away from the mainstream of Karsten society. After the Horning, members of the Old Race were hunted down and killed. Many humans with dark hair and dark eyes were also killed in the genocide.



Kioga

Kioga society is somewhat similar to that of American Plains Indians. They are peaceful by nature, though harsh and intolerant of any who break their laws even unknowingly. They roam the plains of Arvon, avoiding the cities and keeps, wishing only to follow their own way of life.

Their path is determined by the direction the Lead Mare chooses. The Lead Mare is the symbolic and, in some ways, the true leader of the tribe. Since the tribe is entirely nomadic, they simply follow her lead. The Kioga do not choose which horses they will ride — the horses choose them!

Both men and women ride, hunt, etc. Choices of occupations, skills and activities are not based on gender. Men and women also dress similarly. They wear loose, heavily embroidered, linen-like blouses in bright colors. Their trousers are made of coarse flax and tucked into the tops of their soft boots. The boots are laced with dyed leather. When the weather is colder, their outer garments are beautifully-patterned blankets with a simple hole for the head cut in the center, making a loose surcoat.

The Kioga have dark complexions, hair and eyes, with high-bridged noses and high cheekbones. Most Kioga wear their hair braided, often with bright ribbons or cords. Copper necklaces set with rough stones are also common.

The Kioga believe in drum magic, as practiced by a Shaman who is often female. The drum functions for them much as does the Witch Jewel. A Shaman will never leave her tribe.

A Kiogan will usually specialize in outdoor survival skills, and would make an admirable scout. The weapon most closely associated with the Kioga is a peculiar barbed spear (see p. 62), though they also use bows on occasion. Many Kioga have Animal Empathy and/or the Animal Handling skill. Almost all Kioga will take the Riding (horse) and Spear skills at their DX or higher.



Sulcar

10 points

The Sulcar, like so many of the inhabitants of the Eastern Continent, are not native to it. They came from some unknown region in the far north in the nearly forgotten past.

The Sulcar are respected throughout the known world for their prowess in battle and for their skill in seamanship. Although they have long been allied with Estcarp, they can walk with impunity through the streets of Kars or Alizon City except during periods of open war. Both Alizon troopers and Karsten shieldsmen are careful to speak to the Sulcar in mild tones.

Sulcar men are generally large-bodied and very muscular. They have fair hair, and customarily shave their chins although they grow ferocious moustaches. They are genial, with unpolished manners, and tend to be brawlers. They like nothing better than engaging in a good fight, followed by an enormous meal and an evening drinking in the local tavern, flirting with the barmaids.

A Sulcar's home, insofar as he can be said to have one, is his ship. There are several types of Sulcar ships: enormous vessels where families live except in time of war, swift battle-cruisers (sea-hawks) and sturdy broad-beamed ships designed to carry large loads of trade goods. All are sail-powered, and all have prows carved in the shape of serpents.

Before Simon Tregarth of Earth came to the Witch World, it was believed the Sulcar alone could mate with the Old Race and hope for offspring. This mingling of over-refined Estcarp blood with the vigor of Sulcar kept the Witch strain from dying out entirely.



The Sulcar have an open, genial attitude toward sex; their Free Companions — laughing, lusty women who company with the equally lusty sailors in mutual enjoyment — are unique on either continent.

The Sulcar are generally content with a breastplate for armor, and wear helms surmounted with the likeness of some animal noted for its fierceness. Their cloaks are, by choice, skins of the same animals decorating their helms. They favor swords as weapons though they are equally adept with maces or axes and will use bows, crossbows and throwing axes when fighting ship-to-ship. They are uneasy horsemen because they can seldom find an animal strong enough to bear their weight. When they go into battle, their battle cry is, "Su!"

They are normally large, strong, healthy and boisterous. It is not uncommon for Sulcar to be gluttonous or lecherous. All Sulcar (men and women) must take the Seamanship/TL3 skill at their IQ or higher. Sulcar are respected throughout the world for their prowess in battle and their skill in seamanship — this is a +2 Reputation advantage which costs 10 points (see p. B17).

Vupsall

The Vupsall were once wandering traders and herdsmen before turning to the more primitive life of hunters. They travel on foot or by dogsled. They are also skilled metalworkers, crafting fine weapons and fashioning splendid, barbaric jewelry.

Their society is organized in clans. Though a chief rules each clan, women are by no means without voice or power. A fortunate chief will have the services of the Vupsall equivalent of a Wise Woman. Magical Aptitude is rare among the Vupsall. Those women who have it become clan Wise Women, while the men, being warriors, seldom have the opportunity to develop Magery if they do have it.

The Vupsall may have originally come to the Witch World through a Gate. They resemble Eskimos both in their body structure and some of their customs. Their skin is dark brown; their hair is an odd red-yellow, though brows and lashes are black. They have broad faces, flat noses and thick lips.

Both men and women customarily go bare to the waist, wearing only breeches held up by wide jeweled belts. They wear their wealth in the form of necklaces and other jewelry, and paint both their bodies and their clothing with clan symbols. When a young woman wishes to signal that she is ready for marriage, she paints her breasts with flower symbols. In cold weather they put on loose fur tunics with hoods, tightly belted at the waist, and trimmed with a greenish fur ruff about the face. The women coil their hair in elaborate coiffures, securing it with jeweled pins.

When a person of importance dies among the Vupsall, he is interred in a grave pit with his most cherished possessions, including dogs and servants, to accompany him on his journey. The entire tribe files past the grave pit, and

each person — even the smallest babe in arms whose hand is guided by its mother — drops some precious farewell token; the value of the token given is proportional to the esteem in which the departed was held. Fabulous treasures of gold, fine Vupsall weapons and boxes of scented ointment lie buried in the cold and barren reaches of northwest Escore.

Most Vupsall males are armourers or jewelers — frequently both — in addition to being hunters, trackers and warriors. All Vupsall love jewelry; it serves as both artistic outlet and status symbol.

The Vupsall hate and fear a people whom they call Sea Wolves. The Sea Wolves are very like the Sulcar in many respects — and may well be an isolated company of Sulcar whose journey through their Gate threw them into this part of the Witch World. The Sea Wolves descend upon the Vupsall periodically, killing all they can find and looting them of their weapons and jewelry. So intense is the Vupsalls' hatred for the Sea Wolves that a Vupsall is unlikely to get along with a Sulcar either.

The Vupsall usually have high HT; they are very hardy as a result of the outdoor life they lead. They have a -2 reaction to Sulcar and are often quick to provoke a fight



with one. Vupsall are usually illiterate. In fact, Literacy is an advantage. But, since literacy is so unusual, a Vupsall character must conceal it from his clan or run the risk of becoming an outcast. Vupsall usually have Survival (Arctic, Forest), Armoury (TL3) and Jeweler skills. They are often hunters and Animal Empathy and Animal Handling are common.

The Old Race 30 points

The Old Race can be found in Estcarp, Escore and Arvon. They could also be found in Karsten before they were outlawed and massacred by order of Duke Yvian during the Horning.

Both the men and women of the Old Race are medium tall and rapier-slim, with black hair and eyes. They are 10-20 lbs. lighter than average for their height. They are aloof in manner and it is said of them that the Old Race breaks but does not bend. They do not show their age until they are near death. Then, they age rapidly. Their life spans are longer than those of humans, and Witches are known to live at least eight generations.

Members of the Old Race can be found in most professions. They are often Borderers, Guards, farmers, merchants, and of course, Witches.

Advantages and Disadvantages: People of the Old Race do not *start* to age until they are 400, but they age rapidly after that — they roll for aging every three months after age 400. Any failed HT roll, not just a natural 17 or 18 (see p. B21) causes attribute loss. This is a modified version of the longevity advantage — worth 20 points.

People of the Old Race are very resistant to mental control. They have the Strong Will advantage at Level 2; additional levels may be purchased at the normal cost.

They are immune to the effects of Kolder mind-control machines. They can be killed but not controlled.

All people of the Old Race must buy Telepathy ability (see pp. B165-171). It may be a latent ability, but it must be purchased.

Languages: All people of the Old Race know the common language of the Witch World.

Skills: A person of the Old Race may have any TL3 or Witch World skill appropriate to his background.

Witches

Witches are easily recognized anywhere by their bearing and manner — proud, even among people known for their pride. They abandon ornament and worldly adornment and wear silver-colored robes of loqueth-cloth by preference, though it is not at all uncommon for a Witch in the field to dress in chainmail and carry a sword. The one thing she will never willingly lay aside, however, is the cloudy gem that is her Witch Jewel (see p. 95).

Witches are always on the lookout for girls with the promise of ability with the Power. They are brought to the



Place of Wisdom at about six years of age. There they undergo at least twelve years of intensive training in magic. Sometime during this period the young apprentice begins a period of fasting and meditation. At this time her Jewel is attuned to her; the Hand of the Guardian inscribes the girl's Witch name within the jewel in letters of fire which only she can read. This Witch name may be known to her most intimate sisters (but probably not), and is never given to anyone else. To do so would give the other person power over the Witch (see p. 74).

According to their law, customs and beliefs, a Witch keeps her Powers only as long as she herself remains inviolate (see Phobia (Parthenomania) disadvantage, p. 59). A Witch who marries gives up her Powers and is regarded with great scorn by her sisters. Any exceptions to this dogma are simply ignored by the Council.

Qualifications: A prospective Witch is usually selected to begin training at age six, and she stays at the Place of Wisdom until it is completed at age 18. In order to be selected for training as a Witch, a girl must be a female of the Old Race. She must also be a virgin (see Phobia (Parthenomania) disadvantage, p. 59). She must also have Magical Aptitude and an IQ of 11 or greater.

Training: Because of the intensive training at the Place of Wisdom, a beginning Witch may spend points equalling up to three times her age on spells and other magical skills

(instead of twice her age, see p. B43). However, since most of her training is in magic, she may not put more points than her age into non-magical skills. By the time she graduates at age 18, a Witch character must know a minimum of 15 different spells. See pp. 66-70 for examples of how to create a Witch character.

Reputation: Witches are very well-known. Although they are not the only magic users, Witches are the most organized group of mages. They have a +3 Reaction from most people except citizens of Karsten or Alizon, the Kolder and those who are "of the Shadow." These groups will have a -5 reaction. Other exceptions are a -1 reaction from the Krogan, the Torfolk and Falconers. None of these groups are actually enemies, but they do have a basic dislike for Witches. The Krogan and Torfolk perceive them as vain meddlers and the Falconers don't like powerful women. There is no point cost since this reputation is a disadvantage about as often as it's an advantage!

Disadvantages: There are some disadvantages which all Witches share. These do not count against the 40-point limit. All Witches have both Karsten and Alizon as Enemies. These are each 10-60 point disadvantages (see pp. 61-62). Witches also have a 15-point Duty to the Council.

Falconers

Falconers have an extremely patriarchal society. In fact, the term Falconer usually refers to males. Although they are fighting on the same side, Falconers and Witches don't like associating with each other. Their cultures are too different for true friendship. Nevertheless, they are members of the same race.



Male Falconers profess to despise women and, before the Turning, kept them in a separate village. Twice yearly lots were drawn among the younger men. They journeyed down to these villages to sire a new generation. The girls born from these unions stayed in the village. The boys were taken to the Eyrie when they were old enough to begin their training as fighters.



In the Turning, the Falconers' Village, like the Eyrie, was destroyed. Although scattered by the Turning, Falconers maintain their lifestyles to the best of their abilities. They usually work as mercenaries, often with the Sulcar or the Borderers. They normally hire out as troops rather than as individuals.

Unless a Falconer loses his falcon (see p. 107) through sickness or war, he will always have the bird with him. (Until well after the Turning, only males have falcons.) When not fighting, he will be more solicitous of the bird's well-being than his own. A Falconer and his falcon are paired when the bird is first able to fly. The falcon leaves his nest and chooses from among the Falconers who are gathered around the nest; the choice is the falcon's. This special bonding is for life. It is unusual for a second bonding to take place if one of the pair is killed. Depending on the time of a campaign, a Falconer's feathered companion may be equipped with peculiar communications devices (see p. 63). After the Turning, however, these devices vanished as they broke down and couldn't be repaired.

Falconers have reddish hair, brown-yellow eyes and a strong, compact build. The men wear mail shirts and carry small, diamond-shaped shields. Their falcon-shaped helmets cover the entire head. They ride small, sure-footed ponies if they can't afford a Torgian (see p. 109). Their saddles feature a forked horn on which their falcons can ride.

They have not forgotten the debt they owe the Sulcar for bringing them to the safety of the Eastern Continent. Even now a young Falconer will sometimes serve as a caravan guard or a marine on a Sulcar ship. But a Falconer does not really care for the sea; he longs for the mountain heights that are his natural home.

Sober of mien and not given to idle conversation, the Falconers are warriors among warriors. But unlike the Sword Brothers of ancient High Hallack, one is born a Falconer and never becomes one through choice.

A Falconer will sometimes form an extraordinarily close friendship with another Falconer (see *Allies*, p. B23). If one of these friends is slain, the killer automatically has the surviving Falconer to deal with.

Most Falconers have Animal Empathy (see p. B19). Adult male Falconer characters start with a trained falcon (see p. 107). Most male Falconers have the disadvantage of Intolerance to women (-5 points). Women in Falconer society have the Social Stigma (Second-class Citizen) (-5 points). Male Falconers must take the Falconry skill (p. B46) and *Falconsong*, the falcon's language at their IQ level. (*Falconsong* is a M/H language).

The People of the Green Silences 70 points

Although they look human, The People of the Green Silences are not. One of their most striking characteristics is the constant shift in their coloration and appearance. One moment they are dark, the next they are fair, according to their mood and their surroundings.



The women wear gauzy tunics girded at the waist and wreaths of flowers or ornaments of green-blue stones in their hair. The men wear breeches with attached leggings and soft-soled boots. Over this they wear sleeveless jerkins fastened with gemmed brooches or laces, and a light cloak. Their belts support their primary weapon, the Force Whip (see p. 62), though they also use the bow.

Their leader is Dahaun; this Lady is one of the oldest of legends. Her co-ruler in the Green Valley is Ethutur. Like all the males of the Green People, he has small ivory horns that rise from the thick curls above his forehead. His appearance also alters with his passing moods, but very subtly. The changes undergone by a male are not as dramatic as those of a female.

The People of Green Silences are found primarily in the Green Valley. They venture out only to fight the forces of the Shadow, and then return home.

While the People of the Green Silences welcome any who are not of the Shadow who wish to join them, newcomers will discover an entirely different type of economy. They are expected to contribute according to their skills — hunting, scouting, fighting, farming, etc. and in return are furnished with food, shelter, clothing, weapons and other necessities. They will find no way to earn money, nor any need for it.

Advantages and Disadvantages: The People of the Green Silences have +1 to HT, +1 to IQ, Combat Reflexes, and one level of Magical Aptitude (further levels can be purchased normally). They also have the Immunity to Disease advantage. They love nature, and have Animal Empathy and Plant Empathy. They have a Phobia (-30 points) against living in human buildings.

The People of the Green Silences have the Longevity advantage (see p. B21). They cannot take Aging as a disadvantage and only fail Aging rolls on a natural 17 or 18. They begin making Aging rolls at 1,000! No one knows how long they live since they have never been known to die except by violence.

Skills: They must buy Telepathy Power and Telesend Skill at their IQ level or higher.

Krogan -10 points

The Krogan race was created by the Adepts of Escore using human volunteers for the experiment. They are water-people, almost like mermaids and mermen except that they do not have fishtails. They are pale-skinned. Their silver-colored hair, which they bind with bands of shells or reeds interwoven with flowers, dries quickly to form a cloudy mass. Their hands and feet are webbed. The women wear soft green, yellow or pink-gray tunics caught at the shoulder with shell clasps, and ornamented belts around their waists. The men wear brief garments made of scaled fabric, glittering with jewel colors. They attach large shells to their belts, which serve as pouches. Their



weapon of choice is a formidable spear-staff (see p. 62), green and richly-carved for half its length; the rest is black and keen-pointed. For light they use the shells of quasfi, a naturally luminescent mollusk.

They are shy, preferring to live quietly in the Lake of the Krogan and let the outside world take care of its own problems. The Krogan live in harmony with the Merfay, the turtle-people (see p. 107). Although the Krogan do not think of them as pets, the Merfay do seek out the Krogan at times, for affection and also to warn them of approaching enemies.

Advantages and Disadvantages: The Krogan are partially amphibious, equipped with both gills and lungs, and can breathe water or air. However, a Krogan will become ill if kept away from water for more than a brief time (they lose 1 HT from dehydration each hour they are out of water; they regain HT lost from dehydration at 1 point for each 15 minutes they are submerged). A cool cloth to the brow won't do any good; wrapping the character completely in wet bandages will slow the loss to 1 HT each hour and a half. A thorough soaking in plenty of water is needed to restore HT. Because water is their natural environment, Krogan never need to make a Swimming roll.

Skills: They must buy Telepathy Power at Level 2 or higher and Telesend skill at IQ or higher.

Languages: Krogan have their own language (a M/A skill); they can learn the common Witch World language at normal cost.

Lizard People

-20 points

Lizard People are found only in the Valley of the Green Silences. At about 4½ feet tall, they are far from fearsome in appearance. Their scaled hide is a brilliant yellow-green that glitters in the sunlight, and their eyes look like whirling gold and black jewels. They have clawed hands and feet, and can climb surfaces that baffle a human.

They wear no real clothing, but will often wear a jewel-trimmed belt, with various useful objects hanging

from it. The purpose of some of these things, however, is known only to the Lizard who cherishes them. Males are passionately fond of an involved board game using colored stones and incorporating elements from chess, checkers and go. When not on duty, they pass their time playing it; many of them carry one of



these games with them at all times. They play it only with each other, however; the rules are unintelligible to everyone but Lizard People.

They are intelligent, but because of their small size are used as scouts and not expected to be in the forefront of any fighting.

Advantages and Disadvantages: Lizard People are -2 ST and +2 DX. They must buy Telepathy Power at Level 5 or higher, and Telesend Skill at IQ level or higher.

Languages: They cannot talk, except by Telepathy, and they have no written language. They do understand the spoken Witch World language. They must take the Gesture skill at IQ level or higher.

Renthan 0 points

The Renthan make their home in Green Valley. Though they have an entirely animal form, they are highly intelligent beings. As large as a horse, they are shaped rather more like an antelope. They are usually reddish-brown colored and have tails like brushes of fluff clapped tightly against their hindquarters. A single red horn curves from their foreheads.

A Renthan will often carry someone on his back, but he does it as a favor and not out of any sort of servitude; they are allies and not servants to the people of the Green Valley. They will not allow such an indignity as a bridle or saddle.

Advantages and Disadvantages: A Renthan has $3 \times$ ST, +2 to HT, and normal DX and IQ. A Renthan's weight in pounds is $30 \times$ ST. Note that a Renthan's DX can only be used for actions appropriate to his species; he has hooves instead of hands and his DX cannot be used for picking locks, swinging swords, etc. Buy Move as though it were a separate attribute with a base of 10. For example, a move of 13 would cost 30 points. Dodge is half DX, rounded down. All Renthan must buy Telepathy.

Skills: Although as intelligent as a human, a Renthan does not have the hands required for many skills. They must buy the Running skill at their HT or higher. Since they are built especially for running, Renthan only make a fatigue roll every two miles while running.

Physical attacks: A Renthan does impaling damage of $1d+1$ with his horn. The hooves do $1d-1$ crushing damage, either kicking or trampling.

Language: Renthan can speak aloud when necessary, though they would rather communicate by Telepathy. Their own language is Mental/Average.

Torfolk 5 points

Torfolk are humanoid, but very squat of stature and severely misshapen by human standards. They have an ape-like form, with abnormally long arms and stunted lower limbs. But, as if in compensation, they are also gifted with strange powers. The ability to transport objects





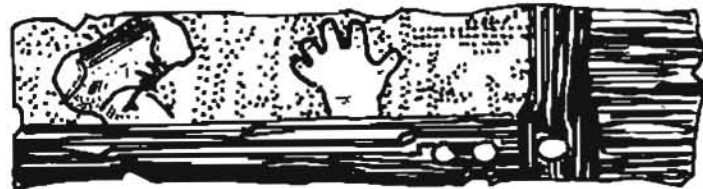
— and, not infrequently themselves — from one place to another by psionics is relatively common among them. However, such a talent draws upon the user's strength so heavily that it is not an everyday activity.

The Torfolk revere the avian Volt, for it was Volt who first noticed them in the before time when they were no more than beasts, and nurtured them into near humans. Volt's face is still carved upon the guardian totems around their fields and over the doors of their houses. They offer first fruits to Volt, and swear their most binding oaths in his name.

Their most sacred temple (a high-mana place) was built by Volt. They do not repair the temple because they feel it would be a great sin to change Volt's handiwork.

Although most people would find Tormarsh a hostile and forbidding place, the Torfolk find it beautiful. They dwell in harmony with nature, taking only what they need for survival.

The birth rate among the Torfolk is very low and children are very precious to them. Pregnant women are treated with great respect and carefully protected. The children belong to all Torfolk, not just the birth parents. They are raised with care and love.



Koris of Gorm was the result of the only known union between human and Torfolk. He became the Captain of the Guards and eventually the Seneshal of Estcarp. He also found and used the Axe of Volt. Koris is a figure out of legend to most Torfolk.

Torfolk society is matriarchal. Each family group is led by a Clan-Mother. Decisions affecting the entire marsh are made by a gathering of the Clan-Mothers.

The Torfolk made a brief alliance with the Kolder during the Kolder War. Although the Torfolk quickly realized their mistake, Tormarsh was declared off-limits by Estcarp. A magical barrier was placed around the marsh preventing anyone of Torfolk blood from leaving. Prior to this sealing of Tormarsh, the Torfolk did have occasional dealings with others but they seldom left the marsh. For the most part, the concerns of outsiders are of no interest to the Torfolk.

Advantages and Disadvantages: Torfolk have the advantages of Peripheral Vision and Toughness (+2). They have the disadvantages of Ugly Appearance and Sense of Duty, both to their race (-10 points) and to the worship of Volt (-10 points). They have these quirks: Cherish all Torfolk children; Dislike leaving Tormarsh; Dislike most other races; Dislike technology; and Think Tormarsh is beautiful. These quirks do not count toward the 5-point limit for quirks.

Skills: All Torfolk have some degree of psionic skill. They must also take the skill Area Knowledge (Tormarsh).

Were Riders

60 points

Ages ago, two score Were Riders were created by an Adept of Arvon to be his elite bodyguard. They proudly held themselves outside the law. They were bred and born for war, and after the Adept who created them vanished through a Gate leading to another world, they found work agreeable to them in the many battles between other Adepts, always seeking the forefront of any conflict. Then the influence of a wicked and mischief-making Adept caused their bestial natures to break free, unrestrained, and they savaged a helpless village. By the time they emerged from the dark spell and regained command of themselves, it was too late; the damage had been done.

They had always been disturbing factors, likely to bring dissension and disturb an uneasy peace. They were exiled for their crimes into the Waste where they built their Lodge. But because they had acted under the control of a minion of the Shadow, they were given hope in their exile. When the stars had shifted into certain new patterns they would be allowed to return to the Gray Towers of Arvon.

The treaty with the Lords of High Hallack during their war with Alizon and the Kolder signaled the ending of their exile. Pierce though they were in combat, their request was a touching one. If they succeeded, and ended their exile, they wanted brides to take back with them to the Gray Towers of Arvon to end their bitter loneliness. Thirteen young women were chosen or volunteered for this duty, and were given to the Riders. This caused some dissension in their ranks, as there were more Were Riders than brides.

Each Rider wears a helm bearing a crest in the shape of his were-form — panther, lion, bear, wolf, horse, bull, etc. By custom, their names all begin with the letter "H" — Hervon, Herrel, Halse, etc. Depending on where and when a Witch World campaign is located, Were Riders will be found in the Waste, in Arvon, or fighting joyfully in the forefront of the fiercest battles.

Shapechanging

The Were Riders are natural shapechangers. They can fight as men, using conventional arms and armor, or they can shift and fight in their were-forms. The Witch World has many types of were creatures. All of the known weres are natural shapechangers. They each have their totem animal into whose form they can change, and they usually wear tokens of that animal upon their bodies. Some of these weres are described below. Others are also possible, but it should be noted that all weres are fighting beasts. If a player wishes to portray a really outlandish were (such as a wererabbit or a werewolf), GMs should either refuse the request or allow the player to suffer the consequences of his foolishness.

The shapechanger, in his human form, always has something about his features or body type that is reminis-

cent of his animal shape. And when he is in his animal form, there is always something a bit "humanish" about him as well.

Witch World weres follow rules slightly different from those given in *GURPS Magic* (see p. M100). The change from human to beast form, or vice versa, takes only one second. Only the physical body changes form; normal clothing and armor are unaffected by the change. The change is powerful enough that clothing bursts at the seams and chainmail pops its links when the person is changing into a large beast, and tangles a smaller beast in its folds. In any case, the beast would quickly rip any clothing or armor off his body. Finding something to wear at the end of his usually nocturnal adventures is only one of the problems faced by a shapechanger. It is possible to make enchanted clothing which *will* disappear when the shapechanger assumes his were form, and then reappears when he resumes his human form. The Were Riders found adepts to create such clothing for them when they returned to Arvon.



Mental Control of Shapechanging

A shapechanger must spend one night in beast form every full moon. During this night, weres usually choose to run free through the wilds. While some weres may be seduced by the Shadow and commit atrocities against humans, most weres try to avoid humans and stay within the animal world. The Were Riders are not of the Shadow. Except for the acts which caused them to be exiled, they have not committed any atrocities. They are, however, fierce fighters and have killed many in battle.

A were in beast form can choose to give control to

either the human or the beast intelligence or to some combination of the two. When the human intelligence is fully in control, the beast knows the skills and spells known by the human — although many of these cannot physically be used in the beast form. In particular, the were can cast a spell only if it is known so well that neither words nor gestures are necessary. However, as long as the human intelligence remains in control, the animal abilities are all at a severe disadvantage. Any use of the natural animal abilities — including combat attacks — is at a skill penalty of -4. If control is given to the animal intelligence, the human intelligence can normally regain it at will. However, when the beast is fighting for his life or when he is hungry and hunting for food, it is not so easy for even an experienced shapechanger to regain control. It takes a successful roll against IQ-4 with one roll allowed every ten minutes, until the battle or feeding is over.

Any natural shapechanger has learned how to control his changing — except for once at the full moon and possibly for the Berserk disadvantage — by the time he reaches adulthood; those who don't learn usually don't survive very long.

A natural were from another world would find that his powers and abilities now match the Witch World pattern. However, should a shapechanging wizard enter the Witch World, his spells will still work as usual.

Were Rider Characters

Advantages and Disadvantages: Were Riders have Alertness +3, Combat Reflexes, Magical Aptitude 1 and Stubbornness. They also have the Social Stigma (Outsider) disadvantage. Were Riders also have the Longevity advantage. They cannot take Aging as a disadvantage, and only fail Aging rolls on a natural 17 or 18. They begin making Aging rolls at 2,000. No one knows how long they live since they have never been known to die except by violence. They are natural shapechangers. Natural animals have a -2 Reaction to all weres. It is possible to train them to overcome this aversion, however. The Were Riders have mastered training horses to accept their strangeness.

The Were Rider must also pay the cost for his particular type of were (see the individual descriptions on p. 51-52. A shapechanger retains his IQ, but ST, DX and HT are all affected, as described for each specific were-beast. *Note:* if DX is 14 or better in human form, there is a +1 to the listed DX in were form. If DX is 9 or less, there is a -1 in were form.

A were in beast shape can use its DX only for fighting and other animal functions — no matter how clever he is, he may not open locks, etc. Actions which are physically possible (GM's discretion) but not normally animal functions can be attempted at a DX penalty of -6.



Skills: The Were Riders have many combat and survival skills — but few other skills. They were created to be fighters. A were can go virtually undetected through woods and forests in his animal form. He can survive on foods he would ordinarily find inedible or repugnant. He is stronger, swifter and more tireless than any human pursuer, and his senses are keener. He has little to fear from other animals; if he cannot flee from a predator, he relies on the uneasiness his wereness creates in other animals for defense.

Attacks: Each were has different attack abilities in were form. See pp. 51-52 for details.

Note: The original Were Riders were not 100-point characters. They were 200 to 300 points at least. It may be difficult to create a realistic Were Rider with 100 points.

Mixed Weres

The children born of marriages or alliances with the Were Riders are either natural shapechangers with full powers or normal non-weres. Not all those with were abilities ever develop them, however. Some *never* do so and others develop them only with the push of a magic item or out of some extreme emergency that brings out their were natures. Until they learn, these characters have no control over their changing — this Untrained Shapechanging disadvantage (see p. 60) lasts until it is bought off.

Types of Weres

In addition to the 60-point cost for a Were Rider, each individual animal has an extra cost. Common types are listed below. These creatures are all natural shapechangers. Magical shapechanging follows the rules in *GURPS Magic* with exceptions as noted on pp. 49-50.

Although the original Were Riders were all male, there have been some female shapechangers in the Witch World. The characteristics for male and female shapechangers are the same, except where specifically stated in the descriptions below. Note that a shapechanger does *not* change sex — only species.

Werebear 15 points

A werebear has double normal ST, normal IQ, DX 13, HT +2 and Speed 8. PD is 1 and DR is 3. Weight is quadrupled. Size is 2 hexes normally — 1 hex when standing to fight.

Attacks: The werebear attacks by biting (close combat) for biting damage depending on strength (see sidebar, p. B140) or by striking with claws (reach 1 hex) for 1d+2 crushing damage.

Advantages and Disadvantages: Any werebear automatically has the Berserk disadvantage (see p. B31) and gets no bonus points for it — that's why this powerful form is so cheap.

Wereboar Or Weresow 25 points

A wereboar or weresow has double normal ST, normal IQ, DX 14, HT +2, and Speed 8. PD is one and DR is 3. Weight is three times normal. Size is 2 hexes.

Attacks: The wereboar attacks by slashing with tusks (1d+1 damage) or trampling (1d-1 crushing damage). The weresow attacks only by trampling (1d-1 crushing damage).



Weredeer Stag, 20 points; Doe, 15 points

A werestag has three times ST, normal IQ and DX, HT +4, and Speed 12. PD is 1 and DR is 2. Weight is unchanged. Size is 2 hexes.

A were-doe has double ST, normal IQ and DX, HT +2, and Speed 14. PD is 1 and DR is 2. Weight is unchanged. Size is 2 hexes.

Attacks: A werestag does 1d+2 crushing damage with his antlers, or 1d+1 trampling damage with his hooves.

A weredoe has no antlers, and she does only 1d-1 trampling damage with her hooves.

Werebull Or Wrecow 30 points

A werebull or wrecow has three times normal ST, normal IQ, DX 10, HT +2, and Speed 8. PD and DR are 1. Weight is five times normal. Size is 2 hexes.

Attacks: A werebull will attack with a charge — a slam and a trample. The slam does impaling damage of 1d+3, throwing his opponent to the ground, where he then tramples at 1d+1. If there is anything left, the werebull will attempt to toss the remains; treat this as falling damage from five yards (see p. B131).

A wrecow will also attack with a charge. The slam does impaling damage of 1d+1 and the trampling does damage of 1d+1. The wrecow will not try to toss the

victim after the charge, however, unless she is wounded or thoroughly enraged.

Advantages and Disadvantages: Werebulls are notorious for having short tempers. They must buy either the Bad Temper or the Berserk disadvantage (see p. B31). Wrecows are more placid in temperament. They will not have the Berserk disadvantage, but may have Bad Temper.

Were-eagle 20 points

A were-eagle is a very large eagle, with a wingspread of 12 feet. He has normal ST, IQ, and HT; DX 13 and Speed 20. DR is 3. Weight is halved. Size is 1 hex.

Attacks: A were-eagle attacks by slashing with talons in close combat, doing 1d-1 damage.

Werehorse 25 points

A werehorse has three times normal ST, normal IQ, DX 9, HT +4, and Speed 15. Weight is four times normal. Size is 2 hexes.

Attacks: A werehorse does 1d+2 damage kicking into any front or rear hex, and 2 hits crushing damage in Close Combat.

Advantages and Disadvantages: Like any other stallion, a werestallion has a touchy temper. They must take either the Bad Temper or the Berserk disadvantage (see p. B31). Although it is not required, a weremare may have either disadvantage as well.

Wereleopard 30 points

A wereleopard has double ST, normal IQ, normal DX, HT +2, and Speed 9. PD and DR are 1. Weight is unchanged. Size is 2 hexes. Vision, Hearing, Taste, Smell, and Stealth are all 18 in the leopard form, making the wereleopard hard to track. They can leap enormous distances — up to nine feet vertically, and up to 15 feet in a running broad jump. A leopard can climb trees at normal speed and is strong enough to do so while carrying a carcass. The leopard dislikes water but is a good swimmer if necessary.

Attacks: The wereleopard goes for the throat, doing 1d+1 cutting damage in Close Combat.

Were-lion 40 points

A were-lion has three times ST, normal IQ and DX, HT +3, and Speed 10. PD and DR are 1. Weight is three times normal. Size is 2 hexes.

Attacks: A were-lion attacks in Close Combat, biting and clawing for 2d-2 cutting damage. The attack is usually on the neck; strangulation or breaking the neck are the most common methods of killing.

Werepanther 30 points

A werepanther is exactly like a wereleopard except for markings. Werepanthers are black.

Werepard 30 points

A werepard is exactly like a wereleopard except for markings. Pards are tawny in color, like mountain lions.

Were-snowcat 30 points

A were-snowcat is exactly like a wereleopard except for markings. Were-snowcats have white pelts with a black tip on their tails.

Werewolf 15 points

A werewolf has normal ST and IQ, DX 14, HT +2, and Speed 9. PD is 1 and DR is 3. Weight is unchanged. Size is 1 hex.

Attacks: A werewolf attacks in Close Combat for biting damage depending on strength (see p. B140).

NPC Races

Some of the intelligent races found in the Witch World are not suitable for PCs; either they are not encountered away from their home territories, they do not communicate with other races, or — in the case of the Kolder — they are inimical to everyone in the rest of the Witch World.

Flannan 0 points

Flannan are tiny creatures shaped like humans, but with wings and red-clawed feet. Their necks are long and



supple. Their appearance is part hummingbird, part fairy, part butterfly, and all charming. They wear no clothing, except for masses of shimmering white feathers that cover their bodies. They are good-natured and frequently dance in midair out of sheer exuberance.

Their powers of concentration are not great. There are stories of heroes who came to grief by depending on a Flannan beyond its capacity for remembering its errand. With care, they can sometimes be persuaded to act as sentries and bearers of brief messages. Their speech resembles the trilling of birds.

Under their leader Farfar, the Flannan have allied themselves with the forces of Light. Only Dahaun of the Green Silences has any real influence over them; they are so frivolous that they are virtually useless as anything other than scouts. Unfortunately, they aren't very good at that either!

Advantages and Disadvantages: They have -6 to ST, +4 to DX, -4 to IQ. They can never increase their ST beyond 6, or their IQ beyond 8. They are Absent-Minded (see p. B30) and have almost no skills, except for dancing in mid-air which they seem to do for the sheer joy of it. They have a great deal of difficulty learning *new* skills. They learn Mental/Easy skills as if they were Hard and all other Mental skills as if they were Very Hard. They learn physical skills as if they were one level harder. Thus Physical/Easy skills become Physical/Average, etc. The only exception is dancing which is an easy skill for the Flannan.

Buy Speed (flying) as though it were a separate attribute with a base of 20; for example, a move of 21 would cost 10 points. Dodge is half Speed, rounded down. They almost never alight. Their ground Speed is 1 and their Dodge is 5.

They must buy Telepathy Power at Level 8 or higher and Telesend at their IQ level.

Languages: Flannan have their own language, which is a twittering bird-like speech. It is a Mental/Hard language. They cannot learn any other languages, and no one except the Lady of the Green Silences has ever mastered theirs.

Kolder -100 points

The Kolder have a manlike form — that is, two arms, two legs and a head. Tall and thin, the most commonly encountered Kolder have flat features in a wide-cheekboned face. Their noses are close to bridgeless, their chins too small and narrow to match the width of the upper halves of their faces. Nevertheless, their appearance is not at all demonic — only alien.

They wear straight gray robes and gray caps over hairless skulls. Under the robes they wear a tight-fitting, seamless garment. The overriding impression their appearance gives is that they are from a different time and culture.

Though what they do is in many respects identical to magic, the Kolder achieve their goals with technology.

They base their abilities on skills from without, rather than a Power within. The Kolder use machines and science. Kolder ships, metal cylinders tapering to points fore and aft, can move as easily under the water as on top of it. Kolder air machines differ very little from modern airplanes. The Kolder are generally at TL8, although they have some technology at other levels.



But it is the science of mind-controlling machines that marks the Kolder as being from a technologically advanced world. The Kolder operate in “units” of individuals, all linked to a central controller. A single Kolder — the master operator, for want of a better term — is surgically altered to be integrated with this machine. His skull is removed and replaced by a metal cap that directly contacts the brain. Wires and thin cables then connect various areas of the Kolder’s brain to the machine. He sits at a console, fingers dancing over panels of buttons and levers, sending signals to the other members of the “unit” as needed. An officer sits on either side, governed by the capped leader, thinking the orders that motivate all life within the citadel.

Thus, in a closed system, the Kolder serve as extensions of their controller. Some of the Kolder tend the machine lest it, and the individual connected to it, falter and leave them without direction.

Others work to create servants from captured warriors. In a ghastly parody of modern embalming techniques, men's minds are burnt away by the fluids injected into their veins and by a different sort of cap fitted over their heads. Once processed, these men become fierce, single-minded, fighting puppets or manual laborers. They are completely under the control of their Kolder masters. But the Old Race cannot be possessed or enslaved; therefore, by Kolder reasoning, they must be wiped out to the last man, woman and child.

There is another type of Kolder. These Kolder are shorter and heavier, with round faces and dark, tan-yellow skins. Like other Kolder, they wear tight, one-piece, gray garments, but they do not wear any headgear. A silvery disk — possibly an implant — is clearly visible through thin, reddish hair at the left temple.

These Kolder seem capable of more independent action than those who are servants of their controlling machines. They practice a more subtle form of mind control, by way of a small machine, usually in the form of a boss or ornament of green metal. This machine gives off electro-magnetic impulses that blank out some of the mental processes of the wearer and thereby allow the Kolder to manipulate a slave who is, outwardly, the same person he was before. Such a slave can go a long time without being detected, unlike the warrior-puppets, and if freed of the influence of the machine will recover from its effects. Those who have undergone the form of enslavement that burns away their minds have no hope except the cleanness of true death.

The Kolder, like many races on the Witch World came through a gate. Theirs was located on the island known as the Kolder Nest. They fled from their homeworld literally firing over their shoulders at their pursuers.

Although the original Kolder Gate was destroyed by Simon Tregarth and his Witch wife Jaelithe, the conditions they discovered on the Kolder world make it reasonable to assume that those Kolder remaining will try again to reach a sanctuary. And, having once found their way through to the Witch World, they may appear again.

Advantages and Disadvantages: The Kolder have few advantages, but lots of disadvantages! Their only advantage is High Pain Threshold. Disadvantages include an Addiction to the machines that control them (-20). Although they don't actually have to pay money for the addiction, withdrawal is always fatal! If removed from the directions of the controller, Kolder will stop all actions except breathing until they eventually die. There is no cure. They also have the disadvantages of Panaticism (a need to control everyone), Enemy (nearly everyone on the Witch World) (-40), Intolerance (everyone they don't control, especially members of the Old Race) (-10), and a -5 Reputation (for being very evil and dangerous). The Kolder are wholly of the Shadow.

Skills: Although individual Kolder can have skills,

they cannot have any thoughts or make any decisions for themselves. Only the controllers have this ability.

Mosswives

20 points

According to legend, a Mosswife yearns to have her children nursed and fostered by a human. If someone would strike such a bargain, the Mosswife thereafter would serve her richly, giving secrets of hidden treasure and other rich gifts. Unfortunately, there is no evidence to support this legend. They are a good, shy people, meaning no ill, and are distressed when their uncouth appearance frightens or disgusts those they wish to help.

Although humanoid in form, the Mosswives are not really human. They are small of stature, hunched and stocky. Their long gray hair, which they can draw about themselves like a veil, looks like moss. Their names always begin with the letter "F" — Fuusu, Fubbi, Foruw, Frono, Fyngri, etc. Their likes, dislikes and their thought processes stamp them as entirely alien. They are very shy, though they will, if they can, aid a human who comes to them seeking assistance.

Mosswives will never willingly leave their forest. They have Green Thumbs, but only so far as their immediate surroundings are concerned — the trees and the treemoss. A Mosswife's great desire is to have her child fostered by a human, but how these children are engendered (there are no Mosshusbands) is unexplained except



in myth and legend. A Mosswife as a PC is very unlikely, as none of them have ever been seen outside their forest.

Advantages and Disadvantages: Mosswives have the advantages of Empathy, Night Vision, Toughness +2, and Tree-Kin (see p. 59). They also have the disadvantages of Appearance (Ugly), Compulsive Behavior (-5) of looking for human foster-mothers for their children, Pacifism (Self-Defense only), a Phobia (fear of leaving their forest, -15) and Shyness.

Skills: Mosswives do not practice technological skills, but are very skilled in healing and working with plants.

Vrangs -10 points

Vrangs live in the Valley of the Green Silences, though they are often absent on patrol duty. Vrangs are bird-like in form, but have the heads of lizards with narrow, toothed beaks. Their heads are covered with red scales which glitter in the sun, contrasting sharply with their blue-gray feathers. Although they look like something out of a prehistoric nightmare, the Vrangs have allied themselves with the forces of Light and are fearsome fighters, preferring to do battle in mid-air. They are the prime defense against the Rus (see p. 110). Their leader is Vorlong, the Wing-Beater. They communicate through



Telepathy, though they utter loud and raucous sounds when in the heat of battle.

Advantages and Disadvantages: Vrangs have a -4 to ST, a +3 to DX and normal HT and IQ. They have a large wingspan — 10-12 feet. Although they're not extremely strong, Vrangs are very agile. Their speed is 14 when flying and 4 on the ground. They also have Acute Vision (+4) and Acute Hearing (+1).

Skills: Vrangs cannot have any skills which require the use of hands.

