

WITCHES

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	CLASS ABILITIES
1	25 : 25	10	5	Single	1S	Utilise Light Weapon Utilise Siedar Utilise Witch Cantrips
2	27 : 26	13	10		2S	Discern Alchemy Discern Black Arts Herblore
3	29 : 27	16	15		2S	Alchemist Black Arts Alchemist Nature's Lore
4	31 : 28	19	20		2S	Master Siedar
5	33 : 29	22	25		2S	Coven
6	35 : 30	25	30		2S	Dodge Scare
7	37 : 31	28	35		3S	Curse
8	39 : 32	31	40		4S	Fylgia Form Master Alchemist Master Black Art Alchemist
9	41 : 33	34	45		4S	Quest
10	43 : 34	37	50	Double Handed	4S / 5D	Voodoo Worded Curse
11	46 : 36	42	58		5S / 5D	Raise Grim
12	49 : 38	47	64		5S / 6D	Summon Seven

A Human Witch Gains 25:2 Life Points

An Elven Witch Gains 25:1 Life Points

Class Restrictions

- A Witch will never wear armour. Any attempt to wear armour will result in a loss of power for the slight given by the Witch to Mother Siedar. Witches may however wear a gorget.
- Witches try to avoid combat wherever possible, but when they have to fight they favour daggers, short swords, staves and will use long swords to battle racial foes
- A Witch cannot use spiritual or magical items (other than named artefacts)
- Witches are for the most part neutral but can have evil or good tendencies
- Witches must learn each potion they wish to make, these should be recorded on a potion make card. Once a potion is memorised it is never forgotten. To learn a potion recipe a Witch needs a sample of that potion to analyse and to also pay a research cost of 50 GC. If a Witch is part of a coven, recipes are provided for free.
- Witches find their greatest allies in Druids (although a certain amount of profession rivalry tend to cause petty arguments), Rangers, Bards, Wood Elves, and Sorcerers

CLASS ABILITIES

Utilise Light Weapon – This allows the Witch to be able to use any Light Weapon.

Utilise Siedar – this allows the Witch to cast the basic spells of their class, placing no more power than their level into a single casting of a spell.

Utilise Witch Cantrips – this allows the Witch to cast cantrips. A Witch gains 2 cantrip points at 1st level and further cantrips can be purchased for a cost of 5xp each to a maximum of 2 per level.

Discern Alchemy – this allows the Witch to discern various potions. See the Make rules handbook.

Discern Black Arts – this allows the Witch to discern various poisons and acids. See the Make rules handbook.

Herblore - this allows the Witch to identify plants and their characteristics as well as possible applications for them.

Alchemist – this allows the Witch to make potions. See the Make rules handbook.

Black Arts - this allows the Witch to make Poisons. See makes rules

Nature's Lore – this allows the Witch to know about the relationship between lunar cycles and the tides, to forecast the weather and about the great cycle of life. This is similar to the Druid ability, but from the alternative perspective of a Witch.

Master Siedar – the allows the Witch to cast all spells of their class and to be able to place as much power as is required into a single casting of a spell.

Coven – this ability allows a member of a coven to increase the power they have available for casting Siedar spells. In order to coven, the members of the Coven must be able to meet beforehand to enact their covening ritual. Any Witch may be a member of a Coven and take part in the covening ritual to contribute power, but only those Witches with the ability to coven can take and use power from the ritual.

- A Coven consists of no more than seven members.
- There must be a minimum of two members to form a Coven.
- A Witch must carry with them an item belonging to each of the other Witches in the Coven. These items work as a temporary power store from each of the members of the Coven. If an item is lost before the power is used or before the power can be returned to the Coven the power slowly dissipates from the item over one week and will eventually return to the Witch who gave the power.
- There is a limit to how much power a Witch can coven based on the amount of expected danger or activity. (i.e. Dungeon Length)
(All amounts are a multiplier of the receiving Witch's power and are in addition to the Witch's power.)

○ Tavern/High Table	x 1 Coven Power
○ XP Tavern/Single Length	x 2 Coven Power
○ Double Length	x 3 Coven Power
○ 10-hour	x 4 Coven Power
○ 12-hour	x 5 Coven Power
○ 16-hour	x 6 Coven Power

For an Extended length, add +0.5 to the above multiplier

For a Hazard mission, add +1 to the above multiplier

(The multiplier cannot ever be higher than 6)

- Permanent Power Costs for Siedar spells may be paid for from coven power. This reduces the coven power available to the Witch, not the power of the other coven members themselves.
- Any Power Draining effects, Power Costs from any source which is not casting Siedar spells, etc come from the Witch's personal power and cannot be taken from coven power.

Scare – this ability allows the Witch to cast Scare once per day. It involves pointing out an area or item where the scare spell is to be placed. It is a remote spell which must have a pre set trigger set to it, whether this is a word or action e.g. someone opening a door, crossing an invisible line, shouting the word Charge etc. The scare spell will then be set off and will act as a Siedar *Fear* spell. The spell is permanent until triggered.

