

### Earth Bloom

3



Witchcraft Ind\*2/F

Must have Seeker, or greater, Lifeline. Fertilizes area, improving plants and land. Warpspawn and Madspawn in the spells circle take d6+1 magic damage. Range: 50 foot circle. Center on caster.

Witchcraft 208 Art © Susan Van Camp Set 801

Earth Bloom

### Grant Taint Defense

3



Witchcraft Ind/V (IUK)

Cast to add +3 Warp, Od and Waste DEF on a target. IUK is paid by target or witch, at the witches option. Range: 300 feet.

Witchcraft 209 Art © Susan Van Camp Set 801

Grant Taint Defense

### Healing Power

8



Witchcraft Act/F (RST)

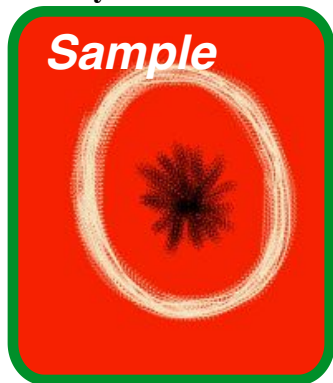
Must be Seasoned Lifeline to use. Cast to heal 2d6+30 normal damage. Range: 300 feet.

Witchcraft 210 Art © Susan Van Camp Set 801

Healing Power

### Terrify

1



Witchcraft Ind/F (RST, LIR)

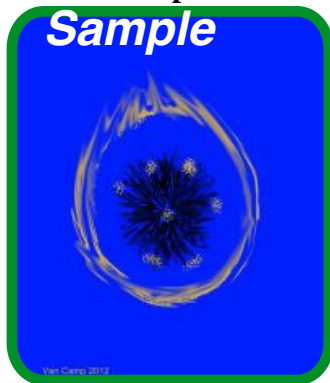
Must have Elder, or greater, Lifeline. 2d6+2 vs. 2d6+GM MOD. Succeed and roll d6: 1-2, Target Flees (3 Moves). 3-6, Target Flees (1 Move). Range: 300 feet. (Replaces Classic Fear Spell)

Witchcraft 211 Art © Susan Van Camp Set 801

Terrify

### Reveal Warp Features

3



Witchcraft Ind/F

Must have Seasoned, or greater, Lifeline. 2d6+2 vs. 2d6+GM MOD. Success reveals if a specific target has Warp Features. GM determines additional knowledge revealed. Range: 100 feet.

Witchcraft 212 Art © Susan Van Camp Set 801

Reveal Warp Features

### Witches Block Two

6



Witchcraft Ind\*2/F

Must have Seeker, or greater, Lifeline. Cast to prevent 2d6+15 damage. Protects from warp, Od, physical, magical, environmental and No DEF damage. Play immediately after damage is assessed. Range: 300 feet.

Witchcraft 213 Art © Susan Van Camp Set 801

Witches Block Two

### Manifest Resources

4



Witchcraft Act\*4/F (RST)

Must have Seeker, or greater, Lifeline. Causes the target to recover one RST card of their choice. May not be used to recover a drained Manifest Resources. Range: 50 feet.

Witchcraft 214 Art © Susan Van Camp Set 801

Manifest Resources

### Expel Warp Feature

5



Witchcraft Act/F

Must have Esteemed Lifeline to use. 2d6+LLB vs. 2d6+GM MOD. Success causes the target to lose one Warp Feature. Range: 300 feet.

Witchcraft 215 Art © Susan Van Camp Set 801

Expel Warp Feature

### Beguiling Images

6



Witchcraft Ind/C (IUK, LIP, RST)

When the witch is attacked in melee, ranged, or magic attack, roll d6. On an unmodified 5 or 6, the attack misses, striking one of the images instead. Range: self.

Witchcraft 216 Art © Susan Van Camp Set 801

Beguiling Images