Summary of Witch World Races

Old Race

Longevity (modified)	20 points
Strong Will (+2)	8 points
Immunity to Kolder Control (Rarely needed)	2 points
Total	30 points

People of the Valley of Green Silences

HT (+1)	10 points
IQ (+1)	10 points
Combat Reflexes	15 points
Immunity to Disease	10 points
Longevity	40 points
Magical Aptitude (Level 1)	15 points
Phobia (living in human buildings)	-30 points
Total	70 points

Krogan

Partially Amphibious	10 points
Total	10 points

Lizard People

ST (-2)	-15 points
DX (+2)	20 points
Mute	-25 points
Total	-20 points

Renthan

3 × ST (animal body)	80 points
HT (+2)	20 points
Must spend points on Move	-10 points
No arms	-60 points
Limited skills available	-30 points
Total	0 points

Were Rider

Alertness (+3)	15 points
Combat Reflexes	15 points
Longevity	40 points
Magical Aptitude (Level 1)	15 points
Reaction -2 (from all natural animals)	-5 points
Social Stigma (Outsider)	-15 points
Stubbornness	-5 points
Total	60 points

Were Creatures

Werebear	15 points
Wearboar or Weresow	25 points
Werestag	20 points
Were-doe	15 points
Werebull or Werecoy	30 points
Were-eagle	20 points
Werehorse	25 points
Wereleopard	30 points

Were Creatures (continued)

Were-lion	40 points
Werepanther	30 points
Werepard	30 points
Were-snowcat	30 points
Werewolf	15 points

Torfolk

Appearance (Ugly)	-10 points
Peripheral Vision	15 points
Toughness (+2)	25 points
Quirks:	-5 points
Cherish all Torfolk children	
Dislike leaving Tormarsh	
Dislike most other races	
Dislike technology	
Think Tormarsh is beautiful	
Sense of Duty (to their race)	-10 points
Sense of Duty (to the worship of Volt)	-10 points
<i>Total</i>	<u>5 points</u>

Flannan

ST (-6)	-50 points
DX (+4)	45 points
IQ (-40)	-30 points
High Speed (20)	80 points
Absent Minded	-15 points
Limited Skills	-30 points
<i>Total</i>	<u>0 points</u>

Kolder

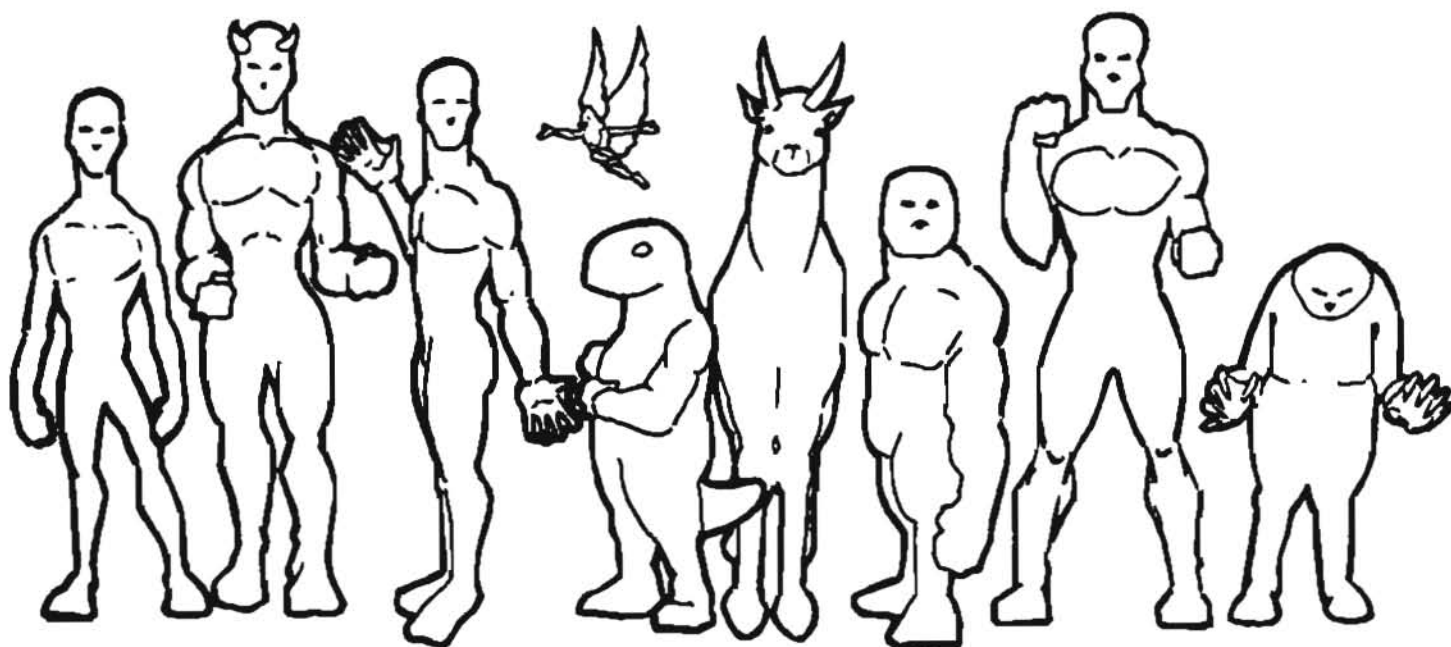
High Pain Threshold	10 points
Reputation -5 (nearly everyone)	-25 points
Addiction (Machines)	-20 points
Fanaticism (a need to control everyone)	-15 points
Enemy (nearly everyone)	-40 points
Intolerance (those they don't control, especially the Old Race)	-10 points
<i>Total</i>	<u>-100 points</u>

Mosswives

Appearance (Ugly)	-10 points
Tree-Kin	15 points
Empathy	15 points
Night Vision	10 points
Toughness (+2)	25 points
Compulsive Behavior (looking for human foster-mothers for their children)	-5 points
Pacifism (Self-defense only)	-15 points
Phobia (fear of leaving their Forest)	-15 points
Shyness	-15 points
<i>Total</i>	<u>20 points</u>

Vrangs

ST (-4)	-30 points
DX (+3)	30 points
High Speed (14)	40 points
Acute Vision (+4)	8 points
Acute Hearing (+1)	2 points
Limited skills (-30)	-30 points
<i>Total</i>	<u>-10 points</u>



Creating Witch World Characters

In general, Witch World characters may be created with any of the advantages and disadvantages described in the *GURPS Basic Set*. A few minor refinements to make some of them specific for the Witch World are listed below — any advantages not listed are treated exactly as described in the *GURPS Basic Set*. In addition, there are new advantages and disadvantages for the Witch World — some of these are unique to the Witch World and others are also found in other *GURPS* worldbooks.

Unless specifically prohibited, a character of any race and society may have any of these advantages or disadvantages, although some would certainly be more common than others. The appropriate point costs for any advantages must be paid and the point costs for any disadvantages will be received, unless they are listed as automatic for a chosen race or society — in this case, the point costs are included in the point cost for being a member of the race or society.

Advantages

Absolute Direction

see p. B19

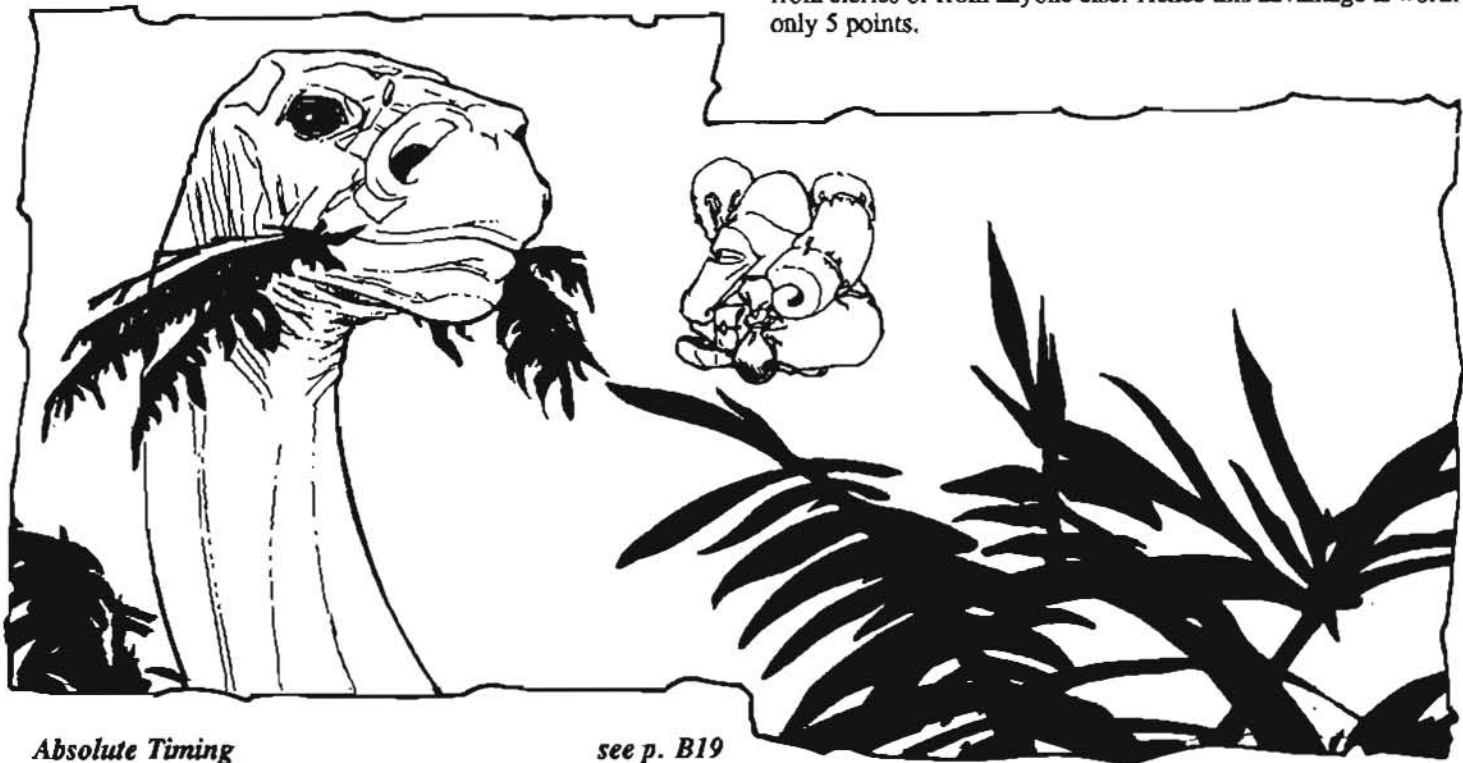
Travel through a Gate will confuse you until you have a chance to orient yourself to your new surroundings. You will be able to re-trace your path back to the Gate, but you will have no idea which way is north until you are oriented. And if it's a cloudy day . . .

Clerical Investment

see p. B19

The Dames of the Undying Flame (see p. 39) are the only true clerics in the Witch World. However, the respect accorded to Witches in Estcarp and to Wise Women in High Hallack is similar and they may also have this advantage.

In the Witch World, the Old Ones seldom respond to pleas from clerics or from anyone else. Hence this advantage is worth only 5 points.



Absolute Timing

see p. B19

Travel through a Gate will also confuse your sense of timing. This is especially true if you travel to a world where time moves slower or faster. After a couple of days of orientation, your advantage will work in the new world, but you will not be able to tell how much time has passed in your home world while you are gone.

Danger Sense

see p. B20

A successful Danger Sense roll will identify a place or creature as being of the Shadow. Danger Sense will not identify a human working for the Shadow, however, unless he or she has been so corrupted as to be no longer fully human.

Animal Empathy

see p. B19

The Animal Empathy advantage is a prerequisite for some spells of Brown Magic. A stronger version of Animal Empathy — Beast-Kin, costing 15 points — is described on p. 58.

Empathy

see p. B20

A successful Empathy roll will identify a human corrupted by the Shadow. However, the empath cannot be sure he is correct, and other characters have no reason to trust his feelings.

Literacy/Illiteracy

see p. B21

Although most of the Witch World is at TL3, literacy is widespread. Most human societies and many other intelligent races are assumed to be literate (at no point cost); illiteracy is a disadvantage worth -10 points. Literacy is a 10-point advantage for races or societies which are specifically identified as not normally literate.

Magical Aptitude (Magery)

see p. B21

The Witch World is a normal-mana area and Magical Aptitude is required to learn or use any spell (see p. B147).

Despite widespread belief to the contrary — particularly in Estcarp — males as well as females can have Magical Aptitude. But, male magic users may find it difficult to receive any magic instruction (see p. 72).

New Advantages

Beast-Kin

15 points

This is a more powerful form of Animal Empathy. If you are Beast-Kin, you will never kill an animal unless it directly threatens your life or the life of another. This prohibition applies to anything above the intelligence of an insect! Should you kill an animal for any reason, you will be affected emotionally as described under *Pacifism (Cannot Kill)*, on p. B35.

You may fight normally against humans and other intelligent races. However, you must make a Will roll before offering violence to an intelligent creature that looks like a familiar sort of animal (GM's ruling).

Beast-Kin are always strict vegetarians. You may not kill an animal for food, even if you yourself are starving, or help others hunt for food. You may drink milk, and eat the eggs of tame fowl (but not wildfowl).

Anyone who is Beast-Kin gets a +4 reaction from any wild animal, or a +6 from a tame animal, and +4 on all Animal skill rolls.

A mage who is Beast-Kin learns spells of Brown Magic more easily. Mental/Hard spells become Mental/Average, and Mental/Very Hard spells become Mental/Hard.

Karmic Ties

Variable

Some people are connected by their *karma* — the freight of good and bad experience from past lives. Karmic ties create instant like or dislike for a stranger, regardless of Reaction rolls. Such a person should be evaluated as a Dependent, Ally, Patron or Enemy, whichever seems appropriate. A Karmic Tie may link a character to an NPC played by the GM, or two players may agree that their PCs are so linked. Karmic Ties can be used to let a stranger join an established group of friends, or to explain the acquisition of a new Dependent, Ally, Patron or Enemy.

Natural Spellcasting

15 points

This is the natural ability to learn and cast spells which a character has not been taught. It only works in times of great stress, and Magical Aptitude is still required (as for any other spell casting in the Witch World).

If you have this advantage, you still cast any known spell in the ordinary way. However, in mortal combat or some other time of great stress, you may also attempt to cast some previously unknown spell. You cannot learn spells using this method except on adventures when they are actually needed; you cannot use this advantage in practice or for anything other than a life-threatening situation. In addition, this ability can only be tried once during any one combat situation or other life-threatening emergency. After a new spell is successfully cast using this

Military Rank

see p. B22

The rank structure among the Guards of Estcarp is fairly informal, but Guard officers receive the automatic Social Status due their rank. Military rank in Estcarp is earned — it cannot be bought. A beginning PC should start no higher than leader of a small band of Borderers (Rank 3).

Karsten and Allison both have feudal systems for their military organizations. There is no true military rank above lieutenant (Rank 3) — higher command is based upon position in the nobility (Social Status). Promotion within the lower ranks is nominally based completely on ability, but wealth and influence can be helpful.

In High Hallack, the clans operate independently, and there is no organized military rank structure.



advantage, you learn the spell and eventually are able to cast it normally. In order to use this advantage, you must have an unused character point available to spend on the new spell.

To use this advantage to cast a new spell, you ask for a particular result and then try to make a successful die roll. This request should be reasonably specific; however it cannot go into great detail. For example, you could request "Get him away from me" but not "Teleport him ten miles due east." The GM determines a specific spell which, if it were successful, could accomplish the desired result. In this example, the resulting spell could be Fear (which could cause the enemy to run away), Create Fire (which could create fire around the enemy), Simple Illusion (which could scare the enemy away), or some other spell instead of Teleport Other.

This advantage is normally used by those who have not had the benefit of formal magical training. It cannot be used to learn a new spell if the character already knows a spell which would be adequate to achieve the needed result; in this case the character would cast the known spell and the required stress would never develop.

Die Roll Adjustments: Any new spell is at a -4 penalty the first time it is tried. If possible, the GM should make the new spell one for which the caster already has the prerequisites. If this is not possible, the caster will remain at an additional -4 (total -8) to cast the spell until all prerequisites are learned.

Success and Failure: A successful roll means that the spell

has its normal effect and fatigue cost and the spell is now known (at a cost of one character point). The spell is cast at a -2 penalty for one month after it was first used; thereafter it can be studied and improved the same as any learned spell. A critical success means that the spell is fully learned immediately, without the one-month penalty. The penalty for unknown prerequisites, however, lasts as long as the prerequisites are unknown.

A failed die roll means that the spell has no effect — it is still not known. In the event of a critical failure, the caster pays the unspent character point but the spell is not learned; the character point is permanently lost. The critical failure will also produce normal backfire results (see pp. B146-148).

The character pays the normal fatigue cost if the spell is successful, with the cost coming first from ST and then from HT. The spell is unsuccessful — and is not learned — if there is insufficient ST and HT available; HT cannot go below 0.

Plant Empathy 5 points

You have extraordinary success with growing things. You have a +4 on any skill roll relating to the care of living plants, +2 on skills related to the identification of plants and +2 on reaction from sentient plants.

You may use and eat plants, but you may never destroy a plant *unnecessarily*, and should prevent others from doing so. A stronger version of Plant Empathy — Tree-Kin, costing 15 points — is described below.

Tree-Kin 15 points

This is a more powerful form of Plant Empathy. If you are Tree-Kin, you will *never* kill a living plant unless it directly threatens your life or the life of another (which is unlikely to happen unless you encounter a carnivorous plant). You recognize that sometimes plants (such as weeds in a field) must be destroyed, but you don't care to be present; roleplay it. You must do your utmost to protect large plants, such as trees. Loggers are your sworn foes.

Should you kill a plant for any reason, you will be affected emotionally as described under Pacifism (Cannot Kill), on



p. B35. The GM may vary the time of your despondency. Killing a weed would make you gloomy for an hour; cutting down a tree would make you miserable for a month.

Tree-Kin may eat plant material, but only that which can be gathered without severe injury to a plant. You may have all the nuts and berries you like; you may even ask a cabbage for some of its leaves. But you would not eat carrots or potatoes, or even use a medicinal root, since digging the root kills the plant!

Anyone who is Tree-Kin gets a +4 reaction from any sentient plant, and +4 on all skill rolls related to the care or identification of plants.

A mage who is Tree-Kin learns spells of Green Magic more easily. Mental/Hard spells become Mental/Average, and Mental/Very Hard spells become Mental/Hard.

Disadvantages

Addiction see p. B30

There are no addictive drugs on the Witch World other than alcohol — even tobacco is unknown. An addict arriving through a Gate will have to face withdrawal when his supply runs out.

Alcoholism see p. B30

Alcohol is inexpensive and legal in the Witch World, so this disadvantage is worth -15 points.

Age see p. B27

This disadvantage is not available to characters of the Old Race, the People of the Valley of the Green Silences or Were Riders.

Berserk see p. B31

Any shapeshifter who goes berserk immediately changes to the were form, and cannot return to human form until he snaps out of the berserk state.

Intolerance see p. B34

Sexual intolerance is very common in the Witch World —

some Witches are intolerant of males, and all Falconers are intolerant of females. Sexual intolerance is worth -5 points.

Phobias see p. B35-36

If a Witch or other mage fails a fright check for a phobia (see p. B94), the effects may affect the mage's magical aptitude. Instead of gaining a new disadvantage, the mage would lose a level or more of magical aptitude — or possibly the mage would fall prey to the delusion that she has lost her magical aptitude. The die roll is made by the GM, and the player will not know whether the result is real or delusion.

In addition, there is a phobia very common among Witches:

Loss of virginity (parthenomania): You are terrified by the idea of sexual relations and the loss of your virginity. -10/-20 points. *Note:* While this phobia is very common in the Witch World, great care must be taken by the GM to insure that this is not used to harass players. Roleplaying should be an enjoyable recreational activity — not a source of trauma. If players feel uncomfortable with the way the GM or other players are handling this or any other sensitive subject, they should immediately find a new group. Adult subjects should be handled tastefully, not viciously!

New Disadvantages

Untrained Shapechanging

-15 points

You are a natural were creature. However, you have not yet learned to control your changing — you change whenever you are under great stress, and you do not resume human form until

the cause of that stress is settled. You also cannot control the beast form with your human mind. This lack of control lasts until you buy off the disadvantage.

Skills

Skills of Tech Level 3

Witch World characters may learn any skill appropriate to TL3 or below.

Falconry

see p. B46

A Falconer or other character who understands the falcon's language — *falconsong* — has a +4 to this skill.

Whip

see p. B52

Whip skill defaults to Force Whip skill -3.

Skills of Other Tech Levels

There are some TL8 artifacts (dart guns, power generators, light globes, communications devices, etc.) which characters may learn to use. Characters who have arrived in the Witch World through a Gate from another world may have any skill appropriate to their world of origin, but they should be lacking normal Witch World skills not used on their home world.

Armoury/TL8

see p. B53

The only field of specialization for this skill available for a character native to the Witch World is the dart gun.

Electronics/TL8

see p. B60

This skill, with a specialty in communications devices, enables a character to build and repair the communications devices used by the Falconers. In the Witch World, only a Falconer will ever be taught this skill, and he will never teach it to anyone not of the Falconer blood.

The knowledge which resulted in the power generators and light globes is also a specialty of this skill, but there is no one left on the Witch World who has this knowledge.

This skill could possibly be brought to the Witch World and used by a character from another universe, to decipher some of the devices no longer understood by the natives.

Electronics Operation/TL8

see p. B58

This skill with a specialty in communications devices enables a character to use and repair the communications devices used by the Falconers. Only a Falconer would be taught this skill in the Witch World. Repair is at a -3 if the only repair parts available are from cannibalizing another communicator.

Another specialty of this skill allows use and repair of the power generators and light globes still in use in the Witch World. Any attempted repair is at a penalty of -5 since proper tools are no longer available.



Guns/TL7

see p. B51

This skill applies to the use of the dart gun common in the Witch World in addition to ordinary 20th-century guns. Note

that a 20th-century character trying to use a dart gun or a Witch World character trying to use a 20th-century gun would be at -4 for a weapon of unfamiliar type until familiarized (see p. B43).

New Skills

Force Whip (Physical/Average) Defaults to Whip-3

This is the ability to fight with the Force Whip or Lightning Lash — electrical weapons found in Escarp (see p. 62).

filler (force whip)

Languages

The Witch World has its own common language which is spoken throughout, with additional languages or dialects peculiar to specific cultures or races. Any humanoid character native to the Witch World — and many characters from other intelligent races as well — would be assumed to know this language. However, a newcomer to the Witch World would only know the language or languages of his home world and would have to take time to learn the new language of the Witch World (see p. B54). The Witch World common language is Mental/Average for characters from Earth and similar worlds.

In addition, many nonhuman races have their own languages. The languages of the Krogan, Renthan and Flannan are all Mental/Average. Only Dahan has mastered the Flannan language, not because it is so difficult, but because Flannan are such poor teachers! It would be a Mental/Very Hard language if you were trying to learn it from a Flannan. *Falconsong*, known to the Falconers but never taught to anyone not of Falconer blood, is Mental/Hard.

Patrons and Enemies

Patrons (and Matrons)

see pp. B24-25

The basic point cost of a patron is determined using the rules in the *GURPS Basic Set*. Some examples of typical patrons in the Witch World and their basic costs are:

- The Council of Witches of Estcarp: 30 points
- An Adept of Escarp: 30 points
- The Duke of Karsten: 25 points
- A Clan Chieftain of High Hallack: 20 points
- A Noble of Karsten: 15 points
- A Wise Woman of High Hallack: 10 points

These point costs are modified for the frequency of the patron's appearance as described in the *GURPS Basic Set* (see p. B23). Unless the GM specifically rules otherwise, a patron should be expected to appear either fairly often (listed cost) or rarely (half listed cost).

Any sworn Witch in Estcarp would be expected to have the Council of Witches as a Matron (the Council categorically refuses to be called a Patron). The Council will normally provide help to a beginning Witch only rarely (half cost of 15 points). If a Witch refuses the Matronage of the Council, she will have gained a formidable enemy.

A Dalesman of High Hallack will have his Clan Chieftain as a Patron. Ordinarily, the Clan Chieftain will be available fairly often; during time of war, it's variable. If for some reason this Patronage breaks down, the Dalesman is declared Clanless (see p. 38) and is outlawed.

These advantages and costs only apply in a location within the geographic sphere of influence of the Patron (or Matron). For example, a sworn Witch of Estcarp created for a campaign in the Dales of High Hallack would not have to pay any cost for the Matronage of the Council of Estcarp.

It is also possible for a Witch World character to gain one of the Great Ones as a Patron (see sidebar, p. 75). This can only happen during play; a character cannot start out with such a Patron. In this case — or in any other case where a Patron is gained during play — the player must use all unspent and future character points to pay off the cost of the Patron before anything else can be purchased.

Duties

see p. B39

A character with a Patron will usually have a duty to that Patron. Any Witch in Estcarp will have at least an occasional duty to support the Council in action (-15 points).



Enemies

see pp. B39-40

Your Patron's foes are often your enemies too.

The Council of Witches is a formidable foe (worth -20 points) for anyone in Estcarp who scorns them. However, they usually will not spend much time searching and the frequency of appearance may be fairly low.

The Duke of Karsten and the Hounds of Alizon would be appropriate enemies (worth -20 points) for anyone in Estcarp, or for any character of the Old Race venturing into their territories.

One of the People of the Green Silences or any of their allies in Escarp would have the forces of the Shadow as an enemy (worth -30 points). In Escarp outside of the protection of the

Valley, they would generally appear quite often (worth double the listed value, or -60 points), but in some areas or times they may appear less often.

During the invasion of High Hallack by Alizon, the Hounds of Alizon would be an enemy (worth -20 points) to any of the people of High Hallack. Depending on the time and place they could appear at any frequency — from almost all the time (-60

points, or worth triple the listed value) along the coast during the height of the invasion to quite rarely (-10 points, or half the listed value) in the mountains after the invasion had died down somewhat. Remember that after the invading Alizonder forces are defeated and driven from High Hallack, these points must be bought back — or a corresponding physical or mental disadvantage may be taken.

Equipment

Since the Witch World has an essentially medieval tech level, the medieval equipment tables in the *GURPS Basic Set* are appropriate.

Those arriving in the Witch World through Gates from other worlds could carry with them any weapons and other equipment appropriate to their home world. However, people who accidentally pass through a Gate would only be carrying the equipment appropriate for their planned activities; they would not be equipped for traveling to a new world. Also, they would normally not have much extra ammunition for their weapons, and spare parts and repair tools would be missing for most of their equipment.

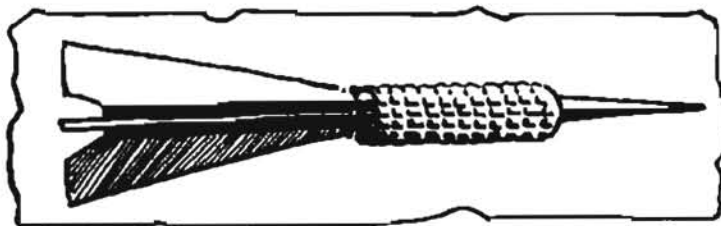
Weapons

Most of the weapons used in the Witch World are the ordinary knives, swords, axes and bows of a TL3 world. Use the *Ancient/Medieval Hand Weapon Table* and the *Ancient/Medieval Ranged Weapon Table* from the *GURPS Basic Set* (see pp. B206-207).

In the Witch World, the bow is primarily a hunting weapon. It is virtually unknown as a weapon of war by the forces of Light as it is considered far more honorable for one person to best another in direct combat than to shoot him down from a distance. Only Sulcar will use a crossbow by necessity when fighting from their ships. They much prefer hand-to-hand combat, and will abandon the bow at the first opportunity in favor of a sword or battleaxe. Only a servant of the Shadow will consistently use a bow in warfare.

A sensible warrior would never throw a spear, knife or axe, but uses these weapons in close combat. The weapon of choice for the vast majority of warriors is the sword.

In addition to these, some startlingly different weapons can also be found in the Witch World.



Dart Gun

This is at least a TL8 weapon — perhaps higher, as it does not need a separate compressed air cartridge to make it function. Darts are loaded in replaceable clips containing a maximum of 20 darts each. A dart gun weighs 2 pounds and costs \$300, and an empty clip weighs ¼ pound and costs \$10. The 20 darts to fill a clip weigh an additional ¼ pound; cost varies depending on the type of dart.

The Dart Gun requires the Guns (Pistol) skill to use and requires no minimum ST. It has SS 9, Acc 1, ½D 50 yards, Max 150 yards, RoF 3 shots per turn, and Rcl -1 (see p. B115). It only malfunctions on a critical failure.

There are two common types of darts (and possibly some other less common ones); these can be mixed in the clips as desired. Damage is determined by the type of dart.

Impaling dart: Does 1d impaling damage. Costs \$20 for a box of 20 darts.

Fire dart: Bursts into flame when it strikes something, doing 1d fire damage which may ignite flammable objects. Note that four hits of fire damage will set fire to clothing, sails, or other flammable cloth. A fire dart will also burst into flame in the air after traveling about 50 yards if it doesn't hit anything first; it is often shot into the air for use as a signaling device. Costs \$100 for a box of 20 darts.

Force Whip

Force whips are artifacts from another time and place which are used by the People of the Green Silences in Escore. A thin metal rod about 18 inches long and weighing about ½ pound, the force whip does not resemble a conventional leather whip. When used, a flexible ray of light comes crackling from the end and sears whatever it encounters. It normally leaves blackened and smoking slash marks on the ground where it is used.

The force whip requires the Force Whip skill to use, requires no minimum ST, and has a reach of 1 or 2.

The force whip is available only in the Valley of the Green Silences in Escore, and it is never available for sale. It may be loaned or given to someone who is allied with the People of the Green Silences against the forces of the Shadow, but he would have to earn it — you can't just walk up and ask for a force whip.

Damage: The Force Whip does 2d electrical damage. Chainmail or other metal armor offers no protection, since it conducts the electrical charge. Leather or cloth armor offers normal protection (both PD and DR). However, leather or cloth armor worn under chainmail offers only DR; it offers no PD.

Kioga Spear

The spear used by the Kioga is shorter than average and wickedly barbed. It does thrust +3 when used either one-handed or two-handed. When mounted, it is used as a short lance (see p. B136). The barbs do an additional 1d+1 damage when the head is removed from a wound.

Krogan Spear-Staff

The Spear-Staff used by the Krogan is intricately-carved for half its length. The other half is a deep black. It does the same damage as a standard spear (see p. B206) but is also balanced and can be used as a quarterstaff.

Lightning Lash

The lightning lash, created by minions of the Shadow in answer to the Force Whips, is used by the Sarn Riders. It takes the form of a staff when not in use.

The lightning lash, like the force whip, requires the Force Whip skill to use, requires no minimum ST, and has a reach of 1 or 2.

The lightning lash is available only from the Sarn Riders in Escore, and it is never available for sale. It has so much of the Shadow about it that even if a Sarn Rider were defeated and his staff captured, no one who is of the Light would touch it except through layers of thick cloth, and then only in order to destroy it. The Sarn Riders might give a lightning lash — and much more besides — to anyone who wished to ally with them; they are always looking for humans who are willing to join the Shadow.

Damage: The Lightning Lash does 2d + 1 electrical damage. Chainmail or other metal armor offers no protection, since it conducts the electrical charge. Leather or cloth armor offers normal protection (both PD and DR). However, leather or cloth armor worn under chainmail offers only DR; it offers no PD.

Kolder Weapons

The Kolder (see pp. 53-54) are from a TL8 world destroyed by war. Any TL8 weapon from the *GURPS Basic Set* (see pp. B208-209) or from *GURPS Space* may be used. An occasional TL8 weapon left by the Kolder may still be found after their destruction, but ammunition and/or power cells would generally be in very short supply.

Armor

Use the *Ancient/Medieval Armor* table from the Basic Set (see p. B210) or, for simplicity, the armor table in the Basic Combat System (see p. B72). Plate armor is unknown in the Witch World and breastplates are used by Sulcar only. The best protection available is a set of chainmail, worn over leather.

If anyone is lucky enough to amass enough quan iron (see p. 96), he can have chainmail made of it. Chainmail of quan iron adds 1 to PD and 2 to DR and, in addition, provides substantial protection against Forces of the Shadow. Such an item is never available for purchase.

Communications Devices of the Falconers

These are technological rather than magical artifacts. The communications devices are TL8 transceivers, masquerading as ornaments on the jesses worn by the birds.

Before the Turning and subsequent destruction of the repair and maintenance facility in the Eyrie, both falcon and Falconer wore transceivers in order to communicate with each other at a distance. This sometimes resulted in surprising encounters, when a falcon appeared to chat in a human voice with someone who wandered too close to the Falconer stronghold.

Use of Communications Devices

The comunits are tuned in pairs when they are manufactured, and the pair are different in design. The master unit (an amulet worn by the Falconer) has two controls: one switches among *off*, *transmit* and *receive*; the other adjusts the volume. The second unit (worn by the falcon) is controlled by the master (e.g., when the master unit is switched to *receive*, the second unit is automatically switched to *transmit*).

These comunits work only within line-of-sight. Maximum range is five miles, but they are often unreliable past three miles. These ranges can only be obtained when the falcon is airborne. The mountainous terrain interferes at much shorter distances than when both units are on the ground.

Manufacture and Repair

Some Falconers were trained to repair the comunits; this was a specialty of Electronics Operation/TL8 available only to Falconers (pre-Turning, see p. 9). These Falconer Electronics

Operators could put together new units, but only if the parts were available. The technology for manufacturing the required parts was irrevocably lost, even before the Turning. What this means in practical terms is that they cannibalized damaged or defective units and made new ones from the pieces.

They had a fair supply of these components, but most of them were lost when the Eyrie was destroyed.



Personal Equipment

Additional personal equipment will vary. Any equipment on the *Fantasy/Medieval Equipment* table (see p. B212) is generally available.

Although use of a horse may be furnished by an employer, a traveler would prefer owning one. If he can afford it, he will seek to own a Torgian horse (see p. 109).

Though an amulet of Gunnora (on the Western Continent) is the closest thing to a holy symbol one is apt to find in the Witch World, a lucky traveler can find other items of protection, notably fragments of quan iron (see p. 96).

Waybread and Journeycake

Intelligent adventurers in the Witch World will provide themselves with waybread for those times when they are unable to forage off the land, or are traveling through areas dominated by the Shadow. Here it would be folly to taste even the most innocent-looking berry or wild vegetable. Waybread is wrapped in small, flat parcels. It's convenient to carry, keeps indefinitely, and one cake (weighing ¼ pound) nourishes a person or animal for one day. The compassionate traveler will crumble a cake or two for his horses to enjoy.

Witches and Wise Women know how to make waybread; this knowledge is so universal it does not even rate mentioning

as a skill. The ingredients vary from place to place — if one area cultivates barley and another wheat, then the basic dough will start with barley or wheat flour — and the end result varies as well, depending on who is doing the preparation. Though the list of herbs used varies from one to another, one of the basic ingredients is always Plantain (see p. 105). It takes four hours to make a batch — 20 cakes — of waybread.

Waybread made by a Witch is apt to be on the bland and tasteless side, using the basic recipe and only those herbs that are necessary for protection. This peculiarity is just one more example of the Witches' indifference to worldly concerns. Many Wise Women earn a few extra coins by selling supplies. They take pains to season their waybread with additional herbs and can turn out a delicious product.

Waybread can be purchased in any town or village that has a Wise Woman, usually for about four silver pieces (\$4) per cake. However a Witch can usually purchase it from another Witch for the cost of the materials — two silver pieces per cake.

Healing Mud

Isolated pools filled with mud of unusual properties can be

Social Status and Wealth

Status is very important in some parts of the Witch World and relatively unimportant in others.

Jobs in the Witch World are what you could expect of a TL3 civilization. The society is sharply divided into laborers and elite. A boy or girl who doesn't want to be a farmer or tannery worker may elect to take up arms and become a Blank Shield — a mercenary soldier — or a Guardsman. Other occupations, such as Noble or Falconer, are hereditary.

The role of women in the Witch World is a greater one than is usually encountered in a society of this Tech Level. Estcarp is an open matriarchy and in many other countries women wield power independently of men.



Character Creation

found all over Escore. The largest concentration of these is located near the mountains separating Escore from Estcarp (see map, p. 18).

If a hurt creature can reach this mud and plaster it over an injury, no matter how severe, the mud removes all pain and promotes extremely rapid healing. It dries to a hard shell and immobilizes the person or creature, having to be chipped off later.

The mud can be used by anyone, man or beast, wild or tame, even a creature from the Shadow. A Pact binds all to keep their peace while in the bounds of the Place of Healing, and even a Gray One (see p. 109) will respect the Pact.

The mud mends broken bones and can even re-attach severed limbs, providing the wounded person (or animal) has the detached limb in his possession, it has been kept clean and moist in bandages, and no more than three days have passed between the time of injury and immersion in the mud.

Some people, particularly the Krogan, take small amounts of this mud to carry with them, as a kind of first-aid kit. The mud must be carried in air-proof containers, preferably jars with lids that screw on, though the Krogan carry theirs in tightly-closed shells.

Money

The Witch World deals more in trade and barter than in currency. Karsten is the only country that has regularized its monetary system, using wedge-shaped bits of silver as coins, and this coinage is used as the standard for gaming purposes. One silver bit equals one \$. Gold is so scarce it is used only for jewelry. Gems, even small ones, are very valuable and amber is highly prized, as is spider silk.

Quan iron — not iron at all, but an artifact from the past (see p. 96) — is the most valuable commodity available. A trader who braves the Waste to bring back quan iron is entitled to ask for whatever he can get in return for it, and whatever the traffic will bear becomes the going rate. Unless they are desperate, most adventurers prefer to hoard whatever quan iron they stumble across rather than sell it. In any form, it protects against the Shadow. Depending on the adventurer's tastes, it can be left as is, or made into an amulet or jewelry.

Social Level and Cost of Living

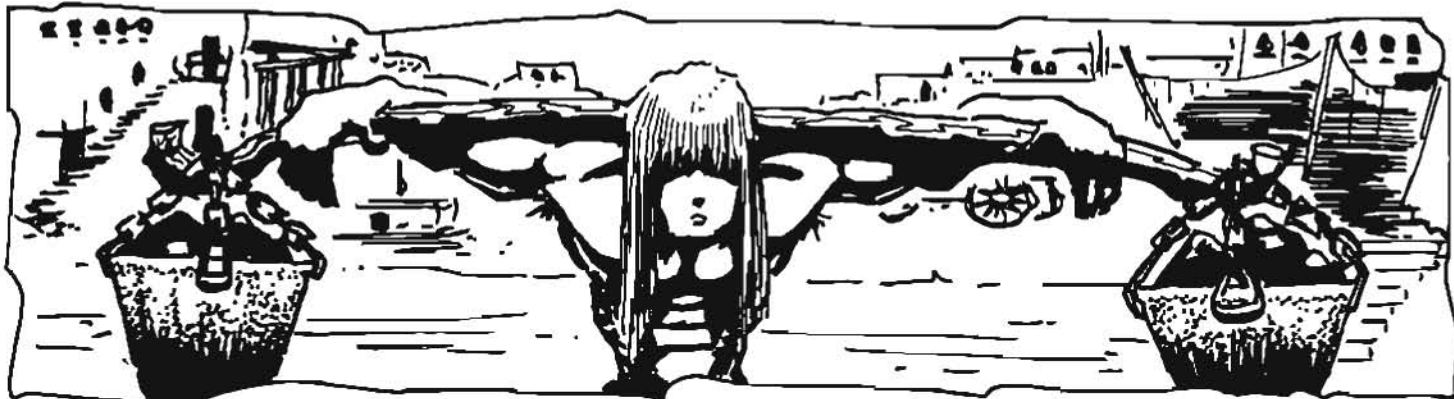
Although the definition of social levels varies in different parts of the Witch World, it generally conforms to that given in the Fantasy/Medieval Example in the *GURPS Basic Set* (see p. B191).

Status doesn't always correspond to a specific standard of living, but it does give the best general indicator. Therefore, the normal monthly cost of living is determined by the PC's status — use the table on p. B191.

Note that living below your social level in "civilized" countries — such as Karsten, Alizon, Arvon, and many parts of High Hallack — may reduce your status. Roll vs. IQ each month; a failure reduces your status by 1. The point value of your character drops if your status drops; you don't get the points back. The standard of living is not as related to status in Estcarp, Escore, and some parts of High Hallack. In these areas, status is related more to abilities and it is not necessary to keep a corresponding standard of living. For example, Witches of Estcarp have status levels ranging from level 1 for a newly-graduated Witch to level 6 for the Guardian of Estcarp, but they all live rather simply.

Jobs Table

<i>Job (Prerequisites), Monthly Income</i>	<i>Success Roll</i>	<i>Critical Failure</i>
Poor Jobs		
Street Beggar* (no qualifications), \$100	10	-1i/3d
Street Vendor* (no qualifications), \$150	IQ-1	1d,-2i
Farm Worker (IQ 9+), \$200	12	LJ
Petty Thief* (DX 11+, Stealth 11+, Lockpicking or Pickpocket 10+), \$250	PR	2d, 3 months in jail
Struggling Jobs		
Servant (Savoir-Faire 13+, Status -1 or higher), \$150 and room and board	PR	LJ
Laborer (ST 10+), \$200	ST-1	LJ
Traveling Craftsman (Cobbler, Tinker, etc.)* (Craft skill 11+), \$25	PR	-1i/2d
Clerk (Accounting 12+), \$300	PR	LJ
Thug* (Brawling 11+ or any Weapon 11+), \$400	PR-3	3d/3d, 1 year in jail
Traveling Bard* (Bard 10+), \$400	PR	1d (rotten fruit 3d (rocks))
Guardsman or Army Private (Weapon skill 12+), \$250	PR-2	3d/LJ
Blank Shield* (Weapon skill 13+), \$200	PR-2	3d/3d, -2i
Wise Woman (IQ+Magical Aptitude 10+, 7 spells), \$200	IQ+Magical Aptitude	-2i,2d/-3i,3d
Sailor* (Seamanship 12+), \$250	PR	-3i/-6i,4d
Average Jobs		
Shop Owner (Butcher, Baker, etc.)* (Professional skill 12+, own shop), \$450	PR-1	-2i/-6i
Bureaucrat (Administration 12+, Status 1+), \$550	PR+Status	LJ/LJ, -1 Status
Skilled Craftsman (Craft skill 13+), \$(Craft skill x 30)	PR	LJ/4d
Animal Handler (Animal skill 13+), \$650	PR	LJ/4d
Gambler* (Gambling 11+), \$700	PR-2	-10i/-10i, 3d
Healer (Physician 12+, Status 0+), \$800	PR	-3i/-3i, -1 Status
Guards or Army Sergeant (Weapon skill 14+, Tactics 11+, Leadership 12+), \$450	PR-2	3d/reduced to private
Witch (IQ+Magical Aptitude 12+, 15 spells, Status 1+), \$200 + room & board	IQ+Magical Aptitude	2d
Wise Woman (IQ+Magical Aptitude 13+, 15 spells), \$500	IQ+Magical Aptitude	-2i,2d/-3i,3d
Ship's Officer* (Seamanship 14+, Leadership 12+), \$600	PR	-3i/-6i,4d
Comfortable Jobs		
Master Craftsman (Craft skill 15+, own shop), \$(Craft skill x 60)	PR	-6i/4d
Smuggler* (Merchant 10+, Streetwise 12+), \$1,200	PR-2	10 years jail/6d, crippled
Physician (Physician 14+, Status 1+), \$1,200	PR-1	-2i/-10i
Guards or Army Officer (Tactics, Strategy, Leadership all 12+), \$1,000	PR-1	3d/reduced to Sergeant
Guards or Army Senior Officer (Tactics, Strategy, Leadership all 13+), \$1,800	PR	3d/reduced to Officer
Witch (IQ+Magical Aptitude 15+, 20 spells, Status 2+), \$800 + room & board	IQ+Magical Aptitude	2d
Ship's Captain* (Seamanship 14+, Leadership 15+, Tactics 12+), \$1,200	PR	-3i/-6i,4d
Wealthy Jobs		
Member of Noble Family* (Status 3+), \$3,000	Status+8	Allowance cut 20%
Titled Noble* (Status 4+), \$5,000	Status+10	-2i/-1 Status
Councilor of Estcarp (IQ+Magical Aptitude 20+, 30 spells, Status 4+), \$5,000	IQ+Magical Aptitude	-2i/-4i,LJ



Creating a Witch Character

Arathea went to the Place of Wisdom at age six. At that time, she discarded her birth name for the nickname Feather. She trained for twelve years and now, at age eighteen, she is ready to venture out into the world. She's easy to visualize. Although whip-thin, like all of the Old Race, she can endure a lot.

A Witch is no stay-at-home. Feather is the kind of witch who goes out into the field, riding with Guards and/or Borderers, taking what comes — that much we know, but that's about it for the moment. Background and history, likes and dislikes, advantages and disadvantages, quirks (and Witches are full of them!), will come later.

Racial Characteristics

Our Witch Feather, like all sworn Witches of Estcarp, is a member of the Old Race. This means that she can expect to be extremely long-lived, unless she dies by violence — which would not be at all unusual for a Witch of Estcarp during these perilous times. She is also very resistant to mental control with a Strong Will advantage (Level 2).

Like all of the Old Race in Estcarp, she speaks the common language of the Witch World.

As a beginning character, Feather has 100 character points to spend on attributes, advantages, disadvantages,

quirks and spells and other skills. It costs 30 character points to be a member of the Old Race, including the advantages listed above. This leaves Feather with 70 points to spend on other, very important things.