Dodge – this allows the Witch to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

Curse – this ability allows the Witch to place a minor curse on someone who has offended them or Mother Siedar. (Examples of minor curses are cosmetic curses such as an outbreak of warts or boils, or a clumsiness curse which could cause a loss of -2 dexterity AC or the victim to fumble their weapon at an inopportune moment.) The cost of this is dependent on the effects of the curse, whether the curse is intended to be temporary or permanent and also on what the target has done to make the Witch curse them. (Ref's discretion) Any costs must be paid by the individual Witch in question, unless the curse is a joint action by their entire Coven.

Fylgia Form – this allows the Witch to change in to their chosen *Animal At Heart* form up to 3 times per day; this change will last up to 8 hours each time. On changing into their animal form, the Witch receives a total heal (this does not restore any power). The Witch can still cast Siedar spells while in this form where they can still meet all of the somatic and/or vocal requirements for the spell. (This will depend on the animal form, see Ref.) All Siedar spell effects up at the time of assuming Fylgia Form are instantly dispelled.

Master Alchemist – this enhances the Witch's making skills. See the Makes rules handbook.

Master Black Art – this enhances the Witch's making skills. See makes rules

Quest – should someone wish to gain the Witches favour they may be willing to Quest for the Witch. In such cases the Witch is able to bind them with this spell, even if they agree in a drunken stupor (but not under the effect of a possession, beguilement etc). The quest spell will then not allow them to return home or do anything they themselves desire to do until the quest is completed.

Voodoo – after completing a mission to unlock the secrets of voodoo the Witch will have access to all the abilities of this magic. (See Ref.)

Worded Curse – this ability allows the Witch to place a major worded curse on someone who has offended them or Mother Siedar. The cost of this is dependent on the specific wording of the curse. (Ref's discretion) Any costs must be paid by the individual Witch in question, unless the curse is a joint action by their entire Coven.

Raise Grim – Will only be revealed to a Witch of the appropriate level. (See Ref.)

Summon Seven – Will only be revealed to a Witch of the appropriate level. (See Ref.)

Siedar Magic

The Basic Spells

Bindings Be Gone

This spell will undo any constraint laid against a person, be it spell, miracle or physical restraint such as a locked door. The list is endless of the things this spell will counter and these are merely a few examples:

- A locked door, which limits access
- A set of physical chains used to lock up a prisoner
- A *Possession* or *Beguilement*, which impairs free will
- *Paralysis*, *Entangle*, *Halt*, *Sleep*, etc.

Bindings Be Gone will *not* remove the following

- Blesses or Curses (including Damnation) as they are not constraints
- Bound Runes, Rituals, Demons, Returning Spirits, etc unless they are specifically constraining for the target
- Powerful Restraints created by the powers of the Dream (Mantic IV or V)

The Witch spends 1 power per level of spell they are undoing e.g.

- Releasing someone from a Rune of Pain costs 6 power
- Removing chains costs 1 power (all normal physical matter costs 1 power)

However, at this juncture it must be said that a Witch must undo all constraints to undo any. e.g. To free a *Halted* person is 1 power. But what the Witch has failed to realise is that the character is also *Possessed* (8 power). So the Witch gets quite a shock, finding they have expended 9 power removing what they thought was a simple Halt and now being confronted by a confused person who has no memory of the time they were possessed!

Somatic: Snap a twig while reciting vocal
Nature: Various
Duration: Instant

Come From Below

This spell will summon cavern dwellers, one for each power expended. Each cavern dweller has 3 hits, are immune to mind influencing effects and do 6lps damage with hands. They will follow basic commands from the Witch, but have no initiative and are effectively mindless.

Somatic: Dramatically gesture as if raising something from the ground while reciting vocal
Nature: Various
Duration: 10 minutes

Dreamtime Take You

Once this spell is cast, it is stored in the Witch's hands for the duration of one minute. During this time the Witch must touch themselves or a victim, or the spell will dissipate. The person thus touched will automatically fall asleep.

Dreamtime Take You will sleep even those creatures which do not normally sleep.

The level of the victim is not revealed until the power is expended. If the Witch hasn't got enough power, the spell simply does not work - it costs no power and has no effect. This costs 1 power per level of the target per minute of sleep.

For each point of permanent power placed into the spell the duration is extended by 10 minutes.

To sleep themselves costs a Witch 1 power. Unless they are awakened or damaged they will then sleep naturally for eight hours.

If this spell is used on undead creatures, it returns them to their eternal sleep and they vanish or are dismissed. This costs 1 power per level of the undead.

Somatic: Both hands must be placed on the victim's forehead (or equivalent location)
Nature: Offensive
Duration: Various

Inward Be Quiet

This spell is similar to *Invisibility*. A Witch can cast this on any living being(s). For the duration that creature, who must be willing, will go 'unnoticed' by anything else. While under the influence of such a spell the being may not do anything offensive, else the spell will be broken.

On themselves, this costs a Witch 1 power per minute.

On a willing target, this costs a Witch 1 power per level per minute.

