

New Witch Spells

By Scott Hetrick

Many witches know of Annebelle Lee Devlin's cookbook *How to Serve Your Man*, a Feminist Cookbook. But she also wrote various other cookbooks using ghostwriters and these books also contain witch spells. The following are a list of Devlin's books and the spells they contain.

Feeding the Inner Beast

Spells: Animal Possession, Assume Animal Shape, Curse and Transformation.

Giving Men their Just Deserts

Spells: Amulet of Magical Protection, Eldritch Touch, Flight and Shapechange.

Magically Delicious Recipes

Spells: Fortune Telling, Hide in Earth and Scryng Pool and Warning.

Soups for the Soul

Spells: Amnesia, Communicate with the Dead, Enchant Weapon and Find Potable Water.

The witch can only start out with one book (including *How to Serve Your Man*) during character creation, and she knows all the spells in that book without spending more bounty points. However, other books must be found during play and cost the witch 5 bounty points for every new spell learned.

Amnesia

TN: 5

Components: A small chain or necklace and a pinch of sand.

Scroungin': 5

Amnesia causes the target to forget the past 24 hours. The witch twirls an object around her fingers (such as a chain, necklace, etc.) and then throws the sand into the air. The target must be within 2 yards of the witch and the target can make a fair (5) Smarts roll to resist this spell. If the spell succeeds the target forgets the last 24 hours (including any bounty points earned, any grit gained or any phobias developed).

Amulet of Magical Protection

TN: 9

Components: A medallion made of cold iron with magical engravings (which is not used up) and mandrake root powdered.

Scroungin': 7

The witch creates a special amulet that gives the wearer some protection from magical effects and powers, by raising all TN by +3 to magically effect the wearer. The protection lasts for 1 day for each level of witchcraft the witch knows.

Animal Possession

TN: 5

Components: An animal toy, which is either made by the witch or would have been bought at a store before Judgement day. The toy is tossed to the animal as the spell is cast.

Scroungin': 5 in any ruins or inhabited location.

Animal possession allows the witch to temporarily replace an animal's soul with her own, granting her complete control over the animal. She gains the knowledge of how to control the animal's body (swim, fly, etc) on a fair (5) smarts roll and can sense the world with the animal's senses, failure on the control roll indicates complete confusion and the spell ends.

If this spell is cast on an abomination or abomination controlled creature, the spell fails and the witch must make a guts roll equal to the creature's terror +2. However, if the terror check is successful she has occupied the creature's body long enough to understand one aspect of the creature (such as its strength, a weakness, a major fear, etc). This spell may not be cast on people, only once on an abomination or abomination controlled creature and any number of times on ordinary animals. The witch must rest (sit, lay down, etc) while casting this spell as her body goes into a comatose like state and the spell will last one hour for each level of her witchcraft .

Assume Animal Shape

TN: Animal's size

Components: A part of the animal being transformed into.

Scroungin': If the animal is indigenous to the area then 5 otherwise the TN is 9.

Assume animal shape allow the witch to transform into an animal of her choice. The witch cannot speak while in animal shape but otherwise keeps her intelligence. The animal cannot be of supernatural origin. The witch can maintain this shape for 1 hour for each level of her witchcraft aptitude.

Communicate With the Dead

TN: 5

Components: The body being questioned and a bowl of human blood.

Scroungin': 3 if in an area with possible human remains and for the human blood, the witch can cut herself or another for 1d6 wound.

When the witch cast this spell on a corpse, the corpse begins to speak, answering one question per success and raise. All seeing this including the witch, must make an onerous (7) guts check. Communicate with the dead can only be cast on a particular corpse once and the corpse cannot be animated during the casting. Note: This spell doesn't guaranty that the corpse will tell the truth. The body and the bowl are not used up in the casting.

Curse

TN: 5

Components: A wooden wand, a few drops of the witch's blood and the powdered bones of an owl.

Scroungin': 5

This spell proves why it's a bad idea to anger a witch, with this spell the witch places a curse upon the target. She cast this spell by pointing a special wand at the target and announcing a curse. The target and the witch then make an opposed roll using witchcraft vs. spirit, with the target suffering the following cumulative curses per raise.

Success	Bad luck hindrance (no effect if bad luck already possessed, lucky break).
1 Raise	Lose highest card each round (except the red joker).
2 Raises	-2 to all actions.
3 Raises	A total of -4 to all actions.

This spell is not without its risk, for each raise the target gets above a success counts as a success against the witch (i.e. a mere success equals no effect, 1 raise equal bad luck for the witch, etc). The curse last up to 1 day for every point of witchcraft she has or until the witch voluntarily removes the curse, (except for curses that have rebounded on the witch and these last for 10 days) whichever comes first.