Personal Appearance

Feather is of average appearance. Witches are seldom dazzling beauties; they tend to be a little anorexic for one thing, and not concerned with physical attractiveness for another. She is right-handed. Like others of the Old Race, she has light skin, and black hair and eyes. Her eyes dominate her face, which is pointed and small of chin, rather like the face of a cat. Also like most of the Old Race, her height is slightly above average; she is 5' 7" and weighs 110 pounds after a good meal, which she seldom bothers to eat.

Character Attributes

Since IQ is the most important attribute for using magic, we spend 30 points to give Feather an IQ of 13. She has devoted most of her training to her mind instead of her body — we will give her a ST of only 9 (for a total bonus of 10 points). This gives her a ST 9, DX 10, IQ 13 and HT 10.

Subtracting 20 points for attributes from her previous total of 70 leaves Feather with only 50 points for the rest of her character development.

Selection of Advantages

The Magical Aptitude advantage is essential if Feather is to be a Witch — or any other kind of mage in the Witch World. At level 1, this costs 15 points.

All Witches are taught to read and write as part of their training. Therefore Feather will have the Literacy advantage. However, literacy is common in the Witch World, and this advantage does not cost any points.

Even if the GM chooses to prohibit or limit other Patrons in the campaign, the Council of Witches of Estcarp must be included; furthermore, since it is composed solely of women, it pleases the Council to be known as a Matron (see p. 61). She will be working for the Council and they will generally be willing to aid her. She takes a 30-point Matron advantage (for a 30-point Matron appearing fairly often).

Feather has been drawn to animals since she was a little girl. She finds them to be much more agreeable — and more reliable — than most of the people she has known. She takes the Animal Empathy advantage (5 points); this will also aid her in her spells of Brown Magic.

We've spent 55 character points on advantages, but we only had 50 points available. It looks like we need to consider some disadvantages for Feather.



Selection of Disadvantages

As a sworn Witch of Estcarp, Feather has a phobia against the loss of her virginity (Parthenomania) — she *knows* that she will have to remain a virgin as long as she wants to keep any of her Witch Power. This disadvantage is worth 20 points.

Nearly all of Feather's adventuring will consist of carrying out missions for her Matron, the Council of Estcarp. She takes a 15-point Duty disadvantage for a duty demanded almost all the time.

The Old Race of Estcarp — and the Witches in particular — have never been on good terms with their neighbors. Karsten and Alizon are definitely enemies to Feather and to all of her sisters — worth 10 points (20-point enemy halved for appearing quite rarely) each.

Physical disadvantages for a Witch wouldn't make a good player character, but we'll go for one additional mental disadvantage. Witches tend to think very highly of themselves — and they expect everyone else to do so as well. Why not add the Overconfidence disadvantage for an additional 10 points?

This brings us to a total of 65 character points for duties, enemies and other disadvantages. Note that more than 40 points of disadvantages are allowed because most of the disadvantages taken by Feather are common to all Witches (see p. 44, B26). This offsets the points spent on advantages, leaving 60 points remaining for spells and other skills.

Quirks

Witches have *lots* of quirks. They think men are barely fit to fight, let alone rule. They are not very talkative. They love solitude and keep to themselves. And then there are the individual quirks. For Feather, we chose these quirks: she is a little ashamed of her family background; she spends time talking to small animals; she is not only indifferent to men, she feels active contempt for them; she loves solitude and she dislikes unnecessary chatter.

Five points for quirks brings us up to 65 points available for spells and other skills.

Character Story

Feather comes from Social Level -1. Her father is a tenant farmer in the plains just at the edge of the Barrier Mountains and her mother earns a little extra money by raising a few sheep and selling the loquath cloth she spins and weaves in her spare time. No one from either side of her family was anything out of the ordinary or had ever shown any aptitude for magic as long as anybody could remember, until Feather's birth. Privately, Feather's father, Armon, wonders if there wasn't some funny business going on with his wife Gryself and a troop of Blank Shields passing through about the time of Feather's conception. But Gryself is blameless; Feather's appearance

and talent is just one of those things that happen in all families now and then.

Feather spent her early childhood roaming the hills, and learned to love the outdoors. She lives in the period of time after the Great War. The Witches are anxious to refill their ranks since so many of them perished in the Turning. Periodically the Council issues a Sending; with a few other girl-children who responded, Feather began her training at age six.



Skill Selection

Witches in the field frequently don chainmail, take up sword and dart gun, and ride with troops. Feather's real talents lie elsewhere but she wants to be able to defend herself in a pinch. So she has Knife at level 10 (1 point) and Guns/TL7 (Dart Gun) at level 13 (2 points) — including the bonus to Guns skill because of her IQ.

Although she cannot yet afford a horse, she wants to be able to ride one if it becomes available. So she takes Riding (Horse) at level 9 (1 point). She gets a +4 bonus because she has Animal Empathy giving her a Riding skill of 13. When she gets her own horse, she will get an additional +5.

She takes Naturalist at level 14 (6 points) in order to become skillful in using herbs. This is the backbone of much of the Witch World's magic, healing, and everyday life. She also learns First Aid/TL3 at level 14 to complete her training as a healer (2 points). Learning to survive in the mountains comes very easily, since she grew up in the

outdoors. She takes Survival (Mountains) and Survival (Plains) at level 14 (4 points each).

The total for worldly skills adds up to 18; the maximum she can spend, since she is only 18 years old. That leaves 47 points for spells.



Spell Selection

With an IQ of 13 and Magical Aptitude 1, Feather has an effective IQ of 14 for learning spells. She can gain an additional +1 or +2 for casting spells by spending extra time concentrating and focusing her Power through her Witch Jewel (see p. 95).

Feather has always communicated easily with the creatures of nature, and her Animal Empathy advantage is a prerequisite for some spells of Brown Magic. She takes the Beast-Soother, Beast Summoning, Bird Control, Mammal Control and Beast Speech spells. She takes Beast-Soother, Beast Summoning and Mammal Control at level 14 (4 points each) and the rest at level 13 (2 points each) for a total cost of 16 points. With her Jewel she can cast — and maintain — any of these spells at level 15, taking advantage of the reduced energy cost. She spends the extra points on Beast-Soother and on Mammal Control because she may need them in a hurry; she might not want to take the time to concentrate.

Instantaneous long-distance communication is one of the skills the Council uses to hold Estcarp together, so all

Witches are encouraged to learn Telepathy. Feather learns the Telepathy spell at level 14 (8 points) so that, with the aid of her Jewel, she can cast it at level 16. She learns its five prerequisites of Blue and Yellow Magic. (Sense Foes, Sense Emotion, Mind-Reading and Mind-Sending were taken at level 13 (2 points each) and Truthsayer at level 14 for a cost of 4 points. This gives a total cost of 20 points for Telepathy and its prerequisites.

Illusion has long been a staple of the Witch's repertoire. Feather learns three spells of Yellow Magic — Simple Illusion, Complex Illusion and Illusion Disguise at level 13 (2 points each). She also learns Orange spells of Light and Voice and the Indigo spell of Sound at level 13 (2 points each) for a total cost of 12 points. Since she can cast a Simple or Complex Illusion at level 15 with the aid of her Jewel, she can maintain these spells indefinitely at no energy cost.

Her spell selection, at a total cost of 47 points, completes Feather's description. All 100 points have been spent — her adventuring success will tell how well we did.

Equipping a Witch Character

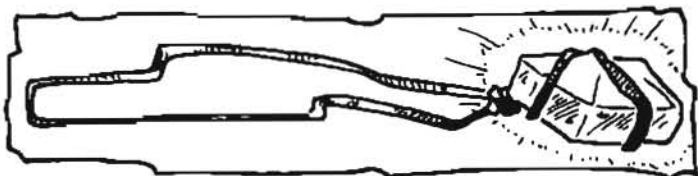
Feather starts with \$1,000. Her Matron — the Council of Estcarp — furnishes her with her gray loquath-cloth robe and some basic shoes, which can double as everyday clothing. In addition, she has her most valuable possession — the Witch Jewel which she keeps for the rest of her life.

The Council also supplies her with an herb bag with an assortment of prepared medicinal herbs — Angelica root, Chamomile decoction, Hyssop, Trefoil, and Plantain plus a small supply of precious Illbane. When she runs out, she'll have to find and prepare a fresh supply herself.

For protection, she wears light leather armor (\$210) and she carries a dart gun (\$300) with three clips (\$10 each). She purchases five boxes of 20 impaling darts (\$20 per box), a large knife (\$40), and a dagger (\$20).

For living in the field, she chooses a set of personal basic equipment (\$5), a one-person tent (\$50), a small backpack (\$60), a small pouch (\$10), and a small wineskin (\$10). She buys a supply of journeycake — enough to last 14 days (regularly \$4 for one day's supply, but with her courtesy discount she pays only \$2 each). After filling her wineskin with water (no charge), she's ready to begin the adventure. These items cost a grand total of \$863. Of the remaining \$137, \$100 is left for safekeeping with the Council in Estcarp; she is carrying \$37 in silver coins.

Feather is carrying equipment weighing a total of 36 pounds, mostly in her backpack. Since she has ST 9, this is light encumbrance and she can move at a speed of 4 (her basic speed of 5 reduced by 1).



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CHARACTER SHEET

Name _____ Feather _____ Player _____
 Appearance 5' 7", 110 lbs. dark hair and eyes, slender
 Background The Old Race, A Witch in Escarp, Literate, Longevity

Date Created	Sequence
Unspent Points 0	Point Total 100

Pt. Cost	ST 9	FATIGUE
-10	DX 10	BASIC DAMAGE
0	IQ 13	Thrust: 1d-2 Swing: 1d
30	HT 10	HITS TAKEN
0	Mvmt	BASIC SPEED MOVE 5 4 (HT+DX)/4 Basic - Enc.



SKILLS	Pt. Cost	Level
Knife P/E	1	10
Guns (Pistol) P/E	1	12
Riding (Horse) P/A	1	13
Naturalist M/H	6	14
Survival (Mountains) M/A	4	14
(Plains) M/A	2	12
First Aid/TL3 M/E	2	14
Beast-Soother (Brown)	4	14
Beast Summoning (Brown)	4	14
Bird Control (Brown)	2	13
Mammal Control (Brown)	4	14
Beast Speech (Brown)	2	13
Sense Foes (Blue)	2	13
Sense Emotion (Blue)	2	13
Truthsayer (Yellow)	4	14
Mind-Reading (Yellow)	2	13
Mind-Sending (Yellow)	2	13
Telepathy (VH) (Yellow)	8	14
Simple Illusion (Yellow)	2	13
Complex Illusion (Yellow)	2	13
Illusion Disguise (Yellow)	2	13
Light (Orange)	2	13
Voice (Orange)	2	13
Sound (Indigo)	2	13

ENCUMBRANCE	PASSIVE DEFENSE
None (0) = 2 x ST 18	Armor: 1
Light (1) = 4 x ST 36	Shield: —
Med (2) = 6 x ST 54	TOTAL 1
Hvy (3) = 12 x ST 108	
X-hvy (4) = 20 x ST 180	

REACTION +/- _____ Overconfidence: +2/-2
 Animals: Wild +2, Tame +4; Status 1

WEAPONS AND POSSESSIONS				
Item	Damage Type	Skill Amt.	Cost	Wt.
Witch Jewel			—	—
Gray robe			—	1
Herb bag			—	¼
Light Leather Armor			210	10
Dart Gun		11	300	2
Clips (3)			30	3/4
Imp Darts (100)	Imp	1d	11	100 1¼
Large Knife	cut/imp	1d-2	10	40 1
Dagger	Imp	1d-3	10	20 ¼
Personal basic equip.			5	—
Tent (1 person)			50	5
Backpack (sm) (40lbs.)			60	3
Small pouch (3 lbs.)			10	—
Small wineskin (1 gal.)			10	—
Journeycake (14 days)			28	3½
Water (1 gal.)			—	8
Silver Coins			37	—
Left for safekeeping			100	—
Totals: \$1,000		Lbs. 36		

ACTIVE DEFENSES		
DODGE	PARRY	BLOCK
4	5	0
= Move	Weapon/2	Shield/2

DAMAGE RESISTANCE	
Armor _____	TOTAL 1
Light Leather :1	

Pt. Cost	ADVANTAGES, DISADVANTAGES, QUIRKS
30	Race: Old Race (inc. Strong Will +2)
15	Magical Aptitude (Level 1)
5	Status (Level 1)
30	Matron: Council of Witches of Escarp
5	Animal Empathy
-20	Parthenomania
-15	Duty: Council of Witches of Escarp
-20	Enemies: Karsten; Allizon
-10	Overconfidence
-1	Quirk: Ashamed of family background
-1	Quirk: Talks to small animals
-1	Quirk: Loves solitude
-1	Quirk: Feels contempt for men
-1	Quirk: Dislikes chatter

WEAPON RANGES				
Weapon	SS	Acc	½ Dmg	Max
Dart Gun	9	1	50	150
RoF	3/turn			
Rcl	-1			
Malf	crit.			
ST	7			

SUMMARY		Point Total
Attributes		20
Advantages		85
Disadvantages		-65
Quirks		-5
Skills		65
TOTAL		100

grimoire of Feather the Witch

page no.	spell name	class	skill level	time to cast	duration	cost to cast	cost to maintain	notes
88, M21, B155	Beast-Soother	Reg	14	1 sec.	see note	1-3	—	Permanent until animal is disturbed.
88, M21, B155	Beast Summoning	Reg	14	1 min.	3	2	—	Double cost for many animals (about 10-mile radius).
88, M22, B155	Bird Control	Reg/R-IQ	13	1sec.	1 min.	4	2	1 large or a flock of smaller birds (about 100 lbs. total)
88, M22, B155	Mammal Control	Reg/R-IQ	14	1 sec.	1 min.	5	3	1 large or several small animals (about 100 lbs. total).
84, M25, B155	Beast Speech	Reg	13	1 sec.	1 min.	4	2	
84, M25, B155	Sense Foes	Info/Area	13	1 sec.	Inst.	1*	—	*Minimum cost 2.
84, M25, B155	Sense Emotion	Reg	13	1sec.	Inst.	2	—	
82, M25, B155	Truthsayer	Info/R-IQ	14	1 sec.	Inst.	2	—	Tells whether subject lied in last 5 min. or whether last thing said was a lie.
82, M26, B155	Mind-Reading	Reg	13	10 sec.	1 min.	4	2	-2 if language not known; -2 if different race; -4 if very alien.
82, M26	Mind-Sending	Reg	13	4 sec.	1 min.	4	4	Use long distance modifiers on p. M10; -4 if subject is not known.
79, M49, B163	Light	Reg	13	1 sec.	1 min.	1	1	The light moves at speed 5.
85, M69	Sound	Reg	13	1 sec.	varies	varies	1/min.	Costs 1 for 5 seconds; 2 for 1 minute.
80, M69	Voices	Reg	13	1 sec.	1 min.	3	2	
82, M45	Simple Illusion	Area	13	1 sec.	1 min.	1	½	Dispelled by touch, attack spells except Control Illusion
81, M45	Complex Illusion	Area	13	1 sec.	1 min.	2	1	DR 0, HT 1, melts if broken.
82, M46	Illusion Disguise	Reg	13	1 sec.	until illusion ends	3	—	Counts as single spell "on."
82, M26	Telepathy	Reg	14	4 sec.	1 min.	4	4**	Subject must be willing; -4 to eavesdrop; long distance modifiers on p. M10; no distance cost if subject is expecting call. ** +4 to maintain for each additional person to link.



Character Creation

Feather's Witch Jewel gives +1 if she spends twice the required time concentrating; +4 if she spends four times the required time. Feather must speak a few quiet words and make a gesture to activate all her spells.

MAGIC IN THE WITCH WORLD



4 Magic is an integral part of life. It is used by Witches in Estcarp, Wise Women in High Hallack, sorcerers in Escore and others throughout the Witch World.

Magic draws upon an energy called *mana* which is present throughout the Witch World. In general, the Witch World is a normal mana world (see sidebar, p. B147). Only mages (characters with the Magical Aptitude advantage) can use magic, and spells work normally according to the spell descriptions. There are a few sites — remains of places used by the Old Ones in Escore and in High Hallack — which are high mana areas.

It is possible in the Witch World to travel through Gates to other worlds with either high or low mana — or even with no mana. Many of the powerful adepts of ancient Escore disappeared forever from the Witch World when they created Gates to low or no mana worlds and had no magic to enable them to return.

There are hundreds of different magic spells, each with a different purpose. The spells in the *GURPS Basic Set* are adequate for some Witch World campaigns. For powerful Witches or Adepts, *GURPS Magic* will be needed. There are also seven new spells specifically for the Witch World (see pp. 77-88).



GMing Magic

Creativity and imagination are required for the Game Master of a magical game-world. It is impossible for any book to define every possible interaction of every spell, or even every possible use of each spell. The better the players are, the more often they will come up with something unexpected!

The general rule is: Preserve game balance, but make it fun. Don't allow any spell use that short-circuits the whole adventure. But, as much as possible, reward creative use of spells.



Learning Magic

In the Witch World, spells can only be learned and used by mages (those with the Magical Aptitude advantage).

There are three methods of learning a new spell — from a teacher who knows that spell, from a textbook or from experience on an adventure. Any player starting a character with knowledge of any spells must explain to the GM's satisfaction how and where the spells were learned.

The Natural Spellcasting advantage provides another way for a character to learn new spells (see p. 58), but it works only in emergencies and is not very reliable. It is, however, a way for a male to become a mage in a world where this talent is usually reserved for women.

Finding a Teacher

Magical spells are taught like any other skills — *if* a teacher can be found. In the Witch World, there are few freelance teachers of magic. The Council of Estcarp will not teach spells to anyone who is not a sworn Witch. No one can simply wander into Es City and find a Witch who will teach a spell. An independent Wise Woman might be willing to teach a spell to a female, but she is not apt to know many spells.

A sworn Witch of Estcarp will have completed formal training by the Council at the age of 18. She can begin with any spells desired — with a few exceptions (see p. 76) — and will have no trouble finding a teacher for any spell known to the Council of Estcarp, as long as she stays on good terms with the Council. Because of the intensive nature of the training provided by the Council, she may spend up to a total of three times her age on spells and magical skills. Since most of her time has been spent studying magic, she may spend no more than one times her age on non-magical skills. A sworn Witch should take the Council of Estcarp as a Matron (see p. 61).

A Wise Woman will normally have been trained as an apprentice by an older Wise Woman. Her choice of spells will be more limited, since she can only have learned the spells known by her teacher, and these will tend to be herbal skills. A young Wise Woman may take her teacher as a Matron (see p. 61); in this case she will have a teacher available to teach her new spells as play proceeds. Or she may start play after leaving her teacher to make her own way in the world; in this case, she may have trouble finding a teacher for additional spells.

Neither a Witch of Estcarp nor a Wise Woman is likely to teach a spell to a male character; to them magic is woman's business and they look with grave displeasure on any male who attempts to use it. This makes it very difficult for a male to find a teacher.

There are sorcerers in Escore who would be happy to take anyone (male or female) as an apprentice, but they would be difficult to find and the price — not always in money — may be higher than expected! A sorcerer may be familiar with spells not known to the Council of Estcarp, but his search for power may have led him to the Shadow (see p. 7). If a student is too hungry for power, the GM should consider all of the effects of this hunger, and proceed accordingly. The Shadow is always looking for converts.

A beginning character may not start play knowing any spells unless he or she has had a chance to learn them in past life, and the life history must convince the GM. While a female character will generally not have any trouble explaining a teacher in her past (even if she is not a sworn Witch and no longer has a Wise Woman as a Matron), this could be very difficult for a male character. And even if a player manages to convince the GM that his male character has the right background to have been taught some spells, the GM will probably require an Unusual Background advantage (see p. B23).



Finding Textbooks

Like any other intellectual skill, magic can be learned without a teacher (see sidebar, p. B146).

Most magical textbooks are found in the Archives at Lormt. Powerful spells can be found along with a huge and largely uncatalogued assortment of whatever appealed to the residents through the years — histories, romantic tales, collections of unrelated anecdotes and recipes for curing dandruff. Lormt contains the remnants of the ancient records the Old Race brought with them. The archives are not under the Witches' control; they are maintained by both male and female scholars, most of them anti-social and elderly. However, no one can just wander in off the street and ask to study the spellbooks — anyone studying at Lormt should have a Patron or an Unusual Background to explain his request for the opportunity for study. There are no teachers of magic at Lormt; all studying is at half speed.

In addition, even with permission to study at Lormt, no one can count on finding a book explaining any specific spell — the Archives do not have an index or catalogue of available spells. However, browsing has its own rewards. It is possible to find an explanation of a lost spell while looking for a book on a well known one; the availability of any specific spell is left up to the GM.

There are scrolls and books abandoned in some of the ruins in Escore, but they would be difficult to find and might be very dangerous to use.

Important Note: The doubled cost for learning spells without a teacher would also apply to spells known by a beginning character, if the character's background required him to have learned the spells without a teacher.

Improving Spells Through Adventure

Character points earned on an adventure may be used to learn new spells as well as to improve skills in spells already known (see p. B82). The character points may be used to improve spells used significantly during the adventure in which the points were earned, at normal character point cost, even without a teacher, if — *in the GM's opinion* — the use of the specific spell was enough to provide real practice in its use.

Secret Spells

There will be many occasions when others won't know what spell a mage is using — especially if she knows it well enough to cast it silently and without gestures.

In general, when a spell has no obvious, visible effect, it can be kept a secret. Players can tell the GM privately, if necessary, what spells are being used. But magical battles will be much more interesting if only the GM knows exactly what protective spells have been cast.

Magic Rituals

Magic usually relies upon the use of ritual gestures, movements or physical manifestations. In the Witch World, spells are normally cast by speaking Words of Power (see pp. 74-75) or by tracing signs and symbols in the air.

If the spell is successful, the traced symbols will often glow — and the spoken Word will even be visible. The color of the glow will reflect the "color" of the spell cast, and its shade can even tell an observer whether it is based on the power of Light or Shadow. An observer looking directly at the spellcaster gets an IQ roll to recognize the colors (against IQ for a mage and IQ-4 for a non-mage; with a penalty of -2 for minor distractions, and -4 for combat or similar major distractions). If the observer is another mage who *knows* the spell being cast, she will also generally recognize the spell. The IQ roll is at IQ +2.

This roll is not automatic — the observer has to notice the words or gestures and attempt to identify them.





The Naming of Witches

A Witch never divulges her true name. If someone knows a Witch's true name, that person has immense power over the Witch (see *Resisted Spells and True Names*, this page). Thus, as part of their training, Witches go through an Unnaming process.

Unnaming begins as soon as the fledgling Witch begins training with the Council of Witches at the Place of Wisdom. She "dies" to the outside world. The name her parents gave her ceases to be spoken and she takes a nickname in its stead — either she chooses one herself, or one is given to her. When she receives her Witch Jewel (see p. 95), she discovers that the name written in its depths is the half-forgotten one her parents gave her — and thus she learns the power of her birth name.

Learning Spells

Some mages wish to learn as many spells as possible. They learn each one at a moderate level of skill — 12 or 13 — and go on to the next spell. "Whatever the situation," they reason, "I'll have a spell to suit."

Others choose to learn each spell very thoroughly before proceeding to the next — up to skill levels of 15 or even 20. "I will almost never fail," they think, "and my deep knowledge of my spells means that I will need little energy to cast them."

Who is right? Both, and neither. Both approaches are valid. But the brash young Witch who quickly learns 20 or 30 spells may need to go back and improve her knowledge — until she is a master of both quantity and quality.

Casting Spells

The use of magic is always very draining to those who use it. If this were not the case, a Witch would be virtually all-powerful, and Estcarp would have no need for guards or forts along its borders — no need for anything save the Council of Witches at Es Castle. Any user of magic is summoning forces not fully understood, and the results are sometimes not as the spellcaster expected.

Success and Failure

Spell casting uses the rules for success and failure in the *GURPS Basic Set* (see pp. B146-147). Critical spell failures use the *Critical Spell Failure Table* on p. B147 with the following modifications:

On a roll of 3, the spell fails entirely and the caster takes 1d damage — nothing protects. If six hits of damage are taken at one time, the Witch Jewel (if being used while casting the spell) shivers in its setting, cracks and falls into powder (see p. 95).

On a roll of 18, the spell fails entirely. Some force of the Shadow has been awakened by the attempt to call up Powers beyond the caster's abilities — the GM chooses the awakened power. If, in the GM's opinion, the caster and the spell were both perfectly pure in word, thought and deed, roll again and substitute a lesser penalty.

Resisted Spells and True Names

Knowledge of a person's true name — or birth name — gives extra power to Witch World magic, applying to any spell which may be resisted (see pp. B150-151). If the caster of a spell knows the true name of the subject and uses this name while casting the spell, the subject's resistance roll is made at a penalty of -2. This is why Witches are careful to conceal their birth names (see sidebar).



Words of Power

A Word of Power is the true name of one of the Old Ones. This Word is used to allow the speaker or writer to summon the protection or service of the Old One (see p. 6). In some cases, the Name itself is protection enough without needing the intervention of the named Old One. In other cases, a Word is used in an actual summoning and is useful only if answered.

A Word is used in one of three ways — it may be spoken, drawn with a fingertip in the air or permanently traced on some surface. In any case, it must be learned before it is used.

Although anyone can parrot a Word that is heard or trace a Word that is seen, this will rarely have any magical effect. Learning Words well enough to use them involves the use of difficult vocal techniques in pronunciation; an untrained practitioner cannot tell the difference between a Word being *used* and one merely being said, just by listening. It is, however, fairly easy to learn to recognize specific Words if they are seen or heard again.

Long study and meditation are required to learn these vocal techniques. Only someone with Magical Aptitude is able to understand a Word well enough to use it, or even to study them at all. Learning Words of Power is a Mental/Hard skill.

Lesser Words

The Lesser Words are those names which, through common usage, have taken on some Power. For game purposes, they are indistinguishable from spells. They are learned and used exactly like spells — their use requires speaking the Word aloud, tracing the Word in the air or subvocalizing the Word, depending on the skill with which the Word (or spell) is learned. There is no necessity to distinguish them from spells, although the GM or players may choose to do so.

Great Words

The Great Words are names of extremely powerful Old Ones. Speaking one of these Great Words is calling on the named Great One to appear and to perform some kind of service. These Words are very powerful but very unreliable. Many of the Old Ones have left this world through Gates leading far into the past, and they either cannot or will not return to answer a call. Even if they do return and answer, there is no guarantee that they will be pleased to be called.

A Great Word is learned like a spell, generally from studying ancient texts. Unlike most spells the Great Words cannot be practiced. Anyone who calls one of the Great Ones just to see if he is there is going to regret it! Thus, despite careful study, the mage never knows for sure what will happen until he speaks the Word.

The results of speaking a Great Word are left to the GM. The Word may not be answered, either because the named Great One is no longer available or for any other reason — or for no reason at all. If the Great Word is used without need; if the character is not worthy of the attention of the Great One; or if the Great One is just in a bad mood, the results of an answer can be disastrous.

It is also possible that the Great One will answer the Word favorably. The results will be up to the GM, but could be anything — a *deus ex machina* is certainly possible.

If the GM desires, the Great One may become a Patron for the PC (extremely powerful) — worth 25 or more points, with the cost modified by the frequency of appearance (see pp. B24-25). However, this cost may be partially offset by a corresponding Duty to the Old One (p. B39).

The decisions on whether or not a called Great One becomes a Patron and whether or not there is a corresponding Duty (and if so, what the Duty is) — as well as the resulting costs in character points — are left entirely up to the GM. The player has no choice — if he didn't want to gamble, he shouldn't have spoken the Great Word in the first place. If the GM decides the Great One has become a Patron, then all unspent and future character points go towards paying for this Patron until the debt is retired.

Witchcraft and Sorcery

The distinction between witchcraft and sorcery was made as follows by the Witch Kaththea Tregarth in Andre Norton's *Sorceress of the Witch World*:

Magic stands in two houses. The witch is one born to her craft, and her power is of the earth, of growing things and what is of nature. If she makes a pact with the Shadow then she turns to those things of evil which abide on earth — there are growing things to harm as well as heal.

The sorceress may be a born witch who strives to climb higher in her craft, or she may be one without the gift who painfully learns to use the Power. And again she chooses between light and dark.

A Witch or a Wise Woman begins her studies with Brown or Green magic. She learns to understand and use natural forces. As her knowledge increases, she walks an increasingly fine line between the Light and the Shadow.

A sorceress may also begin with a study of Green or Brown magic. Or, she may concentrate on controlling forces and bending them to her will. But whether Witch or Wise Woman, sorceress or Adept, a magic user must always choose between Light and Shadow.



Colors of Magic

In the Witch World, spells are divided according to subject matter into *colors* instead of *colleges* as in the *GURPS Basic Set* (see p. B149). The nine colors of magic were described as follows by Kethan of Car Do Prawn — one of the rare male mages in the Witch World — in Andre Norton's *The Jargon Pard*:

Light and Shadow

The distinction between Light and Shadow is of fundamental importance for all users of magic on the Witch World. A mage chooses between Light and Shadow, and all of her magic is restricted by that choice. Keep in mind that the choice is not always conscious, however. Many of the Sorcerers of Escore started out searching for Power in order to do good, and were then corrupted into searching for Power for its own sake without regard to the consequences. The doctrine that the end justifies the means, when applied to magic, is one of the quickest ways for a Sorcerer to become captured by the Shadow.

Most spells are not inherently part of the Light or of Shadow but can be used either way. Some, however, always contain part of the Shadow no matter how good the intentions of the one who uses them.

Magic Ingredients

Traditionally, every mage has a bag (or a box, or a wagon) full of lizard tails, virgin's blood, mandrake root and other spell ingredients.

That's the way it works in some worlds. But *most* of the magic of the Witch World requires only the mind — it is cast using Words and/or gestures with no other ingredients needed.

Different peoples throughout the Witch World use magic in different ways. For ordinary spells a Witch in Estcarp concentrates with her mind only, focusing through her Witch Jewel (see p. 95) to cast her spells. For higher level spells she also uses words and gestures. The Witches — and particularly the Wise Women of High Hallack — use the powers of special herbs found in nature in casting spells. There is a list of some of the herbs of the Witch World on pp. 104-105.

The sorcerers in Escore built most of their magic through the study of Words of Power, and these Words must always be spoken. Even the high-level Adepts who built the Gates between worlds did so.

The Bard Sages of High Hallack used their songs to cast their spells.

Some men speak ignorantly of White Magic and Black, meaning that which is wrought for the benefit of mankind and that of the Great Shadow, which ever threatens him. But those well into the Mysteries do not speak so — rather they aver that Magic is divided otherwise, and each part has both a dark and a light side.

There is Red Magic that deals with the health of the body, physical strength, the art of war also. Secondly comes Orange Magic, which is a matter of self-confidence and strong desire. Yellow is the Magic of the mind, needing logic and philosophy, that which the Thaumaturgists most dealt in.

Green is the hue not only of Nature's growing things and fertility, but also of beauty and the creating of beauty through man's own efforts. Blue summons the emotions, the worship of whatever gods men believe in, prophecy. Indigo is concerned with the weather, with storms and the foretelling by stars.

Purple is a force that is drawn upon warily, for it carries the seeds of lust, hate, fear, power — and it is far too easily misused. Violet is pure power among the spirits, and few, even of the Voices, can claim to harness it. While Brown is the Magic of the woods and glades, of the animal world.

Those of the woodlands about which I knew ought were learned in the Green and Brown. And of all Magics, these are the closest to the earth, the less easily misused.

However, no one with the talent ever draws upon one Magic alone, but mingles this spell with that, seeking to draw the innate energy of what is most inclined to the result the sorcerer desires. All can be misused, thus coming under the Shadow. But he or she who chooses that path reaches for a Power that may recoil eleven-fold upon them if they have a stronger desire than they have talent.



Spell List

On the following pages are lists of magic spells for a Witch World campaign, and each spell is assigned to its appropriate color of magic. References are made to the Spell List in the *GURPS Basic Set* (see pp. B154-164) and *GURPS Magic* (see pp. M21-69). Any changes are noted. New spells are described completely.

For characters moving between worlds, these changes in prerequisites only apply to new spells learned in the Witch World — not to spells already known.

Spells for Summoning Elementals and most Enchantment spells are nearly unknown in the Witch World — except perhaps by one of the few remaining adepts in Escore. Although many spells have prerequisites of the same color, it is not unusual for prerequisites to be of other colors.

Some spells are very common in the Witch World. These are marked with *. Others are very rare and would be known only by powerful or unusual adepts. They are indicated by **. These spells will not be taught to Witches younger than 19 — and only rarely to those under 100!

Red Magic

There is Red Magic that deals with the health of the body, physical strength, the art of war also.

Red Magic is used by Witches and Wise Women to restore strength and health. It is the primary study of many Wise Women who devote themselves to the art of healing. Some of them combine the medical skills of Diagnosis/TL3 and Physician/TL3 (see p. B56), the healing spells of Red Magic, and the use of healing herbs (see pp. 102-105).

But there is also a darker side to Red Magic. Its skills in the art of war can kill as well as heal. Although spells of Enchantment have been largely lost on the Witch World, many of them fall into the category of Red Magic. This Color also includes the spells for using one of the most volatile forces — fire. Like many forms of magic, fire has two sides; it can be used to warm and to heal, and it can be used to destroy. Followers of both the Light and the Shadow find many uses for Red Magic.

Accuracy **	<i>Enchantment (see p. B160, M39)</i>
Alertness *	<i>Regular (see p. M60)</i>
Armor **	<i>Regular (see p. M67)</i>
Awaken *	<i>Area (see p. B162, M44)</i>
Bane **	<i>Enchantment (see p. M40)</i>
Breathe Fire **	<i>Regular (see p. M34)</i>
Climbing	<i>Regular (see p. M24)</i>
Clumsiness	<i>Regular; Resisted by IQ (see p. M23)</i>
Cold *	<i>Regular (see p. B158, M33)</i>
Cornucopia **	<i>Enchantment (see p. M40)</i>
Create Fire *	<i>Area (see p. B158, M33)</i>
Cure Disease *	<i>Regular (see p. M45)</i>
Curse-Missile	<i>Missile (see p. M24)</i>
Dancing Weapon **	<i>Enchantment (see p. M40)</i>
Dark Vision	<i>Regular (see p. M50)</i>
Deathtouch **	<i>Regular (see p. M24)</i>
Deflect **	<i>Enchantment (see p. B161, M41)</i>
Dexterity	<i>Regular (see p. M23)</i>
Essential Flame**	<i>Area (see p. M34)</i> <i>Prerequisite: At least six other Red spells, including Create Fire, Extinguish Fire and Shape Fire.</i>
Explosive Fireball	<i>Missile (see p. M34)</i>
Extinguish Fire *	<i>Regular (see p. B158, M33)</i>
Far Hearing	<i>Information (see p. M70)</i> <i>Prerequisite: Magery; No Deafness or Hard-of-Hearing disadvantage; Keen Ears and three other Red spells.</i>



Fatigue	<i>Regular; Resisted by HT (see p. M25)</i>
Fireball	<i>Missile (see p. B159, M34)</i>
Fireproof	<i>Area (see p. M33)</i>
Flame Jet	<i>Regular (see p. M34)</i>
Flaming Missiles	<i>Regular (see p. M34)</i>
Flaming Weapon	<i>Regular (see p. M34)</i>
Flash	<i>Regular (see p. B163, M49)</i>
Fortify **	<i>Enchantment (see p. B160, M40)</i>
Great Haste	<i>Regular (see p. M60)</i>
Halt Aging **	<i>Regular (see p. M45)</i> <i>Prerequisite: Magery 2; Major Healing, Cure Disease and four additional Red spells.</i>
Haste	<i>Regular (see p. M60)</i>
Hawk Vision (see p. M50)	<i>Prerequisite: Keen Eyes. Subject must not suffer from Blindness or Bad Sight disadvantages.</i>
Heat	<i>Regular (see p. B158, M33)</i>
Hinder	<i>Regular (see p. M25)</i>
Ignite Fire *	<i>Regular (see p. B158, M32)</i>
Infra-vision	<i>Regular (see p. M50)</i> <i>Prerequisite: Keen Eyes.</i>
Instant Regeneration **	<i>Regular (see p. M45)</i>

Instant Restoration **	<i>Regular (see p. M45)</i>	Recover Strength	<i>Special (see p. B162, M44)</i>
Iron Arm	<i>Blocking (see p. M68)</i>	Regeneration **	<i>Regular (see p. M45)</i>
Itch	<i>Regular; Resisted by HT (see p. M23)</i>	Resist Cold	<i>Regular (see p. M33)</i>
Keen Ears	<i>Regular (see p. M60)</i>	Resist Fire	<i>Regular (see p. B159, M33)</i>
Keen Eyes	<i>Regular (see p. M60)</i>	Resist Pain	<i>Regular (see p. M25)</i>
Keen Nose	<i>Regular (see p. M60)</i>	Restoration	<i>Regular (see p. M45)</i>
Lend Health	<i>Regular (see p. B162, M44)</i>	Resurrection	<i>Regular (see p. M45)</i>
Lend Strength	<i>Regular (see p. B162, M44)</i>	Reverse Missiles	<i>Regular (see p. M68)</i>
Lighten **	<i>Enchantment (see p. B161, M41)</i>	Rooted Feet	<i>Regular; Resisted by ST (see p. M25)</i>
Loyal Sword**	<i>Enchantment (see p. M40)</i>	Roundabout	<i>Regular; Resisted by HT (see p. M25)</i>
Madness	<i>Regular; Resisted by IQ-2 (see p. M58)</i>	Sense Danger	<i>Information (see p. M67)</i>
Major Healing *	<i>Regular (see p. B162, M44)</i>	Shape Fire	<i>Area (see p. B158, M33)</i>
Mass Sleep	<i>Area; Resisted by HT (see p. B164, M57)</i>	Share Strength	<i>Regular (see p. M44)</i>
Might	<i>Regular (see p. M23)</i>	Sharpen	<i>Regular (see p. M52)</i>
Minor Healing *	<i>Regular (see p. B162, M44)</i>	Shatterproof	<i>Regular (see p. M52)</i>
Missile Shield	<i>Regular (see p. M68)</i>	Shield	<i>Regular (see p. M67)</i>
Neutralize Poison	<i>Regular (see p. M45)</i>	Sickness	<i>Regular; Resisted by HT (see p. M57)</i>
Nightingale	<i>Area (see p. M67)</i>	Sleep	<i>Regular; Resisted by HT (see p. B164, M57)</i>
Night Vision	<i>Regular (see p. M50)</i>	Sound Vision	<i>Regular (see p. M70)</i>
<i>Prerequisite: Keen Eyes.</i>		Spasm	<i>Regular; Resisted by HT (see p. M23)</i>
Pain	<i>Regular; Resisted by HT (see p. M23)</i>	Sterilize	<i>Area (see p. M44)</i>
Paralyze Limb	<i>Regular; Resisted by HT (see p. M24)</i>	Strike Blind	<i>Regular; Resisted by HT (see p. M24)</i>
<i>Prerequisite: Magery, Clumsiness, Itch, Pain, Spasm and Stun.</i>		<i>Prerequisite: Spasm, Flash.</i>	
Peaceful Sleep	<i>Regular; Special Resistance (see p. M58)</i>	Strike Deaf	<i>Regular; Resisted by HT (see p. M24)</i>
		<i>Prerequisite: Spasm, Silence.</i>	
Pestilence	<i>Regular (see p. M65)</i>	Strike Dumb	<i>Regular; Resisted by HT (see p. M24)</i>
Phantom Flame	<i>Area (see p. M34)</i>	Stun	<i>Regular; Resisted by HT (see p. M23)</i>
Puissance **	<i>Enchantment (see p. B160, M39)</i>	Suspended Animation	<i>Regular; Resisted by HT (see p. M44)</i>
Quick Draw**	<i>Enchantment (see p. M40)</i>	<i>Prerequisite: Sleep, Major Healing.</i>	
Quick March	<i>Regular (see p. M60)</i>	Tanglefoot	<i>Regular; Resisted by DX (see p. M25)</i>
Rear Vision	<i>Regular (see p. M60)</i>	Total Paralysis	<i>Regular; Resisted by HT (see p. M24)</i>
		Vigor	<i>Regular (see p. M24)</i>
		Watchdog	<i>Area (see p. M67)</i>
		Winged Knife	<i>Missile (see p. M63)</i>
		Wither Limb	<i>Regular; Resisted by HT (see p. M24)</i>
		Youth	<i>Regular (see p. M45)</i>



Orange Magic

Secondly, comes Orange Magic, which is a matter of self-confidence and strong desire.

If the desire is strong enough, it can affect physical objects as well as the minds of others. Simple spells for moving physical objects are fairly common among mages in the Witch World, as are the spells for breaking and repairing physical objects.

The most powerful of these spells of Orange Magic are the ones which allow travel through space and time instantaneously. These spells can create Gates to other planets and to other dimensions. If the mage's self-confidence and desire grow stronger than his ability, it is easy to open a Gate to a place from which he cannot return. This was the fate of many of the most powerful Sorcerers of old Escore. These powerful spells of travel through space and time (Teleport, Time Travel and Create Gate) are no longer known in Estcarp or in High Hallack and are only known by a few of the sorcerers in Escore and Arvon.

Any of these spells may be learned only if a teacher can be found who knows the spell and is willing to teach it or — at double cost — if an ancient book describing the spell can be found and understood. An adept knowing one of these spells will not be easily found, and his price for the knowledge may be high — especially if he has been corrupted by the Power of the Shadow.

The spell for Open or Close Gate is not yet completely lost but is quite rare. The Witches of Estcarp and some of the other powerful mages have learned how to use the Gates left by the ancient ones, but they have no idea how to create one. And it should be remembered that — even with the Open Gate spell — the only way to see what is on the other side of the Gate is to pass through it, and then it may be too late.



Alter Body Regular; Resisted by HT (see p. M25)

Alter Visage Regular; Resisted by HT (see p. M25)

Prerequisite: Either Shapeshifting or Perfect Illusion plus four Red spells and four Orange spells.

Apportation Regular; Resisted by IQ (see p. M60)

Avoid Area (see p. M58)

Banish ** Special; Resisted by ST+IQ (see p. M65)

Prerequisite: Magery and at least one spell of each Color.

Blink Blocking (see p. M62)

Blur Regular (see p. B163, M50)

Colors ** Regular (see p. M49)

Prerequisite: Light plus three additional Orange spells. This spell has additional prerequisites because the ability to change the apparent color of light can be used to mask the true nature of either the Shadow or the Light. Places of Power, etc. are often identified by their color. Since color is used so widely as a measure of safety, false colors are more deadly.

Continual Light * Regular (see p. B163, M49)

Darkness * Area (see p. B163, M50)

Delay Regular (see p. M55)

Delayed Message

Area (see p. M70)

Dye

Regular (see p. M51)

Ethereal Body

Regular (see p. M63)

Prerequisite: Magery 3 and Body of Air.

Find Weakness

Information (see p. B164, M51)

Prerequisite: Two Orange and three Yellow spells.

Flight **

Regular (see p. M62)

Great Voice

Regular (see p. M69)

Great Ward

Block; Resisted by subject spell (see p. M53)

Hawk Flight

Regular (see p. M62)

Hide

Regular (see p. M50)

Hush

Regular; Resisted by IQ (see p. M70)

Invisibility **

Regular (see p. M50)

Prerequisite: Blur, Hide, Light and Shape Darkness.