Somatic: A finger raised to the lips in a silencing gesture by Witch/other being
Nature: Defensive
Duration: Various

Speak When Spoken To

The Witch casts this spell and then, for a cost of one power per minute, can speak with and understand anything - be it elemental, rock, wall, tree, troll anything. The creatures are forced to respond, but this is not to say that they will be honest when questioned, or will desist from an attack in order to answer the question.

For a cost of one permanent power a Witch may understand one specified creature, object or race, and talk their language for all time.

Somatic: Wave at the creature/thing to be spoken to
Nature: Divination
Duration: Various

The Master Spells

Animal At Heart

This spell will turn a being, plus clothes and personal items about their person, into an animal (natural ones only). If it is the Witch or the subject is willing, the transformation costs 5 power and lasts 5 minutes. If the victim is unwilling it costs 5 power + 1 power/level/minute. Even so, the victim must be of equal or lower level than the Witch. If the victim is damaged in any way or a spell is cast at them they will revert to their original state (a victim cannot inflict wilful damage on themselves to escape this spell).

NB. In animal form, the being retains their previous hits and intelligence, but obviously cannot pick up weapons, be displaced from armour, and cannot cast spells.

Somatic: Clawing gesture like a cat
Material component - a Witch must choose their one and only animal form for themselves (this will be their Fylgia Form). Then they must wear a piece of clothing made from, or carry a piece of, that animal's hide. Other beings may be turned into any animal form for which the Witch is carrying a piece of skin/feather etc.

Nature: Various
Duration: 5 min or special

Autumn Leaves Go Spinning

This enchantment is a mixture of levitate, dance, fly etc. When placed on an inanimate object, if a weapon it will dance on its own, if it is a chest, rock, etc. it will levitate moving 5 ft behind the Witch at the same speed. When cast on a person, they can be levitated to put them out of spell casting range, or made to fly. With the latter they have freedom of choice to do as they will.

To levitate an inanimate object costs 1 power per 10 minutes.

To dance with a weapon costs 2 power per 5 minutes.

To levitate a person against their will costs 1 power per level per minute

To levitate or fly a willing person or the caster costs 2 power per 5 minutes

Using this spell on Magical or Spiritual items, Elemental elves or Dwarves costs double.

Somatic: Place index finger on nose and move from left to right
Nature: Various
Duration: Various

Babe In A Basket

Once this spell is cast on any object of roughly person dimensions, an area of not more than 6 cubed feet, that object is hidden in a Chameleon like fashion. It is still there and its presence is not rendered immune to touch or spells, but it cannot be heard or seen. A person in this state cannot cast spells or miracles as even the spirits and elementals cannot hear their summons. Druids are likewise impaired. Witches can cast spells, but not offensive ones. The item or person thus enchanted must not move or the spell is broken.

This costs 1 power per minute.

For each point of permanent power used the duration of extended by a day.

Somatic: Cover one's eyes or clasp the object tightly then place arms by side
Nature: Defensive
Duration: Various

Cold Is The Tomb

This spell will affect all those whom the Witch wishes within sight. These people will be frozen, paralysed on the spot for the duration. The spell costs the same as Dreamtime Take You - 1 power/level/minute of the effect. The spell is broken should the victim be harmed.

For each point of permanent power placed into the spell the Witch can freeze a victim for 5 minutes.

Somatic: Throw feather into the air
Nature: Offensive
Duration: Various

King Comes Calling

By nature this is a beguilement, a command, a befriend. When cast, the Witch must expend 1 power/level/minute of victim. Henceforth any victim hearing the Witch talk will believe even the most outrageous lies. Obviously the spell will not allow the Witch to persuade the victim to do anything self-destructive, but nothing stops the Witch telling the victim someone is trying to kill them etc.

Somatic: Hands outstretched, palms facing up in honesty gesture.
Material component - something to wear on head in likeness of a crown or circlet.
Nature: Offensive - Greater Mind Influence
Duration: Special

Seek Ye To Find

This spell will reveal the location, over any distance, of one item or person with whom the Witch is familiar. They must be on friendly terms with that person as a victim may try to conceal his/her location, costing more power.

To find an Inanimate Object costs 1 power

To find a willing person costs 2 power

To find an unwilling person (of equal or lower level than the Witch) costs 10 power

A Witch cannot find an unwilling person of higher level.

Somatic: Wield pendulum over map of Evermore/other map or plan. The location will only be revealed according to the accuracy/detail of the map.
Nature: Divination
Duration: Instant

Thoughts Come To Bind Thee

This spell, like other offensive Siedar spells, costs 1 power/level/minute. Once the spell is cast the victim cannot speak and will mirror the Witch's actions as perfectly as possible. If damage is inflicted on the victim by the Witch or his/her allies, then the spell is broken. Also, they cannot be made to do anything self destructive.