Eldritch Touch

TN: 5

Components: A pair of leather gloves, which are not used up in the casting.

Scroungin': 5

When eldritch touch is cast the witch's hand glows with a strange bluish light and magical energy is released from her hand upon striking a creature. She must first cast this spell upon her hand and then strike the creature using fightin': brawlin' if successful she inflicts STR + 3d10 points of magical damage. The spell lasts until a creature is struck or 5 rounds have passed, whichever comes first.

Enchant Weapon

TN: 5

Components: A miniature anvil (which is reusable) and the sweat from a bull.

Scroungin': 7

When enchant weapon is cast upon a weapon it has one of the following effects, chosen by the witch upon casting.

- 1) +1 step to the damage dice.
- 2) +1 to the number of damage dice.
- 3) +1 Strength step.
- 4) +1 armor piercing.

The effects last until the next sunrise. Note: enchant weapon doesn't work on ranged weapons but will work on the projectile itself, up to 10 bullets, bolts, arrows, etc.

The spell may only be cast once a day on a particular weapon.

Find Potable Water

TN: 5

Components: A forked branch

Scroungin': 3

This spell allows a witch to find drinkable water, such as a stream or well. It will lead to the closest body of water although digging might be necessary to get the water.

Flight

TN: 5

Components: Baby animal or human fat.

Scroungin': 5

With this spell the witch can fly for one hour for each level of witchcraft she knows, any movement (dodge, etc.) rolls she makes must use a Drivin': Broomstick. The witch's pace while on the broomstick is 18 or 24 if using baby human fat and the fat is rubbed onto the witches hands and face.

Fortune Telling

TN: 7

Components: A dozen small bones, a set of tarot cards or other similar items.

Scroungin': 3 (7 for tarot cards in a city or 9 in a large town).

By asking a question and throwing the objects or dealing out the tarot cards, the witch can tell someone's fortune. A success gives a yes or no answer and every raise gives a definitive answer. Example: a woman asks the question, will I ever marry?

Success	Yes.
1 Raise	Yes, within a year.
2 Raises	Yes, within a year to a traveling merchant
3 Raises	Yes, within a year to a traveling merchant, who will be five years your senior.

Note: any other components besides tarot cards are used up, during the casting of this spell.

Hide in Earth

TN: 5

Components: Ash from burnt wood mixed with clean water.

Scroungin': 5

A witch casting hide in earth rubs the components on her face while casting. The spell allows her to blend into any boulder, tree, hill or mountain. Once the witch has blended into the object, she cannot be affected or sensed directly. The witch can take no actions while blended, but she can see and hear outside the immediate area of where the witch has blended. The spell ends when the witch stops concentrating, which then rejects her immediately from the blended object.

Scrying Pool

TN: 3 + 1 per mile

Components: A calm clear pool of liquid and a few drops of dishwashing detergent.

Scroungin': 5

When this spell is cast the witch can spy on a person or creature she has seen before, she hears and sees what the person is doing during the spell's duration. The spell lasts for 1 minute per level the witch has in her witchcraft aptitude.

Shapechange

TN: 5

Components: Some hair from a young girl, a caterpillar cocoon and a small amount of reptile skin.

Scroungin': 5

This spell alters the witch's appearance, so that she appears as someone else. Shapechange not only alters her appearance but her voice and mannerisms also. She must have seen the person she is appearing as at least once. If friends or family of the person shapechanged into see her, they must make a hard (9) Cognition roll to see through the illusion and only then if they are somehow suspicious.

Transformation

TN: Special (see below)

Components: A special powder made of crushed cat bones and the witch's own blood.

Scroungin': 5

Transformation changes the target of the spell into a mundane creature of the witch's choosing. The TN of this spell is 5 + the targets Spirit coordination and then the target gets to make a hard (9) Vigor roll to resist the transformation. This spell has a range of 1 yard.

The transformation completely changes the target into that creature, with the effects lasting 1 minute per level the witch has in witchcraft.

If the witch botches her witchcraft roll then the spell backfires and transform the witch instead. If the Vigor roll is botched the transformation is permanent.

Warning

TN: 5

Components: A human or animal skull

Scroungin': 7

The warning spell is a magical alarm system witch's use to alert them of intruders. The witch cast the spell upon the skull and whenever an intruder (someone not designated as friendly) approaches within five yards of the skull, the skull begins to scream and howl with pain. Those witnessing this for the first time must make an Onerous (7) Guts check.

This spell lasts for 1 day for every level of witchcraft possessed or until the skull is activated or moved, which ever comes first.