Knots

Regular (see p. M52)

Levitation **

Regular; Resisted by IQ (see p. M61)

Light *

Regular (see p. B163, M49)

Light Jet

Regular (see p. M49)

Lighten Burden

Regular (see p. M60)

<i>Link</i>	<i>Area (see p. M55)</i>	<i>Shape Darkness</i>	<i>Area (see p. M50)</i>
<i>Lockmaster</i>	<i>Regular;</i> <i>Resisted by Magelock (see p. M61)</i>	<i>Slow Fall</i>	<i>Regular (see p. M60)</i>
<i>Locksmith</i>	<i>Regular (see p. M61)</i>	<i>Stiffen</i>	<i>Regular; Special Resistance (see p. M51)</i>
<i>Magelock</i>	<i>Regular (see p. M68)</i>	<i>Swim</i>	<i>Regular (see p. M62)</i>
<i>Mage-Stealth</i>	<i>Regular (see p. M70)</i>	<i>Teleport</i>	<i>Special (see p. M62)</i> <i>Prerequisite: Either IQ 15+ and at least one spell from each Color or Hawk Flight.</i>
<i>Manipulate</i>	<i>Regular (see p. M61)</i>	<i>Teleport Other</i>	<i>Regular; Resisted by IQ+1 (see p. M62)</i>
<i>Pentagram</i>	<i>Special (see p. M53)</i>	<i>Teleport Shield</i>	<i>Area (see p. M68)</i>
<i>Reflect</i>	<i>Blocking;</i> <i>Resisted by Subject spell (see p. M53)</i>	<i>Turn Zombie</i>	<i>Area (see p. M64)</i> <i>Prerequisite: Magery, Ward and one spell from each Color.</i>
<i>Reflex</i>	<i>Special (see p. M56)</i>	<i>Undo</i>	<i>Regular; Special Resistance (see p. M61)</i>
<i>Rejoin</i>	<i>Regular (see p. B164, M51)</i>	<i>Utter Dome **</i>	<i>Area (see p. M69)</i>
<i>Repair</i>	<i>Regular (see p. B164, M52)</i>	<i>Voices</i>	<i>Regular (see p. M69)</i>
<i>Repair Arrow</i>	<i>Regular (see p. M52)</i>	<i>Wallwalker **</i>	<i>Regular (see p. M61)</i>
<i>Restore</i>	<i>Regular (see p. B164, M51)</i>	<i>Ward</i>	<i>Block; Resisted by Subject spell (see p. M53)</i>
<i>Scribe</i>	<i>Regular (see p. M70)</i>		
<i>See Invisible</i>	<i>Regular (see p. M50)</i>		

New Spells for Orange Magic

*Time Travel (VH) *** *Special*

This spell is similar to Teleport, except that it "blinks" the caster to another time instead of to another place. Movement is instantaneous — whatever that means with time travel.

The farther away the target time is, the more energy is required, and the greater the skill penalty, as follows:

Within 1 minute	Cost 4	Skill penalty 0
1 to 10 minutes	Cost 6	Skill penalty -1
10 minutes to 1 hour	Cost 8	Skill penalty -2
1 to 10 hours	Cost 10	Skill penalty -3
10 hours to 4 days	Cost 12	Skill penalty -4
4 to 40 days	Cost 14	Skill penalty -5
40 days to 1 year	Cost 16	Skill penalty -6
1 to 10 years	Cost 18	Skill penalty -7
10 to 100 years	Cost 20	Skill penalty -8

And so on, increasing the same way for each 10 × increase in time.

If this spell takes you to the future, it is to one of many possible futures — the one most likely to occur. However, if you return to your starting time and act on the information gained, the future you visited may not occur.

Similarly, if you return to the past and change anything (kill someone's parent before they were conceived, for example) and then return to your starting time, you will return to a time affected by your actions. However, those you left behind will not notice any change, and you will never return to them. You will return to their analogs in the corresponding time in an alternate timeline.

This spell is dangerous — the penalties for a failed roll are the same as for Teleport, see p. M62.

You can also carry objects or another person, up to your heavy encumbrance limit — the same as teleport.

Prerequisite: IQ 15, Magery 3, Teleport.

*Open (or Close) Gate *** *Regular*

Opens or closes an existing Gate to another place, time or dimension. The Gate must already exist. Anyone or anything may pass through the Gate in either direction while it is open. Closing a Gate does not destroy it!

Duration: 1 minute.

Cost: 6 to cast; 3 to maintain.

Prerequisite: Magery 3 and three spells from each Color.



*Create Gate (VH) *** *Special*

Creates a magic Gate to another place, time or dimension. This Gate is similar to a permanent item for the Teleport and/or Time Travel spell.

The farther away the target place and time is, the more energy is required, *and* the greater the skill penalty. For a Gate to another place, the energy cost is equal to 100 times the energy cost for the Teleport spell and the skill penalty is equal to the skill penalty for the Teleport spell. For a Gate to another time, the energy cost is equal to 100 times the energy cost for the Time Travel spell and the skill penalty is equal to the skill penalty for the Time Travel spell. For a Gate to both another place and another time, the energy costs and skill penalties are added.

For a Gate to another dimension, the skill penalties and costs are up to the GM — depending on the similarities between the target dimension and the starting dimension, but the energy cost would be at least 10,000.

When a Gate is created, it can be always open; it can be open only when an Open Gate spell is used; or it can be open only in certain conditions specified when it is created.

Because of the great energies required, Gates were generally created by ceremonial magic (see p. B151). Only the most

powerful of the Adepts were able to create Gates by themselves, and these Adepts are no longer found in the Witch World.

Duration: Permanent.

Prerequisite: Magery 3, Open Gate and Teleport. Time Travel is also needed if the Gate is to a different time or dimension.

Imitate Voice

Regular

Produces a meaningful sound, as Voices, but the sound can imitate exactly the voice of a single person known to the caster.

Any person listening who knows the actual person's voice will have a chance of disbelieving the imitation if he makes a successful resistance roll against IQ. If anyone successfully disbelieves, it will not affect the spell; he will just think the voice does not really sound like the person it was supposed to.

Duration: 1 minute.

Cost: 3 to cast; 1 to maintain.

Prerequisite: Voices.

Yellow Magic

Yellow is the Magic of the mind, needing logic and philosophy, that which the Thaumaturgists most dealt in.

Yellow Magic is the magic of sight, knowledge and illusion. Where this magic is practiced, what is and what is not becomes difficult to determine. Many of these spells are well known by the Witches of Estcarp, and they are often used by Wise Women and sorcerers as well.

An illusion is a phantom that can have no physical effect on the real world. It can represent a single object or an entire scene. Illusion spells affect different senses, but they are not real and they can do no damage, except possibly by fright.

The spells for sending and receiving thoughts are well known throughout the Witch World. Telepathy and its prerequisites are some of the spells most used by the Witches, and anyone completing her training will probably know these spells. The Council of Estcarp habitually stations Witches trained in Telepathy at strategic locations throughout Estcarp to provide a quick and reliable means of communication.

Note that the effects of these spells are very similar to those of the psionic Telepathy Power (see pp. B167-171); however, the methods used are very different. The Witches of Estcarp use both magic spells and psionic skills for communicating, depending on the abilities of the individual.

The spells for sending and receiving thoughts lead to more powerful spells controlling the bodies and thoughts of others. These are not widely used except by some of the Sorcerers of Estcarp, and their use can easily be corrupted by the Shadow.



Activate Runes **	<i>Regular (see p. M52)</i>
Alarm	<i>Regular (see p. M47)</i>
Analyze Magic *	<i>Information; Resisted by Subject spell (see p. B163, M49)</i>
Ancient History	<i>Information (see M48)</i>
Aura *	<i>Information (see p. B162, M47)</i>
Banquet	<i>Regular (see p. M43)</i>
Borrow Language	<i>Regular (see p. M27)</i>

Borrow Skill	<i>Regular (see p. M27)</i>
Compel Truth	<i>Information; Resisted by IQ (see p. M26)</i>
Complex Illusion	<i>Area (see p. M45)</i>
Control Illusion	<i>Regular; Resisted by Subject spell (see p. M46)</i>
Copy	<i>Regular (see p. M52)</i>
Detect Magic *	<i>Regular (see p. B162, M47)</i>
Dispel Illusion	<i>Regular; Resisted by Subject spell (see p. M46)</i>
Find Direction	<i>Information (see p. M47)</i>
Gift of Letters	<i>Regular (see p. M27)</i>

<i>Gift of Tongues</i>	<i>Regular (see p. M27)</i>	<i>Mind-Search</i>	<i>Regular; Resisted by IQ (see p. M26)</i>
<i>Glass Wall</i>	<i>Regular (see p. M49)</i>	<i>Mind-Sending</i>	<i>Regular (see p. M26)</i>
<i>Prerequisite: Five Yellow spells or Earth Vision.</i>			
<i>Hide Thoughts</i>	<i>Regular (see p. M26)</i>	<i>Pathfinder</i>	<i>Information (see p. M47)</i>
<i>History</i>	<i>Information (see p. M48)</i>	<i>Prerequisite: Magery, IQ 12+ and at least two of the following spells: Seek Earth, Seek Food, Seek Plant or Seek Water.</i>	
<i>Identify Spell</i>	<i>Information (see p. B163, M49)</i>	<i>Perfect Illusion</i>	<i>Area (see p. M46)</i>
<i>Illusion Disguise</i>	<i>Regular (see p. M46)</i>	<i>See Secrets</i>	<i>Regular (see p. M48)</i>
<i>Illusion Shell</i>	<i>Regular (see p. M46)</i>	<i>Seeker *</i>	<i>Information (see p. B163, M47)</i>
<i>Independence</i>	<i>Area (see p. M47)</i>	<i>Simple Illusion</i>	<i>Area (see p. M45)</i>
<i>Invisible Wizard Ear</i>	<i>Regular (see p. M70)</i>	<i>Soul Rider</i>	<i>Regular; Resisted by IQ (see p. M26)</i>
<i>Invisible Wizard Eye</i>	<i>Regular (see p. M48)</i>	<i>Suggestion</i>	<i>Regular; Resisted by IQ (see p. M59)</i>
<i>Know Illusion</i>	<i>Information (see p. M47)</i>	<i>Telepathy</i>	<i>Regular (see p. M26)</i>
<i>Lend Language</i>	<i>Regular (see p. M27)</i>	<i>Tell Time</i>	<i>Information (see p. M47)</i>
<i>Lend Skill</i>	<i>Regular (see p. M27)</i>	<i>Trace *</i>	<i>Regular (see p. B163, M47)</i>
<i>Mage Sense</i>	<i>Information (see p. M49)</i>	<i>Truthsayer *</i>	<i>Information; resisted by IQ (see p. B155, M25)</i>
<i>Mage Sight</i>	<i>Regular (see p. M49)</i>	<i>Wisdom</i>	<i>Regular (see p. M59)</i>
<i>Mass Suggestion</i>	<i>Area; Resisted by IQ (see p. M59)</i>	<i>Prerequisite: At least three Yellow spells and three Purple spells.</i>	
<i>Measurement</i>	<i>Area/Information (see p. M47)</i>	<i>Wizard Ear</i>	<i>Regular (see p. M70)</i>
<i>Mindlessness</i>	<i>Regular; Resisted by IQ (see p. M58)</i>	<i>Wizard Eye</i>	<i>Regular (see p. M48)</i>
<i>Mind-Reading</i>	<i>Regular; Resisted by IQ (see p. M26)</i>		

Green Magic

Green is the hue not only of Nature's growing things and fertility, but also of beauty and the creating of beauty through man's own efforts.

Green Magic is the magic of the earth and of Nature. It includes magic associated with food and growing things and some magic associated with the earth itself. Although Green Magic is not easily misused, it does include some powerful spells.

All of these spells are known to the Witches of Estcarp, and many are known to Wise Women of Estcarp and High Hallack.

Animate Plant *Regular (see p. M67)*
Prerequisite: Seven Green spells.

Bless Plants *Area (see p. M66)*

Clean *Area (see p. M51)*

Cook *Regular (see p. M43)*

Create Earth *Regular (see p. B156, M29)*

Create Food *Regular (see p. M43)*

Create Plant *Area (see p. M66)*

Decay *Regular (see p. M42)*



Distill *Regular (see p. M43)*

Ferment *Regular (see p. M43)*

Heal Plant *Area (see p. M66)*

Hide Path *Regular (see p. M67)*



Identify Plant	<i>Information (see p. M66)</i>
Monk's Banquet	<i>Regular (see p. M43)</i>
Plant Form	<i>Special (see p. M67)</i> <i>Prerequisite: Magery, six Green spells.</i>
Plant Growth	<i>Area (see p. M66)</i>
Plant Sense	<i>Regular; Resisted by Hide Path (see p. M67)</i>
Preserve Food	<i>Regular (see p. M42)</i>
Purify Food	<i>Special (see p. M42)</i>

Remove Curse	<i>Regular; Resisted by subject spell (see p. M54)</i> <i>Prerequisite: Magery 2 and 15 spells, including at least one of each Color.</i>
Ruin	<i>Regular (see p. M51)</i>
Seek Earth	<i>Information (see p. B156, M28)</i>
Seek Food	<i>Information (see p. M42)</i>
Seek Plant	<i>Information (see p. M66)</i>
Sense Life *	<i>Information (see p. B155, M25)</i>
Shape Plant	<i>Regular (see p. M66)</i>
Stone Missile	<i>Missile (see p. B156, M29)</i>
Stone to Earth	<i>Regular (see p. B156, M28)</i> <i>Prerequisite: Earth to Stone or any four Green Spells.</i>
Test Food	<i>Information (see p. M42)</i>
Water to Wine	<i>Regular (see p. M43)</i>
Wither Plant	<i>Area; Resisted by HT (see p. M66)</i>

New Spells for Green Magic

Purify Earth *Area*
Removes foreign objects, poisons and harmful elements from earth, and renders it fit to support growing plants. The spell will not harm the foreign objects in the earth which are helpful to plant growth, and it will replenish any depleted plant

nutrients in the soil; however, it will not create plant nutrients where none have ever existed.

Duration: Permanent.

Cost: 2 per hex of earth.

Prerequisites: Sterilize and two Green spells.

Blue Magic

Blue summons the emotions, the worship of whatever gods men believe in, prophecy.

Blue Magic includes magic of the emotions and foretelling the future.

Bless *Regular (see p. M54)*
Prerequisite: Magery 2 and at least two spells of each Color. Magery 3 is required to cast a 3-point blessing. A GM may require that the caster be "of the Light" if he wishes.

Crystal Ball ** *Enchantment (see p. M42)*

Divination *Information (see p. M48)*
Astrology is a separate Divination skill and is an Indigo spell. All other forms of divination are Blue spells. Crystal-gazing (usually with a cup of water or liquid) is the most common form of divination in the Witch World. Ouija boards are not used but Rune boards are common among wise women. Rune boards (see p. 97) do not require a spell to use.

Cartomancy Prerequisite: At least two each of Blue, Yellow, Red and Indigo spells.

Crystal-gazing Prerequisite: Two Blue spells, two Yellow and six Indigo spells.

Haruspication Prerequisite: Two Blue spells, two Indigo and six Brown spells.



Molybdomancy Prerequisite: Two Blue spells, four Red spells and four Indigo spells.

Oneiromancy Prerequisite: Two Blue spells, eight Indigo spells.

Pyromancy Prerequisite: Two Blue spells, eight Red spells.

Emotion Control	<i>Area; Resisted by IQ (see p. M59)</i>
Restore Mana	<i>Area (see p. M54)</i>
<i>Prerequisite: Bless.</i>	
Sense Emotion	<i>Regular (see p. B155, M25)</i>
Sense Foes	<i>Information/Area (see p. B155, M25)</i>
Sense Spirit	<i>Information/Area (see p. M63)</i>
Summon Shade	<i>Information; Resisted by IQ (see p. M63)</i>
Summon Spirit	<i>Information; Resisted by IQ (see p. M63)</i>



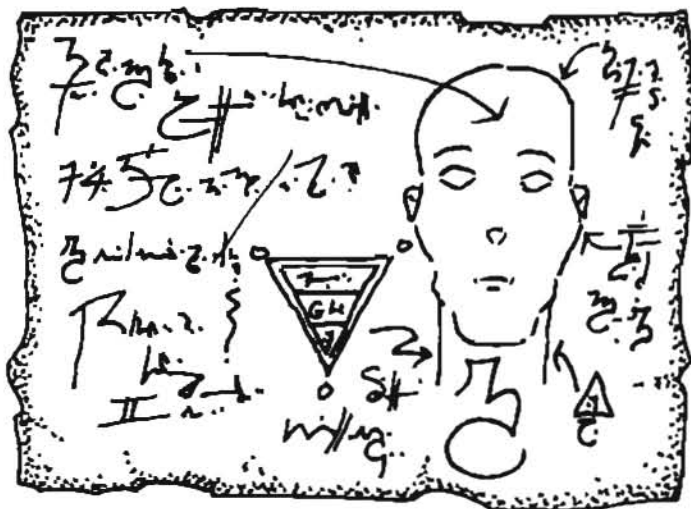
Indigo Magic

Indigo is concerned with the weather, with storms and the foretelling by stars.

Indigo Magic includes the magic of two of the basic elements — Air and Water.

Control of the four elements is fairly common magic throughout the Witch World, and teachers for these spells can easily be found. Nearly any Witch or Wise Woman would be familiar with at least some of these spells.

Air Golem	<i>Regular (see p. M61)</i>
Air Jet	<i>Regular (see p. M31)</i>
Body of Air	<i>Regular; Resisted by HT (see p. M31)</i>
Body of Water	<i>Regular; Resisted by HT (see p. M36)</i>
Breathe Air	<i>Regular (see p. M35)</i>
Breathe Water	<i>Regular (see p. B159, M31)</i>
Clouds	<i>Area (see p. B157, M31)</i>
<i>Prerequisite: At least eight Indigo spells, including Shape Air, Predict Weather and Shape Water.</i>	



Create Air *	<i>Area (see p. B157, M30)</i>
Create Water *	<i>Regular (see p. B159, M35)</i>
Dehydrate	<i>Regular; Resisted by HT (see p. M35)</i>
<i>Prerequisite: At least five Indigo spells, including Destroy Water.</i>	
Destroy Air	<i>Area (see p. M31)</i>
Destroy Water	<i>Area (see p. M35)</i>
Divination (Astrology only)	<i>Information (see p. M48)</i>
<i>Prerequisite: At least eight Indigo spells and two Yellow spells.</i>	
Essential Water	<i>Regular (see p. 35)</i>
<i>Prerequisite: At least six Indigo spells, including Shape Water.</i>	
Fog *	<i>Area (see p. B159, M35)</i>
Force Dome	<i>Area (see p. M68)</i>
Freeze	<i>Regular (see p. M37)</i>
Frost	<i>Area (see p. M36)</i>
Frostbite	<i>Regular; Resisted by HT (see p. M37)</i>
<i>Prerequisite: At least five Indigo spells, including Frost and Freeze.</i>	
Geyser	<i>Area (see p. M37)</i>
<i>Prerequisite: At least ten Indigo spells, including Shape Water.</i>	
Glue	<i>Area (see p. M60)</i>
Hail	<i>Area (see p. M37)</i>
Ice Dagger	<i>Missile (see p. M36)</i>
Ice Slick	<i>Area (see p. M37)</i>
Ice Sphere	<i>Missile (see p. B159, M36)</i>

Ice Vision	<i>Regular (see p. M37)</i>	Silence	<i>Area (see p. M69)</i>
Icy Weapon	<i>Regular (see p. M36)</i>	Snow	<i>Area (see p. M37)</i>
Lightning	<i>Missile (see p. B158, M32)</i>	Snow Shoes	<i>Regular (see p. M37)</i>
<i>Prerequisite: At least six Indigo spells, including Rain.</i>		Sound	<i>Regular (see p. M69)</i>
Melt ice	<i>Area (see p. M37)</i>	Sound Jet	<i>Regular (see p. M69)</i>
Mystic Mist	<i>Area (see p. M68)</i>	Stench	<i>Area (see p. M32)</i>
Noise	<i>Regular (see p. M69)</i>	Thunderclap	<i>Regular (see p. M69)</i>
Odor	<i>Area (see p. M32)</i>	Umbrella	<i>Regular (see p. M36)</i>
Predict Weather *	<i>Information (see p. B157, M31)</i>	Walk on Air	<i>Regular (see p. B157, M31)</i>
<i>Prerequisite: At least four Indigo spells.</i>		Walk on Water	<i>(see p. B159, M35)</i>
Purify Air	<i>Area (see p. B157, M30)</i>	Wall of Silence	<i>Area (see p. M69)</i>
Purify Water	<i>Special (see p. B159, M35)</i>	Water Jet	<i>Regular (see p. M36)</i>
Rain *	<i>Area (see p. B158, M31)</i>	Water Vision	<i>Information (see p. M36)</i>
Seek Water *	<i>Information (see p. B159, M35)</i>	Weather Dome	<i>Area (see p. M68)</i>
Shape Air	<i>Regular (see p. B157, M30)</i>	<i>Prerequisites: At least six Indigo spells and two Red Spells.</i>	
Shape Water	<i>Regular (see p. B159, M35)</i>	Whirlwind	<i>Area (see p. M32)</i>
		Windstorm	<i>Area (see p. M32)</i>

Purple Magic

Purple is a force that is drawn upon warily, for it carries the seeds of lust, hate, fear, power — and it is far too easily misused.

Purple Magic controls the minds of others directly, and it is always dangerous to use. Many Witches and Wise Women will have nothing to do with this magic, and others approach it warily. Although all of these spells are known to the leaders of the Council of Estcarp, they would not normally teach the more powerful ones to any but their most faithful followers. Even if she knew the spell, no Witch of Estcarp would use Enslave except in the direct defense of Estcarp, and then only with the express permission of the Council.

Some of the Sorcerers of ancient Escore studied Purple Magic extensively, and they used much more powerful forms of these spells than are known today.

Berserker *Regular; Resisted by IQ (see p. M57)*

Bravery *Area; Resisted by IQ-1 (see p. B164, M56)*

Charm *Regular; Resisted by IQ (see p. M59)*

Prerequisite: Magery, Loyalty and seven other Purple spells.

Control Person *Regular; Resisted by IQ (see p. M26)*

Curse *Regular (see p. M54)*

Prerequisite: Magery 2 and at least two spells from each Color.

Daze *Regular; Resisted by HT (see p. B164, M57)*



Death Vision *Regular (see p. M63)*

Drunkenness *Regular; Resisted by IQ (see p. M57)*

Earth Vision *Regular (see p. B156, M29)*

Enslave *Regular; Resisted by IQ (see p. M59)*

Entombment *Regular; Resisted by HT (see p. M29)*

Prerequisite: Magery 2 and five Purple spells.

Exchange Bodies *Regular; Resisted by IQ (see p. M27)*

Exorcism	<i>Regular;</i> <i>Resisted by subject spell (see p. M27)</i>	Panic	<i>Area; Resisted by IQ (see p. M56)</i>
<i>Prerequisite:</i> Soul Rider or Possession or five Blue spells and five Green spells or (GM's option) caster is fully of "the Light."		Permanent Forgetfulness	<i>Regular; Resisted by IQ or skill (see p. M57)</i>
False Memory	<i>Regular; Resisted by IQ (see p. M58)</i>	Permanent Madness	<i>Regular; Resisted by IQ-2 (see p. M58)</i>
<i>Prerequisite:</i> Forgetfulness and six other Purple spells.		Permanent Possession	<i>Regular; Resisted by IQ (see p. M27)</i>
Fear	<i>Area; Resisted by IQ (see p. B164, M56)</i>	Persuasion	<i>Regular; Resisted by IQ (see p. B155, M26)</i>
Foolishness	<i>Regular; Resisted by IQ (see p. B164, M57)</i>	Poison Food	<i>Regular (see p. M42)</i>
Forgetfulness	<i>Regular; Resisted by IQ or skill (see p. M57)</i>	Possession	<i>Regular; Resisted by IQ (see p. M27)</i>
Loyalty	<i>Regular; Resisted by IQ (see p. M59)</i>	Reshape	<i>Regular (see p. M51)</i>
<i>Prerequisite:</i> Bravery and four other Purple spells.		Shatter	<i>Regular (see p. B164, M51)</i>
Mass Daze	<i>Area; Resisted by HT (see p. B164, M57)</i>	Steal Health	<i>Regular (see p. M64)</i>
Mental Stun	<i>Regular; Resisted by IQ (see p. M57)</i>	Steal Strength	<i>Regular (see p. M64)</i>
Nightmare	<i>Regular; Resisted by IQ (see p. M58)</i>	Terror	<i>Area; Resisted by IQ (see p. M56)</i>
		Weaken	<i>Regular (see p. B164, M51)</i>

New Spells for Purple Magic

Will Lock *Special; Resisted by IQ*

This spell creates a circle trapping anyone inside. It can only be used outdoors. All that is necessary is for the caster to circle the subject or subjects three times widdershins (contrary to the movement of the sun or counter-clockwise). After the circle is completed the third time, the subject or subjects are unable to leave the circle. However, since this spell works on the Will of the subjects, it is necessary for them to know they are being circled — it has absolutely no effect otherwise.

The best defense against this spell is to stop the caster or to move out of the circles before they are complete. Once completed, it is difficult to escape.

Each person trapped inside has one chance to escape (each

day) by making a Will Roll. If anyone escapes, all others get a second roll at Will+4 to escape the weakened circle.

Duration: One day. It cannot be continued, but it is generally easy to cast each day if needed once someone is trapped inside the circle.

Cost: None.

Time to cast: The time to cast depends on the size of the circle and the speed of the caster.

Prerequisite: This spell is used only by forces of the Shadow and by beings which are neither of the Light or the Shadow. It is questionable if this is really a spell in the conventional sense. It seems to be successful even when cast by the lowest minion of the Shadow.

Violet Magic

Violet is pure power among the spirits, and few, even of the Voices, can claim to harness it.

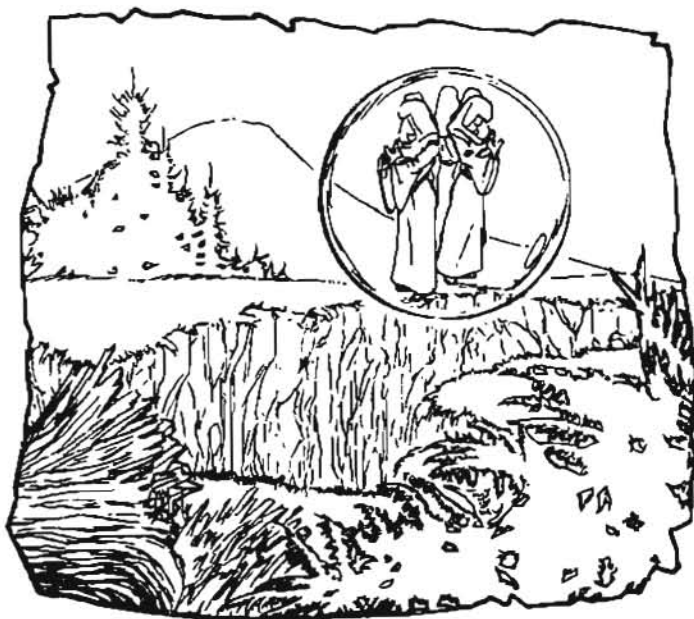
Violet Magic includes the magic for summoning spirits, demons and other named and unnamed beings; for animating creatures who once lived; and for creating creatures who never existed before. Most of these spells are no longer known except perhaps by a few Sorcerers remaining in Escore, and most Witches and Wise Women would never even think of studying such things.

Violet Magic also includes the magic for detecting, analyzing, controlling and resisting spells, however. These spells are known and used by Witches, Wise Women and Sorcerers throughout the Witch World. Although most Witches and Wise Women would never consider using the spells for creating or summoning magical creatures, they would still study the means of protecting themselves from such.

Age *Regular; Resisted by HT (see p. M65)*

Prerequisite: Six other Violet spells and Youth.

Types of Magic



<i>Animation</i>	<i>Regular (see p. M64)</i>	<i>Hex</i>	<i>Enchantment (see p. M38)</i>
<i>Body of Stone</i>	<i>Regular; Resisted by HT (see p. M29)</i>	<i>Hideaway</i>	<i>Enchantment (see p. M39)</i>
<i>Conceal Magic</i>	<i>Regular (see p. M52)</i>	<i>Lesser Geas</i>	<i>Regular; Resisted by IQ (see p. M59)</i> <i>Prerequisite: Magery 2 and at least five Purple and five Violet spells.</i>
<i>Control Creation</i>	<i>Regular; Resisted by subject spell (see p. M46)</i>	<i>Lesser Wish</i>	<i>Enchantment (see p. M39)</i> <i>Prerequisite: Magery and at least one spell in each Color.</i>
<i>Control Elemental</i>	<i>Special (see p. B157, M30)</i>	<i>Limit **</i>	<i>Enchantment (see p. M41)</i>
<i>Control Zombie</i>	<i>Regular; Resisted by subject spell (see p. M64)</i>	<i>Magic Resistance</i>	<i>Regular; Resisted by IQ+M (see p. M53)</i> <i>Prerequisite: Magery and one or more spells from each of seven different Colors.</i>
<i>Counterspell</i>	<i>Regular; Resisted by subject spell (see p. M53)</i>	<i>Name</i>	<i>Enchantment (see p. M41)</i> This spell is used in tuning a Witch Jewel to her exclusive use. In the Witch World this name will <i>not</i> be visible to anyone except the person whose name is on the item.
<i>Create Animal</i>	<i>Regular (see p. M46)</i>	<i>Password **</i>	<i>Enchantment (see p. M41)</i>
<i>Create Elemental</i>	<i>Special (see p. B157, M30)</i>	<i>Planar Summons</i>	<i>Special (see p. M65)</i> <i>Prerequisite: Magery and at least one spell from each Color.</i>
<i>Create Object</i>	<i>Regular (see p. M46)</i>	<i>Poltergeist</i>	<i>Missile; Resisted by HT (see p. M61)</i>
<i>Create Servant</i>	<i>Regular (see p. M46)</i>	<i>Power</i>	<i>Enchantment (see p. B160, M38)</i>
<i>Create Warrior</i>	<i>Regular (see p. M46)</i>	<i>Powerstone</i>	<i>Enchantment (see p. B161, M41)</i>
<i>Disintegrate</i>	<i>Regular (see p. M51)</i>	<i>Remove Enchantment</i>	<i>Enchantment (see p. B160, M38)</i> This spell can be used to change false quan iron into true quan iron. The energy cost is 1,000 plus five Lormt flowers per ounce of false quan iron.
<i>Dispel Creation</i>	<i>Regular; Resisted by subject spell (see p. M47)</i>	<i>Sand Jet</i>	<i>Regular (see p. M28)</i>
<i>Dispel Magic</i>	<i>Area; Resisted by subject spell (see p. M53)</i>	<i>Scroll</i>	<i>Enchantment (see p. M38)</i>
<i>Drain Mana</i>	<i>Area (see p. M54)</i> <i>Prerequisite: Dispel Magic and one spell from each Color.</i>	<i>Scryguard</i>	<i>Regular (see p. M52)</i>
<i>Earthquake</i>	<i>Area (see p. M29)</i> This is the spell used by the Witches of Estcarp in the great Turning of the mountains which destroyed the forces of Karsten. Note that it was not necessary to cast one Earthquake covering the entire mountain range; instead, several smaller spells were used cumulatively to destroy all of the passes through the mountains. The energy cost for the Turning was enormous, and it resulted in the death or disability of many Witches. <i>Prerequisite: Magery 2, Earth Vision and at least six Indigo spells.</i>	<i>Scrywall</i>	<i>Area (see p. M53)</i>
<i>Earth to Air</i>	<i>Regular (see p. B156, M29)</i>	<i>Shape Earth</i>	<i>Regular (see p. B156, M28)</i>
<i>Earth to Stone</i>	<i>Regular (see p. B156, M28)</i>	<i>Shape Stone</i>	<i>Regular (see p. 28)</i> <i>Prerequisite: Shape Earth and three additional Violet Spells.</i>
<i>Enchant</i>	<i>Enchantment (see p. B160, M38)</i> <i>Prerequisite: Magery 2, and at least one spell of each Color.</i>	<i>Skull-Spirit</i>	<i>Regular (see p. M64)</i> <i>Prerequisite: Summon Spirit, Animation and two other Violet spells.</i>
<i>Flesh to Stone</i>	<i>Regular; Resisted by HT (see p. M29)</i>	<i>Soul Jar</i>	<i>Regular (see p. M64)</i> <i>Prerequisite: Magery, Steal HT, Summon Spirit, Animation and two other Violet spells.</i>
<i>Golem **</i>	<i>Enchantment (see p. M39)</i>	<i>Spell Shield</i>	<i>Area (see p. M53)</i>
<i>Great Geas</i>	<i>Regular; Resisted by IQ (see p. M59)</i> <i>Prerequisite: Magery 3, at least fifteen Violet spells, including Lesser Geas.</i>	<i>Speed</i>	<i>Enchantment (see p. M38)</i>
<i>Great Wish</i>	<i>Enchantment (see p. M39)</i>		

Staff	<i>Enchantment (see p. B161, M41)</i>
Steal Youth	<i>Regular; Resisted by HT (see p. M65)</i>
Stone to Flesh	<i>Regular (see p. M29)</i>
Summon Demon	<i>Special (see p. M65)</i> <i>Prerequisite: Magery and at least one spell from each Color.</i>
Summon Elemental	<i>Special (see p. B156, M30)</i> <i>Prerequisite: Magery and at least eight spells affecting the appropriate element or another Summon Elemental spell and four spells affecting the appropriate element.</i>
Suspend Enchantment	<i>Enchantment (see p. M38)</i> This spell can be used to temporarily nullify the effects of

false quan iron. The energy cost is 100 and one dried Lornt flower per ounce of quan iron.

Volcano	<i>Regular (see p. M29)</i> <i>Cost: 20 to cast, and another 15 per day to maintain. This spell has a higher cost because the Witch World is a very old planet with little natural vulcanism.</i> <i>Prerequisite: Earthquake and at least six Red spells.</i>
Walk Through Earth	<i>Regular (see p. M28)</i>
Wish**	<i>Enchantment (see p. M39)</i> <i>Prerequisite: Magery 2, Lesser Wish and at least two spells from each Color.</i>
Zombie	<i>Regular (see p. M64)</i>

New Spells for Violet Magic

Destroy Earth	<i>Regular</i> Causes earth to vanish, leaving nothing or only remains of impurities.
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Duration: Permanent.
Cost: 6 per hex of earth.
Prerequisite: Create Earth

Brown Magic

Brown is the Magic of the woods and glades, of the animal world.

Brown Magic is the magic of the beasts of the animal world. It includes spells related to animal control and communication. Note that none of these spells give their animal subjects any unusual powers; controlled animals just follow the caster's mental commands to the best of their abilities.

These spells of Brown Magic work only on natural animals, not on an intelligent being (IQ 7 or more), and they don't work on the unnatural creations of the Shadow.

Although Brown Magic is generally considered to be close to the earth and not easily misused, it was employed in the past by some Sorcerers of Escore to aid in the creation of some beasts which were unlike any created by Nature. These forms of Brown Magic are no longer known today, but some of the created beasts still live in Escore.

Even though the worst excesses of this form of magic are no longer practiced, Brown Magic still allows some room for misuse. Using any of these spells to cause deliberate harm to come to the summoned or controlled animal is generally considered wrongful. Many of the mages who study these spells become vegetarians and refuse to kill any animals, and the others will not ever use these spells in their hunting.

Beast Link	<i>Regular (see p. M21)</i>
Beast Possession	<i>Regular; Resisted by IQ (see p. M22)</i>
Beast Seeker	<i>Information (see p. M21)</i> <i>Prerequisite: Beast Summoning and at least two of the following spells: Seek Earth, Seek Food, Seek Plant or Seek Water or Seeker.</i>
Beast-Soother *	<i>Regular (see p. B155, M21)</i>
Beast Speech	<i>Regular (see p. M22)</i>
Beast Summoning *	<i>Regular (see p. B155, M21)</i>



Bird Control	<i>Regular (see p. B155, M22)</i>
Fish Control	<i>Regular (see p. M21)</i>
Forest Warning	<i>Area (see p. M66)</i> <i>Prerequisite: Four Green Spells.</i>
Insect Control	<i>Regular; Resisted by IQ (see p. M21)</i>
Mammal Control	<i>Regular (see p. B155, M22)</i>
Master	<i>Regular/Block; Resisted by IQ (see p. M21)</i>
Mollusk Control	<i>Regular; Resisted by IQ (see p. M22)</i>
No-Smell	<i>Regular (see p. M31)</i>
Reptile Control	<i>Regular (see p. B155, M22)</i>
Rider	<i>Regular (see p. M22)</i>
Rider Within	<i>Regular (see p. M22)</i>
Shapeshifting	<i>Special (see p. M22)</i>
Shapeshift Others	<i>Special; Resisted by IQ (see p. M23)</i>
Tangle Growth	<i>Area (see p. M66)</i>

Spell Table

This section can be copied and used for reference, especially when creating characters.

Page references are given for this book, for *GURPS Magic* and for the *Basic Set*.

Notes: An asterisk (*) after a spell name indicates that it is Mental/Very Hard. All other spells are Mental/Hard.

A — indicates that the column does not apply.

Page	M/B pages	Spell Name	Class	Color	Time to cast	Duration	Energy	Prerequisites
77	M39/B160	Accuracy	Enchantment	Red	—	Perm.	varies#	Dexterity
81	M52	Activate Runes*	Regular	Yellow	1 sec.	Instant	none	M, Rune-Lore 12+
86	M65	Age*	Reg./R-HT	Violet	1 min.	Perm.	5 to 50	Youth or 6 other Violet spells
84	M61	Air-Golem	Regular	Indigo	10 sec.	1 hr.	4/2	M2, Apportation
84	M31	Air Jet	Regular	Indigo	1 sec.	1 sec.	1 to 3#	Shape Air
81	M47	Alarm	Regular	Yellow	1 sec.	1 week	1#	Toll Time
77	M60	Alertness*	Regular	Red	1 sec.	10 min.	varies#	Any 2 of Keen Eyes/Ears/Nose spells
79	M25	Alter Body	Reg./R-HT	Orange	2 min.	1 hr./	8/6#	Alter Visage
79	M25	Alter Visage	Reg./R-HT	Orange	1 min.	1 hr./	4/3#	Shapeshifting or Perfect Illusion #
81	M49/B163	Analyze Magic	Inform./R-spell	Yellow	1 hr.	Instant	8	Identify Spell
81	M48	Ancient History	Information	Yellow	1 min./	Instant	varies#	History
82	M67	Animate Plant	Regular	Green	5 sec.	1 min.	varies#	7 Green spells
87	M64	Animation*	Regular	Violet	5 sec.	1 min.	varies#	Summon Spirit
79	M60	Apportation	Reg./R-IQ	Orange	1 sec.	1 min.	varies#	M
77	M67	Armor	Regular	Red	1 sec.	1 min.	varies#	Repair
81	M47/B162	Aura	Information	Yellow	1 sec.	Instant	3	Detect Magic
79	M58	Avoid	Area	Orange	1 min.	1 hr.	3/3	Hide, Fear, Forgetfulness
77	M44/B162	Awaken	Area	Red	1 sec.	Instant	1	Lead Health
77	M40	Bane	Enchantment	Red	—	Perm.	100#	Enchant
78	M65	Banish	Spec./R-ST + IQ	Orange	5 sec.	Instant	Special	M, 1 spell of each Color
81	M43	Banquet	Regular	Yellow	1 sec.	1 day	2 per meal	M, Cook, Poolishness
88	M21	Beast Link	Regular	Brown	5 sec.	Special	3	Beast Summoning
88	M22	Beast Possession	Reg./R-IQ	Brown	5 sec.	1 min.	6/2	Rider Within or Possession
88	M21	Beast Seeker	Information	Brown	1 sec.	Instant	3#	Beast Summoning, 2 Seek spells#
88	M21/B155	Beast-Soother	Regular	Brown	1 sec.	Perm.#	1 to 3	Persuasion or Animal Empathy
88	M22	Beast Speech	Regular	Brown	1 sec.	1 min.	4/2	Beast Summoning
88	M21/B155	Beast Summoning	Regular	Brown	1 sec.	1 min.	3/2#	Beast-Soother
85	M57	Berserker	Reg./R-IQ	Purple	4 sec.	10 min./	3/2	Bravery
88	M22/B155	Bird Control	Reg./R-IQ	Brown	1 sec.	1 min.	4/2	Beast-Soother
83	M54	Bless	Regular	Blue	min. = cost	varies#	varies#	M2, 2 spells each Color
82	M66	Bless Plants	Area	Green	5 min.	1 crop/season	1#	Heal Plant
79	M62	Blink	Blocking	Orange	1 sec.	Instant	2	Teleport
79	M50/B163	Blur	Regular	Orange	2 sec.	1 min.	1 to 5/s	Darkness
84	M31	Body of Air	Reg./R-HT	Indigo	5 sec.	1 min.	4/1	Shape Air
87	M29	Body of Stone*	Reg./R-HT	Violet	5 sec.	1 min.	10/hex#	Stone to Flesh
84	M36	Body of Water	Reg./R-HT	Indigo	5 sec.	1 min.	5/hex#	Shape Water
81	M27	Borrow Language	Regular	Yellow	3 sec.	1 min.	3/1	Lead Language
81	M27	Borrow Skill	Regular	Yellow	3 sec.	1 min.	4/3	Lead Skill
85	M56/B164	Bravery	Area/R-IQ-1	Purple	1 sec.	1 hr./	2	Fear
84	M35	Breathe Air	Regular	Indigo	1 sec.	1 min.	4/2	Create Water, Destroy Air
77	M34	Breathe Fire*	Regular	Red	2 sec.	1 sec.	1 to 4	Magery, Flame Jet, Resist Fire
84	M31/B157	Breathe Water	Regular	Indigo	1 sec.	1 min.	4/2	Create Air, Destroy Water
85	M59	Charm	Reg./R-IQ	Purple	3 sec.	1 min.	6/3	M, Loyalty, 7 other Purple spells
82	M51	Clean	Area	Green	1 sec.	Perm.	2	Restore
77	M24	Climbing	Regular	Red	1 sec.	1 min.	1 to 3/s	none
84	M31/B157	Clouds	Area	Indigo	10 sec.	10 min.	1/20/s	8 Indigo spells, #
77	M23	Clumsiness	Reg./R-IQ	Red	1 sec.	1 min.	varies#	Spasm
77	M33/B158	Cold	Regular	Red	1 min.	1 min.	3/hex#	Heat
79	M49	Colors	Regular	Orange	1 sec.	1 min.	2/1#	Light, 3 more Orange spells
81	M26	Compel Truth	Inform./R-IQ	Yellow	1 sec.	5 min.	4/2	M2, Truthsayer
81	M45	Complex Illusion	Area	Yellow	1 sec.	1 min.	2/1	Sound, Simple Illusion
87	M52	Conceal Magic	Regular	Violet	3 sec.	10 hrs.	1 to 5/s#	Detect Magic
79	M49/B163	Continual Light	Regular	Orange	1 sec.	varies#	varies#	Light
87	M46	Control Creation	Reg./R-spell	Violet	2 sec.	Instant	1 per hex#	Create Animal or Create Servant
87	M30/B157	Control Elemental	Special	Violet	2 sec.	1 min.	Special	Summon Elemental#
81	M46	Control Illusion	Reg./R-spell	Yellow	2 sec.	Perm.	1/hex#	Perfect Illusion
85	M26	Control Person	Reg./R-IQ	Purple	10 sec.	1 min.	6/3	Soul Rider or Telepathy
87	M64	Control Zombie	Reg./R-spell	Violet	1 sec.	Perm.	3	Zombie
82	M43	Cook	Regular	Green	5 sec.	Instant	1 per meal	Test Food, Create Fire
81	M52	Copy	Regular	Yellow	5 sec.	Perm.	2 plus 1/copy	Literacy, Dye
77	M40	Cornucopia	Enchantment	Red	—	Perm.	50 X \$ value#	M2, 2 Weapon Enchantment spells
87	M53	Counterspell	Reg./R-spell	Violet	5 sec.	Instant	varies#	M
84	M30/B157	Create Air	Area	Indigo	1 sec.	5 sec./	1	Purify Air
87	M46	Create Animal	Regular	Violet	sec. = cost	1 min.	varies#	Create Water, Create Object, IQ 13+
82	M29/B156	Create Earth	Regular	Green	1 sec.	Perm.	4/hex#	Earth to Stone
87	M30/B157	Create Elemental	Special	Violet	Special	Perm.	Special	M2, Control Elemental
77	M33/B158	Create Fire	Area	Red	1 sec.	1 min.	2/1	Ignite Fire
82	M43	Create Food	Regular	Green	30 sec.	Perm.	3/meal#	Cook, Seek Food
80	NEW	Create Gate	Special	Orange	1 sec.	Perm.	varies#	M3, Open Gate, Teleport
87	M46	Create Object*	Regular	Violet	sec. = cost	Indef.	2/5 lbs.	M2, Create Earth, Perfect Illusion
82	M66	Create Plant	Area	Green	varies#	Perm.	varies#	M, Plant Growth
87	M46	Create Servant	Regular	Violet	3 sec.	1 min.	3/1#	M3, IQ 13+, Create Object
87	M46	Create Warrior	Regular	Violet	4 sec.	1 min.	4/4#	Create Servant

Under prerequisites, Magery is abbreviated M, Magery 2 is M2, and so on. Under class, an "R" indicates that the spell can be resisted. The entry after the dash shows what resists the spell.