Somatic: Raise finger to head and tap gently, indicating madness.
Material component - something in the likeness of a doll.
Nature: Offensive
Duration: Special

Well To Quench Thirst

This spell will summon anything from the merest raindrop, to a virtual deluge, to put out any flame or any number of fires. It costs 1 power per normal fire or 1 power/level of fire spell to be avoided by the spell. E.g. a Witch avoiding a *Disruption* spell has overheard the vocals about to be thrown at him/her. As a result a *Well To Quench Thirst* is thrown up just in time and costs the Witch 6 power. The spell can be recited up to 5 sec after the fire spell damage has been inflicted, but this will only halve damage, costing the same power. For full effect the spell must be cast at the same time as the offensive vocal. This spell will *Total Heal* Water elementals, extinguish Fire elementals etc.

Somatic: Place both hands on top of head as if warding off rain
Nature: Various
Duration: Instant

Window On The World

To enact this potent magic, the Witch needs to construct a physical representation of a window, be it of wood or whatever. If the referee deems the attempt worthy, then the spell will work – if a real window is at hand, no building is necessary. Then the Witch, for 5 power, can draw any being to that window. If they are willing it will affect any being, otherwise they need to be of equal or below that of the Witch.

Then the Witch may force that being to answer one question, and then two more related directly to the first, to which truthful answers (as far as the being knows) must be given. While at the window, the victim may not be harmed or have spells cast upon them. After the three questions, the being is returned from the place whence they came. The questions may not take over 5 min in total, or the spell will finish.

Somatic: Pull back 'curtains' stating name of that which is summoned
Nature: Divination
Duration: 5 min or special

Witch Cantrips

Catch Conceal Them (Instant, Self, 15'R)

When cast this cantrip will give a 'yes' or 'no answer' to whether there are any animate beings hidden from the caster within the area of effect.

Catch Conceal It (Instant, Self, 15'R)

When cast this cantrip will give a 'yes' or 'no answer' to whether there are any inanimate or 'non-living' things hidden from the caster within the area of effect.

Conceal Spirit (1 min., Inanimate/Self, Touch)

This cantrip can be cast on something or someone to prevent it/them from detecting as spirit for the duration.

Find (Instant, Self, 15'R)

This cantrip will locate a named single object or person within radius.

Forget (Special, Other, Special)

The caster speaks the name of the cantrip followed by a word/name. The person they are speaking with will forget the word/name until they next hear it again. This is mind influencing.

Glow (1 min., Other, 15')

The caster points at the target (a person or object) and simply states "Glow". The person or object will begin to glow dimly. This causes them to still be visible even if they turn invisible, chameleon etc. as long as they are still on the same plane as the caster. This does not allow them to be seen through darkness, etc which the caster could not normally see through.

Hide the Spoken Word (Instant, Other, Special)

While talking to one person the caster can pass their hand over their mouth and say one short sentence that the person they are talking with does not hear but anyone else listening may. This counts as mind affecting for purposes of immunities.

Locate Magic (Instant, Self, 15'R)

This cantrip gives the caster a radar blip of all magic items within 15' radius of them.

Miss (1 min., Inanimate, 15')

Pointing at the projectile prior to firing/throwing and calling "Miss" will cause that projectile to miss if thrown/fired within 1 min. of casting. The wielder may however reload or throw a different blade which will be unaffected by the cantrip.

Plane Bar (30 secs, Other, 15')

Pointing at a target and calling "Plane Bar" will cause the target's next attempt to mystically leave the plane where the cantrip was cast upon them to be blocked. This does not prevent them mystically leaving this plane. This will not affect the ability to D-jump or Plant Shift as the caster does not leave the plane to move.

Repel Invisible (Instant, Other, 15'R)

When cast any invisible or in any way concealed beings within 15' of the caster are pushed 10' away. This does not reveal whether or not there are any such beings in the area unless the push causes them to reveal themselves by ending the hiding effect. As this is a radius effect it also affects creatures below ground.

Smell Craft (Instant, Other, 15')

Will give the Witch a 'yes' or 'no answer' as to whether another person is under the effect of the 'Craft' at that moment.

Sneeze (Instant, Other, 15')

The caster calls "Sneeze" and points at their opponent who is casting a spell. If called in between lines of the spell they are casting the enemy caster will sneeze interrupting their vocal and ending the spell without effect (although they still have to pay the cost). If mistimed the cantrip has no effect and is wasted. (Ref's discretion)

Snuff (Instant, Other, 15')

Extinguishes small fires (i.e. candle flames, torches)

Staunch Thirst (Instant, Self/Other, Touch)

When cast this cantrip will remove the most powerful natural thirst and restore someone suffering from the heat. Will not counter any spell caused dehydration effects.

Tongues (1 min., Other, Touch)

For the duration the caster may understand and speak with the target even though they would not normally understand them.

Trepidation (30 secs, Other/Inanimate, 15')

This is a minor fear which when cast will cause the victim to attempt to stay clear of the caster for the duration. This can also be cast on an entrance to make other afraid to enter for the duration.

Voodoo

Voodoo is the application of advanced Siedaric magic on Fetishes (dolls bearing one or more aspects of the target to be affected by the voodoo).

The power of Voodoo is only revealed to certain powerful witches who have completed their Voodoo quest.

Voodoo gives a witch many powers to control aspects of a person for better or for worse and if the target is consenting or not!

