

Witchcraft

Anchor Enhance/P (L1)

Traditional Witches devoted themselves to the health and welfare of the world. They did not organize (like Elethay) or fight (like Nightwitches). They traveled, teaching, healing and helping.

On Deathday everything changed. Witches reluctantly moved into hamlets and took up the sword. They even learned to twist their healing to do damage.

Witches fear that they are loosing the ancient traditions of healing and compassion. They are reluctant warriors, but they do what they must to help the world.

To learn Witchcraft, find a Mentor and be taught.

Anchor 202
Set 800

4

Witchcraft

Sense Mystic Leaning



Witchcraft Ind/V (IUK)

User 2d6+6 vs. 2d6+GM MOD. Success reveals if an area of land is warped, wasted or Od, and its approximate strength.
Range: 300 feet.

Witchcraft 200 Art © Susan Van Camp
Set 800

1

Sense Mystic Leaning

Healing Flash



Witchcraft Ind/F

Cast to heal d6+1 normal damage.
Range: 150 feet.

Witchcraft 201 Art © Susan Van Camp
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1

Healing Flash

Poison Remedy



Witchcraft Enhance/F

Combine with any Witchcraft, Elethay, Nightwitch or Warlock healing spell to cause the spell to heal poison damage.

Witchcraft 202 Art © Susan Van Camp
Set 800

2

Poison Remedy

Reveal Tox and Disease



Witchcraft Ind/F

2d6+4 vs. 2d6+GM MOD.
Success reveals if a specific target of the spell has the Tox or a Disease. GM determines additional knowledge revealed.
Range: 50 feet.

Witchcraft 203 Art © Susan Van Camp
Set 800

1

Reveal Tox and Disease

Witches Block One



Witchcraft Ind/F (L3R)

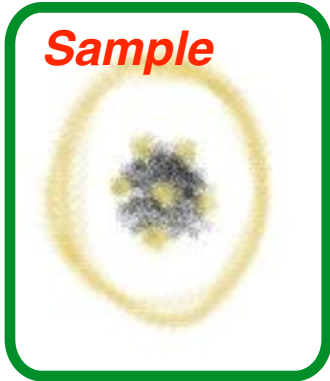
Cast to prevent 2d6 damage. Protects from warp, Od, physical, magical, environmental and No DEF damage. Play immediately after damage is assessed.
Range 300 feet.

Witchcraft 204 Art © Susan Van Camp
Set 800

3

Witches Block One

Invert Healing



Witchcraft Enhance/F

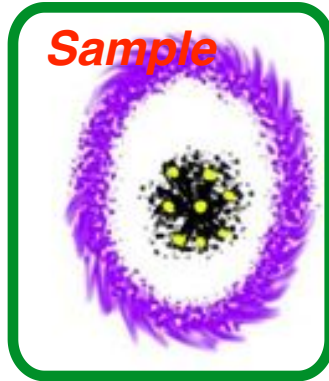
Must have Seeker, or greater, Lifeline. Combine with any Witchcraft, Nightwitch, Elethay or Warlock healing spell to cause it to do magic damage instead of healing.

Witchcraft 205 Art © Susan Van Camp
Set 800

2

Invert Healing

Counter Tox or Disease



Witchcraft Act*6/V (RST)

2d6+4 vs. 2d6+GM MOD.
Success cures the targeted Tox or Disease. Does not remove warp features.
Range: 50 feet.

Witchcraft 206 Art © Susan Van Camp
Set 800

4

Counter Tox or Disease

Healing Burst



Witchcraft Ind/F

Cast to heal 2d6+4 normal Damage.
Range: 300 feet.

Witchcraft 207 Art © Susan Van Camp
Set 800

4

Healing Burst