Under energy, if two numbers are separated by a slash, the first is the cost to cast and the second is the cost to maintain. A /h means cost to maintain is half the cost to cast. A /s means cost to maintain is the same as cost to cast.

Under time to cast, "Instant" means that the effect occurs as soon as the spell is finished, and is completed immediately.

"Special" just means that the description is too complex to fit on a table — see appropriate page number (also shown on the table).

A "#" sign means that there are exceptions or additional requirements — see the appropriate page number.

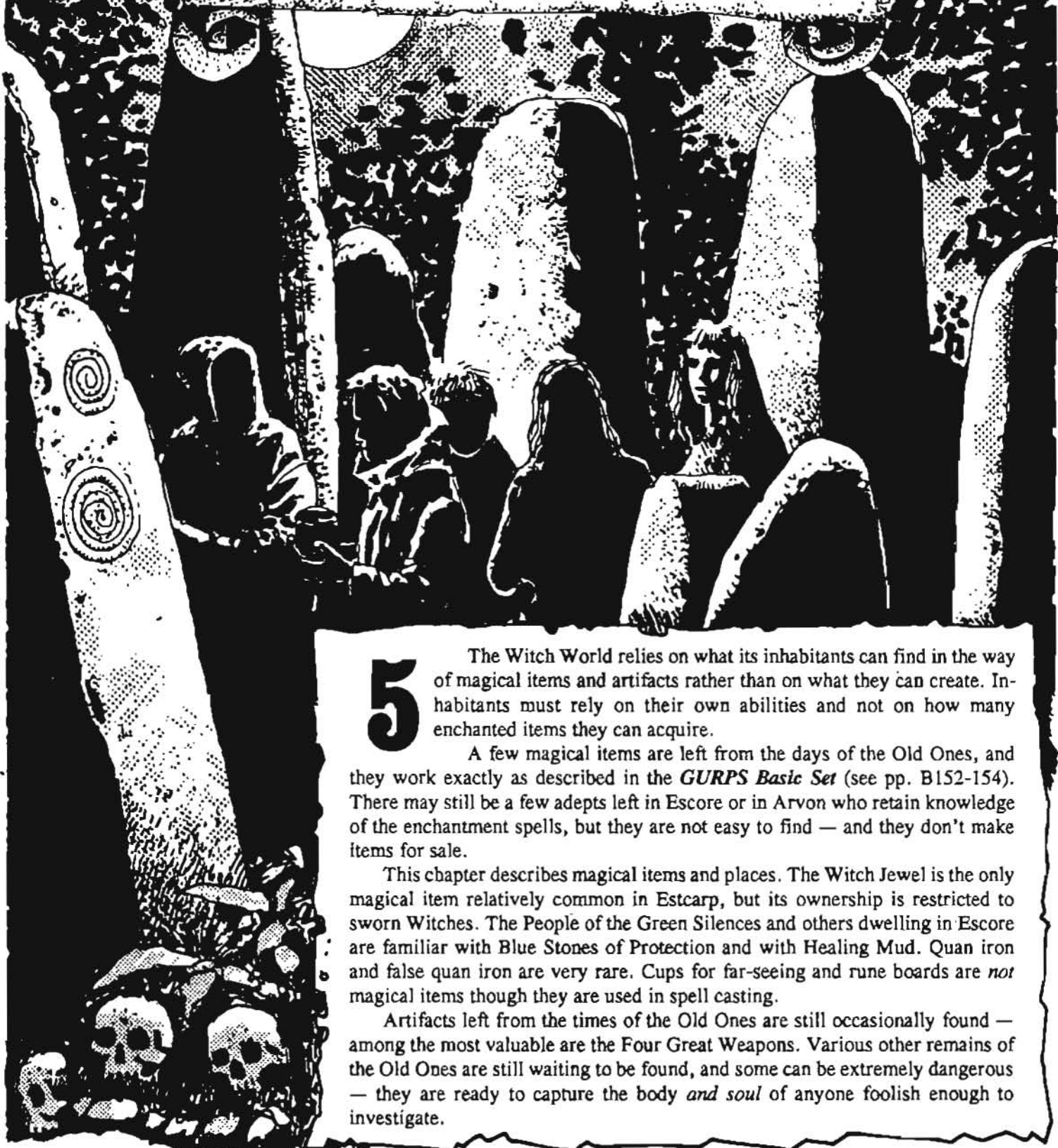
Page	M/B pages	Spell Name	Class	Color	Time to cast	Duration	Energy	Prerequisites
84	M35/B159	Create Water	Regular	Indigo	1 sec.	Perm.	2/gal.	Purify Water
83	M42	Crystal Ball	Enchantment	Blue	—	Perm.	1,000	Divination (Crystal-gazing)
77	M45	Cure Disease	Regular	Red	10 min. #	Instant	4#	Sterilize, Major Healing
85	M54	Curse	Regular	Purple	varies#	Special	varies#	M2, 2 spells each Color
77	M24	Curse-Missile	Missile	Red	1 sec. + other spell#	varies#	2	M2 + other spell
77	M40	Dancing Weapon	Enchantment	Red	—	Perm.	1,000 /lb.#	Air-Golem
79	M50/B163	Darkness	Area	Orange	1 sec.	1 min.	2/1	Continual Light
77	M50	Dark Vision	Regular	Red	1 sec.	1 min.	5/2	Night Vision or Infravision
85	M57/B164	Daze	Reg./R-HT	Purple	2 sec.	1 min.	3/2	Foolishness
77	M24	Deathtouch	Regular	Red	1 sec.	Instant	1 to 3	Wither Limb
85	M63	Death Vision	Regular	Purple	3 sec.	1 sec.	2	M
82	M42	Decay	Regular	Green	1 sec.	Perm.	1/meal	Test Food
77	M41/B161	Deflect	Enchantment	Red	—	Perm.	varies#	Enchant
84	M35	Dehydrate	Reg./R-HT	Indigo	2 sec.	Perm.	1 to 3#	5 Indigo spells inc. Destroy Water
79	M55	Delay	Regular	Orange	10 sec.	2 hrs.	3/3	M3, 15 spells
79	M70	Delayed Message	Area	Orange	4 sec.	Indef.#	3#	M, Voices, Detect Life
84	M31	Destroy Air	Area	Indigo	1 sec.	Instant	2	Creates Air
88	NEW	Destroy Earth	Regular	Violet	1 sec.	Perm.	6/hex	Creates Earth
84	M35	Destroy Water	Area	Indigo	1 sec.	Perm.	3	Creates Water
81	M47/B162	Detect Magic	Regular	Yellow	5 sec.	Instant	2	M
77	M23	Dexterity	Regular	Red	1 sec.	1 min.	2 per DX +/s	Clumsiness
87	M51	Disintegrate*	Regular	Violet	1 sec.	Perm.	1 to 4#	M2, Shatter, Ruin#
87	M47	Dispel Creation	Reg./R-spell	Violet	1 sec.	Instant	1 per hex#	Control Creation
81	M46	Dispel Illusion	Reg./R-spell	Yellow	1 sec.	Instant	1/hex	Control Illusion
87	M53	Dispel Magic	Area/R-spell	Violet	sec. = cost	Perm.	3	Counterspell and 12 other spells
82	M43	Distill	Regular	Green	10 sec.	Perm.	1/quart	Ferment, Destroy Water
83	M48	Divination	Information	Blue	1 hr.#	Instant	10	History, varies#
84	M48	Divination-Astrology	Information	Indigo	1 hr.#	Instant	10	History, 8 Indigo and 2 Yellow spells
87	M54	Drain Mana*	Area	Violet	1 hr.	Perm.	10	Dispel Magic, 1 spell each Color
85	M57	Drunkenness	Reg./R-IQ	Purple	2 sec.	1 min.	varies#	Foolishness, Clumsiness
79	M51	Dye	Regular	Orange	3 sec.	2d days	varies#	Restore, Colors
87	M29	Earthquake	Area	Violet	30 sec.	1 min.	2/2	M2, Earth Vision, 6 Indigo spells
87	M29/B156	Earth to Air	Regular	Violet	2 sec.	Perm.	8/hex#	Create Air, Shape Earth
87	M28/B156	Earth to Stone	Regular	Violet	1 sec.	Perm.	5/hex#	M, Shape Earth
85	M29/B156	Earth Vision	Regular	Purple	1 sec.	30 sec.	2/10 yds.#	Shape Earth
84	M59	Emotion Control	Area/R-IQ	Blue	1 sec.	1 hr.	2#	Loyalty
87	M38/B160	Enchant*	Enchantment	Violet	varies#	Perm.	varies#	M2, 1 spell of each Color
85	M59	Enslave*	Reg./R-IQ	Purple	1 sec.	Perm.	30	Charm, Telepathy
85	M29	Entombment	Reg./R-HT	Purple	3 sec.	Perm.	10#	M2, 5 Purple spells
77	M34	Essential Flame	Area	Red	3 sec.	1 min.	3/2#	6 Red spells#
84	M35	Essential Water	Regular	Indigo	1 sec.	Perm.	3/gal.	6 Indigo spells, inc. Shape Water
79	M63	Ethereal Body*	Regular	Orange	30 sec.	10 sec.	8/4	M3 and Body of Air
85	M27	Exchange Bodies*	Reg./R-IQ	Purple	1 hr.	Perm.	120	Permanent Possession, Soul Jar
86	M27	Exorcism	Reg./R-spell	Purple	10 sec.	Instant	10	Possession, 5 Blue and 5 Green
77	M34	Explosive Fireball	Missile	Red	1 sec.	Instant	2 to 6#	Fireball
77	M33/B158	Extinguish Fire	Regular	Red	1 sec.	Perm.	3/hex	Ignite Fire
86	M58	False Memory	Reg./R-IQ	Purple	5 sec.	varies#	varies#	Forgetfulness, 6 other Purple spells
77	M70	Far-Hearing	Information	Red	3 sec.	1 min.	4/2	M, not deaf, 3 Red spells#
77	M25	Fatigue	Reg./R-HT	Red	1 sec.	1 min.	1 per ST-/h	none
86	M56/B164	Fear	Area/R-IQ	Purple	1 sec.	10 min.#	1	Sense Emotion
82	M43	Ferment	Regular	Green	10 sec.	1 hr.	1 per pint or loaf	Decay
81	M47	Find Direction	Information	Yellow	1 sec.	Instant	2	M
79	M51/B164	Find Weakness	Information	Orange	2 sec.	Instant	1#	2 Orange and 3 Yellow spells
77	M34/B159	Fireball	Missile	Red	1 to 3 sec.	Instant	1 to 3#	M, Create Fire, Shape Fire
77	M33	Fireproof	Area	Red	5 min.	1 day	3#	Extinguish Fire
88	M21	Fish Control	Reg./R-IQ	Brown	1 sec.	1 min.	3/2	Beast-Sootber
77	M34	Flame Jet	Regular	Red	1 sec.	1 sec.	1-3/s#	Create Fire, Shape Fire
77	M34	Flaming Missiles	Regular	Red	3 sec.	1 min.	4/2#	Flaming Weapon
77	M34	Flaming Weapon	Regular	Red	2 sec.	1 min.	4/1	M2, Heat
77	M49/B163	Flash	Regular	Red	2 sec.	Instant	4	Continual Light
87	M29	Flesh to Stone	Reg./R-HT	Violet	2 sec.	Perm.	10/hex#	Earth to Stone
79	M62	Flight	Regular	Orange	2 sec.	1 min.	5/3	M2, Levitation
84	M35/B159	Fog	Area	Indigo	1 sec.	1 min.	2/1	Shape Water
86	M57/B164	Foolishness	Reg./R-IQ	Purple	1 sec.	1 min.	1 per IQ-/h	IQ 12 +
84	M68	Force Dome	Area	Indigo	1 sec.	10 min.	3/2	M, Weather Dome, Apportation
88	M66	Forest Warning	Area	Brown	1 sec.	10 hrs.	1/2#/s	4 Green spells
86	M57	Forgetfulness	Reg./R-IQ or skill	Purple	10 sec.	1 hr.	3/3	M, Foolishness, IQ 12 +
77	M40/B160	Fortify	Enchantment	Red	—	Perm.	varies#	Enchant
84	M37	Freeze	Regular	Indigo	10 sec.	varies#	6/hex#	Shape Water
84	M36	Frost	Area	Indigo	1 sec.	varies#	1	Create Water or Cold
84	M37	Frostbite	Reg./R-HT	Indigo	3 sec.	Perm.	1 to 3#	5 Indigo spells inc. Freeze, Frost
84	M37	Geyser*	Area	Indigo	5 sec.	1 sec.	5/2	10 Water spells, inc. Shape Water
81	M27	Gift of Letters*	Regular	Yellow	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10 +
82	M27	Gift of Tongues*	Regular	Yellow	1 sec.	1 min.	4/2	Borrow Language, 3 languages at 10 +
82	M49	Glass Wall	Regular	Yellow	1 sec.	1 min.	4/2	5 Yellow spells or Earth Vision
84	M60	Glue	Area	Indigo	1 sec.	10 min.	3/3	Haste
87	M39	Golem*	Enchantment	Violet	varies#	Perm.	varies#	Shape Earth, Animation#
87	M59	Great Geas*	Reg./R-IQ	Violet	1 min.	Perm.	30	M3, 15 Violet spells inc. Lesser Geas
77	M60	Great Haste*	Regular	Red	3 sec.	10 sec.	5#	M, Haste, IQ 12 +
79	M69	Great Voice	Regular	Orange	2 sec.	1 min.	3/1	Voices, Thunderclap
79	M53	Great Ward	Block/R-spell	Orange	none	Instant	1 per subject#	M2, Ward
87	M39	Great Wish*	Enchantment	Violet	—	—	2,000	M3, Wish, (DX + IQ) = 30 +
84	M37	Hail	Area	Indigo	1 sec.	1 min.	1/5/s#	Snow
77	M45	Halt Aging*	Regular	Red	1 sec.	5d days	20#	M2, Cure Disease, Major Healing#
77	M60	Haste	Regular	Red	2 sec.	1 min.	2/1#	none
79	M62	Hawk Flight*	Regular	Orange	3 sec.	1 min.	8/4	Flight
77	M50	Hawk Vision	Regular	Red	2 sec.	1 min.	4/2	Keen Eyes

Page	M/B pages	Spell Name	Class	Color	Time to cast	Duration	Energy	Prerequisites
82	M66	Heal Plant	Area	Green	1 min.	Perm.	3#	Identify Plant
77	M33/B158	Heat	Regular	Red	1 min.	1 min.	3/hex#	Create Fire, Shape Fire
87	M38	Hex	Enchantment	Violet	—	Perm.	200	Enchant
79	M50	Hide	Regular	Orange	5 sec.	1 hr.	1 to 5/s	Blur or Forgetfulness
82	M67	Hide Path	Regular	Green	1 sec.	1 min.	2/1	Heal Plant
82	M26	Hide Thoughts	Regular	Yellow	1 sec.	10 min.	3/1	Truthsayer
87	M39	Hideaway	Enchantment	Violet	—	Perm.	50#	Create Object, Lighten
77	M25	Hinder	Regular	Red	1 sec.	1 min.	1 to 4/s	Haste or Clumsiness
82	M48	History	Information	Yellow	sec. = cost	Instant	varies#	Trace
79	M70	Hush	Reg./R-IQ	Orange	2 sec.	10 sec.#	2/1	Silence
84	M36	Ice Dagger	Missile	Indigo	1 to 3 sec.	Instant	1 to 3#	Ice Sphere or Water Jet
84	M37	Ice Slick	Area	Indigo	2 sec.#	varies#	3	Frost
85	M36/B159	Ice Sphere	Missile	Indigo	1 to 3 sec.	Instant	1 to 3#	Shape Water
85	M37	Ice Vision	Regular	Indigo	1 sec.	30 sec.	2/10 yds.#	Shape Water
85	M36	Icy Weapon	Regular	Indigo	3 sec.	1 min.	3/1	Create Water
83	M66	Identify Plant	Information	Green	1 sec.	Instant	2	Seek Plant
82	M49/B163	Identify Spell	Information	Yellow	1 sec.	Instant	2	Detect Magic
77	M32/B158	Ignite Fire	Regular	Red	1 sec.	1 sec.	1 to 4#	none
82	M46	Illusion Disguise	Regular	Yellow	1 sec.	varies#	3	Simple Illusion
82	M46	Illusion Shell	Regular	Yellow	1 sec.	1 min.	2/hex#	Simple Illusion
81	NEW	Imitate Voice	Regular	Orange	1 sec.	1 min.	3/1	Voices
82	M47	Independence	Area	Yellow	varies#	varies#	2	Simple Illusion
77	M50	Infra-vision	Regular	Red	1 sec.	1 min.	3/1	Keen Eyes
88	M21	Insect Control	Reg./R-IQ	Brown	1 sec.	1 min.	3/2	Beast-Soother
77	M45	Instant Regeneration*	Regular	Red	Special	Perm.	80#	M3, Regeneration
78	M45	Instant Restoration*	Regular	Red	Special	Perm.	50#	M2, Restoration
82	M70	Invisible Wizard Ear	Regular	Yellow	4 sec.	1 min.	5/3	Wizard Ear, Invisibility
82	M48	Invisible Wizard Eye	Regular	Yellow	4 sec.	1 min.	5/3	Wizard Eye, Invisibility
79	M50	Invisibility	Regular	Orange	3 sec.	1 min.	5/3	Blur, Hide, Light, Shape Darkness
78	M68	Iron Arm	Blocking	Red	1 sec.	Instant	1	Resist Pain, DX 12+
78	M23	Itch	Reg./R-HT	Red	1 sec.	Scratch#	2	none
78	M60	Keen Ears	Regular	Red	1 sec.	30 min.	1 per +/h#	none
78	M60	Keen Eyes	Regular	Red	1 sec.	30 min.	1 per +/h#	none
78	M60	Keen Nose	Regular	Red	1 sec.	30 min.	1 per +/h#	none
79	M52	Knots	Regular	Orange	3 sec.	Indef.#	2#	Stiffen
82	M47	Know Illusion	Information	Yellow	1 sec.	Instant	2	Simple Illusion
78	M44/B162	Lend Health	Regular	Red	1 sec.	1 hr.	1 per HT loaned	Lend Strength
82	M27	Lend Language	Regular	Yellow	3 sec.	1 min.	3/1	Mind-Sending
82	M27	Lend Skill	Regular	Yellow	3 sec.	1 min.	3/2	Mind-Sending, IQ 12+
78	M44/B162	Lend Strength	Regular	Red	1 sec.	Perm.	varies#	M or Empathy advantage
87	M59	Lesser Geas*	Reg./R-IQ	Violet	30 sec.	Perm.	12	M2, 1 spell each Color
87	M39	Lesser Wish*	Enchantment	Violet	—	—	180	M, 1 spell each Color
79	M61	Levitation	Reg./R-IQ	Orange	2 sec.	1 min.	1 per 80 lbs./h#	Apportation
79	M49/B163	Light	Regular	Orange	1 sec.	1 min.	1/1	none
78	M49	Light Jet	Regular	Orange	1 sec.	1 min.	2/1	Continual Light
79	M41/B161	Lighten	Enchantment	Red	—	Perm.	varies#	Enchant
85	M60	Lighten Burden	Regular	Orange	3 sec.	10 min.	3 or 5/h#	Apportation
87	M32	Lightning	Missile	Indigo	1 to 3 sec.	Instant	1 to 3#	6 Indigo spells inc. Rain
80	M41	Limit	Enchantment	Violet	—	Perm.	200	Enchant
80	M55	Link	Area	Orange	4 hrs.	Indef.#	8	Delay
80	M61	Lockmaster	Reg./R-Magelock	Orange	10 sec.	Perm.	3#	Locksmith or Apportation and M2
80	M61	Locksmith	Regular	Orange	1 sec.	1 min.#	2/2	Apportation
78	M40	Loyal Sword	Enchantment	Red	—	Perm.	750 per lb.#	Apportation
86	M59	Loyalty	Reg./R-IQ	Purple	2 sec.	1 hr.	2/2#	Bravery, 4 other Purple spells
78	M58	Madness	Reg./R-IQ-2	Red	2 sec.	1 min.	4/2	Forgetfulness or Drunkenness
80	M68	Magelock	Regular	Orange	4 sec.	6 hrs.	3/2	M
82	M49	Mage Sense	Information	Yellow	1 sec.	1 min.	3/2	Detect Magic
82	M49	Mage Sight	Regular	Yellow	1 sec.	1 min.	3/2	Detect Magic
80	M70	Mage-Stealth	Regular	Orange	3 sec.	1 min.	3/2	Hush
87	M53	Magic Resistance	Reg./R-IQ + M	Violet	3 sec.	1 min.	1 to 5/s	M, 1 spell each Color
78	M44/B162	Major Healing*	Regular	Red	1 sec.	Perm.	1 to 4#	M, Minor Healing
88	M22/B155	Mammal Control	Reg./R-IQ	Brown	1 sec.	1 min.	5/3	Beast-Soother or Charm
80	M61	Manipulate	Regular	Orange	3 sec.	1 min.	4/3#	Locksmith
86	M57/B164	Mass Daze	Area/R-HT	Purple	sec. = cost	Instant	2/1#	Daze, IQ 13+
78	M57/B164	Mass Sleep	Area/R-HT	Red	sec. = cost	Instant	3#	Sleep, IQ 13+
82	M59	Mass Suggestion	Area/R-IQ	Yellow	sec. = cost	10 min.	4/2#	Suggestion
88	M21	Master	Reg./Block./R-IQ	Brown	1 sec.	Indef.	2	Beast-Soother
82	M47	Measurement	Area/Inform.	Yellow	1 sec.	Instant	1#	none
85	M37	Melt Ice	Area	Indigo	10 sec.	Perm.#	1#	Heat or Freeze
86	M57	Mental Stun	Reg./R-IQ	Purple	1 sec.	Instant	2	Daze or Stun
78	M23	Might	Regular	Red	1 sec.	1 min.	2 per ST +/s	Lend Strength
82	M58	Mindlessness*	Reg./R-IQ	Yellow	5 sec.	1 min.	8/4	M2, Forgetfulness
82	M26/B155	Mind-Reading	Reg./R-IQ	Yellow	10 sec.	1 min.	4/2	Truthsayer
82	M26	Mind-Search*	Reg./R-IQ	Yellow	1 min.	1 min.	6/3	Mind-Reading
82	M26	Mind-Sending	Regular	Yellow	4 sec.	1 min.	4/4	Mind-Reading
78	M44/B162	Minor Healing	Regular	Red	1 sec.	Perm.	1 to 3#	Lend Health
78	M68	Missile Shield	Regular	Red	1 sec.	1 min.	5/2	Apportation or Shield
88	M22	Mollusk Control	Reg./R-IQ	Brown	1 sec.	1 min.	3/2	Beast-Soother
83	M43	Monk's Banquet	Regular	Green	1 sec.	24 hrs.	6	Banquet, Resist Pain
85	M68	Mystic Mist	Area	Indigo	5 min.	10 hrs.	1/1	M and Watchdog or Shield
87	M41	Name	Enchantment	Violet	—	Perm.	200 or 400#	Enchant
78	M45	Neutralize Poison	Regular	Red	30 sec.	Perm.	5#	Cure Disease or M3 and Test Food
78	M67	Nightingale	Area	Red	1 sec.	10 hrs.	2/2#	Sense Danger
78	M50	Night Vision	Regular	Red	1 sec.	1 min.	3/1	Keen Eyes
86	M58	Nightmare	Reg./R-IQ	Purple	1 min.	1 hr.	6	M2, Death Vision, Fear, Sleep
85	M69	Noise	Area	Indigo	1 sec.	5 sec.	4/2	Wall of Silence
88	M31	No-Smell	Regular	Brown	1 sec.	1 hr.	2#	Purify Air

Page	M/B pages	Spell Name	Class	Color	Time to cast	Duration	Energy	Prerequisites
85	M32	Odor	Area	Indigo	1 sec.	1 hr.#	1	No-smell
80	NEW	Open/Close Gate	Regular	Orange	1 sec.	1 min.	6/3	M3, 3 spells each Color
78	M23	Pain	Reg./R-HT	Red	2 sec.	1 sec.	2	Spasm
86	M56	Panic	Area/R-IQ	Purple	1 sec.	1 min.	4/2	Fear
78	M24	Paralyze Limb	Reg./R-HT	Red	1 sec.	1 min.	3#	M, Clumsiness, Itch, Stun
87	M41	Password	Enchantment	Violet	—	Perm.	400#	Enchant
82	M47	Pathfinder	Information	Yellow	10 sec.	Instant	4#	M, IQ 12+, 2 Seek spells
78	M58	Peaceful Sleep	Reg./R-Spec.	Red	30 sec.	8 hrs.	4	Sleep, Silence
80	M53	Pentagram	Special	Orange	5 sec./hex#	Perm.	10/hex#	Spell Shield
82	M46	Perfect Illusion	Area	Yellow	1 sec.	1 min.	3/h#	M, Complex Illusion
86	M57	Perm. Forgetfulness*	Reg./R-IQ or skill	Purple	1 hr.	Perm.	15	M2, Forgetfulness, IQ 13+
86	M58	Perm. Madness*	Reg./R-IQ-2	Purple	10 min.	Perm.	20	M2, Madness, IQ 13+
86	M27	Perm. Possession*	Reg./R-IQ	Purple	5 min.	Indef.	30	M3, Possession
86	M26/B155	Persuasion	Reg./R-IQ	Purple	1 sec.	1 min.	2 X bonus#	Sense Emotion
78	M65	Pestilence	Regular	Red	30 sec.	Perm.	6	M, Steal Health, Decay
78	M34	Phantom Flame	Area	Red	1 sec.	1 min.	1/1	Shape Fire or Simple Illusion
87	M65	Planar Summons	Special	Violet	5 min.	varies#	20#	M, 1 spell each Color
83	M67	Plant Form	Special	Green	1 sec.	1 hr.	5/2	M, 6 Green spells
83	M66	Plant Growth	Area	Green	10 sec.	1 min.	3/2	Heal Plant
83	M67	Plant Sense	Reg./R-Hide Path	Green	1 sec.	1 min.	3/2	Forest Warning, Hide Path
86	M42	Poison Food	Regular	Purple	1 sec.	Perm.	3 per meal	Purify Food, Decay
87	M61	Poltergeist	Missile/R-HT	Violet	1 sec.	Instant	1 or 2#	Apportation
86	M27	Possession*	Reg./R-IQ	Purple	1 min.	1 min.	10/4	M, Control Person or Beast Possession
87	M38/B160	Power	Enchantment	Violet	—	Perm.	varies#	Recover Strength
87	M41/B161	Powerstone	Enchantment	Violet	—	Perm.	20 per casing	Enchant
85	M31/B157	Predict Weather	Information	Indigo	5 sec.	Instant	varies#	4 Indigo spells
83	M42	Preserve Food	Regular	Green	1 sec.	1 week	Special	Storilize, Test Food
78	M39/B160	Puissance	Enchantment	Red	—	Perm.	varies#	5 Earth spells
85	M30/B157	Purify Air	Area	Indigo	1 sec.	Instant	1	none
83	NEW	Purify Earth	Area	Green	1 sec.	Perm.	2/hex	Sterilize, 2 Green spells
83	M42	Purify Food	Regular	Green	1 sec.	Perm.	1 per lb.	Preserve Food or Decay
85	M35/B159	Purify Water	Special	Indigo	5-10 sec./gal.	Perm.	1/gal.	Seek Water
78	M40	Quick Draw	Enchantment	Red	—	Perm.	300/lb.#	Apportation
78	M60	Quick March	Regular	Red	1 min.	1 day's march	4#	M, Haste
85	M31/B157	Rain	Area	Indigo	1 min.	1 hr.	1/10/s	Clouds
78	M60	Rear Vision	Regular	Red	1 sec.	1 min.	3/1	Alertness
78	M44/B162	Recover Strength	Special	Red	Special	Special	none	M, Lend Strength
80	M53	Reflect	Block/R-spell	Orange	none	Instant	4 or 6#	Ward
80	M56	Reflex	Special	Orange	10 sec.	1 hr.	varies#	Delay, Ward
78	M45	Regeneration*	Regular	Red	Special#	Perm.	20#	Magery 2, Restoration
80	M51/B164	Rejoin	Regular	Orange	4 sec./10 lbs.	10 min.	1 per 10 lbs./h	Weaken, Restore
83	M54	Remove Curse	Reg./R-spell	Green	1 hr.	Instant	20	M2, 15 spells inc. 1 each Color
87	M38/B160	Remove Enchantment	Enchantment	Violet	varies	Perm.	100#	Enchant
80	M52/B164	Repair	Regular	Orange	1 sec./lb.	Perm.	3/10 lbs.	M2, Rejoin
80	M52	Repair Arrow	Regular	Orange	4 sec./arrow	Perm.	2 per arrow	Rejoin
88	M22/B155	Reptile Control	Reg./R-IQ	Brown	1 sec.	1 min.	4/2	Beast-Soother
86	M51	Rcshape	Regular	Purple	10 sec.	1 min.	6/3	M, Weaken, Shape Earth #
78	M33	Resist Cold	Regular	Red	1 sec.	1 min.	2/hex#	Create Fire, Heat
78	M33/B159	Resist Fire	Regular	Red	1 sec.	1 min.	2/hex#	Extinguish Fire, Cold
78	M25	Resist Pain	Regular	Red	1 sec.	1 min.	4/2	M2, Pain
78	M45	Restoration*	Regular	Red	1 min#	Perm.	15#	Major Healing
80	M51/B164	Restore	Regular	Orange	3 sec.	10 min.	2 per hex/h	Weaken or Simple Illusion
84	M54	Restore Mana*	Area	Blue	1 hr.	Perm.	10	Dispel Magic, Bless
78	M45	Resurrection*	Regular	Red	6 hrs.	Perm.	300#	Instant Regeneration, Summon Spirit
78	M68	Reverse Missiles	Regular	Red	1 sec.	1 min.	7/3	Missile Shield or Force Dome
88	M22	Rider	Regular	Brown	1 sec.	5 min.	2/1	1 Control spell#
88	M22	Rider Within	Regular	Brown	3 sec.	1 min.	4/1	2 Animal Control spells#
78	M25	Rooted Feet	Reg./R-ST	Red	1 sec.	1 min.#	3	Hinder
78	M25	Roundabout	Reg./R-HT	Red	1 sec.	Instant	3	Tanglefoot
83	M51	Ruin	Regular	Green	5 sec./lb.	1 min.#	2 per lb./s	M, Weaken, Decay
87	M28	Sand Jet	Regular	Violet	1 sec.	1 sec.	1 to 3/s	Create Earth, Shape Earth
80	M70	Scribe	Regular	Orange	1 sec.	1 min.	3/1	Voices, Literacy, Air-Golem
87	M38/B160	Scroll	Enchantment	Violet	days=cost	varies#	Special	M, Literacy advantage
87	M52	Scryguard	Regular	Violet	5 sec.	10 hrs.	3/1#	M
87	M53	Scrywall	Area	Violet	sec.=cost	10 hrs.	3/2	Scryguard
80	M50	See Invisible	Regular	Orange	1 sec.	1 min.	4/2	Invisibility or Dark Vision, Infravision
82	M48	See Secrets	Regular	Yellow	5 sec.	1 min.	5/2	Seeker, Aura
83	M28/B156	Seek Earth	Information	Green	10 sec.	Instant	3	none
83	M42	Seek Food	Information	Green	1 sec.	Instant	2	none
83	M66	Seek Plant	Information	Green	1 sec.	Instant	2	none
85	M35/B159	Seek Water	Information	Indigo	1 sec.	Instant	2	none
82	M47/B163	Seeker	Information	Yellow	1 sec.	Instant	3#	M, IQ 12+, 2 Seek spells
78	M67	Sense Danger	Information	Red	1 sec.	Instant	3	Sense Foes or Danger Sense advantage
84	M25/B155	Sense Emotion	Regular	Blue	1 sec.	Instant	2	Sense Foes
84	M25/B155	Sense Foes	Inform./Area	Blue	1 sec.	Instant	1 (min. 2)#	none
83	M25/B155	Sense Life	Inform.	Green	1 sec.	Instant	1/4 (min. 1)#	none
84	M63	Sense Spirit	Inform./Area	Blue	1 sec.	Instant	1/4	Death Vision or Sense Life and M
85	M30/B157	Shape Air	Regular	Indigo	1 sec.	1 min.	1 to 10#	Create Air
80	M50	Shape Darkness	Area	Orange	1 sec.	1 min.	2/2#	Darkness
87	M28/B156	Shape Earth	Regular	Violet	1 sec.	1 min.	2/hex/1/hex	Seek Earth
78	M33/B158	Shape Fire	Area	Red	1 sec.	1 min.	2/1	Ignite Fire
83	M66	Shape Plant	Regular	Green	10 sec.	1 min.	3/1#	Identify Plant
87	M28	Shape Stone	Regular	Violet	1 sec.	1 min.	4/hex/2/hex#	Shape Earth, + 3 Violet spells
85	M35	Shape Water	Regular	Indigo	2 sec.	1 min.	1/1#	Create Water
88	M22	Shapeshifting*	Special	Brown	3 sec.	1 hr.	6/2	M, 6 other spells
88	M23	Shapeshift Others*	Special/R-IQ	Brown	30 sec.	1 hr.	6/2	M2, Shapeshifting for that form
78	M44	Share Strength	Regular	Red	1 sec.	Special	varies#	Lend ST

Page	M/B pages	Spell Name	Class	Color	Time to cast	Duration	Energy	Prerequisites
78	M52	Sharpen	Regular	Red	4 sec.	1 min.	Special	Repair
86	M51/B164	Shatter*	Regular	Purple	1 sec.	Instant	1 to 3#	M, Weaken
78	M52	Shatterproof	Regular	Red	1 sec.	1 hr.	3/3	Repair, Shatter
78	M67	Shield	Regular	Red	1 sec.	1 min.	varies#	M2
78	M57	Sickness	Reg./R-HT	Red	4 sec.	1 min.	3/3	Drunkennness or Pestilence
85	M69	Silence	Area	Indigo	1 sec.	1 min.	2/1	Sound
82	M45	Simple Illusion	Area	Yellow	1 sec.	1 min.	1/1/2	not blind, IQ 11+
87	M64	Skull-Spirit	Regular	Violet	1 sec.	24 hrs.	20	Summon Spirit, Animation
78	M57/B164	Sleep	Reg./R-HT	Red	3 sec.	Instant	4	Daze
80	M60	Slow Fall	Regular	Orange	1 sec.	1 min.	1 per 50 lbs./h	Apportation
85	M37	Snow	Area	Indigo	1 sec.	1 hr.	1/15#	Clouds, Frost
85	M37	Snow Shoes	Regular	Indigo	2 sec.	1 min.	2/1	Shape Water
87	M64	Soul Jar*	Regular	Violet	1 min.	Perm.	8	M, 6 Necro. spells inc. Steal HT
82	M26	Soul Rider	Reg./R-IQ	Yellow	3 sec.	1 min.	5/2	Mind-Reading
85	M69	Sound	Regular	Indigo	1 sec.	varies#	varies#	none
85	M69	Sound Jet	Regular	Indigo	1 sec.	1 sec.	1 to 4#/s	Great Voice
78	M70	Sound Vision	Regular	Red	1 sec.	1 min.	5/2	Acute Hearing
78	M23	Spasm	Reg./R-HT	Red	1 sec.	A moment	2	Itch
87	M53	Spell Shield	Area	Violet	1 sec.	1 min.	3/2	M2, Scryguard, Magic Resistance
87	M38	Speed	Enchantment	Violet	—	Perm.	500#	Haste
88	M41/B161	Staff	Enchantment	Violet	—	Perm.	30	Enchant
86	M64	Steal Health	Regular	Purple	1 min./3 HT-#	Perm.	none#	Steal Strength
86	M64	Steal Strength	Regular	Purple	1 min./3 ST-#	Perm.	none#	Minor Healing
88	M65	Steal Youth*	Reg./R-HT	Violet	1 hr.	Perm.	10 to 30	Youth, Age, Steal Health
85	M32	Stench	Area	Indigo	1 sec.	5 min.	1#	Purify Air
78	M44	Sterilize	Area	Red	varies#	Instant	3/hex#	Decay or Insect Control
80	M51	Stiffen	Reg./R-Spec.	Orange	2 sec./lb.	10 min.	1 per lb./h#	Rejoin
83	M29/B156	Stone Missile	Missile	Green	1/energy pt.	Instant	1 to 3#	Create Earth
83	M28/B156	Stone to Earth	Regular	Green	1 sec.	Perm.	10/hex#	Earth to Stone or any 4 Green spells
87	M29	Stone to Flesh	Regular	Violet	5 sec.	Perm.	10/hex#	M2, Stone to Earth, Flesh to Stone
78	M24	Strikes Blind	Reg./R-HT	Red	1 sec.	10 sec.	4/2	2 Flash, Spasm
78	M24	Strike Deaf	Reg./R-HT	Red	1 sec.	10 sec.	3/1	2 Silence, Spasm
78	M24	Strike Dumb	Reg./R-HT	Red	1 sec.	1 sec.	3/1	Spasm
78	M23	Stun	Reg./R-HT	Red	1 sec.	Instant	2	Pain
82	M59	Suggestion	Reg./R-IQ	Yellow	10 sec.	10 min.	4/3	Emotion Control, Forgetfulness
87	M65	Summon Demon	Special	Violet	5 min.	1 hr.#	20	M, 1 spell of each color
87	M30/B156	Summon Elemental	Special	Violet	30 sec.	1 hr.#	4	M, #
84	M63	Summon Shade*	Inform./R-IQ	Blue	10 min.#	1 min.	50/20	Summon Spirit
84	M63	Summon Spirit	Inform./R-IQ	Blue	5 min.	1 min.	20/10#	Death Vision, M2
88	M38	Suspend Enchantment	Enchantment	Violet	1 sec.	1 hr.	25#	Enchant
78	M44	Suspended Animation	Reg./R-HT	Red	30 sec.	Indef.#	6	Sleep, Major Healing
80	M62	Swim	Regular	Orange	3 sec.	1 min.	6/3	Shape Water, Levitation
88	M66	Tangle Growth	Area	Brown	2 sec.	1 min.	1 or 2#/h	Plant Growth
78	M25	Tanglefoot	Reg./R-DX	Red	1 sec.	Instant	2	Clumsiness
82	M26	Telepathy*	Regular	Yellow	4 sec.	1 min.	4/4#	Mind-Sending
80	M62	Teleport*	Special	Orange	1 sec.	Instant	varies#	Hawk Flight #
80	M62	Teleport Other*	Reg./R-IQ + 1	Orange	1 sec.	Instant	varies#	M3, Teleport
80	M68	Teleport Shield	Area	Orange	10 sec.	1 hr.	1/3#/s	Watchdog, Spell Shield or Teleport
82	M47	Tell Time	Information	Yellow	1 sec.	Instant	1	none
86	M56	Terror	Area/R-IQ	Purple	1 sec.	Instant	4	Fear
83	M42	Test Food	Information	Green	1 sec.	Instant	1 to 3#	none
85	M69	Thunderclap	Regular	Indigo	1 sec.	Instant	2	Sound
80	NEW	Time Travel	Special	Orange	1 sec.	Instant	varies#	IQ 15+, M3, Teleport#
78	M24	Total Paralysis	Reg./R-HT	Red	1 sec.	1 min.	5#	Paralyze Limb
82	M47/B163	Trace	Regular	Yellow	1 min.	1 hr.#	3/1	Seeker
82	M25/B155	Truthsayer	Inform./R-IQ	Yellow	1 sec.	Instant	2	Sense Emotion
80	M64	Turn Zombie	Area	Orange	4 sec.	1 day	2	M, Ward, 1 spell each Color
85	M36	Umbrella	Regular	Indigo	2 sec.	10 min.	1/1	Shape Water or Shield
80	M61	Undo	Reg./R-Spec.	Orange	1 sec.	Instant	3 or 6#	Locksmith
80	M69	Unter Dome	Area	Orange	1 sec.	1 min.	6/4	M2, Force Dome, Spell Shield
78	M24	Vigor	Regular	Red	1 sec.	1 min.	2 per HT +/s#	Lord Health
80	M69	Voices	Regular	Orange	1 sec.	1 min.	3/2	Sound
88	M29	Volcano	Regular	Violet	1 hr.#	1 day	15/10	Earthquake, 6 Red spells
85	M31/B157	Walk on Air	Regular	Indigo	1 sec.	1 min.	3/2	Shape Air
85	M35/B159	Walk on Water	Regular	Indigo	4 sec.	1 min.	3/2	Shape Water
88	M28	Walk Through Earth	Regular	Violet	1 sec.	1 sec.	4/3#	Shape Stone
85	M69	Wall of Silence	Area	Indigo	1 sec.	1 min.	2/1	Silence
80	M61	Wallwalker	Regular	Orange	1 sec.	1 min.	1 per 50 lbs./h	Apportation
78	M67	Watchdog	Area	Red	10 sec.	10 hrs.	1/1	Sense Danger
80	M53	Ward	Block/R-spell	Orange	none	Instant	2 or 3#	M
85	M36	Water Jet	Regular	Indigo	1 sec.	1 sec.	1 to 3#	Shape Water
83	M43	Water to Wine	Regular	Green	10 sec.	Perm.	4 per gal.#	Purify Water, Ferment
85	M36	Water Vision	Information	Indigo	1 sec.	30 sec.	1/1#	Shape Water
86	M51/B164	Weaken	Regular	Purple	5 sec.	Perm.	2	Find Weakness
85	M68	Weather Dome	Area	Indigo	1 sec.	6 hrs.	3/2	6 Indigo and 2 Red spells
86	NEW	Will Lock	Special	Purple	Varies#	1 day	none	Neutral or of Shadow
85	M32	Whirlwind	Area	Indigo	Instant#	1 min.#	4/2	Windstorm
85	M32	Windstorm	Area	Indigo	Instant#	1 min.#	2/1	Shape Air
78	M63	Winged Knife	Missile	Red	1 sec.	Instant	1 per lb.#	Poltargeist
82	M59	Wisdom	Regular	Yellow	1 sec.	1 min.	varies#	3 Yellow and 3 Purple spells
88	M39	Wish*	Enchantment	Violet	—	—	250	M2, Lesser Wish, 2 spells ea. Color
78	M24	Wither Limb	Reg./R-HT	Red	1 sec.	Perm.	5	M2, Paralyze Limb
83	M66	Wither Plant	Area/R-HT	Green	10 sec.	Perm.	2	Plant Growth
82	M70	Wizard Ear	Regular	Yellow	2 sec.	1 min.	4/3	Apportation, Far-Hearing#
82	M48	Wizard Eye	Regular	Yellow	2 sec.	1 min.	4/2	M Apportation, Keen Eyes
78	M45	Youth*	Regular	Red	1 sec.	Special	100#	M3, Halt Aging
88	M64	Zombie	Regular	Violet	1 min.	Perm.	8#	Summon Spirit, Lord Health

MAGIC ITEMS AND ARTIFACTS



5 The Witch World relies on what its inhabitants can find in the way of magical items and artifacts rather than on what they can create. Inhabitants must rely on their own abilities and not on how many enchanted items they can acquire.