Voodoo cannot be said to be good or evil. It is simply Voodoo.

There are three aspects of Voodoo - Body, Mind and Spirit.

- The Body directly affects the corporeal body of the target.
- The Mind directly touches the mind of the target.
- The Spirit directly affects the spirit of the target.

A witch can activate no more than one power from each aspect on a single doll at any one time.

There is no limit to the number of dolls a witch can own or have effects activated on at once, assuming they have the power to do so; however a witch may not have multiple dolls attuned to the same person.

A witch may NOT use Coven power on Voodoo effects.

This will allow a witch with master alchemy/blackarts to make Voodoo Power potions

Voodoo Dolls

The following types of doll can be created:

- **Basic Doll**
To create a basic doll the target must be within Line of Sight.
It takes 10 seconds to attune the doll and then the doll remains attuned to the target for 5 minutes
Any Basic voodoo abilities may be used on the target while the doll is attuned to the target.
Line of Sight is required to activate and upkeep any abilities using the Basic doll.
Phys Rep: At minimum this doll will appear to have generic characteristics as the target e.g. clearly a humanoid – 2 arms, 2 legs.
- **Simple Doll**
To create a simple doll the witch must have one object belonging to the target. If the object is a part of the body (nail clipping, hair, blood, etc) the doll can be created anywhere by the witch. Otherwise, the target must be within Line of Sight to attune the doll.
It takes 10 seconds to attune the doll and then the doll is permanently attuned to the target.
Any Basic or Simple voodoo abilities may be used on the target.
Line of Sight is required to activate and upkeep any abilities using the Simple doll.
Phys Rep: In addition to the requirements for a Basic Doll, a Simple Doll will try to match the target's race or perhaps bear a clear sign of their profession.
- **Recognisable Doll**
To create a recognisable doll the witch must have two objects belonging to the target.
If one of the objects is a part of the body (nail clipping, hair, blood, etc) the doll can be created anywhere by the witch. Otherwise, the target must be within Line of Sight to attune the doll.
It takes 20 seconds to attune the doll and then the doll is permanently attuned to the target.
Any Basic, Simple or Recognisable voodoo abilities may be used on the target.
Line of Sight is required to activate any abilities using the Recognisable doll.
Upkeep does not require line of sight.
Phys Rep: In addition to the requirements for a Simple Doll, a Recognisable Doll will match some of the target's other physical characteristics for example hair colour or skin colour
- **Replica Doll**
To create a replica doll the witch must have three objects belonging to the target, one of which must be a part of the body (nail clipping, hair, blood, etc).
The doll can be created anywhere by the witch.
It takes 40 seconds to attune the doll and then the doll is permanently attuned to the target.
Any Basic, Simple, Recognisable or Replica voodoo abilities may be used on the target.
Line of Sight is required to activate any abilities using the Replica doll.
Upkeep does not require line of sight.
Phys Rep: In addition to the requirements for a Replica Doll, a Recognisable Doll should include something that makes it clear that the doll is a replica of that person, examples being heraldry, a specific type of weapon, some notable feature, etc
- **Perfect Doll**
To create a perfect doll the witch must have four objects belonging to the target, two of which must be a part of the body (nail clipping, hair, blood, etc).
The doll can be created anywhere by the witch.
It takes 60 seconds to attune the doll and then the doll is permanently attuned to the target.
Any Basic, Simple, Recognisable, Replica or Perfect voodoo abilities may be used on the target.
Line of Sight is not required to activate or upkeep any abilities using the Perfect doll.
Phys Rep: It should be clear to anyone who knows the target that the Perfect Doll is a replica of that specific person.

For the use of high powered voodoo, the crafting of a suitable doll to then attune to the target is just as important as gathering the personal belongings of that target.

Once a Doll is attuned, the only way to remove that is to destroy the doll. If a witch has a doll of lower level and later gains more objects belonging to the target they may increase the level of the doll accordingly by re-attuning the doll.

A witch may attune a voodoo doll to themselves if they wish to use beneficial aspects of Voodoo on themselves. However, any witch with Voodoo may use an attuned voodoo doll - the doll is not specific to the witch who created it. A witch with the power of voodoo will appreciate the risk of creating an item which can be used so effectively against them. A fully attuned Perfect Voodoo Doll is a direct window to the soul of that person.

The Voodoo Powers

All Somatics are examples and any suitable action for the effect will suffice.

Body

This aspect of voodoo directly affects the body of the target.

Burning

This causes the target to immolate.

Somatic:	Burn the doll.
Initial Cost:	8 power for 30 seconds
Upkeep Cost:	4 power per additional 30 seconds
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	N/A
Replica Doll:	Target takes 6 life points (3 hits) damage through Mantic 3 per 10 seconds. The target is in great pain and unable to cast. This is NOT fire damage for the purposes of immunities of the target. Any flammable clothes or items on the target will also catch fire and be damaged. (Ref's discretion.) Anyone touching the target will be burnt for the same amount of damage, this IS fire damage for the purposes of immunities of those other than the target.
Perfect Doll:	As Replica, but half the damage taken by the target is permanent.

