

# Even More Toil & Trouble

## Witch Items

Item	Cost	Avail
<b>Books</b>		
Fairy Tale Foods	5,000	Very Rare
Feeding the Inner Beast	5,000	Very Rare
Giving Men their Just Desserts	5,000	Very Rare
How to Serve Your Man	5,000	Very Rare
Magically Delicious Recipes	5,000	Very Rare
Soups for the Soul	5,000	Very Rare
<b>Components</b>		
8 oz. Chunk of Ghost Rock	80	Scarce
Amphibian eye	1	Common
Animal bones	2	Very Common
Animal skull	5	Common
Animal toy	25	Scarce
Baby animal fat	5	Common
Baseball	5	Common
Cold iron medallion	100	Rare
Dishwasher detergent	10	Scarce
Flour (1 pound)	5	Common
Green M&M	1	Scarce
Human baby fat	2,000	Very rare
Human skull	20	Common
Leather gloves	20	Common
Mandrake root	5	Scarce
Marbles (10)	10	Scarce
Miniature anvil	100	Rare
Needle	1	Very Common
Puzzle piece	1	Common
Raw oyster	5	Rare
Reptile skin	1	Scarce
Rhino horn	1,000	Very Rare
Salt (1 pound)	5	Common
Sand (1 pound)	1	Common
Shark fin	100	Very Rare
Silk ribbon	5	Scarce
Small chain	5	Very Common
Small necklace	5	Common
Tarot cards	50	Scarce
Toy doll	20	Common
Wooden wand	5	Common

## **Cloud Memory**

TN: Opposed

Components: A piece of a puzzle

Scroungin': 7

When Cloud Memory is cast the target must make an opposed Smarts check versus the witch's witchcraft roll. Every success and raise the witch gets erases the last 5 minutes of the target's memory, thus 2 raises would erase the last 15 minutes of memory.

## **Rule of Three**

TN: 9

Components: A cut silk ribbon

Scroungin': 7

It's said that any good or evil deed will eventually come back to the person three times as strong. Well with *Rule of Three* it's a little more immediate. Any damage or healing done to the witch also affects the person doing the harm/heal but with times 3 the damage. Thus if a gunshot does 3d8 to her, the shooter gets 9d8 to the location in which he hit the witch (say that three times fast). If the witch is healed then the healer is healed 3 times the wound to the same area.

*Rule of Three* last for 1 round/*witchcraft* level.

## **Torment**

TN: 7

Components: Toy doll and needles

Scroungin': 7

Another good reason to not piss off a witch, she can cause great pain with this spell. The spell causes no actual damage but the creature is stunned as if he had failed a stun check in combat. The target does get a chance to resist this spell equal to whatever the witch rolled in the spells casting, this number must be rolled before the creature can end the

agony of this spell. Torment has no effect on creatures without wind.

## **Witches Riches**

TN: Special

Components: Special

Scroungin': Varies by items

With *Witches Riches* the witch is able to bargain with the spirits and conjure forth an item. She must have an item or items worth the same value (or more) then the conjured item. The TN for casting this spell is equal to the Availability of the item (with modifiers to location).

## **New Witch Book**

### **Fairy Tale Foods**

**Spells:** Cloud Memory, Rule of Three, Torment, and Witches Riches.