A few magical items are left from the days of the Old Ones, and they work exactly as described in the *GURPS Basic Set* (see pp. B152-154). There may still be a few adepts left in Escore or in Arvon who retain knowledge of the enchantment spells, but they are not easy to find — and they don't make items for sale.

This chapter describes magical items and places. The Witch Jewel is the only magical item relatively common in Estcarp, but its ownership is restricted to sworn Witches. The People of the Green Silences and others dwelling in Escore are familiar with Blue Stones of Protection and with Healing Mud. Quan iron and false quan iron are very rare. Cups for far-seeing and rune boards are *not* magical items though they are used in spell casting.

Artifacts left from the times of the Old Ones are still occasionally found — among the most valuable are the Four Great Weapons. Various other remains of the Old Ones are still waiting to be found, and some can be extremely dangerous — they are ready to capture the body *and soul* of anyone foolish enough to investigate.

The Witch Jewel

The Witch Jewel is one of the few magical items still being made in the Witch World. It is a large, cloudy blue-gray cabochon, usually worn as a pendant on a silver chain. The Jewel is an artifact, manufactured rather than mined, and the Witches guard the secret of the Jewels' making as fiercely as they do all their other mysteries. However, rumors circulate from time to time about where the Jewels originate.

Some think the Jewel is grown deep in a hidden vault under one of the fabled Places of Power. Others think the Jewel is a machine that hides a communication device even more sophisticated than those used by the Falconers. Truly bizarre rumors are circulated by those who hate and fear the Witches and wish to believe the worst about them.

What is known is that the Jewel emits a bluish glow when it is used, and that a Witch will guard her Jewel with her life. Also, a careful observer will notice that a Witch uses her own Jewel exclusively.

Receiving a Witch Jewel

Each sworn Witch of Estcarp receives her jewel upon graduation from her training in the Place of Wisdom. This jewel is presented by the Council of Estcarp at no charge; its value is included in the cost of her Matronage (see p. 61). When Witches receive their Jewels, they enter a secret chamber in the Place of Wisdom where the stones lie on embroidered cushions. Each Witch discovers that one Jewel is attuned to her; it "calls" to her and she goes to it, shunning all the rest. As she gazes into it she sees for the first time her name inscribed in its depths — the birth name she thought she had discarded when she entered the Place of Wisdom. This name can be seen by her and her alone. She could find her personal stone even if it were taken from her and tossed into a heap of stolen Jewels.

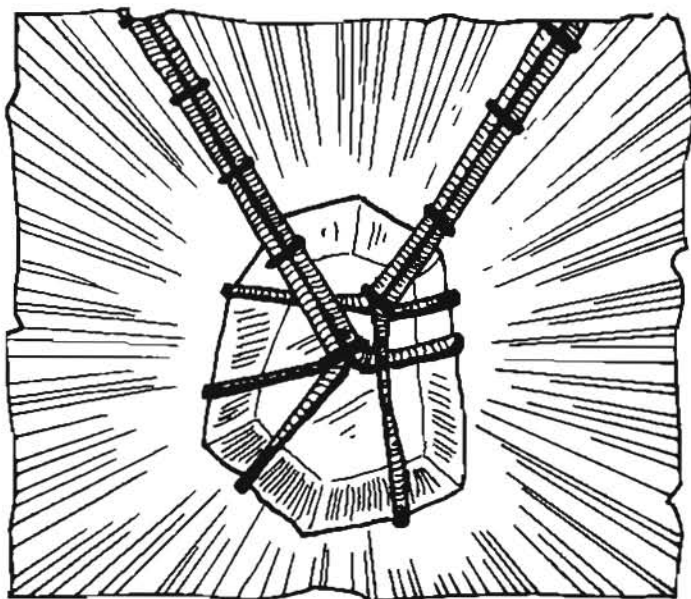
There has been at least one instance (*Gate of the Cat*) when a dying Witch transferred her Jewel to another, along with her name. In extreme need, death transferred the attuning from the Witch to another. With this transference went a geas on the recipient, forcing her to complete the Witch's task in life.

Use of the Witch Jewel

Her Jewel is a Witch's greatest weapon. It allows her to concentrate her Power to such an extent that she can get a bonus of +1 or +2 in casting a spell; however, this extra concentration requires extra time. If the Witch concentrates on her Jewel for twice the normal time required to cast the spell (see p. B147), she gets +1 to her skill; if she concentrates for four times the normal time, she gets +2 to her skill. (A group of Witches can use their Jewels to get a +2 bonus in Ceremonial Magic without spending this additional time concentrating; the cost of 10× normal includes plenty of time for deep concentration.) If she

uses her Jewel for additional concentration time to get this increased skill, she gets any benefits of decreased energy cost (see p. B148), but *does not* get any benefits of reduced casting time for her skill.

The Witch Jewel can also be used for additional concentration to get a +1 or +2 to any other *active* use of Magical Aptitude if the Witch takes the time to concentrate upon the Jewel. It does not provide any advantage to *passive* die rolls, since the Witch is not concentrating.



Loss of the Witch Jewel

Each time the Witch uses her Jewel she puts more and more of herself — and of her Power — into the bond between her and her Jewel. She quickly becomes so attuned to her Jewel that its destruction could cause her actual mental injury.

If her Jewel is stolen or otherwise separated from her, she will be able to sense its location. She has the equivalent of a natural Seek spell (at IQ + Magery + 4) to sense the direction and approximate distance of her Jewel. And she would know immediately if her Jewel were destroyed.

If her Jewel is destroyed, the Witch is immediately mentally stunned (see p. B127). She also has to make a roll against HT to avoid a permanent loss of IQ. If she misses the roll, she suffers a permanent loss of one IQ point (at least until she earns enough character points to buy it back); on a critical failure, she loses two IQ points. Even if she makes a successful roll, she is at -1 to IQ for one month; there is not even a temporary loss, of course, with a critical success. A jewel has PD 0, DR 1, HT 6. One blow doing seven points of crushing damage will destroy it.

Blue Stones of Protection

The color blue is anathema to the Powers of Darkness; for this reason, people caught out in the open when evil is abroad are fortunate if they can seek protection in a circle made of blue stones. In addition, many houses are protected by blue stones set over the doorway.

Use of the Blue Stones

When set in a circle of large standing stones outdoors or

when built in over a doorway, the blue stones will act to prevent creatures of the Shadow from entering. No creature of the Shadow can enter a place with such protection unless he first makes a successful roll against IQ-6. On a failed roll, the creature cannot cross; on a critical failure, he runs away. (A creature can try to cross a specific protective barrier only once per day.)

A ring of small pebbles will also work, but not as well. To cross such a ring, a creature of the Shadow only has to make a successful roll against IQ-2

Quan Iron

Another prime protection against evil is quan iron — not really iron at all, but a strange and rare blue metal with the power of protection. It is questionable whether this is a natural mineral or something left over from the mysterious and often dreadful-experiments of the ancient adepts. Quan iron is usually found in small nuggets, scraps and slivers and, very rarely, already made into priceless artifacts such as rings, bracelets, brooches or other jewelry. In bygone days, quan iron was used to make peerless sets of chainmail. Now, it is difficult to amass enough of the precious stuff to make anything larger than an amulet. The value of quan iron (if it can be found) would be at least \$40,000 per ounce (possibly more in some areas).

Finding Quan Iron

The only known deposits of quan iron in the Witch World lie in the Wastes of High Hallack. These are the scraps and shards remaining from the terrible battles between the Old Ones, before recorded time.

Traders, prospectors and adventurers still journey into this dangerous, wild land in search of quan iron. In more civilized parts of the world, these people are thought of as being half mad, and many of them are. Nevertheless, it is through their efforts and the brisk trade that results from their finds, that bits of quan iron are scattered throughout the Witch World.

Uses of Quan Iron

Quan iron will glow in the presence of evil, warning the lucky person who possesses a piece of it. When quan iron comes within 15 yards of a creature of the Shadow or within 45 yards of a Place of Evil Power, it gives off a pale blue glow.

Creatures of the Shadow cannot bear the touch of quan iron. Even a human under the influence of the Shadow will visibly flinch and refuse to touch it — a severe phobia (see p. B35). A sword, spear point or other weapon made of quan iron will do an extra 1d damage against any creature of the Shadow.

Chainmail made of quan iron has a PD of 4 (2 vs. impaling) and a DR of 6 (4 vs. impaling). It would weigh a third less than normal chainmail — about 30 pounds (see p. 65). In addition, it

would offer full protection against the effects of Vark's blood (see p. 111) or other caustic agents.

True and False Quan Iron

Most of what is found is true quan iron — blue metal, able to be worked into jewelry and amulets, or, for the incredibly fortunate, chainmail. But about 20% of the metal is false quan iron. This metal still bears the touch of the Shadow-driven Old Ones who wielded it. Unfortunately, much of the time it cannot easily be distinguished from true quan iron.

About 75% of the time, it leaves great burn-like wounds on the unlucky prospector who handles it, and can even poison those who are nearby. It does 1d-2 damage per *minute* while someone is within 2 hexes of it. It does 1d-1 damage per *second* that it is held or touched.

False quan iron also explodes in the face of the smith who tries to work with it — 3d damage to anyone in the same hex (the metal *cannot* be worked without being in the same hex), and 1d damage to anyone in an adjacent hex. For that reason, many craftsmen, while coveting quan iron as much as anybody else (one of their prerogatives is that they are allowed to salvage all scraps from any project), will regretfully turn down assignments involving the strange metal.

It is possible — but difficult — for a trained Jeweler to detect the difference between false and true quan iron. The GM rolls against Jeweler/TL3 skill -4. If the roll is successful, the GM tells whether it is false or true; on a missed roll, the jeweler isn't sure; and on a critical miss, the GM lies. Each Jeweler can only try once *ever* to identify a particular piece of quan iron.

It is possible for a Witch to convert false quan iron into true with the use of Lormt flower and the Remove Enchantment spell (see p. 87), but this knowledge is not common. The ill effects can be removed temporarily with the Suspend Enchantment spell (see p. 88). False quan iron might be worthless or precious. The skill to turn it to true quan iron or the desire to use it to cause harm would make it very valuable. Also, quan iron is found only in High Hallack, and Lormt flower only grows in Estcarp on the other side of the ocean.

Cups of Far-Seeing

Although any cup or bowl of clear water can be used for a Crystal-gazing spell (see p. 83/M48), it is thought that the visions that form in the depths of some special cups are apt to be truer than those formed in other containers.

Dragon Scale Silver

Dragon scale silver is a relic of the Old Ones, perhaps akin to quan iron, but without its superb protective qualities. It was wrought by dragon fire in ancient times. It is silver in color, but other colors run across its surface prismatically when it is turned. It is found already in the shape of a cup.

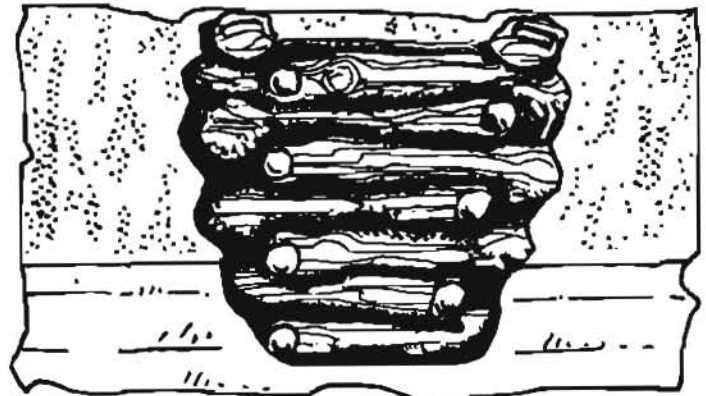
If this cup is used to hold water for a Crystal-gazing spell (see p. 83/M48), there is no penalty for the lack of a crystal ball.

Hand-Shaped Cup

With the exception of dragon scale silver, the best cup for far-seeing is made of red-brown wood carved in the shape of two clasped hands. The nails are inlaid with quan iron — the ten nails require one ounce of quan iron.

To make such a cup requires five days by a skilled woodworker; at the end of that time he makes a roll against his Woodworking skill — on a failed roll, the cup is ruined and he has to start over.

If this cup is used to hold water for a Crystal-gazing spell (see p. 83/M48), the penalty for the lack of a crystal ball is -2.



Rune-Boards

Wise Women in particular favor using a board carved with lines of runes painted red, gold and black to focus their power. When the colors begin to glow the Wise Woman knows that her power is strong and working. A rune-board can be made by a skilled woodworker in two days.

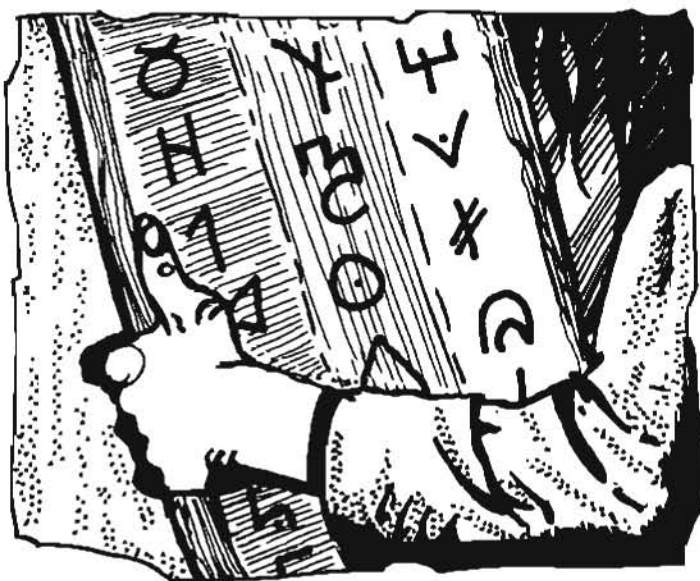
Use of the Rune-Boards

These are so easy to use that a spell is not necessary; however, some level of Magery is required. The Wise Woman places her hand on the board while concentrating on some person or on some proposed action. She closes her eyes and traces her hand along the runes until it comes to a stop.

If her hand stops on the gold, then the person is well or the action promises great success. If her hand stops on the red, then the person is in some limited peril or the proposed action has an element of risk. If her hand stops on the black, then the person is dead or in mortal peril or the proposed action will carry the inquirer into mortal peril from which he or she probably won't emerge alive.

The GM rolls against the Wise Woman's IQ + Magery. On a critical success, the board gives the best answer the GM can. On a success, the board gives an approximate answer (it might substitute a red for a gold or black). On a failure, the board does

not answer. On a critical failure, the board lies. Only one attempt per day may be made to look at the same person or proposed action.



The Four Great Weapons

Each of the Four Weapons chooses but one owner, in time to become one with that man.

— Dahaun, Lady of the Green Silences,
in Andre Norton's *Trey of Swords*.

There are four Great Weapons in the Witch World, left from another age when the Old Ones ruled. The Great Weapons serve only one man or woman in a lifetime, and they come to (or allow themselves to be taken by) them only at times of great need. When their usefulness is at an end, or their chosen bearers can no longer wield them effectively, they depart of their own accord. Sometimes the bearer is able to return the weapon to the secret place where it was found. Sometimes it appears to be broken or destroyed and vanishes entirely, only to reappear in another place where it waits until it is needed.

Ice Tongue — The Sword of Lost Battles

The Sword of Lost Battles, Ice Tongue, takes the form of a sword hilt. Pommel and quillons are of cloudy gray crystal, inscribed with runes so worn with age as to be unreadable. At the



proper time the person who finds Ice Tongue will also locate an icicle the length of a sword blade. Moved by mysterious forces, the warrior will break off the icicle and fit the hilt to it. In a blinding burst of light, the shaft becomes a blade, made of neither metal nor ice, but a wondrous crystal blend of the two. The crystal grows clear, sparkling with light, and glitters brightly in warning when Forces of the Shadow are near.

Ice Tongue makes a servant of the one who carries it. Also, it brings with it some small memory of the one who held it last. Furthermore, if that person did not complete his task during his period of stewardship, Ice Tongue will set a geas on the next wielder to do so.

The sword has its own voice which it uses when it is battle-ready — not the high-pitched song of other "singing swords," but a guttural snarl full of hate for anything or anyone of the Darkness.

Ice Tongue was last wielded by Yonan, the son of a woman of the Old Race and a Sulcarman. Ice Tongue imposed on him the memories of Tolar of HaHarc, a mighty warrior of an earlier time, who failed in his task of destroying the evil adept, Targi. Although Targi had been slain, his life essence lived on to work its mischief. Yonan/Tolar, drawn back in time, destroyed Targi by smashing the crystal skull in which Targi kept his life-force. In the effort, the sword's ice-metal blade was sheared away, leaving only the lifeless gray crystal hilt. Yonan laid it on the step below the pillar where the skull had rested, and left it there.

Helm-Biter — The Axe of Uruk

Helm-Biter is still being wielded by Uruk, the man from the past whom Yonan/Tolar rescued from the pillar of ice where Targi had imprisoned him. Helm-Biter is a great, double-bladed axe that makes its bearer virtually invincible in battle. No matter how vigorously it is used in battle, Helm-Biter never loses its edge or grows rusty. The haft is extraordinarily long, the blade enormous.

The Sword of Shadow

The Sword of Shadow is neither of the Dark nor of the Light but can be borne — and wielded — by either. Under the urging of extreme emergency, the man or woman who is chosen to claim the Sword of Shadow takes a dry, sun-bleached stick and draws in the air the sword's outline, while calling on the Power of Ninutra (or the Name of a far darker Power). The outline hangs there, gradually filling in as if being painted with an invisible brush. Then the bearer of the Sword of Shadow reaches out, and takes it from the air. In a few moments it vanishes like mist being burnt away by a morning sun. But it leaves the right and learning to call it forth again at need, when the moment of battle is at hand.

The Sword of Shadow was last wielded by Crytha, exiled from Karsten into the Valley of the Green Silences, during her battle with Laidan, the consort and minion of the evil adept,

Targi. She hurled the sword at Laidan and killed her. At that moment, the Sword of Shadow vanished, but reappears when Crytha needs it most.

Basir's Tongue

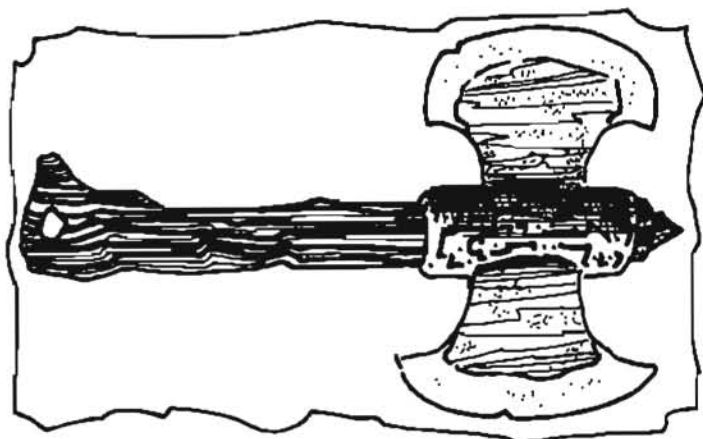
Basir's Tongue is the strangest of the Four Weapons. It is short, more like a long dagger than a proper sword. The hilt is of quan iron, and the pommel appears to be an unworked Witch Jewel. The blade is not smooth, but is deeply engraved with runes. The image of a long-extinct beast is inlaid with quan iron near the hilt.

The sword never drew blood from the moment of its making until the moment of its destruction; it was forged for one purpose, to slay the evil Adept Rane. The sword came to Nirel the Falconer, a Blank Shield employed by Tirtha of Hawkholme. Nirel hurled the sword at Rane; both sword and evil Adept vanished as if they had never been.

The Axe of Volt

The Four Great Weapons were of Escorp; the closest thing in Estcarp was the Axe of Volt. A twin in every respect to Helm-Biter, the great Axe of Volt came to Koris of Gorm from Volt's own hand. Volt was a mighty avian lord whose memory is still revered in the Tor lands. Upon surrendering the axe to his successor, Volt's body fell into dust; his long wait was ended. The socket of the axe-blade, where the haft is fastened, is covered with runes, the meaning of which has long been forgotten.

After the Turning, when many of the Witches perished, Koris came to rule in Estcarp. But before the conflict between Estcarp and its enemies was finished, Koris suffered a grievous wound that ended his career on the field of battle. He journeyed to the coast, where he had discovered Volt's tomb, axe in hand. When he returned, he spoke no word, but the great axe was not seen again.



Remains of the Old Ones

Places where the Power and Influence of the Old Ones still linger are found throughout the Witch World, but primarily in Escorp, the Dales of High Hallack, the Waste and Arvon.

They fall into three main categories — Light, Shadow and neutral. Also there are some places so old that they are completely alien to the concepts of both Light and Shadow and others that have lost all vestiges of power and are dead.

Some Places of Power under the influence of the Shadow will seek to draw in the unwary, either to hold the prey for their master (or Shadow creatures who have learned that good sport is to be had at these places) or to suck out all life force in order to regenerate. A character trapped under the influence of such a place needs a successful resistance roll against the equivalent of a Control Person spell (see p. M26) to escape; the GM will determine the skill with which the Control Person spell was cast.

A neutral Place of Power can be entered by those of the Light, and by creatures of the Shadow as well; it is indifferent to both. A party can take shelter in one of these places, but they aren't assured that they won't have unwelcome company.

A Place of Power under the influence of the Light is a refuge for travelers and adventurers. The Shadow cannot enter, though its minions can keep someone pinned inside for an indefinite period, and the Thas have been known to tunnel up from beneath. These beneficent locations are characterized by a feeling of "good," and by use of blue stones in their construction.

Some of these Places of Power are *high mana* — or possib-

ly even *very high mana* places. In these places, spells can be cast at little or no energy cost and magical backfires can be truly spectacular. Other sites have lost all of their mana. In these areas no spells or magic items will function.

A few of the Places of Power contain Gates to other areas of the Witch World, and other worlds, dimensions or times.



Temple of the Five-Pointed Star

In the hills above Wark is found the Temple of the Five-Pointed Star. There is no feel of evil about it; instead, there is an atmosphere of peace. Nevertheless, it is seldom visited.

Low walls, about four feet high, enclose a space shaped like a five-pointed star. In the middle is a star-shaped stone that serves as an altar. Different colored sand is spread within the points of the star — red, blue, silver, green and gold. No wind blows within the walls, and the dust is always smoothly spread, as if it has not been disturbed since first it was laid into its patterns.

This is a *high mana* place, especially good for spells of making and of farseeing.

The Silver Singers

A circle of stones stands somewhere in the Waste. Passers by will become aware of a feeling of fear and panic, and are convinced that within that circle is the only safe shelter from an ominous shadow that threatens to overwhelm them. But once inside the circle, they must run and run, never going anywhere, until they fall from exhaustion and die. A successful Will roll is needed to resist.

If successfully resisted, the circle will try again, even more alluringly. The victim will hear singing, or perhaps the voices of women raised in a beckoning song for lovers. The stones appear to be silver-bodied women, dancing in a circle, hand in hand. Approaching makes the song even more enticing, promising delights and wonders. One step, then another . . .

In order to resist this temptation, a male character must make another Will roll at -2 — and anyone with the Lecherousness Disadvantage suffers an additional -10!). If someone who misses his roll doesn't have enough presence of mind to stop his ears, or if one of his companions, unaffected by the spell, doesn't drag him away, he is surely lost. This second temptation has no effect on females.

The Place of Stones

On the plains of Escore, near the great river that drains the northern part of the land, stands another stone circle. This one is made of slate-blue stone. Two of the pillars have fallen and lie pointing outward; within the circle is a platform, also made of the same slate-blue stone. Two paths of pillars lead from this circle, one from the direction of the river, one leading toward the low hills just above. Many of these have fallen, some are broken, and even blackened, as if blasted by lightning — or Sam Riders' force whips.

This is a place of shelter, but not an impregnable one because the circle has been broken. A creature of the Shadow can enter if he first makes a successful roll against Will-4. On a failed roll, the creature cannot cross; on a critical failure, he runs away. (A creature can try only once per day.)

The Citadel of Hilarion

The ruins of Hilarion's citadel lie in the far eastern part of Escore, on a peninsula. The gate posts still stand; fearsome nightmare creatures carved into these posts glower down at the intruder. The wind howls through the rubble.

The outer walls, typical of many strongholds, are actually stout buildings — living quarters, barracks and craftsmen's stalls. Within this outer curtain lies the town and the citadel proper. Above all the doorways are set blue stones. Hilarion's symbol, a sword and a wand laid together, is everywhere.

Those entering the main gate become aware of a pull, urging them forward. Leaving at this point requires a successful roll against Will +2.

Inside the citadel, dusty rooms are hung with moldering tapestries. An occasional carved chest lies abandoned in the corner. There are designs on the floor — pentagrams, magic circles, all the greater and lesser seals and the highest of the pentacles. The pull grows stronger; resisting now requires a successful roll against Will.

In the great hall, chairs are set out on the patterned floor. They are on individual daises, and are carved of blue stone. One chair, the principle one, bears the sword and wand symbol. A

much stronger power pulls the explorer behind this chair. To resist, make a successful roll against Will-2.

If someone chooses to go forward (or fails the roll), the fiery lines of a Gate suddenly appear in the air as his feet touch the pavement behind the chair. If he is under the compulsion of a missed roll, he will go through. If no rolls have failed, he can try to turn around and leave — roll against Will-4. Otherwise, he disappears through the Gate.

On the other side of the Gate is an utterly alien universe — a post-holocaust TL8 machine world. This is a *low mana* world — all magic use is at -5 (see p. B147). It is impossible to return without Hilarion's wand and the knowledge to use it.

Even Simon Tregarth and Jaelithe could not manage to return to their own world without the aid of their daughter Kaththea, the Adept Hilarion and the wand.

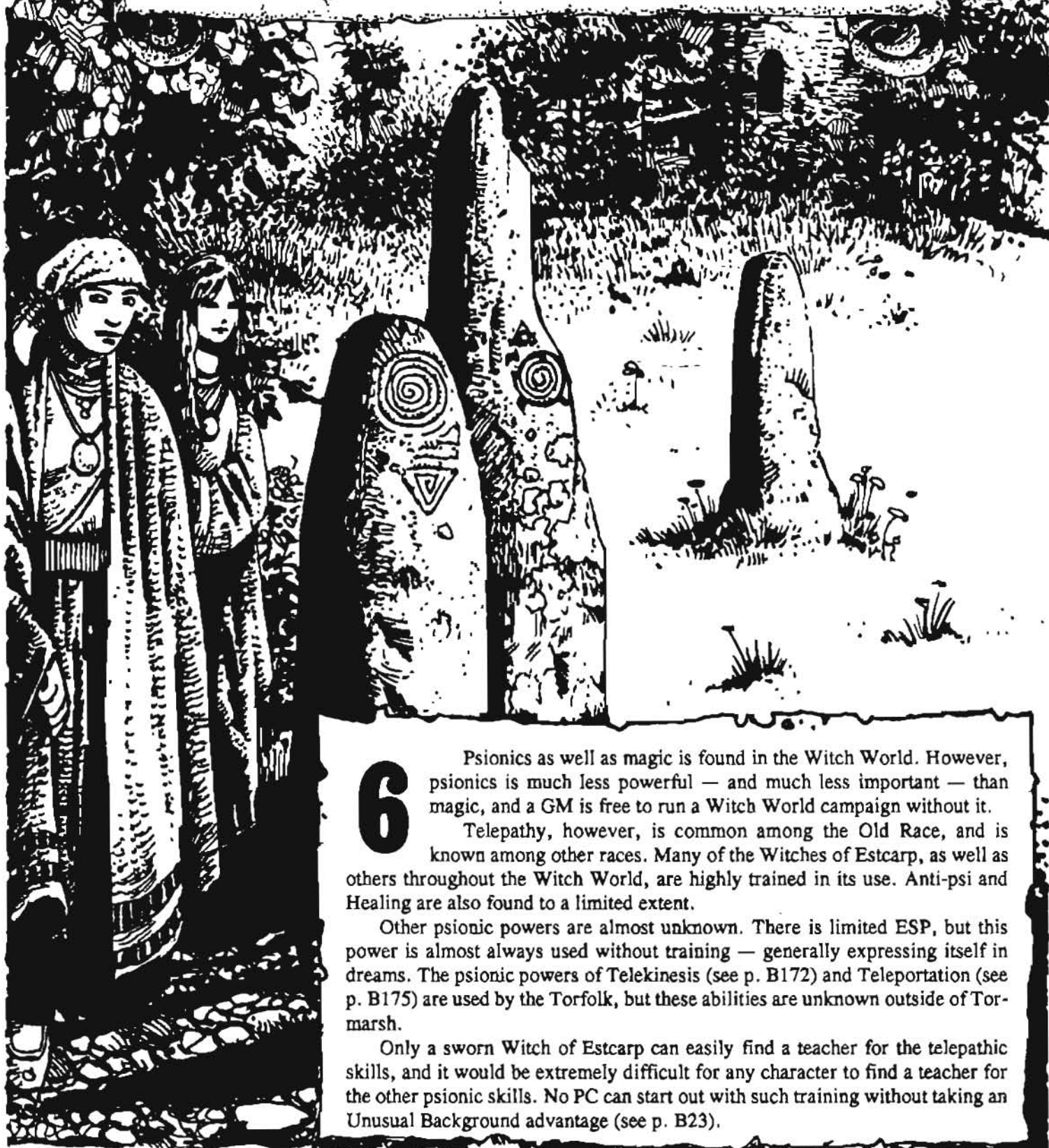


Other Places of Power

Some other Places of Power include: the Spiral Maze, the Chairs of Giants, the Shrine of Gunnora, the Road of the Old Ones, the Circle of Toads in Grimmerdale, the Road in the Waste, the Evil Temple, the Well on the Plain in Arvon, the Trap Road in the Wood, the Dark Tower, and various Gates scattered throughout the Witch World. Their locations are shown on the Witch World maps (see pp. 16-43).

The GM is encouraged to read the Witch World books for descriptions of these and other Places of Power. Since the players have probably read the books too, new places can be created as well. There are many wastes and unexplored regions where new wonders might exist!

PSIONICS IN THE WITCH WORLD



6

Psionics as well as magic is found in the Witch World. However, psionics is much less powerful — and much less important — than magic, and a GM is free to run a Witch World campaign without it.

Telepathy, however, is common among the Old Race, and is known among other races. Many of the Witches of Estcarp, as well as others throughout the Witch World, are highly trained in its use. Anti-psi and Healing are also found to a limited extent.

Other psionic powers are almost unknown. There is limited ESP, but this power is almost always used without training — generally expressing itself in dreams. The psionic powers of Telekinesis (see p. B172) and Teleportation (see p. B175) are used by the Torfolk, but these abilities are unknown outside of Tor-marsh.

Only a sworn Witch of Estcarp can easily find a teacher for the telepathic skills, and it would be extremely difficult for any character to find a teacher for the other psionic skills. No PC can start out with such training without taking an Unusual Background advantage (see p. B23).

Telepathy

Telepathy works a little differently in the Witch World from the way described in the *GURPS Basic Set*. The following rules are changes and additions.

Any skill roll for one of the telepathic skills will have the following bonuses and penalties in addition to those listed in the Basic Set (see p. B167):

User and subject are of different species: -4.

User and subject shared a common birth (twin, triplet, etc.): +4. In addition, the user's effective Telepathy Power when communicating with the subject is increased by 2.

User and subject share a Karmic tie: +2.

Psi Sense

This skill has some additional uses in the Witch World. It can also allow "sniffing out" — detecting — Places of Power or unnatural creatures (those creatures manufactured by the adepts of Escore or Arvon) within range. This detection will work on a place or creature whether it is of the Light, the Shadow or neutral. However, it is not a magic ability, and it will not detect the use of a magic spell or the presence of a magical item.

The successful Sniffer obtains the following additional information about a Place of Power or unnatural creature (see p. B167).

Roll succeeds: Sniffer knows there is a Place of Power or an unnatural creature within range, but the Sniffer doesn't know what was detected.

Succeeds by 5: Sniffer knows whether a Place of Power or an unnatural creature is of the Light, of the Shadow or neutral.

Succeeds by 7: Sniffer knows what type of unnatural creature was detected.

Succeeds by 11: Sniffer knows the purpose of a Place of Power or unnatural creature.

Emotion Sense

In the Witch World, this skill may also detect if someone is a follower of the Light or of the Shadow. If the roll is made exactly, the GM will tell the PC only if the person is a very strong follower of one or the other; the better the die roll, the more subtle the gradations.

Telesend

Telesend cannot be used to send thoughts to anyone who does not have at least latent Telepathy Power. Although no *skill* is required to receive a Telesend, the subject must have Telepathy Power or no thoughts will get through.

The Shout: The Shout only affects creatures with some level of Telepathy Power.

Telereceive

Telereceive — unlike Telesend — can be used on a subject without any Telepathy Power.



Mechanical Psionics

In the Witch World, Telepathy may be practiced either magically or by those with natural psi abilities. However, the Kolder — a race which came into the Witch World through a Gate from their own dying world (see pp. 53-54) — have developed a machine which produces Telepathy Power which is focused by its operator's skill.

Although the machine requires many Kolder to operate and maintain it, its entire purpose is to magnify and focus the power of its master operator's mind. Through this machine, one Kolder can use his Telepathy skills of Telereceive, Telecontrol and Mental Blow against multiple victims at the same time. The Kolder machine is able to generate enough Power to allow its master to exercise mental control at extreme distances — even on other continents.

Although the Kolder machine gives its master tremendous Power, it does so at great cost. The one who operates such a machine quickly becomes absorbed into the Power, and is not able to live for long without it. This sense of Power for Power's sake is obvious to any psi who comes into contact with the Kolder, and it led to a feeling of disgust towards the Kolder and their machines by all of the Old Race.

Psionic Blank Areas

The Kolder are able to create areas in which the psionic skills of the Witches of Estcarp are completely ineffective. These areas have effects similar to Mind Shields of extreme Power surrounding fairly large geographic areas. These areas are impervious to the psionic Psi Sense skill, but they are so obvious that the complete absence of data can be detected.

HERBS



7 The use of herbs is a mixture of techniques and effects. Certain herbs in small quantities can cure diseases and bodily ills, but in larger doses can kill. Some herbs soothe; others madden. Workers for the Light and creatures of the Shadow both use herbs in their magic-making. There are many specifically evil plants, sometimes masquerading as beneficent ones, so an adventurer takes a risk in gathering herbs without someone trained in herb-lore to advise him.

Use of Herbs

Herbs in the Witch World can be used in any or all of the following ways — as a poison or as an antidote to a poison, as a preventative or cure for a disease, as protection against magic or against the Shadow, or as an aid in spell casting.

Poisons

Poisons can be made from many herbs; these are generally contact, blood or digestive agents (see p. B132). In addition, some herbs are poisons in their natural form.

Some herbs can be used as antidotes to poisons. The effect of an antidote varies depending on how soon it is taken after the poisoning. If taken before the effects of a poison begin to show, an antidote will usually allow a second HT roll to avoid the effects of the poison. This HT roll may be at +1 or +2 depending on the strength of the antidote. If taken after the poison has taken effect, the antidote will reduce the intensity and/or the duration of the effects.

Disease

Some herbs can be used as preventatives and/or as cures for diseases. When used to prevent a contagious disease (or plague), the herb gives a plus to the HT roll to avoid getting the disease (see sidebar, p. B133). When used to cure a disease, the appropriate herb will give a plus to the HT rolls for recovery (see p. B133).

In order to know what herb to use as a preventative or cure for a specific disease, it is necessary not only to know what herbs work against what diseases but also what disease a person has; this requires a successful Diagnosis roll (see p. B133). A Diagnosis roll is not needed before using a general remedy such as Illbane (see p. 104), if you are fortunate enough to have it.

Protection

Herbs can sometimes be used — even by non-mages — as protection against magic or against the Shadow. For example, when Illbane is used to trace a circle around an area, it has effects similar to those of a pentagram.

Spell Casting

Some spells require the use of herbs in order to be effective. Other spells work quite well alone but are strengthened by the introduction of the proper herbs. And while many spells do not require the use of herbs in the casting, many practitioners are inclined to throw in a few herbs anyway on the theory that it couldn't hurt.

In addition, some herbs can be used to achieve magical effects without the use of spells. These herbs will work for anyone — with or without Magical Aptitude (unless they have Magic Resistance).



Finding Herbs

Each herb listed is categorized as Common, Average, Rare or Very Rare. In order to find a particular herb growing in the wild, it is first necessary for the GM to decide if the character is looking in an area where the herb might be growing.

If a specific herb is present in the local area, a character can find it by making a successful Naturalist or Physician/TL3 roll. The GM normally makes the roll in secret; if the character does

not find the herb, the GM does not tell whether the roll was missed or if he was just looking in an area where it didn't grow.

Anyone looking for a particular herb makes a roll against his Naturalist or Physician/TL3 skill to represent a complete day's search. The Poisons skill may be substituted for the Naturalist skill when dealing with an herbal poison or antidote. Acute Taste and Smell also add +1 to the recognition roll. GMs should use the following, when determining whether or not a given herb is found in a particular area:

Common — grows in most places, easy to locate. Roll against your skill plus three (or IQ-3).

Average — grows in many places, relatively easy to locate. Roll against your skill (or IQ-6).

Rare — grows in few places, relatively difficult to locate. Roll against your skill minus three (or IQ-9). The only automatic success on a roll against the default IQ-9 is a natural 3.

Very Rare — grows in very few places, very difficult to locate. Roll against your skill minus 6 (or IQ-12). There are no automatic successes on a roll against the default IQ-12, even on a natural 3.



Preparing Herbs for Use

Fresh or dried herbs are used in medicines or made into protective charms. Before use, herbs need to be prepared. They can be brewed into teas or decoctions or used directly in their natural form.

Other herb mixtures are made into protective charms and worn. These must be renewed periodically as they lose effectiveness either from the herbs crumbling away or from being exposed to so much "evil" they reach their limits of absorption.

Dried Herbs

Leaves and flowers must be dried for at least two weeks in a well-ventilated area. They are then measured into doses and made into packets. Most dried herbs keep their potency for a long time; there is only a 50% chance each year that an herb will lose its potency if exposed to air. Powders mixed with food or drink will last a month; dried herbs mixed with food or drink last two weeks — if the food or drink does.

Teas

Teas usually require the amount of dried leaves or petals that can be held in the palm of one hand (about one tablespoon). Steep in a pot of hot water (about one quart) for five minutes. This makes four doses. The tea must be drunk while hot — if cooled and reheated its effects are halved.

Decoctions

Decoctions are made by boiling fresh herbs (leaves, stems, roots, flowers or berries as required) in a pot of water for about 30 minutes. Four handfuls are required in ½ gallon of water; this is reduced by boiling to one quart or eight doses. Decoctions last longer than teas — one day if kept exposed to the air, or two weeks if kept in an airtight container. Decoctions can be taken either hot or cold, with the same effects.

Herb Listing

Many herbs are found and used in the Witch World. The following is a list of a few with uses specific to the Witch World.

Those with the Botany/TL3, Naturalist or Physician/TL3 skill will usually recognize any of these herbs if found and will know their uses. Others will not necessarily know everything on this list — the GM should keep them honest.

Angelica

Rare

Angelica as a poultice will partially neutralize most contact poisons and caustics. It is effective against Vark's blood and Kolder weed; it must be applied twice a day during the first three days after exposure.

When used against Vark's blood or Kolder weed (see p. 111), the die rolls on the second and third days are made against HT-2 instead of against HT-6. It also reduces the DX penalty from Vark's blood by half. However, the character is at an additional -2 DX because of the bandages.

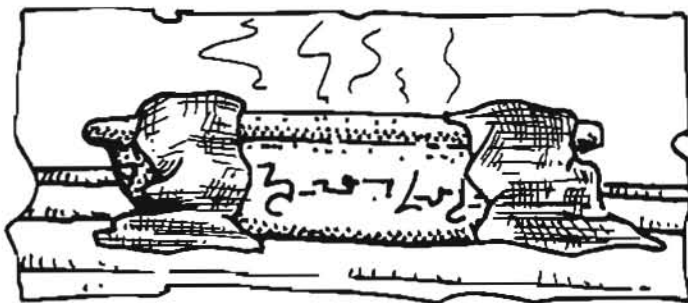
An amulet containing fresh angelica is a powerful talisman against evil magic, giving the wearer a +2 on resistance rolls



Angelica

Poultices

Poultices are made from decoctions by soaking a bandage in the mixture, and applying hot or cold to the affected area. One quart of the decoction gives enough for eight applications of the poultice.



against all spells. The angelica is only effective for two days after being picked.

Chamomile

Average

As a poultice, chamomile aids in recovery from wounds. Apply the poultice to the wound three times daily; it results in a +1 on the daily Healing roll (see p. B128).

Comfrey

Average

Comfrey aids in recovery from broken bones and badly sprained muscles. During recuperation, apply a cool poultice twice a day. For a *lasting* injury (see p. B129), this will reduce the recovery time by one month (but the time is never reduced to less than one month).

Henbane

Average

Burning a pastille of henbane leaves creates a smoke that causes disorientation and irresponsible talk and actions; any person breathing it speaks willingly of subjects he or she would ordinarily keep private. The effects are similar to the Weak Will disadvantage (see p. B37) at level 4 for the first hour, at level 3 for the second hour, at level 2 for the third hour, and at level 1 for the fourth hour.

A similar but weaker effect can be achieved by burning fresh stems, seeds and leaves; the effects are equivalent to Weak Will level 2 for the first hour and level 1 for the second hour.

Hyssop

Rare

A decoction of hyssop in equal parts with rosemary will reduce the effects of Thas poison (see pp. 110-111). If this mixture is taken within five minutes of being bitten, the victim gets a second chance at the initial HT roll with a +2 bonus. If taken twice daily for the next three days, it gives +4 bonus on subsequent rolls.

Illbane

Very Rare

Illbane is a universal remedy against poison. As a poultice, illbane is effective against all contact poisons and caustics; as a tea or decoction, it works against digestive and blood poisons. It completely neutralizes the poison, preventing any further damaging effects after it is applied. If applied within five minutes after missing any HT roll against the effects of poison, it allows a new HT roll (with the same penalty as the original).

Illbane is also very effective against disease. A tea or decoction made from illbane needs to be taken once a day. This gives a +4 on the die roll for recovery (see p. B133); a critical success on this roll gives a miraculous, instantaneous cure.

Oddly enough, it has very little healing effect on wounds. But, when applied to wounds, it will completely prevent infection (see p. B134) while the wound heals.

An amulet containing illbane (either fresh or dried) is an extremely powerful talisman against evil magic, giving the wearer a +4 on resistance rolls against all spells. Fresh illbane remains effective for 10 days after being picked, and dried illbane is good for 30 days.

Illbane in any form is actively avoided by all creatures of the Shadow. While its aroma is pleasant and soothing to everyone else, Shadow creatures react as if confronted with something putrid. Any creature of the Shadow attempting to come within 3 hexes of any form of illbane must make a roll against Will-2 — a failure means the creature cannot move within the three-hex distance, and a critical failure means the creature runs away.

Langlon (Trefoil)

Rare

An amulet containing fresh langlon, known in the Witch World as trefoil, is a powerful talisman against evil magic, giving the wearer a +2 on resistance rolls against all spells. Trefoil remains effective for five days after being picked.



Lornt Flower

Average

This small flower, with its blue petals shading to white at the edges, once grew freely throughout the Witch World. The Old Ones used it to counteract the effects of the Shadow on quan iron (see p. 96).

Now, the sole place that the Lornt flower can be found is in the hills around the ancient repository of wisdom, Lornt. It is one of the ironies of history that the very wars that made Lornt flower necessary have also destroyed it in the Western Continent — where it is needed the most. (Note that the Average probability of finding Lornt Flower only applies in the hills around Lornt; elsewhere it *cannot* be found at all.)

Tea made from steeped Lornt flower leaves will cure a victim who has fallen ill from false quan iron poisoning. The patient recovers one HT point of damage done by the quan iron each day he takes the tea.

The Suspend Enchantment spell and the dried petals of Lornt flower will negate the ill effects of false quan iron. The Remove Enchantment spell and the flowers — fresh or dried — will even remove them altogether, leaving true quan iron in place of the false.