Cause Weakness

This reduces a target's natural strength

Somatic:	Flap the doll's arms ineffectually
Initial Cost:	4 power for 5 minutes
Upkeep Cost:	2 power per additional 5 minutes
Basic Doll:	Target loses -3 strength
Simple Doll:	Target loses -6 strength
Recognisable Doll:	Target loses -9 strength, -1 hit stress resistance
Replica Doll:	Target loses -12 strength, -2 hits stress resistance
Perfect Doll:	Target loses -15 strength, -3 hits stress resistance

Control Movement

Forces a target to act as the witch desires

Somatic:	Move the doll like a puppet
Initial Cost:	4 power for 1 minute
Upkeep Cost:	2 power per additional minute
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	N/A
Replica Doll:	Force the target to take specific actions and speak as the witch commands. None of the actions may be self-destructive. The witch may whisper into the ear of the doll to pass commands to the target, no one other than the target will be able to hear this at the target's end.
Perfect Doll:	As Replica, but self-destructive actions may be forced at an additional cost of 1 permanent power per minute.

Crippling

Causes severe injury to a non-vital location.

Somatic:	Stick a pin into the location to be crippled
Initial Cost:	6 power
Upkeep Cost:	N/A
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	Target's Location goes Out (0lp)
Replica Doll:	Target's Location is Crippled (one 1lp away from being severed)
Perfect Doll:	Target's Location is Severed

Drowning

Makes the target's lungs fill with water.

Somatic:	Put the head of the doll underwater
Initial Cost:	8 power for 30 seconds
Upkeep Cost:	4 power per additional 30 seconds
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	N/A
Replica Doll:	Target takes 6 life points (3 hits) damage through Mantic 3 per 10 seconds. The target is choking and unable to act, etc unless they can breathe underwater. The target can avoid taking damage for as long as they can hold their breath. Half the damage taken is necrotic.
Perfect Doll:	N/A

Enhance Strength

This increases a target's natural strength

Somatic:	Squeeze the doll's arms
Initial Cost:	4 power for 5 minutes
Upkeep Cost:	2 power per additional 5 minutes
Basic Doll:	Target gains +3 strength
Simple Doll:	Target gains +6 strength
Recognisable Doll:	Target gains +9 strength, +1 hit stress resistance
Replica Doll:	Target gains +12 strength, +2 hits stress resistance
Perfect Doll:	Target gains +15 strength, +3 hits stress resistance

Freedom of Constraint

Keeps a target free from all constraints for the duration.

Somatic:	Shake the doll free of restraint.
Initial Cost:	4 power for 1 minute.
Upkeep Cost:	2 power per additional minute.
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	Any constraint on the target at the start of the effect or placed on them during the duration is suppressed for the entirety of the duration. (Constraint as per the definition for Bindings Be Gone.)
Replica Doll:	N/A
Perfect Doll:	N/A

Harming

This causes the target locational damage through Mantic 3

Somatic:	Stick a pin in the doll at the location to be harmed
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	Target takes 1 life point (1 hit) damage to the location per minute
Simple Doll:	Target takes 2 life points (1 hit) damage to the location per minute
Recognisable Doll:	Target takes 4 life points (2 hits) damage to the location per minute
Replica Doll:	Target takes 8 life points (4 hits) damage to the location per minute
Perfect Doll:	Target takes 8 life points (4 hits) necrotic damage to the location per minute

Healing

This heals the target to their most injured location (plus total body)

Somatic:	Rub natural healing into the doll.
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	Target is healed for 1 life point per minute
Simple Doll:	Target is healed for 2 life points per minute
Recognisable Doll:	Target is healed for 4 life points per minute
Replica Doll:	Target is healed for 8 life points per minute
Perfect Doll:	Target is healed for 8 life points, the healing heals necrotic wounds per minute

Hinder Reflexes

This reduces a target's natural dexterity

Somatic:	Move the doll clumsily
Initial Cost:	4 power for 1 day
Upkeep Cost:	2 power per additional day
Basic Doll:	N/A
Simple Doll:	Target loses -1 natural dexterity
Recognisable Doll:	Target loses -3 natural dexterity
Replica Doll:	Target loses -6 natural dexterity
Perfect Doll:	Target loses -10 natural dexterity

Hold

This prevents a target from taking action.

Somatic:	Hold the doll's arms to its sides.
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	Physical Hold. Target can still talk/use psionics/etc but cannot move at all. This means they can still, e.g. D'Jump but this does not remove the hold. Target is released if struck for damage.
Simple Doll:	Siedaric Hold. Target cannot do anything. Target is released if struck for damage.
Recognisable Doll:	N/A
Replica Doll:	As Simple, but damage does not release the target.
Perfect Doll:	N/A

Immobilise

This prevents a target from moving from their current spot.

Somatic:	Hold the doll's legs together.
Initial Cost:	2 power for 5 minutes
Upkeep Cost:	1 power per additional 5 minutes
Basic Doll:	Physical Immobilise. Does not stop shifting. (Shifting does not remove the immobilise.) Target is released if struck for damage.
Simple Doll:	Siedaric Immobilise. Prevents ALL shifting. Target is released if struck for damage.
Recognisable Doll:	As Simple, but damage does not release the target.
Replica Doll:	N/A
Perfect Doll:	N/A

Increase Reflexes

This increases the target's natural dexterity.

Somatic:	Move the doll as if dodging blows.
Initial Cost:	4 power for one day
Upkeep Cost:	2 power per additional day
Basic Doll:	N/A
Simple Doll:	Target gains +1 natural dexterity
Recognisable Doll:	Target gains +3 natural dexterity
Replica Doll:	Target gains +6 natural dexterity
Perfect Doll:	Target gains +10 natural dexterity

Restoring

Restores a location from serious injury. (Does not cure death!)

Somatic:	Tie a bandage around the location to be restored
Initial Cost:	6 power
Upkeep Cost:	N/A
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	Target's location is fully healed (no total body healing)
Replica Doll:	As Recognisable Doll, but also cures target's location from serious detrimental effects. Examples include: Unbreak Limb, Unwither Limb, Cut to Bleed, Impale, etc
Perfect Doll:	Target's location is instantly regenerated.

Mind

This aspect of voodoo touches the mind of the target

Bastion

Protects the target from mental afflictions, terrors and damage to the mind

Somatic:	Wrap hands around the doll's head
Initial Cost:	4 power for 5 minutes
Upkeep Cost:	2 power per additional 5 minutes
Basic Doll:	N/A
Simple Doll:	Makes the target immune to all lesser mind influencing
Recognisable Doll:	Makes the target immune to all mind influencing and Table 1 and 2 Psionics
Replica Doll:	Makes the target immune to all mind influencing, fear and psionics
Perfect Doll:	Makes the target immune to all mind influencing, fear, psionics and sanity loss.

Calm

Calms the target down

Somatic:	Cradle the doll
Initial Cost:	4 power for 1 minute
Upkeep Cost:	2 power per additional minute
Basic Doll:	Prevents target from entering a Rage. Does nothing if the target is already in a Rage.
Simple Doll:	Drops target from a Rage. The target cannot enter a Rage for the duration.
Recognisable Doll:	Calms target down so they will not wish to take any offensive action. They will still defend themselves fully if attacked
Replica Doll:	N/A
Perfect Doll:	N/A

Forgetfulness

Makes the target forget information related to the topic chosen by the witch

Somatic:	Slowly tap the side of the doll's head
Initial Cost:	4 power
Upkeep Cost:	N/A
Basic Doll:	Target forgets one word for 5 minutes or until struck for damage
Simple Doll:	Target forgets a short phrase (up to five words) for 5 minutes or until struck for damage
Recognisable Doll:	Target forgets one event permanently
Replica Doll:	Target forgets everything about a person or one day permanently
Perfect Doll:	Target forgets everything about a group or one week permanently

Insanity

Makes the target rapidly lose sanity

Somatic:	Flick the side of the doll's head
Initial Cost:	4 power for 1 minute
Upkeep Cost:	2 power per additional minute
Basic Doll:	Target loses -2 sanity per minute, all sanity lost from this effect returns at the end of the duration.
Simple Doll:	Target loses -4 sanity per minute, all sanity lost from this effect returns at the end of the duration.
Recognisable Doll:	Target loses -8 sanity per minute, -2 of which does not return at the end of the duration.
Replica Doll:	Target loses -16 sanity per minute, -4 of which does not return at the end of the duration.
Perfect Doll:	Target loses -32 sanity per minute, -8 of which does not return at the end of the duration.

Rage

Places the target in a furious rage

Somatic:	Wave the doll furiously
Initial Cost:	4 power for 1 minute
Upkeep Cost:	2 power per additional minute
Basic Doll:	Target immediately enters Berserk
Simple Doll:	Target immediately enters Bloodrage
Recognisable Doll:	Target immediately enters Cold Rage
Replica Doll:	Target immediately enters Mantic 1 Berserk
Perfect Doll:	Target immediately enters Mantic 1 Bloodrage

Remembrance

Helps the target to recall information related to the topic chosen by the witch

Somatic:	Slowly tap the side of the doll's head
Initial Cost:	4 power
Upkeep Cost:	N/A
Basic Doll:	Target remembers one word
Simple Doll:	Target remembers a short phrase (up to five words)
Recognisable Doll:	Target remembers one event
Replica Doll:	Target remembers everything about a person or one day
Perfect Doll:	Target remembers everything about a group or one week

Sanity

Restores the target's sanity

Somatic:	Stroke the doll's head
Initial Cost:	4 power for 1 minute
Upkeep Cost:	2 power per additional minute
Basic Doll:	Target gains +10 sanity, all restored sanity from this effect is lost at the end of the duration
Simple Doll:	Target gains +20 sanity, all restored sanity from this effect is lost at the end of the duration
Recognisable Doll:	Target gains +40 sanity, all restored sanity from this effect is lost at the end of the duration
Replica Doll:	Target returns to full sanity, +5 sanity is restored permanently
Perfect Doll:	Target returns to full sanity, +10 sanity is restored permanently