Mandrake

Very Rare

Fresh mandrake is used in making poppets (dolls in the image of the victims) for ill-spelling. Only wild mandrake is effective. It shrieks as it is uprooted, and the sound will drive men mad if they do not put wax in their ears. A successful roll against IQ will prevent the madness; it can be cured with illbane.

Moly

Very Rare

When the fresh leaves are applied to a character's skin (generally held by a bandage), moly counteracts any single spell until the leaves die — the moly leaves last five days. This is effective once per spell, per person.

Plantain

Average

Sometimes called "waybread herb," plantain is always used in the preparation of waybread or journeycake, in order to keep it fresh. Other ingredients may vary, according to the taste and skill of the baker, and some waybreads are definitely better than others.

Rosemary

Average

A decoction of rosemary in equal parts with hyssop will reduce the effects of Thas poison (see pp. 110-111). If it is taken within five minutes of being bitten, the victim gets a second chance at the initial HT roll with a +2 bonus. If taken twice daily for the next three days, it gives +4 bonus on subsequent rolls.

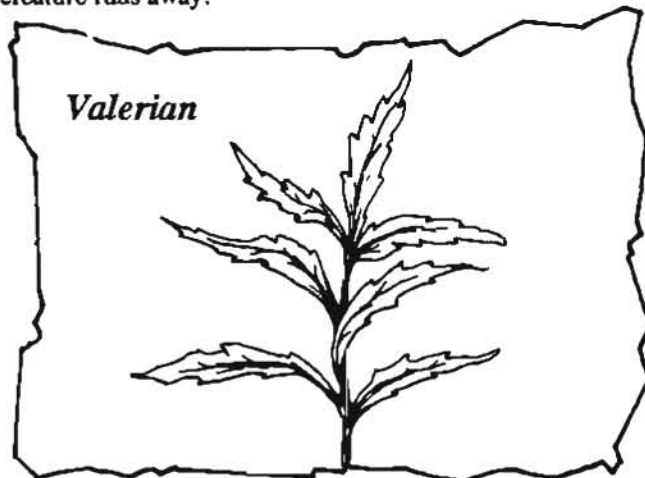
Rosemary is used as a protection against the Shadow. Its aroma is very offensive to these creatures. Any creature of the Shadow attempting to move to within one hex of fresh rosemary must make a roll against Will — a failure means the creature cannot move within the one hex distance, and a critical failure means the creature runs away.

Valerian

Rare

A decoction of valerian will reduce the effects of Thas poison (see pp. 110-111). If taken within five minutes of being bitten, the victim gets a second chance at the initial HT roll with a +2 bonus. If taken twice daily for the next three days, it gives +4 bonus on subsequent rolls.

Valerian is a more powerful protection against the creatures of the Shadow than rosemary. Any creature of the Shadow attempting to move to within two hexes of fresh valerian must roll against Will-2 — a failure means the creature cannot move within the two-hex distance, and a critical failure means the creature runs away.



BESTIARY



8 This section contains information on a number of creatures an adventurer is apt to encounter in the Witch World. The adventurer may also meet many normal animals. These are described in the *GURPS Basic Set* (see pp. B140-145) and in *GURPS Bestiary*. In addition, some fantasy animals may also have wandered through a Gate into the Witch World.

Key to Animal Statistics

The statistics for each animal are given in the same format as in *GURPS Bestiary*. These statistics are described below:

ST, DX, IQ, HT, Sp/Dodge and PD/DR: The attributes for the creature are explained in the *GURPS Basic Set* (see p. B140).

Damage: Listed damage is that for the creature's most common form of attack; damage for other forms of attack is given in the text description. Abbreviations: cut = cutting; cr = crushing.

Reach: Most creatures attack in close combat. Abbreviations: C = close combat; 1, 2, etc. = reach in hexes.

Size: The creature's size in hexes.

Weight: The creature's weight in pounds.

Origin: The origin of the creature. Abbreviation: SF = speculative fiction (fantasy, science fiction and horror).

Habitats: Where the creature is found. Abbreviations: F = Forest; J = Jungle; M = Mountain; P = Plains; S = Swamp; Sub = Subterranean.

An "*" means that the ability or attack is special — see the text for details.

A "-" means that the heading does not apply.

A "#" means that there are exceptions — see the text for details.

Animals

Listed below are animals specific to the Witch World. Some are beneficent; others are enemies of mankind, though not allied with the Shadow.

Alizonder Hound

ST: 8	Sp/Dodge: 12/6	Size: 1
DX: 11	PD/DR: 0/0	Weight: 30-50 lbs.
IQ: 5	Damage: 1d-2 cut	Origin: SF
HT: 12/6	Reach: C	Habitats: P

The dogs used by the Hounds of Alizon are lean, white and vicious. They wear collars studded with spikes and, occasionally, dog-bardings of studded leather or light chainmail. Unlike the Falconers' birds or a lucky adventurer's Torgian mount, these Hounds are not cherished. Out in the field, they are expected to run down their own food. Even when food is provided for them, their owners simply fling it into the pack and the dogs have to fight for every morsel.

A pack of Hounds — human and canine — will run its prey to earth. The dogs will then turn it over to the masters or be allowed to worry it to death. Hounds bite repeatedly for 1d-2 cutting damage.



Eyrie Falcon

ST: 2	Sp/Dodge: 20/10	Size: 1
DX: 15	PD/DR: 0/0	Weight: 5 lbs.
IQ: 7	Damage: 1d-2 cut	Origin: SF
HT: 12/5	Reach: C	Habitats: M

The falcons discussed here are the Brothers in Feathers of the Falconers (see sidebar, p. B142 for a description of average hunting falcons). They are small black falcons with a white "V" on the breast. They bond with the Falconer of their choice, and will fight in his defense.

These unique birds have a language (*Falconsong*) which can be learned by Falconers, but by no other race.

Falcons attack in Close Combat with beak and claws, doing 1d-2 cutting damage.



Light Insect

ST: 6	Sp/Dodge: 2/2	Size: 1
DX: 8	PD/DR: 0/0	Weight: 2-3 oz.
IQ: 1	Damage: -	Origin: SF
HT: 10/1	Reach: -	Habitats: S

Light insects are found only in Tormarsh. They give off a dim light and are used by the Torfolk for illumination — or perhaps it is more precise to say that light insects like to congregate in the houses, and the Torfolk reap the benefit of the association. They are non-aggressive, and if provoked, will simply wander away, as they often do anyway.

Although light insects are as big as the palm of a hand, they weigh only a few ounces — most of their body is a hollow, light-producing shell.

Merfay

ST: 8-10	Sp/Dodge: 10/8	Size: 1
DX: 12	PD/DR: 0/0	Weight: 60-80 lbs.
IQ: 4	Damage: 1d-2 cr	Origin: SF
HT: 14/10	Reach: C	Habitats: F

The Merfay live in the rivers of Escore, and the only sign of their presence is the V-shaped line of ripples they leave as they swim. According to the Krogan, the Merfay are like them in some respects, only smaller and more near the animal. They are also known as turtle-folk. The normally live in the river — their Speed/Dodge is only 5/5 on land.

The Merfay are seldom seen by any but the Krogan. Therefore, it is a little difficult for a non-Krogan to get a really clear picture of what one can and cannot do.

Merfay have never been known to attack; they prefer to avoid conflict. If thoroughly provoked, a Merfay will deliver a bite; beyond that, its sole impulse is to get away and hide.

Rasti

ST: 6-12 Sp/Dodge: 7/6 Size: 1
DX: 13 PD/DR: 1/1 Weight: 100-200 lbs.
IQ: 4 Damage: 1d-2 cut Origin: SF
HT: 17/8-10 Reach: C Habitats: Sub

Rasti are something like a cross between a giant rat and a weasel and travel in packs. Their primary instinct is to rend, kill and devour. Ordinary rasti are like common rats; in Escore, though not of the Shadow, they have been influenced by the Shadow and have become giants. About three feet long, they are very swift despite the shortness of their legs. They have sleek black fur and their bodies are lithe and agile. Their heads are narrow, pointing sharply to wicked muzzles where yellow fangs show against their black hides. Their eyes are a mad red.

While not actively of the Shadow, they are far from being on the side of the Light. Rasti hate the light, and will flee from it. They bite for 1d-2 cutting damage.



Snowcat

ST: 20-25 Sp/Dodge: 9/7 Size: 2
DX: 14 PD/DR: 1/1 Weight: 175-250 lbs.
IQ: 5 Damage: 1d+1 cut Origin: SF
HT: 15/14-17 Reach: C Habitats: M

Snowcats are among the most beautiful and the most dangerous of creatures. Their coats are gray-white and much prized; only the cleverest and hardest hunter will come out the winner against a snowcat. They are about the size of a leopard, with heavier limbs and paws. A snowcat, flat-footed, can jump three yards straight up, and can clear five yards in a running broad jump. They can climb trees at their normal land speed and are strong enough to do so while carrying a deer's carcass. They dislike water slightly less than their cousins, the leopards, and are excellent swimmers.

Wherever there are mountains, there are snowcats; they range all across the Witch World. They prefer to avoid confrontation, and usually the closest anyone comes to one of the graceful beasts is a glimpse from afar or the marks of their paws.

Vision, Hearing, Taste/Smell and Stealth are 18, making them hard to track. When attacking they go for the throat, doing 1d+1 cutting damage in Close Combat.

Spider Hound

ST: 20-30 Sp/Dodge: 10/7 Size: 2
DX: 15 PD/DR: 2/2 Weight: 150-250 lbs.
IQ: 6 Damage: * Origin: SF
HT: 14/20-35 Reach: C Habitats: J

Although among the most horrible creatures an adventurer is apt to encounter, spider hounds are not of the Shadow. They are found beyond a Gate in the northern mountains of High Hallack; a slightly different, more intelligent type is used by the Weavers of Usturt.

Their masters are a particularly horrid blend of spider, monster and humanoid; they are never encountered, as they send the spider hounds to do their dirty work.

Spider hounds will pursue their prey, administer a poisonous sting, and then wrap the prey in their silk unless they decide to eat him then and there. They roam in packs of four to seven. Occasionally a single spider hound will lurk close to a web.

They wrap their intended victim in their webs, swarm all over him and bear him to the ground (treat this as a *flying tackle* (see p. B113), bite him and inject him with paralyzing venom — one at a time, or all at once. Their bite does cutting damage for their ST (see sidebar, p. B140).

Poison: Spiders prefer fresh meat. Their venom does no actual damage, but the victim will be paralyzed for six hours if he fails a roll against HT-3. This paralysis is complete except for breathing, heartbeat, etc. The victim cannot move a muscle, though he is conscious. (The paralyzed victim can cast spells only if they are known well enough that no words or gestures are necessary. Psionic powers can be used.)

Critical failure results in falling into a coma — total unconsciousness for seven to twelve hours. After that, check vs. HT. If the check fails, the coma continues for another one to six hours, and so on. If the coma lasts for more than 24 hours, the victim will be at -2 to all attribute checks and skill rolls for a period of time equal to the length of the coma.

If the HT-3 roll is successful, the victim is paralyzed for only 3d minutes. The GM should make all rolls in secret so the players won't know how long the paralysis will last.

Webs: Anyone who stumbles into a web will be *grappled* (see p. B111) and suffer an immediate -2 to DX. Spider hounds' webs are ST 10-15 for grappling purposes; a Contest of ST is



required to break free. Each failed roll will result in becoming further entangled — subtract one from ST and DX; if either reaches zero, the victim is immobilized and helpless. Unless others are fighting the spider hound, it will add more webbing — one strand every other turn. Each strand adds two to the webbing's ST. If others try to cut the victim loose (each strand has a DR 3 and HT 6 for purposes of cutting), cutting a strand subtracts two from the webbing's ST; when the ST of the web reaches zero, the victim is free — assuming, of course, that he is still alive.

If nobody rescues the victim, a spider hound will spin a sack of webbing that completely envelopes him except for a breathing hole, and suspend him from a tree. Even if the victim comes out of his coma he is immobilized — all he can do is wait. If by some lucky chance he can be rescued, the rescuers have to get through the sack — if they slash, they'll get the victim inside as well. Using a knife, it will take them five minutes to free the victim. If they want to chop him down, the sack is suspended by 5 to 10 strands (depending on the victim's weight).

Torgian Horse

ST: 40	Sp/Dodge: 16/8	Size: 2
DX: 11	PD/DR: 0/0	Weight: 1200 lbs
IQ: 5	Damage: *	Origin: SF
HT: 18	Reach: C, 1	Habitats: P, M

Torgian horses are not beautiful animals. They are usually dun-colored with dark manes and tails, and the most careful grooming with brush and curry-comb will not bring a gloss to them. Their lines are clumsy enough to give a lover of fine Arabian horseflesh the vapors. Yet, these unlovely animals are the most coveted mount in all the Witch World for they combine heart, speed and stamina — a most unusual blending.

They originated in the high meadows bordering on Tormarsh. Koris, the Seneschal of Estcarp, gathered most of them to Es City, in order to preserve and improve the breed. The Torgian takes to training eagerly, and unless it is a mere colt it can be assumed to be fully trained.

A Torgian will bring \$20,000 on the open market if anyone is lucky enough to find one for sale.

Creatures of the Shadow

The creatures described here are openly allied with the Shadow, and are more dangerous than any of the "normal" animals described above. A snowcat or a wak lizard — unless hungry — will probably avoid a confrontation; a creature of the Shadow actively hunts humans.

Gray One

ST: 16	Sp/Dodge: 9/6	Size: 1
DX: 13	PD/DR: 1/3	Weight: 150-175 lbs.
IQ: 8	Damage: *	Origin: SF
HT: 15	Reach: C	Habitats: P, F, M

The Gray Ones that infest Escore are man-wolves — not true shapechangers, but instead the terrible result of meddling with nature's forces. They have mangy gray fur and are disgusting in appearance. They have the power of speech. Their heads are narrow, with wicked yellow-red eyes, and they can go on two legs at need. They are entirely of the Shadow and seek only to kill. It is very risky to trail a Gray One directly, as their masters can back-trail and trap the would-be hunters.

Torgians can kick into any front or rear hex for 1d+2 damage, or bite in close combat for 2 hits crushing damage.

Wak lizard

ST: 16-28	Sp/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 700-1500 lbs.
IQ: 4	Damage: *	Origin: SF
HT: 15/14-18	Reach: C, 1	Habitats: S

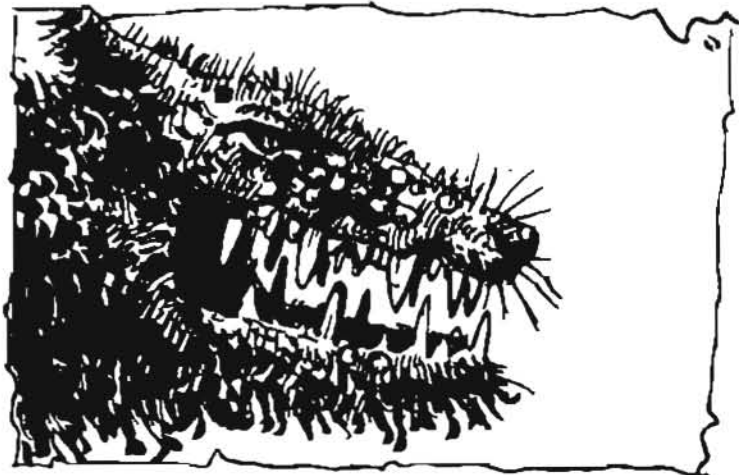
The wak lizard is a formidable denizen of Tormarsh. It is a scavenger, but is not above supplementing its diet with Torfolk. It lies in wait beside roads in the swamp, jumping out at anything passing by that looks edible.

It pins its prey down with large, clawed feet, and tears off chunks of flesh which it bolts whole, later retiring to a private lair to digest the meal.

It bites for 1d cutting damage, but can also use its long tail to knock down opponents (Contest of ST) in its back hexes.



It does 1d impaling damage from its bite, or it claws for 1d+2 cutting damage. These attacks occur in Close Combat.



Keplian

ST: 48-60 Sp/Dodge: 12/6 Size: 3
DX: 13 PD/DR: 2/2 Weight: 1000-1200 lbs.
IQ: 8 Damage: * Origin: SF
HT: 17/24-30 Reach: C, 1 Habitats: P, M

The Keplian has been seen only in Escore. It appears in the form of a glossy black horse. Just catching sight of a Keplian rouses a longing to possess this beautiful creature and make it one's own. But the Keplian is a Shadow-creature, and an adventurer who escapes from an encounter with one is fortunate.

Rather than attack openly, it prefers to tempt someone onto its back; then it carries that unlucky person straight to a Place of Power under the influence of the Shadow, where he is kept prisoner for other Shadow-creatures to dispose of at will. A Keplian can tempt only one person at a time; the subject makes a Will Roll at -4 to resist (see p. B93). If he does not resist, he will climb on the back of the Keplian and be carried off. Anyone who has faced a Keplian before — successfully or unsuccessfully — makes any future Will Rolls at +4.

If the Keplian actually attacks, it kicks in any front or rear hex for 1d+2 crushing damage, or bites in Close Combat for 1d cutting damage.

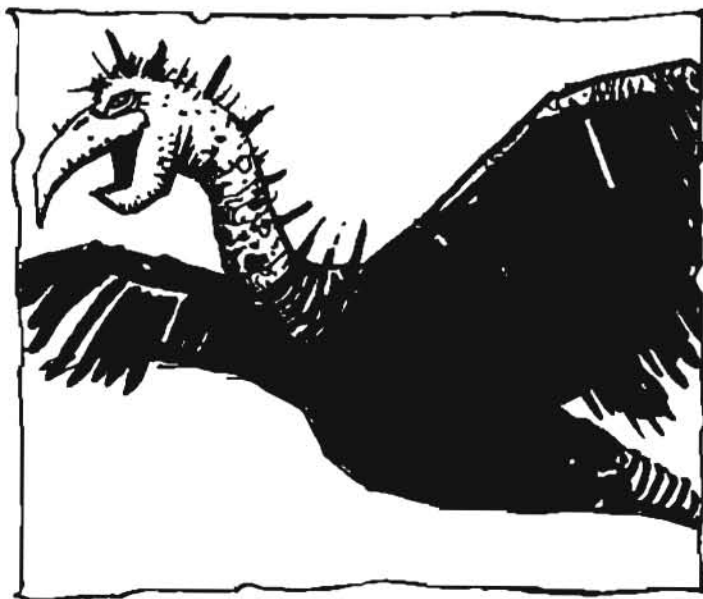
Rus

ST: 8-10 Sp/Dodge: 14/7 Size: 2
DX: 14 PD/DR: 0/0 Weight: 60-70 lbs
IQ: 7 Damage: * Origin: SF
HT: 13/5-7 Reach: C, 1 Habitats: M

The Rus infest Escore. They are birds out of a nightmare. Noted for their keen eyesight, they are used as high-altitude patrollers and watchers for the forces of the Shadow. They have snake-like necks and small heads that are mostly long, sharp beaks which they use as stabbing weapons. They resemble buzzards but are much more aggressive and have been known to attack humans.

They have a Speed/Dodge of only 4/2 on the ground.

They do 1d impaling damage with their beaks, or 1d-2 crushing damage by beating at an enemy with their wings. Rus have wingspans of 12 to 14 feet.



Sarn Rider

ST: 11 Sp/Dodge: 5/5 Size: 1
DX: 10 PD/DR: 0/0 Weight: 150-200 lbs.
IQ: 10 Damage: * Origin: SF
HT: 15/15 Reach: 1 Habitats: M, P, F

The Sarn Riders are man-like beings in service to one of the Great Ones of Escore who has not altogether withdrawn from the world. They form a force that holds a portion of the hills around the Green Valley. Though they are of the Shadow, their alliances with other Shadow forces are fluid, with one day's ally being a rival on the next.

They ride skeletally-thin horses, and hunt with gaunt hounds that are not quite earthly dogs. They go muffled to the eyes in saffron yellow or dull black cloaks and wield lightning lashes, reminiscent of the Force Whips of the People of Green Silence. They are considered so disgusting that no person or creature on the side of the Light can bring himself to directly touch either a Rider or anything he has handled. When a Rider, his horse or his hound is killed, it vanishes in a foul, oily mass that gives off a sickening stench.

Sarn Riders inspire fear and loathing in everyone who beholds them, even other creatures of the Shadow. Any character seeing a Sarn Rider must immediately make a Fright Check (see p. B93-94); this Fright Check is at +4 if the character has seen a Sarn Rider before, and +8 if the character has previously been in a battle against Sarn Riders.

A Sarn Rider uses its flashing wand for 1d+3 per attack (see *Weapons*, p. 62).

Thas

ST: 8-10 Sp/Dodge: 6/6 Size: 1
DX: 13 PD/DR: 1/1 Weight: 35-40 lbs.
IQ: 6 Damage: * Origin: SF
HT: 16/8-10 Reach: C Habitats: Sub

The Thas are underground creatures, found on both continents. They are small and twisted, looking more plant than animal. Their limbs are thin, covered with coarse bristles which make them resemble roots with a matting of finer fibers. Their dusky bodies are thick and bloated-looking and covered with a rootlike growth. Thas have very little neck; their skulls seem to be supported directly by wide, stooped shoulders. The jaw and tiny chin jut forward to a sharp point; the nose is a ridge just above the jaw, with two openings to serve as nostrils. The eyes are deeply set on either side of the nose-ridge.

For all their bestial appearance, the Thas live in underground villages. Their houses, though roofless, are boxes made of stones cunningly fitted together without mortar. There are no windows, and only a single door. The chief of a Thas village has a round-walled tower which is usually situated in the center of the village. The Thas can go through solid earth with as little trouble as a fish swims through water. They hate light, and even a relatively dim glow can blind them and cause them to retreat temporarily.

Besides their natural weapons (claws and a bite that delivers poison), the Thas use spears; they sometimes poison these. They set traps with a kind of root-rope (see p. 111) that will lash out and capture the unwary.

Thas claw for 1d-3 cutting damage and bite for 1d-2 impaling. If they do biting damage, they will inject their poison.

Poison: The poison paralyzes and sickens, doing 1d damage. Anyone bitten must make a roll against HT-4 immediately, and then again at the beginning of each day for the next three

days. A failed roll means the poison does the listed damage — critical failure means death. If the poison is sucked out within five minutes the HT roll is at +1. Effects occur within 15 minutes of being bitten, or upon arising on the day of the failed HT-4 roll if the initial roll was successful. If all rolls are successful, the venom has no effect. If any roll is a critical success, then all effects are avoided and no other rolls are made. The effects of Thas poison can be reduced with the use of Hyssop combined with Rosemary, Valerian or Illbane (see pp. 104-105).



Vark

ST: 12-17	Sp/Dodge: 20/10	Size: 1
DX: 14	PD/DR: 1/1	Weight: 120-170 lbs.
IQ: 5	Damage: *	Origin: SF
HT: 14/13-16	Reach: C, 1	Habitats: M

Varks are creatures of the Waste. Their form is that of a bird blended with human. Males and females both go completely nude except for a wide and ornate collar around the neck. The legs are slender, feet clawed, and the arms end in talons. The face is dominated by a great beak and the head is topped by a crest of tall feathers. The large eyes, to either side rather than above the beak, slant upward and glow redly.

Plants

The plants listed below are notorious tools of the Shadow, and likely to be encountered.

Kolder Weed

Kolder weed was first reported by the Sulcar. At first the weed drifted in rusty brown strings and patches on the sea. It made islets, small at first and then increasing in size. Crabs congregated amid the weed, and harvesting them was easy.

But later, the character of the weed changed. It began clinging to the hulls of ships, creeping up onto the decks. When a man touched it, his hands burned as if he had handled fire. The burns spread across his body, and he died in agony.

Even after the Kolder were defeated, the weed remained; patches of it float everywhere in the oceans of the Witch World, and ships often sail many leagues out of their way in order to avoid it. Kolder weed is as a contact poison (2d damage). Roll against HT-6 at once; a successful roll means the weed did half

Varks can fight on the ground as well as in the air. Their wings sprout from the shoulder blades and Varks use them for balance as well as a striking weapon in battle. They fan their wings when attacking, trying to make their opponents flinch and move backward. A Vark is almost impossible to kill. When a limb is severed — even its head — the dismembered part fights on with a life and will of its own. Its blood contains a caustic that blisters flesh where it hits, destroys armor, ruins weapons and can blind permanently if it splashes in an eye. It will deliberately aim a pulsing stump at its enemy's face. The best way to deal with a Vark is to avoid it; if this is impossible, some people have escaped by hacking the thing into so many pieces that it became confused, thus allowing them time to escape. It will eventually die if hacked into many small pieces.

A Vark has Speed/Dodge of 3/7 on the ground. It does 1d impaling damage from its beak, 1d-1 cutting damage from its claws, and its blood is a contact poison.

Poison: The blood does 1d+3 damage as a contact poison (see p. B132). Roll against HT-6; failure means that the poison does the listed damage immediately and the character is at -4 DX for the next three days — critical failure means instant death. If the HT-6 roll is made, the victim takes half damage, and is at -2 DX for the next three days. Clothing protects for two turns, armor for five turns. By then, the blood has soaked through (or eaten a hole in the armor!) and the damage takes effect.

The effects of Vark's blood can be reduced with the use of Angelica or Illbane (see p. 104).



damage. Roll against HT-6 each morning for three consecutive days. A critical failure means death.

The effects of Kolder weed can be reduced with the use of Angelica or Illbane (see p. 104).

Root-Rope

Root-ropes are the trap weapons of the Thas. The roots appear to act on some weird will of their own. They are not content merely to wait for someone to blunder into them — they will lash out and capture the unwary. Roll against DX-2 to avoid being grappled. These ropes cannot easily be cut (HT 20) and they emit a sickening stench. However, they die quickly and rot away, within five minutes after having expended enough energy to catch someone. It is extremely difficult to break their hold before they die — it can be done only by making a ST-4 roll. After they die, they will simply drop away.

APPENDICES

Witch World Characters

Descriptions are given for several of the important characters in the *Witch World* novels and stories. These characters can be used as NPCs for appropriate campaigns.

Characters from the Eastern Continent

Simon Tregarth

Human (Earth) — Black hair and eyes; long face, tanned and weathered; 5' 10", 160 lbs.

ST 14, DX 15, IQ 14, HT 15.

Basic Speed 7.5; Move 6.

Dodge 6; Parry 7 (Broadsword), 8 (Knife).

Chainmail armor; light encumbrance.

Advantages: Alertness +3; Charisma +2; Combat Reflexes; Language Talent +2; Literacy; Magical Aptitude +1; Reputation +2 (affects everyone all the time); Status +1; Strong Will +1; Extra-Sensory Perception Power 5; Telepathy Power 8.

Disadvantages: Duty (to Guard of Estcarp, on 15 or less); Sense of Duty (Estcarp).

Skills: Administration-14; Broadsword-15; Demolition (TL7)-14; Driving (Automobile)-16; Fast-Draw (Pistol/Dart Gun)-18; First Aid (TL7)-14; Gunner/TL7 (Machine Gun)-18; Guns/TL7 (Dart Gun)-21, (Pistol)-21, (Rifle)-21; Interrogation-14; Knife-16; Leadership-15; Parachuting-16; Piloting (Single Engine Prop)-14; Riding (Horse)-16; Strategy-15; Streetwise-14; Survival (Plains)-14; Swimming-16; Tactics-14.

Languages: English-16; French-15; German-15; Witch World Common-16.

Simon Tregarth is of Welsh descent, and was born in Matacham, Pennsylvania. He is a professional soldier who has

come up through the ranks. He received a battlefield commission in World War II, being promoted from sergeant to lieutenant, and from there earned the rank of Lt. Colonel. He served in the occupation forces until unwittingly involved in black market dealing, whereupon he was stripped of his commission and put into prison.

After this, he was involved in many dubious exploits until he was unlucky enough to run up against someone who played even harder ball than Simon did. He contacted a man known as Jorge Petronius who could, he claimed, offer Simon complete escape from those pursuing him. The escape proved more complete even than Simon anticipated — Petronius sent him through a Gate, a stone arch located in a small yard behind an old house hidden in the inner city. And when Simon emerged on the other side, he was in the Witch World.

Here he met and married Jaelithe, a Witch of Estcarp. He rose to prominence as a fighting man and a leader. He sired three children whose exploits forever changed the course of history in Estcarp by reopening the way over the Great Mountains to the forgotten land of Escore.

Jaelithe

Old Race — Black hair and eyes; pointed, cat-like face; slight build; 5' 4", 110 lbs.

ST 12, DX 14, IQ 16, HT 12.

Basic Speed 6.5; Move 4.

Dodge 4; Parry 6 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Immunity to Disease; Intuition; Literacy; Magical Aptitude +3; Status +1; Strong Will +2; Telepathy Power 20.

Disadvantages: Sense of Duty (Estcarp); Stubbornness.

Skills: Broadsword-13; First Aid(TL3)-19; Guns/TL7 (Dart Gun)-16; Knife-14; Naturalist-19; Riding (Horse)-13; Teaching-19.

Spells: Approximately 50 different spells at skill levels from 14 to 20.

Languages: Witch World Common-19.

Jaelithe was a sworn Witch of Estcarp until she married Simon Tregarth, an adventurer who appeared unexpectedly through a Gate





in time to save her from being run to earth by Hounds of Alizon.

With Simon and Escarp Guards, she helped those who wished to escape from the destruction of Sulcarkeep; later, she fell captive to Fulk of Verlaine and Simon rescued her. But it was when Simon was taken by the Kolder that Jaelithe realized she loved him, far more than she valued her ties with the Witches. Against all custom, she revealed her true name to him, thereby becoming his for all time. She married him, giving up her Jewel to do so, and made herself an outcast from the Council.

Kyllan Tregarth

Halfbreed (Old Race and Human) — Black hair and eyes, resembles Old Race more than Human; 6', 165 lbs.

ST 14, DX 16, IQ 12, HT 15.

Basic Speed 7.75; Move 6.

Dodge 6; Parry 9 (Broadsword), 8 (Knife).

Chainmail armor; light encumbrance.

Advantages: Alertness +2; Animal Empathy; Combat Reflexes; Immunity to Disease; Literacy; Magical Aptitude +1; Strong Will +2; Telepathy Power 8.

Disadvantages: Sense of Duty (Friends).

Skills: Animal Handling-16; Broadsword-18; First Aid (TL3)-14; Guns/TL7 (Dart Gun)-20; Knife-16; Leadership-14; Psionic Teleceive-10; Psionic Telesend-10; Riding (Horse)-20; Survival (Mountains)-16; Tactics-14.

Spells: Beast-Soothe-12; Beast Summoning-12.

Languages: Witch World Common-12.

Kyllan Tregarth was the first-born of the Three (the children of Simon and Jaelithe Tregarth — Kyllan, Kemoc and Kaththea),

making his appearance in the waning moments of the old year. Kyllan was a warrior from the start. When he was still a child, he was riding with the Borderers and fighting with Karstenian raiders on equal footing.

When Kaththea was taken by the Witches, he and Kemoc bided their time, waiting for the proper moment to rescue her. This happened at the moment of the Turning; the Three fled eastward, breaking the spell wards which hid Escore.

Over the mountains, they discovered a wilderness and were nearly lost to the Shadow before Dahaun of the Valley of the Green Silences came to their rescue. Against his will, for he had fallen in love with Dahaun, Kyllan was forced by a geas to return to the west and bring refugees (those who had come under the Horning in Karsten) into Escore. But when he returned he very nearly fell again to the Shadow. Only his determination to be with Dahaun kept him struggling onward until he returned at last to the Valley of the Green Silences.

Kemoc Tregarth

Halfbreed (Old Race and Human) — Black hair and eyes, resembles Old Race more than Human, has crippled right hand; 5' 11", 150 lbs.

ST 12, DX 13, IQ 18, HT 12.

Basic Speed 6.25; Move 4.

Dodge 4; Parry 6 (Broadsword), 6 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Alertness +1; Eidetic Memory 1; Immunity to Disease; Literacy; Magical Aptitude +2; Mathematical Ability; Strong Will +2; Extra-Sensory Perception Power 5; Telepathy Power 12.

Disadvantages: Sense of Duty (Friends).

Skills: Broadsword-14; First Aid (TL3)-19; Guns/TL7 (Dart Gun)-16; Knife-13; Mathematics-22; Psionic Mind Shield-17; Psionic Telereceive-17; Psionic Telesend-17; Research-19; Riding (Horse)-14; Teaching-18.

Spells: Approximately 15 different spells at skill levels from 15 to 20.

Languages: Krogan-14; Witch World Common-19.

Kemoc Tregarth was born in the opening hours of the new year, the second of the Three. While still in the womb, he was destined for wisdom. Although not a trained Power user, he was well-steeped in lore and, on occasion, used certain *Words* to unleash the Power.

When his sister Kaththea was taken by the evil Adept Dinzel, Kemoc went after them. Though Dinzel had ensorcelled Kaththea so thoroughly that to her eyes evil appeared good and good evil, he brought her back, though she suffered a memory loss in the process. In this dangerous undertaking he was aided by the Krogan maid Orsya, whom he later married.

Kaththea Tregarth

Halfbreed (Old Race and Human) — Black hair and eyes, very beautiful, resembles Old Race more than Human; 5' 6", 120 lbs.

ST 10, DX 14, IQ 16, HT 12.

Basic Speed 6.5; Move 6.

Dodge 6; Parry 7 (Knife).

No armor; no encumbrance.

Advantages: Immunity to Disease; Literacy; Magical Aptitude +3; Strong Will +1; Telepathy Power 12.

Disadvantages: Impulsiveness; Overconfidence; Sense of Duty (Friends); Stubbornness.

Skills: Botany-18; First Aid/TL3-18; Knife-14; Psionic Telereceive-16; Psionic Telesend-16; Riding (Horse)-14.

Spells: Approximately 40 different spells at skill levels from 15 to 20.

Languages: Witch World Common-18.

Kaththea Tregarth was the last-born of the Three. She was the most vulnerable, and in many ways, the most powerful. When she was a child she was taken by the Witches' Council, against her parents' strict instructions. But Simon and Jaelithe had disappeared on some nameless errand, leaving the children to be cared for by trusted friends.

During the Turning, Kaththea's two brothers saw their opportunity and took Kaththea from the Place of Wisdom. They fled eastward, sure that no one would dare pursue.

Many allies came to join Dahan of the Green Silences in her fight against the Shadow; one of these was the Adept Dinzel, and Kaththea fell under his spell. She willingly followed him to his Dark Tower. There, under his influence, she was nearly subverted to the Shadow. Kemoc rescued her, just in time.

In the course of this rescue, Kaththea lost her memory; Dahan determined to send her back over the Great Mountains to recuperate. Before she got there, however, an avalanche separated her from her party. She was rescued by the Vupsall, a nomadic people of Escore, and lived with them for a time.

Eventually she discovered the Citadel of Hilarion and entered a Gate. There she found Hilarion himself, imprisoned, and her parents who had lost their way and could not return to the outer world. The four made their way back to the Valley of Green Silences. Despite Kaththea's misgivings, Hilarion was able to convince her not all Adepts were evil and they were married.

Koris of Gorm

Halfbreed (Human and Torfolk) — Remarkably handsome face, but misshapen, stunted body; peerless fighter. 5' 1", 150 lbs.

ST 18, DX 14, IQ 13, HT 18.

Basic Speed 8; Move 7.

Dodge 7; Parry 9 (Axe/Mace), 7 (Broadsword), 7 (Knife). Chainmail armor; light encumbrance.

Advantages: Alertness +4; Charisma +2; Combat Reflexes; High Pain Threshold; Literacy; Reputation +3 (affects everyone all the time); Status +2; Toughness DR 1; Extra-Sensory Perception Power 5.

Disadvantages: Unattractive Appearance; Duty (to Guards of Estcarp, on 15 or less); Sense of Duty (Estcarp); Social Stigma (Minority Group).

Skills: Administration-15; Axe/Mace-18; Broadsword-18; First Aid (TL3)-16; Guns/TL7 (Dart Gun)-16; Interrogation-14; Knife-14; Leadership-18; Riding (Horse)-14; Strategy-14; Survival (Mountains)-15; Tactics-15; Two-Handed Axe/Mace-18.

Languages: Witch World Common-13.

Koris was the son of the Lord Guardian of Gorm and the Torfolk wife he brought back with him when he had been bewildered in the Tormarsh. The Torwoman stayed only long enough to bear a child; then she returned to her own people.

Koris, an outcast from Gorm because of his misshapen appearance, took service with the Guards of Estcarp, and had become their Captain when Gorm fell to the Kolder.

When he and Simon were cast ashore after the destruction of Sulcarkeep, he discovered the Cave of Volt — and the great axe he carried until he was forced to retire from the field because of a crippling wound. During an excursion into Karsten to rescue



Jaelithe, he met Loyse of Verlaine, who was fleeing an arranged marriage with the Duke of Karsten. Later, after the Turning, the destruction of Karsten and the Duke's death, he married Loyse. They have one son, Simond.



Loyse of Verlaine

Human (Karstenian) — Willowy build; limp blonde hair, pale complexion; 5' 5", 120 lbs.

ST 12, DX 14, IQ 13, HT 13.

Basic Speed 6.75; Move 4.

Dodge 4; Parry 7 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Common Sense; Literacy; Extra-Sensory Perception Power 5.

Disadvantages: Sense of Duty (Friends).

Skills: Broadsword-12; First Aid (TL3)-15; Guns/TL7 (Dart Gun)-14; Knife-15; Riding (Horse)-14.

Languages: Witch World Common-15.

Loyse was the heiress of Verlaine, the stronghold on the Karsten coast. The Lord of Verlaine had accumulated such wealth (by right of salvage of ships that foundered on the sharp rocks lining the coast), that he actually posed a challenge to Karsten's Duke. The Duke married Loyse by proxy, hoping to defuse the potential problem by alliance.

Loyse fled from Verlaine before she could be forced to honor the proxy marriage. She took with her Jaelithe, whom her father's forces had recently captured, and disguised herself as Briant, a young Blank Shield. When Simon and Koris came looking for Jaelithe, Loyse and Koris met. From that moment they were as one; after the Duke was killed in the Turning, they were wed.

Duke Yvian of Karsten

Human (Karstenian) — Burly, going to fat; was once a brawler and camp-fighter; 5' 11", 210 lbs.

ST 16, DX 11, IQ 10, HT 16.

Basic Speed 6.75; Move 5.

Dodge 6; Parry 7 (Broadsword), 6 (Knife).

Chainmail armor; light encumbrance.

Advantages: Charisma +3; Combat Reflexes; Literacy; Status +6.

Disadvantages: Duty (to people of Karsten, on 10 or less); Greed; Impulsiveness; Intolerance (Old Race); Overconfidence.

Skills: Administration-11; Brawling-18; Broadsword-14; Guns/TL7 (Dart Gun)-14; Knife-13; Leadership-16; Riding (Horse)-13; Strategy-12.

Languages: Witch World Common-10.

Yvian of Karsten ruled because nobody was strong enough to cast him down. He was a rider of mercenaries before he won his Duchy, and he crushed those who opposed him.

He came to power by being ruthless, and by continuing to be ruthless he remained in command. Still, he needed a tie with the old, established nobility. A shore-lord in his Duchy was rising, gathering enough wealth by right of salvage to be a threat to the Duke's power. The lineage of this shore-lord's daughter was precisely the connection he sought. He would, in one stroke, make an ally out of a potential rival, enrich his treasury and strengthen his claims to leadership.

But Loyse, his bride by proxy, escaped before he could claim her. In frustration, he struck at everyone within reach, especially those of the Old Race living within Karsten's borders; word had come to him that a Witch had aided in Loyse's escape.

Later he did manage to capture his bride, but was killed by his mistress, Aldis.



Baron Facellian of Alizon

Human (Alizonder) — Intelligent but complacent; silver-blond hair and green eyes; 5' 10", 170 lbs.

ST 12, DX 14, IQ 12, HT 14.

Basic Speed 7; Move 5.

Dodge 5; Parry 8 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Charisma +2; Combat Reflexes; Literacy; Status +5.

Disadvantages: Duty (to people of Alizon, on 12 or less); Intolerance (all foreigners); Megalomania; Sadism.

Skills: Administration-14; Broadsword-17; Guns/TL7 (Dart Gun)-20; Interrogation-14; Knife-14; Leadership-14; Riding (Horse)-15; Strategy-12; Tactics-12.

Languages: Witch World Common-12.

Facellian of Alizon, like all Alizonders, hated the Old Race of Estcarp. And most of all, he hated the manner in which the Witches made the Alizon Gap impassable. Unlike his sometime ally to the south, Yvian of Karsten, he could not send his Hounds through the mountains.

When the Kolder came, he gladly made his alliance with them. Though Alizon and Kolder would never be friends, still they shared a common enemy in the Old Race.

"Go west, over the sea," the Kolder said. "A rich land lies waiting for you — a land full of those who will come to Estcarp's aid as soon as word reaches them of Estcarp's danger. Destroy this land before the potential enemy becomes one in fact."

And so the Hounds of Alizon took ship, armed with fearsome Kolder weapons that could reduce a walled keep to rubble in moments. For a while, the Hounds were successful, as stronghold after stronghold in the Dales fell. But then the Kolder themselves suffered a major defeat. Their own stronghold was invaded, their installations blown to bits, and the Gate between the Kolder world and the Witch World destroyed. Without the Kolder to supply the ammunition, the weapons used by the Hounds became useless. The course of the war began to turn.

Facellian became a man faced with insurrection at home, as well as defeat abroad.



Dahaun

People of the Green Silences — Her appearance changes with her moods.

ST 12, DX 14, IQ 23, HT 12.

Basic Speed 6.5; Move 6.

Dodge 6; Parry 7 (Knife).

No armor; no encumbrance.

Advantages: Acute Hearing +4; Alertness +2; Animal Empathy; Charisma +4; Combat Reflexes; Immunity to Disease; Literacy; Magical Aptitude +2; Plant Empathy; Reputation +4 (affects everyone all the time); Status +6; Telepathy Power 21.

Disadvantages: Duty (to people of the Valley, on 15 or less); Sense of Duty (all living things not of the Shadow).

Skills: Bow-15; Diagnosis (TL3)-23; First Aid (TL3)-23; Force Whip-17; Knife-15; Physician/TL3-20; Psionic Emotion Sense-21; Psionic Mind Shield-21; Psionic Telereceive-21; Psionic Telesend-23; Riding (Renthan)-15.

Spells: Approximately 150 different spells at skill levels from 20 to 40, especially spells of Green Magic and Brown Magic.

Languages: Flannan-12; Krogan-18; Witch World Common-20.

Nobody knows if Dahaun of the Green Silences is the Lady from legend, or her descendant. Her appearance shifts with her mood; sometimes she is dark, at other times fair. She wears gold bracelets set with blue-green stones, and a tunic of green-blue diaphanous material, girded at the waist by a gold belt set with the same stones. In addition to the force whip common to all the People of the Green Silences, she carries a bow.

Dahaun is the chief opponent to the forces of Shadow in Estcarp. With her warriors, she rides out of the sheltered Valley and searches out the Shadow, to vanquish it.

She rescued Kyllan, Kemoc and Kaththea, taking them back to the Valley and healing them of their hurts. Somewhat to her bemusement, she fell in love with Kyllan.

Ethutur

People of the Green Silences — Appearance shifts with his moods; curly hair, small ivory horns on his forehead.

ST 15, DX 14, IQ 20, HT 12.

Basic Speed 6.5; Move 6.

Dodge 6; Parry 7 (Knife).

No armor; no encumbrance.

Advantages: Alertness +2; Animal Empathy; Charisma +2; Combat Reflexes; Danger Sense; Literacy; Magical Aptitude 1; Plant Empathy; Status +5; Telepathy Power 15.

Disadvantages: Duty (to people of the Valley, on 15 or less); Sense of Duty (All living things not of the Shadow).