Terror

Makes the target see their worst nightmares

Somatic:	Make the doll cower in terror
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	The target will run in fear from the next person they see.
Simple Doll:	The target will run in fear from everyone they see.
Recognisable Doll:	The target is left catatonic with fear and falls to the floor, unable to take any action or defend themselves. If pressured and disturbed, they will enter a berserker rage against the person who disturbed them.
Replica Doll:	N/A
Perfect Doll:	N/A

Spirit

This aspect of voodoo affects the target's spirit

Increased Meditation

Assists the target when they meditate

Somatic:	Make the doll look like its meditating
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	N/A
Simple Doll:	Target can meditate at x2 normal rate (e.g. The target would gain 2 power per minute of incense meditation)
Recognisable Doll:	Target can meditate at x4 normal rate
Replica Doll:	Target can meditate at x8 normal rate
Perfect Doll:	Target can meditate at x16 normal rate

Pain

Causes the target total body damage through Mantic 3

Somatic:	Stick a pin into the doll
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	Target takes 3 life points (2 hits) damage per minute The target feels pain, but it does not interrupt casting
Simple Doll:	Target takes 6 life points (3 hits) damage per minute The target is in pain and unable to cast
Recognisable Doll:	Target takes 6 life points (3 hits) damage per 30 seconds The target is in pain and unable to cast
Replica Doll:	Target takes 6 life points (3 hits) damage per 20 seconds The target is in pain and unable to act (As Rune of Pain)
Perfect Doll:	Target takes 6 life points (3 hits) damage per 10 seconds The target is in pain and unable to act (As Rune of Pain)

Power Donation

Gifts power to the target

Somatic:	Hold your hand over the doll and breathe out slowly
Initial Cost:	6 power for 1 minute
Upkeep Cost:	3 power per additional minute
Basic Doll:	Target gains 1 power per minute
Simple Doll:	Target gains 2 power per minute
Recognisable Doll:	Target gains 3 power per minute
Replica Doll:	Target gains 3 power per minute. This may take them over their normal maximum power. Any power over their normal maximum cannot be restored by spells, meditation, etc and dissipates when the target rests overnight
Perfect Doll:	Target gains 3 power per minute. This may take them over their normal maximum power and effectively increases their maximum for the day. Any extra power may be restored by spells, meditation, etc and dissipates when the target rests overnight.

The Replica and Perfect versions of Power Donation may only be activated once per doll per day.

Power Drain

Steal power from the target

Somatic:	Hold your hand over the doll and breathe in deeply
Initial Cost:	6 power for 1 minute
Upkeep Cost:	3 power per additional minute
Basic Doll:	Drains 1 power per minute from the target
Simple Doll:	Drains 2 power per minute from the target, 1 power per minute of this goes to the witch at the end of the duration
Recognisable Doll:	Drains 3 power per minute from the target, 2 power per minute of this goes to the witch at the end of the duration
Replica Doll:	Drains 4 power per minute from the target, 3 power per minute of this goes to the witch at the end of the duration
Perfect Doll:	Drains 5 power per minute from the target, 4 power per minute of this goes to the witch at the end of the duration

All Power Drain effects automatically stop when the target reaches 0 power and enters a power coma.

Relief

Deadens pain effects and feelings for the target

Somatic:	Hug the doll
Initial Cost:	2 power for 1 minute
Upkeep Cost:	1 power per additional minute
Basic Doll:	Target feels no pain (but is still damaged) from effects such as Rune of Pain, Strikedown in Pain, Spirit Wrack, etc
Simple Doll:	In addition to the Basic effects, the target can ignore bleeding effects such as Cut to Bleed, Impale, etc which would stop them from casting. Any damage still affects.
Recognisable Doll:	In addition to the Simple effects, the target no longer takes damage from pain or bleeding effects.
Replica Doll:	N/A
Perfect Doll:	N/A

Remove/Reverse Bless/Curse

Counter or reverse bless and curse effects on the target

Somatic:	Kiss the doll's forehead
Initial Cost:	10 power
Upkeep:	N/A
Basic Doll:	N/A
Simple Doll:	N/A
Recognisable Doll:	The witch may remove any Mantic 1 Blesses or Curses which are on the target. (There may be an additional cost for a major Worded Curse, Ref's discretion.)
Replica Doll:	The witch may remove any Mantic 2 and reverse or remove any Mantic 1 Blesses or Curses which are on the target. (There may be an additional cost for a major Worded Curse, Ref's discretion.)
Perfect Doll:	The witch may remove any Mantic 3 and reverse or remove any Mantic 1 or 2 Blesses or Curses which are on the target. (There may be an additional cost for a major Worded Curse, Ref's discretion.)

The above Voodoo Powers are not(!) an exhaustive list, if the witch can come up with any other reasonable use for a Voodoo Doll this can be discussed with the Referee.

All costs and effects may change after playtest.