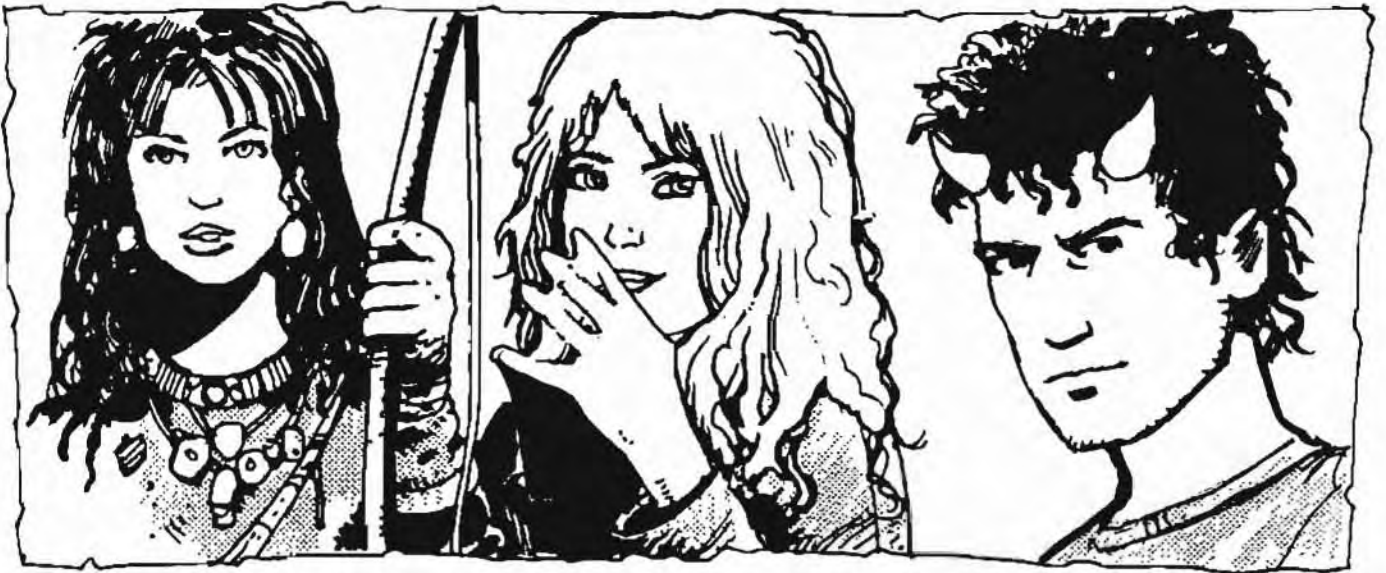
Skills: Bow-14; First Aid (TL3)-20; Force Whip-18; Knife-14; Leadership-20; Psionic Emotion Sense-18; Psionic Mind Shield-19; Psionic Telereceive-18; Psionic Telesend-20; Riding (Renthan)-16.

Spells: Approximately 25 different spells at skill levels from 19 to 25, especially spells of Green Magic and Brown Magic.

Languages: Witch World Common-20.

Ethutur is the head of the fighting forces in the Valley of the Green Silences, and Dahaun's chief aid. With her, he rules in the Valley. He is a warrior of legendary courage.

Like Dahaun, his appearance shifts with each moment, though his changes are not so extreme as hers. He has thick, curly hair, and a pair of ivory horns on his forehead.



As far as anyone knows, Ethutur has never had any romantic attachments.

Orsya

Krogan — Slim and pale-skinned, with webbed hands and feet; hair so pale it is nearly white; 5' 3", 110 lbs.

ST 10, DX 15, IQ 14, HT 11.

Basic Speed 6.5; Move 6.

Dodge 6; Parry 7 (Knife).

No armor; no encumbrance.

Advantages: Intuition; Literacy; Night Vision; Telepathy Power 15.

Disadvantages: Sense of Duty (Friends).

Skills: First Aid (TL3)-14; Knife-15; Psionic Emotion Sense-13; Psionic Mind Shield-13; Psionic Telereceive-13; Psionic Telesend-14; Survival (Rivers and Lakes)-16; Swimming-15.

Languages: Krogan-16; Witch World Common-14.

When Kemoc Tregarth came to the Krogan Lake with Dahaun's herald, bearing the warn-sword and seeking the Krogans' alliance, Orsya was watching from a distance. Later, when Kemoc was on his dangerous journey, seeking his sister who had been taken by the evil Adept Dinzel, she joined him in his search.

Though the Krogan are water-people and cannot live long outside the water, Orsya fell in love with Kemoc and went to live with him in the Valley of the Green Silences.

Dinzel

Old Race — Slender; black hair and eyes; a vaguely disquieting manner about him; 5' 11", 155 lbs.

ST 12, DX 12, IQ 16, HT 13.

Basic Speed 6.25; Move 4.

Dodge 4; Parry 6 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Charisma +4; Eidetic Memory 1; Immunity to Disease; Literacy; Magical Aptitude +3; Status +3; Strong Will +2; Telepathy Power 1.

Disadvantages: Megalomania; Overconfidence; Stubbornness.

Skills: Broadsword-13; Fast-Talk-25; Knife-14; Riding (Horse)-13; Sex Appeal-25.

Spells: Approximately 50 different spells at skill levels from 20 to 25, including Create Gate.

Languages: Witch World Common-18.

Dinzel the Adept was neither of the Shadow nor of the Light; hence, he was able to get past the protective guards set at the entrances to the Valley of the Green Silences and ride with the warriors. It was here that he met Kaththea Tregarth and recognized her great potential as a Power user.



He set himself to win her, and did insofar as she agreed to go with him to his Dark Tower. There, Dinzel gave himself completely to the Shadow; with Kaththea as his prize, he became invaluable as an ally.

But Kaththea's brother Kemoc came looking for them. With the aid of certain *Words*, Kemoc banished Dinzel and rescued Kaththea.

Hilarion

Old Race — Slender; black hair and eyes; his intelligence shows in his eyes; 5' 11", 155 lbs.

ST 12, DX 13, IQ 18, HT 14.

Basic Speed 6.75; Move 4.

Dodge 4; Parry 6 (Broadsword), 6 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Eidetic Memory 1; Immunity to Disease; Literacy; Magical Aptitude +3; Status +3; Strong Will +2; Telepathy Power 2; Unusual Background.

Disadvantages: Overconfidence; Sense of Duty (Friends).

Skills: Broadsword-13; Knife-13; Riding (Horse)-13.

Spells: Approximately 100 different spells at skill levels from 20 to 30, including Create Gate.

Languages: Witch World Common-18.

Hilarion was an Adept in the days when the Shadow arose in Escore. He created a Gate under the urgings of his own quest for knowledge and, having created it, entered.

There he promptly fell prey to Zandur, the master of the mechanical world Hilarion had entered. Zandur enclosed Hilarion in a pillar of pure force, forcing him to supply Power to Zandur's machines.

Simon Tregarth stumbled into this world, followed by Jaelithe. But it was not until Kaththea Tregarth chanced upon the Gate and, bearing Hilarion's wand of Power, entered, that Hilarion could be rescued and all of them escape.



Despite his having gotten off to a poor start with Kaththea and her understandable reluctance to ally herself with another Adept after her experience with Dinzel, Hilarion managed to win her for his own.

Characters from the Western Continent



Kerovan

Halfbreed (Human and Old Ones) — Yellow eyes; cloven hooves in place of feet; 5' 8", 140 lbs.

ST 12, DX 13, IQ 15, HT 15.

Basic Speed 7; Move 5.

Dodge 5; Parry 7 (Broadsword), 6 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Alertness +1; Literacy; Magical Aptitude 3; Natural Spellcasting; Strong Will +3; Telepathy Power 10; Unusual Background.

Disadvantages: Sense of Duty (Friends); Social Stigma (Outsider).

Skills: Broadsword-15; First Aid (TL3)-15; Knife-13; Leadership-15; Riding (Horse)-13; Survival (Desert)-15; Survival (Mountains)-17; Tactics-13.

Spells: Approximately 10 spells at skill level 16.

Languages: Witch World Common-15.

A deep mystery shrouded Kerovan's origins. His mother, wife to Ulric, Lord of Ulmsdale, was desperate to present her husband with a child. She resorted to magic; and what she did resulted in a child whose feet were cloven hooves.

Still, he was the heir and was wed by proxy to Joisan of Ithdale. Otherwise, he was ignored and allowed to roam as he would. He journeyed into the Waste, finding himself strangely drawn to this wilderness.

The Hounds of Alizon invaded before he could be joined

with his bride; instead, he went to war. Unknown to him, Joisan fought her own war, retreating with her people as refugees. He chanced upon her, knew her for who she was, and loved her. They roamed the Waste together, discovering Kerovan's real father and his purpose in life.

Joisan

Human — Brown hair and eyes; skin tanned from living out of doors; 5' 7", 125 lbs.

ST 11, DX 14, IQ 14, HT 12.

Basic Speed 6.5; Move 4.

Dodge 4; Parry 6 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Animal Empathy 1; Intuition; Literacy; Magical Aptitude; Strong Will +1; Telepathy Power 8.

Disadvantages: Duty (to people of Ithcarp, on 12 or less); Sense of Duty (Friends).

Skills: Administration-14; Botany-15; Broadsword-13; First Aid (TL3)-16; Knife-14; Leadership-14; Riding (horse)-18; Survival (Mountains)-16.

Spells: Approximately 15 spells (Brown Magic and Green Magic) at skill level 13.

Languages: Witch World Common-14.

A true daughter of the Dales, Joisan was wed to the heir of Ulmsdale when she was only eight years old by axe-marriage.

It was her duty to take her people to safety when the Hounds of Alizon invaded. There, in the place where they had found shelter, she met a strange man with glowing yellow eyes and was attracted to him. To her delight, she later discovered that this man was her husband. They had many adventures throughout High Hallack and the Waste. Sometimes they roamed together, more often apart. At last they faced That Which Runs the Ridges — a horrible manifestation of the Shadow that seduces the on-looker and forces him (or her) to run with it through all eternity — and defeated it.



Elys

Old Race — Black hair and eyes; slender; very fit; 5' 5", 125 lbs.

ST 12, DX 14, IQ 16, HT 13.

Basic Speed 6.75; Move 4.

Dodge 4; Parry 8 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Immunity to Disease; Literacy; Magical Aptitude 2; Strong Will +2; Telepathy Power 1.

Disadvantages: Sense of Duty (Friends).

Skills: Botany-14; Broadsword-16; First Aid (TL3)-16; Knife-14; Leadership-15; Riding (Horse)-15; Survival (Mountains)-18.

Spells: Approximately 25 spells at skill levels from 16 to 20.

Languages: Witch World Common-16.

Elys and her twin brother Elyn were born to a man and woman of the Old Race who were shipwrecked at Wark. The mother died in childbirth. Their father trained them both as warriors. Elys also received training from a Wise Woman. When the Hounds of Alizon came, first their father and then Elyn went away to war, leaving Elys to guard the people left behind. Among her duties was tending the wounded, and a fighting man named Jervon was one of these.

Elys learned that her brother had married, and that he had fallen under the Curse of Ingaret. Only she could hope to rescue him. With Jervon's help, she shattered Ingaret's Curse and saved her brother.

The pair are still together, traveling through the world, content with each other's company.

Jervon

Human — Brown hair and eyes; a very capable fighter; 5' 10", 160 lbs.

ST 15, DX 16, IQ 12, HT 13.

Basic Speed 7.25; Move 6.

Dodge 6; Parry 10 (Broadsword), 8 (Knife).

Chainmail armor; light encumbrance.

Advantages: Combat Reflexes; High Pain Threshold; Literacy.

Disadvantages: Sense of Duty (Friends).

Skills: Broadsword-20; First Aid (TL3)-13; Knife-16; Leadership-12; Riding (Horse)-16; Survival (Desert)-12; Survival (Mountains)-14; Tactics-12.

Languages: Witch World Common-12.

Jervon had been a warrior to be reckoned with, but he was grievously wounded in the war between High Hallack and Alizon. It was Elys who nursed him back to health.

When Elys went to the aid of her brother, Jervon went with her. Between them, they rescued Elyn, and in the doing — to his astonishment and deep gratitude — he won Elys.



Gillan

Old Race — Black hair and eyes; slender; 5' 6", 120 lbs.

ST 11, DX 12, IQ 13, HT 12.

Basic Speed 6; Move 6.

Dodge 6; Parry 6 (Knife).

No armor; no encumbrance.

Advantages: Immunity to Disease; Literacy; Magical Aptitude 3; Strong Will +2; Telepathy Power 1.

Disadvantages: Sense of Duty (Friends).

Skills: Botany-16; Cooking-14; First Aid (TL3)-14; Knife-12; Physician/TL3-13; Riding (Horse)-12; Survival (Mountains)-13.

Spells: Approximately 10 spells at skill level 15.

Languages: Witch World Common-13.

Gillan was a foundling, sent, like many other women, to Norstead Abbey when the war between High Hallack and Alizon broke out. But the life of the Dames was not for her. When the girls who were destined to become the brides of the Were Riders came through Norstead, she contrived to take one of the chosen maiden's place as one of the brides.

Herrel became her chosen mate. However, on the journey to the Gray Towers in Arvon, the Were Riders discovered Gillan to be a Witch — untrained, but a Witch nonetheless. Having no use for any of that breed, they abandoned her, using their own magic to take a part of her and make a false Gillan to dupe Herrel, until both Gillans died. But Herrel became aware of the subterfuge. In trying to unite both halves of herself, Gillan and Herrel went into deeper danger than either of them had ever known before.

Their child was Kethan, who was switched for a baby girl when he was born.

Herrel

Halfbreed (Shapechanger and Human; Weresnowcat) — Dark hair, green eyes, very handsome; a fighter without equal; 5' 10", 140 lbs.

ST 16, DX 17, IQ 14, HT 18.

Basic Speed 8.75; Move 7.

Dodge 7; Parry 11 (Broadsword), 8 (Knife).

Chainmail armor; light encumbrance.

Advantages: Alertness +3; Combat Reflexes; Literacy; Magical Aptitude 1; Strong Will +2; Toughness 2.



Disadvantages: Sense of Duty (Friends); Social Stigma (Outsider).

Skills: Broadsword-22; Knife-17; Leadership-14; Riding (Horse)-17; Survival (Desert)-20.

Languages: Witch World Common-14.

Herrel was the son of Halse, leader of the Were Riders, and Lady Eldris of Car Do Prawn. Halse had charmed Eldris to his bed, but no deep liking had come of it. Their child, though human enough in appearance, proved to be a shapechanger and Lady Eldris sent him to his father for rearing.

Of the Were Riders and yet never a part of them, Herrel lived through the years of service to the Adept who had created his father and the rest. With them, he suffered through the atrocity that resulted in the Were Riders' banishment to the Waste. They fought in the war between Alizon and High Hal-lack, at last paying back the debt and freeing them to return to their home in Arvon.

To his surprise and the others' displeasure, one of the promised brides came to him of her own choice. Despite the efforts of some of the Riders, not only to deprive him of Gillan but also to rid themselves of his halfbreed presence, both he and Gillan survived.

Kethan

Halfbreed (Shapechanger and Human; Werepard) — Dark hair, green eyes; 5' 9", 140 lbs.

ST 14, DX 15, IQ 12, HT 16.

Basic Speed 7.75; Move 5.

Dodge 5; Parry 8 (Broadsword), 7 (Knife).

Chainmail armor; medium encumbrance.

Advantages: Alertness +3; Combat Reflexes; Literacy; Magical Aptitude 1; Strong Will +1.

Disadvantages: Sense of Duty (Friends); Social Stigma (Outsider).

Skills: Broadsword-16; First Aid (TL3)-12; Knife-15; Riding (Horse)-14; Survival (Desert)-12; Survival (Mountains)-12; Toughness 1.

Languages: Witch World Common-12.

Kethan was, presumably, the son of Heroise of Car Do Prawn in Arvon. It was the custom of the Four Clans that inheritance be traced through the clan daughter. How she chose to provide an heir was her business, and Lady Heroise told no one who the father of her child was.



In truth, Heroise was descended from Lady Eldris, who had borne Herrel. For purposes of heirship, Heroise had to have a boy, though she conceived a girl. By a playfully grim twist of fate, Herrel and Gillan were at the Shrine of Gunnora when Heroise's birth-pangs came upon her. Their child, a boy, was also being born. Heroise's woman switched the two infants, and all went their respective ways.

Vast plots concerning the heirship of Car Do Prawn threatened to snuff out Kethan's young life. And then, by accident, he discovered that he was a shapechanger, and that he had been snared by a magical belt that controlled his changing.

At last he untangled the web in which he was enmeshed. He was reunited with his true parents and the girl-child for whom he had been switched — now grown to womanhood and destined to be his own bride.



Bibliography

The books are separated into two sections — those dealing with the Eastern Continent, and those about the Western Continent. The books in each section are listed in the order of publication, which is generally the best order in which to read them.

Since there was very little travel between the two con-

tinents, most campaigns should probably take place completely on one or the other.

All books and stories are by Andre Norton unless otherwise noted. The short stories written by other writers were authorized and edited by Andre Norton.

Books About the Eastern Continent

The first five books tell a connected story — the story of Simon Tregarth from Earth, his Witch wife Jaelithe from Estcarp, and their three children. These five books are the basic history of Estcarp and Escore. They are the best source of information on the Witches which give the Witch World its name. These five should be read first, in the order given.

Witch World (1963)

Simon Tregarth escapes from Earth, rescues the Witch Jaelithe, and takes service with the Council of Estcarp. Together with Jaelithe, Koris of Gorm and Loyse of Verlaine, he struggles against Karsten and then defeats the Kolder in Gorm.

Web of the Witch World (1964)

Simon and Jaelithe continue their fight against the Kolder — first in Yle and then in the Kolder Nest itself. There they close the Gate to the Kolder home world, leading to their final defeat.

Three Against the Witch World (1965)

This book begins the story of the three children of Simon and Jaelithe — warrior, sage and witch — and of the cleansing of



Books About the Western Continent

Five of the seven books about the Western Continent tell two continued stories. The two books about the shapechangers Herrel and Kethan provide the most background about the land of Arvon and the Were Riders, and the three Gryphon books tell of the Wastes and the heritage of the Old Ones. Either of these sets could provide the basis for a complete campaign. They can be read independently, but each set should be read in order. The other two books tell independent stories.

Year of the Unicorn (1965)

Gillan, born in High Hallack but of the blood of the Witches of Estcarp, goes into the Waste as one of the thirteen brides given to the Were Riders in payment for their alliance against Alizon. There she marries the shapechanger Herrel, and together

Escore. After the Three escape from Estcarp to the Valley of the Green Silences in the forgotten land of Escore, the warrior Kylan returns to Estcarp and recruits refugees to aid in the fight against the Shadow.

Warlock of the Witch World (1967)

In the second book about the Three, the sage Kemoc rescues his sister Kaththea from the Dark Tower of the evil Adept Dinzel. He is aided by the Krogan maiden, Orsya, and an ancient weapon.

Sorceress of the Witch World (1968)

In the third book about the Three, the Witch Kaththea is separated from her party during an avalanche. She lives for a while with the Vupsall. She flees, only to pass through the Gate of Hilarion to a mechanical world, where she finds Simon and Jaelithe. With Hilarion, an Adept, they escape and return.

Trey of Swords (1977)

This book begins the story of the Four Great Weapons in Escore. Yonan/Tolar with the sword Ice Tongue, Uruk with his axe Helm-Biter, and Crytha with the Sword of Shadow all meet and defeat forces of the Shadow.

'Ware Hawk (1983)

This book continues the story of the Four Great Weapons. Although Yonan/Tolar no longer has Ice Tongue, Helm-Biter and the Sword of Shadow are still in use. Nirel the Falconer finds and uses Basir's Tongue against the evil Adept Rane.

The Gate of the Cat (1987)

Kelsie McBlair and the wildcat Swiftfoot pass through a Gate from Earth to the Witch World. She receives a Witch Jewel and a name from the Witch Roylane — as well as a geas. Accompanied by the Witch Wittle from Estcarp and the fighter Yonan, she journeys through Escore. She finds a place of Power and battles the forces of the Shadow for the future of Escore.

they fight and defeat enemies — within the Were Riders and without.

The Crystal Gryphon (1972)

This book begins the story of Kerovan — who carried the blood of the Old Ones — and his wife Joisan. After Joisan is captured by one of ancient evil, Kerovan follows and rescues her — and begins to discover his inheritance.

The Jargoan Pard (1974)

This book tells the story of Kethan (the son of Herrel and Gillan), who was switched at birth with the heir of Car Do Prawn. After his shapechanging awakens under the influence of a magical belt, he manages to untangle the web of his heritage.

Zarsthor's Bane (1978)

A girl of High Hallack — together with a cat, a boy with a sword and a man with blasted wits — battle the Shadow in the Waste and discover a place of peace.

Horn Crown (1981)

This book tells the story of the coming of the clans through a Gate from another world into the Dales of High Hallack. It takes place about four hundred years before any of the other Witch World books, and the story is not directly related — although it does present much important background about the people of High Hallack.

Short Stories About the Witch World

Andre Norton has published three collections of stories about the Witch World. In addition she has edited two anthologies of stories by others set in her world. The author is listed for any story not written by Andre Norton.

The year of original publication is given for any previously published story. All other stories were originally published in the collection or anthology listed.

High Sorcery (1970)

Ully the Piper — A tale of the music of the Old Ones in High Hallack.

Note: The other stories in this Andre Norton collection are not about the Witch World.

Spell of the Witch World (1972)

Dragon Scale Silver — Elys and Jervon ride to rescue her brother Elyn, and they save him from the curse of Ingarret.

Dream Smith — A story of quan iron and a land of dreams.

Amber Out of Quayth — A lady of High Hallack rescues the Lord of Quayth from ancient sorcery.

Lore of the Witch World (1980)

Spider Silk (1976) — A blind weaver from High Hallack is taken to Usturt to learn the secrets of Spider Silk.

Sand Sister (1979) — Tursla the Moth-Maiden escapes from Tormarsh.

Falcon Blood (1979) — A Sulcar woman and a Falconer defeat a woman of the Shadow.

Legacy from Sorn Fen (1972) — Caleb the cripple defeats the wicked lord of Klavenport.

Sword of Unbelief (1977) — Elys goes through a Gate in the Waste and rescues Jervon from the Shadow.

The Toads of Grimmerdale (1973) — Hertha swears vengeance against her ravisher; the Toads of Grimmerdale almost take the wrong man, Trystan.

Changeling — Hertha and Trystan must destroy the Toads to lift their curse from Hertha's daughter.

Tales of the Witch World (1987)

Of the Shaping of Ulm's Heir — Kerovan's birth in High Hallack.

Heir Apparent, by Robert Bloch — Kerovan's birth in High Hallack from another viewpoint.

Fenneca, by Wilanne Schneider Belden — A Witch child in High Hallack.

Bloodspell, by A. C. Crispin — Why the Were Riders were exiled from Arvon into the Waste.

Gryphon in Glory (1981)

This book is the second in the story of Kerovan and Joisan. Joisan follows Kerovan into the Waste, travels with Elys and Jervon, and is taken by the Thas. Kerovan follows and finds her, and they discover the secret of the Gryphon and find Kerovan's true father. Together they defeat Kerovan's false father.

Gryphon's Eyrie (1984)

Written by Andre Norton and A. C. Crispin, this is the third book in the story of Kerovan and Joisan. Drawn by a strange pull which Kerovan is unable to resist, Kerovan and Joisan find the ancient keep of Kar Garudwyn. There, with the aid of Elys and Jervon among others, they defeat That Which Runs the Ridges, and Kerovan comes into the inheritance of the Gryphon.

The White Road, by Charles de Lint — Travel down a road of the Old Ones in High Hallack.

Cat and the Other, by Marylois Dunn — Witchcraft in Estcarp.

Oath-Bound, by Pauline Griffin — A Falconer's fight against the Shadow.

Of Ancient Swords and Evil Mists, by James R. Heidbrink — A Sulcarman's escape from the Shadow.

Nine Words in Winter, by Caralyn Inks — A Wise Woman against a Sorcerer in High Hallack.

Were-Hunter, by Mercedes Lackey — The arrival of a very feminine wereleopard through a Gate from Earth.

Neither Rest nor Refuge, by Ardath Mayhar — A tale of the Horning in Karsten.

To Rebuild the Eyrie, by Sasha Miller — A Falconer abducts a tavern maid and finds more than he bargained for.

Milk from a Maiden's Breast, by Elizabeth Scarborough — A reluctant maiden warrior looks after a Mosswife's child.

Night Hound's Moon, by Mary H. Schaub — A sickly boy, a wonderful dog, and magic in High Hallack.

Isle of Illusion, by Carol Severance — A girl is ensorcelled and sent to a tropical island, and has to fight the darkest of Shadows to find her way home again.

Green in High Hallack, by Kiel Stuart — A Renthian is discovered in High Hallack, of all places.

The Road of Dreams and Death, by Robert E. Vardeman — An old man gives up his dream of renewed youth for the sake of a lady and her lover.

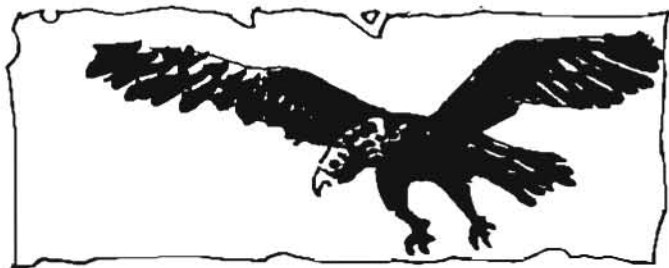
Four from the Witch World (1989)

The Stillborn Heritage, by Elizabeth H. Boyer — A strange child and her companions fight for High Hallack — in their own way.

Stormbirds, by C. J. Cherryh — A Dalesman, a Witch and a Hound of Alizon struggle to save children in High Hallack.

Rampton, by Meredith Ann Pierce — Half-sisters strive for freedom and happiness on the island of Ulys.

Falcon Law, by Judith Tarr — A tale of the beginning and the end of the struggle between Falconer men and women.



Future Books and Stories About the Witch World

The saga of the Witch World is a never-ending one. Additional volumes of *Tales of the Witch World* are currently scheduled for publication. In addition, Andre Norton is editing a new series of Witch World novels by other writers — *The Chronicles of Lormt*.

Glossary

Adept: A high-level Sorcerer of ancient Escore or Arvon (see below). The Adepts are the ones who disturbed the fabric of time and space through the creation of Gates and the manufacture of strange and unnatural creatures.

Alizon: Estcarp's neighbor and enemy to the North. With the aid of the Kolder they also invaded High Hallack.

Alizon City: The capital of Alizon.

Allzorder hound: Also just hound. The lean, white war dogs used by the Hounds of Alizon.

angelica: An herb which is used to neutralize contact poisons and caustics. It is useful for treating the effects of Vark's blood and as a talisman against evil magic.

Answer: A response by one of the Old Ones which is received when a Great Word is spoken.

Archives: The repository of knowledge at Lormt. There are many old books and scrolls but the material is not cataloged. The Archives are cared for by the scholars who reside at Lormt.

Archivists: The scholars who live at Lormt.

Arvon: An ancient land on the Western Continent. Many of the inhabitants were destroyed in the battles between Light and Shadow. Small pockets remain inhabited.

Axe of Volt: The weapon of a powerful avian Old One, Volt. It was used by Koris of Gorm.

Barrier Mountains: The mountain range separating Karsten and Estcarp.

Basir's Tongue: One of the Four Great Weapons. It was used by Nirel the Falconer to destroy the evil Adept Rane.

Blank Shield: Mercenary Soldier.

Borderers: Members of the Old Race and other families from Estcarp living in strongholds in the Barrier Mountains.

blue stones of protection: Blue stones placed above doorways or in a circle as protection against the Shadow.

Bard-Sages: Powerful mages who opened the gate the Dalesmen use to come to High Hallack. They use music as a focus for their power.

cameleopard: Medieval name for giraffe.

Cansport: The largest port in Alizon.

Captain of the Guards: The leader of the Guards. He answers only to the Council of Witches of Estcarp.

chamomile: An herb used to aid in recovery from wounds.

Citadel of Hilarion: The castle of an ancient adept. A Gate into a machine world is located there.

clans: Family groups in Arvon and High Hallack.

comfrey: An herb used to speed recovery from broken bones and sprained muscles.

Council of Witches of Estcarp: The ruling body of Estcarp. It is made up entirely of Witches and is led by the Guardian.

controller: The Kolder who gives instructions to the "units."

dales: Mountain valleys in High Hallack.

Dalesmen: Inhabitants of the dales of High Hallack.

These books and stories will provide additional background for many of the known areas of the Witch World, and will open up new areas never before explored.

Dames: Female clerics who tend the abbeys dedicated to the worship of the Undying Flame in High Hallack.

dart gun: A TL8 weapon which fires darts.

dragon scale silver: A silvery metal with other colors running across its surface. It is an artifact of the Old Ones. Cups of dragon scale silver are especially good for holding liquid for farseeing.

Es City: The capital of Estcarp.

Escore: An ancient land on the Eastern Continent from which many of the Old Race fled to found Estcarp.

Eyrie: The home of the Falconers, deep in the Barrier Mountains. It was destroyed in the Turning.

Eyrie Falcon: The falcons used by the Falconers.

false quan iron: An artifact of evil Old Ones. It looks like quan iron but is very dangerous to those not of the Shadow. It can cause poisoning and will explode if a smith tries to work it. It can be converted to true quan iron with the Lormt flower and the remove enchantment spell.

Falconers: A small group of the Old Race who fled their homeland somewhere in the North. They were brought to Estcarp by the Sulcar. Although they have no official connection with the Witches of Estcarp, they make their home in the Barrier Mountains and help protect the border between Estcarp and Karsten. Falconers have a deep alliance with the falcons who serve with them.

Fanes: Places of Power, especially of Old Ones whose names have become Words of Power.

Flannan: A bird-like, humanoid race found in the Valley of the Green Silences. They are of the Light.

force whip: Weapon used by the People of the Valley of the Green Silences.

Four Great Weapons: Powerful magical weapons. They are Ice Tongue, Helm-Biter, the Sword of Shadow and Basir's Tongue.

Free Companions: Sulcar women who choose not to marry a single man. They enjoy the company of those they choose to associate with. They are not prostitutes.

garth: A small homestead, holding or farm. The home of a minor noble or wealthy farmer or craftsman.

Gate: A portal to another world, time or dimension. Gates are created by powerful mages but if open, can be used by anyone.

geas: A compulsion to do something, usually caused by a spell, the Answer of an Old One or the use of a magical weapon.

Gorm: An island nation of the shore off Estcarp, destroyed by the Kolder.

Gray Ones: Man-wolves of Escore. They are not shape-changers. They have the power of speech and are servants of the Shadow.

Great Mountains: The mountain range between Escore and the lands of Alizon, Estcarp and Karsten. They were created in part by the magic of those of the Old Race fleeing Escore.

Great Ones: Very powerful Old Ones whose names have become Great Words of Power.

Great Weaver: The leader of the Weavers of Usturt.

Great Words: The names of very powerful Great Ones. Speaking a Great Word is a powerful spell.

Guardian: The leader of the Council of Witches. She is usually elderly and always powerful.

Guards: The primarily male military forces of Estcarp. They work under the direction of the Council of Witches.

Gunnora: One of the Old Ones. She is the protector of women, children and childbirth.

healing mud: Mud with healing properties found in pools in Escore.

Helm-Biter: One of the Four Great Weapons. It is a great axe used by Uruk, a man from the past.

henbane: An herb which causes disorientation and irresponsible talk and actions.

High Hallack: The name the Dalesmen gave the new land they found when they came to the Witch World. Their old home was called Hallack.

holding: A garth or manor.

Hounds of Alizon: The soldiers of Alizon. They use lean, trained war dogs and call themselves Hounds as well.

hyssop: An herb which can be combined in a decoction with rosemary to reduce the effects of Thas poison.

Ice Tongue: The Sword of Lost Battles and one of the Four Great Weapons. Ice Tongue was wielded by Yonan and used to destroy the evil adept Targi.

illbane: An herb used as a universal remedy against poison. It is effective against all contact poisons and caustics. Amulets of illbane are powerful talimans against evil.

journeycake: See waybread.

Kars: The capital of Karsten, also the major river in Karsten. The city of Kars lies on the banks of the river.

Karsten: Estcarp's neighbor and enemy to the South.

keep: A small landholder's property, especially his home.

Keepers of the Flame: The Dames in the abbeys of High Hallack. They tend the Undying Flame and honor Those Who Have Set the Flame.

Kennels: The home of the Hounds of Alizon.

Kepllan: A Shadow creature which appears to be a horse but lures riders into traps.

Kloga: Nomadic race found roaming the plains of Arvon.

Kolder: An inimical race that came to the Witch World through a gate. They use machine-created telepathic power and enslave or destroy all those they encounter. Kolder especially hate the Old Race because they cannot be controlled by Kolder machines.

Kolder Nest: The island on which the Kolder Gate was created; their homeport.

Kolder weed: A poisonous weed used by the Kolder to protect the Kolder Nest and to attack Sulcar ships.

langlon: Also known as trefoil, langlon is a powerful talisman against evil magic.

Krogan: A water-breathing race created by the Adepts of Escore.

Lesser Words: The names of Old Ones used as a spell. These are not as powerful as Great Words but are still powerful spells.

Light, the: Good or the forces of good.

light insect: Large luminescent insects used by the Torfolk for illumination.

lightning lash: Shadow weapon used by the Sarn Riders.

Lizard People: A small reptile race found in the Valley of Green Silences. They are allies of the Light.

Lord of Wings: The leader of the Falconers.

Lornt: The facility which houses the Archives. Originally a border fortress, Lornt is now a settlement of scholars.

Lornt flower: A blue flower which is found in the hills around Lornt. It has magical properties and can be used to turn false quan iron into true quan iron.

loquth: A plant with silken fibers which are spun and used to make loquth cloth. This is a common fabric and the one Witches most often use for their clothing. Its natural color is a silver-gray.

mandrake: An herb use in making poppets for evil spells.

March Warder: An officer of the Guards. His household is South Keep. He commands forces on the southern border of Estcarp.

Master of Hounds: The leader of the Hounds of Alizon.

Merfay: Invisible species which lives in the lakes and rivers of Escore. They are companions of the Krogan.

Mews: The home of the Falconers and their falcons in the Eyrie.

moly: An herb used to counteract spells.

Mosswives: Unusual race found in the Forest of the Mosswives. They are peaceful but remain separate from most of the dealings within Escore.

Old Ones: An ancient group of people who preceded the Old Race. Few of them remain on either continent.

Old Race: The race which includes the Witches of Estcarp, the Falconers and several other groups on both continents. They are descended from the Old Ones and often have magical and psionic skills. Magical ability is most often found in females.

People of the Valley of the Green Silences: Long-lived race found in the Valley of the Green Silences. Their leaders are Dahaun and Ethutur.

Places of Power: A high mana place where residue of great Power remains. These places may be of the Light, the Shadow or occasionally Neutral.

Place of Stones: A circle of standing stones on the plains of Escore. It is a powerful, but not impregnable place of Light.



Place of Wisdom: The facility in Es City where Witches are taught their craft.

plantain: The herb used to preserve waybread or journeycake; it is sometimes called the waybread herb.

poppet: A doll in the image of the victim used for evil spells.

Power: Magical or Psionic ability.

put to the horn: Declare outlaw by blowing a war horn and reading a proclamation. Blowing the horn once means that the subject has 24 hours to leave the country or his life is forfeit. Blowing the horn twice gives a 12-hour warning and thrice horned means that open season has been declared on those who are the subject of the hunt. Those of the Old Race were thrice horned by Karsten.

quan iron: An artifact of the Old Ones. It is very valuable and has great powers against the Shadow.

rastl: Rat-like animals which hunt in packs. A giant variety lives in Escore.

Renthian: A large, antelope-like race found in the Valley of the Green Silences. They are intelligent allies of the Light.

root-rope: A plant used by the Thas as a sentry and trap.

rosemary: An herb used with hyssop in preparing a decoction to reduce the effects of Thas poison. It is also used as a protection against the Shadow.

runeboard: A simple tool used for divination.

Rus: Vicious birds which infest Escore. They resemble aggressive buzzards.

Sarn Rider: Man-like creatures of Shadow who serve an evil Great One of Escore. They ride skeletally-thin horses and hunt with gaunt hounds. Their weapon is the lightning lash.

Sea-hawks: Swift Sulcar battle cruisers.

Sea Wolves: Group of pirates, perhaps distantly related to the Sulcar, who raid the coasts of the Eastern Continent. The Vupsall are their most common prey and are terrified of them.

sending: A magical or psionic call to someone with Power.

serpent-ship: Name for the ships of the Sulcar; the prow is carved in the shape of a serpent.

Seven Lords: The rulers of the Four Clans of Arvon.

Shadow: Evil or the forces of evil.

Silver Slingers: Entities in a circle of stones in the waste. They are of the Shadow.

snowcat: A large cat which lives in the mountains of the Witch World.

Sorcerer or Sorceress: A mage (male or female) who studies magic through ancient lore. Although Witches are also mages, there are restrictions in their training and use of magic which do not apply to Sorcerers who often study only from books. Sorcerers are found primarily in Escore and in Arvon, and there are not many left.

South Keep: The home of the March Warder.

spider hound: Giant spiders found in Usturt and beyond a gate in Arvon. They are servants of the Weavers of Usturt.

spider silk: A valuable, opalescent fabric woven by the Weavers of Usturt from fibers spun by the spider hounds.

Sul: The battle cry of the Sulcar.

Sulcar: Race of sailors and fighters. Their homeport is Sulcarkeep.

Sulcarkeep: The homeport of the Sulcar. It is found on a peninsula of Estcarp and was destroyed in the Kolder Wars.

Sword Brothers: Fighters who served as a peace-keeping force among the Clans of High Hallack.

Sword of Shadow: One of the Four Great Weapons. It is wielded by Crytha. She used it to kill Laidan, the consort and minion of the evil adept, Targi.

Thas: Underground creatures of Shadow. They can travel through the earth as easily as swimming in water. Their bite is poisonous.

Temple of the Five-Pointed Star: A temple in the hills above Wark. It is a place of Light with high mana.

Tor Moor: A moor north of Estcarp which borders Tormarsh. Torgian horses originally came from Tor Moor.

Torfolk: The inhabitants of Tormarsh. They are misshapen but often have powerful psionic abilities.

Torgian: Sturdy horses prized for their strength and endurance.

Tormarsh: The marsh land between Tor Moor and the sea which is the home of the Torfolk.

Turning: The destruction of the Barrier Mountains caused by the Witches of Estcarp. Much of the army of Karsten and many of the Witches were killed. The Eyrie of the Falconers was also destroyed.

unit: Individual Kolder who are controlled by the controller. They are not capable of independent thought.

Usturt: An island inhabited by the Weavers of Usturt.

valerian: An herb which used in a decoction will reduce the effects of Thas poisoning. It is also more powerful than rosemary as protection against the Shadow.

Valley of the Green Silences: A valley in Escore which is protected by Wards and is the home of many of those allied with the Light.

Vark: A creature of the waste. It is a horrible combination of human and bird. When a limb is severed, the dismembered part continues fighting. Vark blood is a powerful caustic contact poison.

Verlain Keep: Home established by Loyse of Verlain after her marriage to Koris of Gorm. Kyllan, Kemoc and Kaththea spent much of their childhood there.

Vrangs: A bird-like race found in the Valley of the Green Silences. They are allied with the light.

Vupsall: Nomadic race found in Escore.

wak lizard: A formidable denizen of Tormarsh. It is usually a scavenger.

Ward: Magical protection around a place to prevent entry.

Waste: A large desolate area near Arvon which was destroyed by the Adepts in their battles for power. Many pockets of power of both Light and Shadow are found there.

waybread: Traveling rations. They are baked with plantain as a preservative.

Weavers of Usturt: Humanoid spiders found on Usturt. They weave spider silk.

Were Riders: Shapechangers created by an Adept to serve as body guards.

Wise Woman: A female mage who learns the magic of nature. Wise Women are known throughout the Witch World. The term usually refers to someone who is not a Witch, although occasionally Witches are also referred to as Wise Women.

Witch: A sworn Witch of Estcarp.

Witch Jewel: Jewel used by Witches to focus their power. They are usually worn as pendants. Each jewel is attuned to a single wearer.

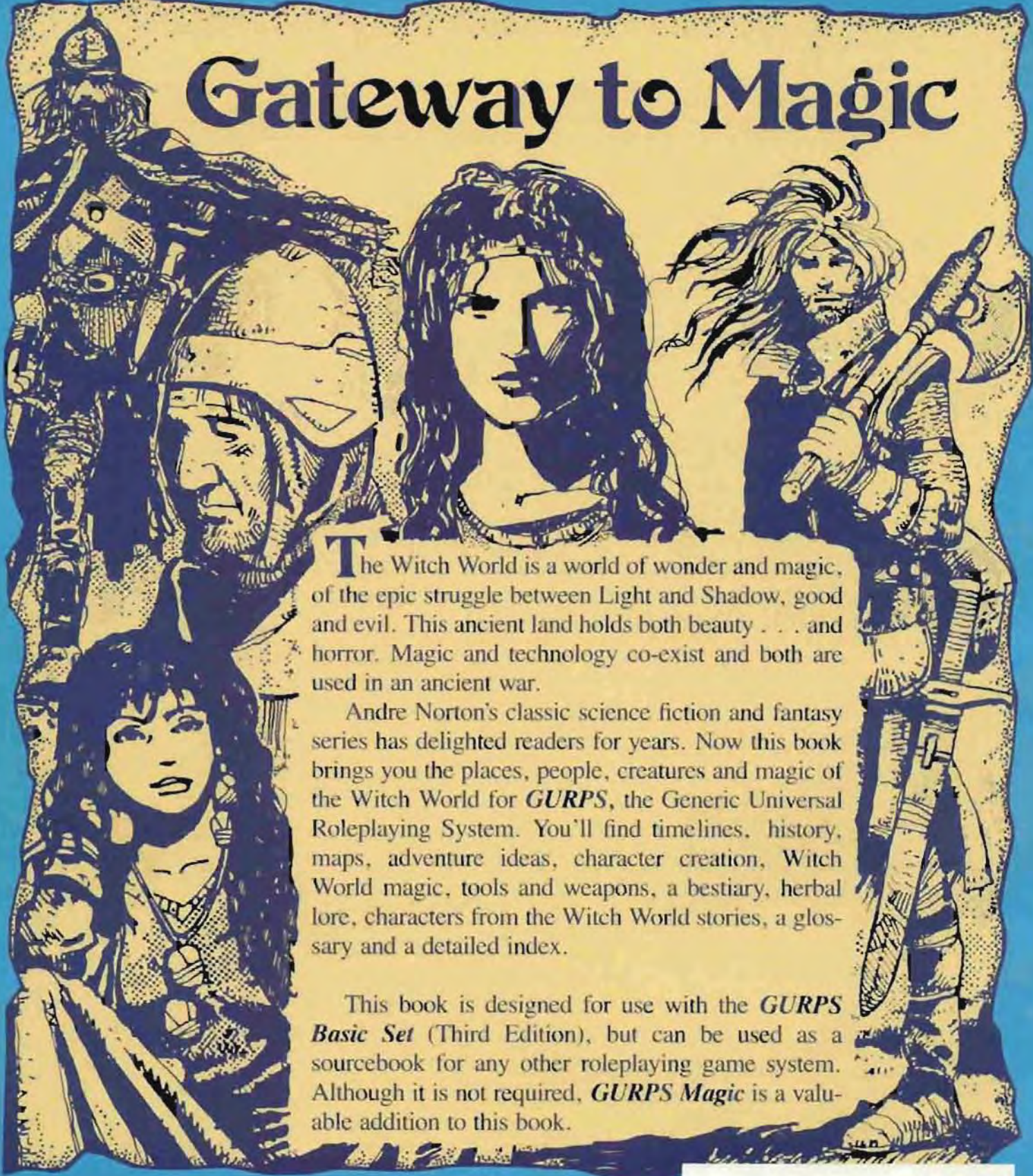
Words: Names or phrases which are used in spell casting. Usually they are the names of Old Ones.

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