

THE WITCH



A HOMEBREW PROFESSION FOR
USE WITH THE WITCHER TRPG

ELSEWHERE
& BEYOND

SKILLS

AWARENESS
WILDERNESS SURVIVAL
STAFF/SPEAR
DECEIT
HUMAN PERCEPTION
ALCHEMY
HEX WEAVING
SPELL CASTING
RESIST MAGIC
RITUAL CRAFTING

VIGOR

6

GEAR (PICK 5)

ALCHEMY SET
ANIMAL COMPANION
LANTERN & 5 CANDLES
STAFF
COLD WEATHER CLOTHES
SATCHEL
WOODEN CHEST
DAGGER
1000 CROWNS WORTH OF RITUAL COMPONENTS
3 ALCHEMICAL FORMULAE

STARTING MONEY

75 CROWNS X 2D6



THE WITCH

Most people follow in their parent's footsteps. For some, however, the choice to stray from the path is everything, as it was for Connyr.

Connyr was an orphan boy, adopted by his godmothers, Winilena and Gilly. They lived in the furthest cottage, in the furthest village, of the furthest forest. They were witches, avoiding prejudice and persecution.

Winilena's rituals and potions healed those daring to ask. But she also spoke to imaginary friends. Gilly spent half her life as a bear. Her love was the forest and its animals.

Connyr copied them day and night, pretending to be a bear and talking to his imaginary friend, Other. When he came of age, his godmothers bid Connyr choose his path. "Will you dwell in the forest or will you heal the wounded?" they asked.

Connyr ran away, for how could he choose between the two, when he loved them both so dearly?

MAGICAL PERKS

A Witch may cast *invocations*, *rituals* and *hexes*, and begin play knowing 2 of each. Furthermore, the Witch knows 2 **Heathen Rituals**, old magic used exclusively by Witches. Regarding rules, **Heathen Rituals** are novice level magic.

When Connyr returned, he ran to his godmothers and they knelt to embrace him. He hugged them and smiled widely. Winilena and Gilly's eyes were equally wide, wrought with horror; sharp flint stuck in their necks.

"I needn't choose either of you," said the boy. "I have chosen Other. We have made a pact and your blood is the ink with which my name is signed."

And so, a third and dark witch was born. For not all witches are good, nor all bad. Above all, a witch values the freedom to walk with chaos, even if it is a dangerous path upon which to tread. Such is the choice of a witch.



PAGAN TRADITION

The Witch picks their **Pagan Tradition** from a choice of three, which is their defining skill. **Humanity** fuels the Witch's defining skill, a pool which increases by 1 for every rank gained in this skill. Upon reaching 0 **Humanity**, the Witch falls to madness, possession or feral instincts as decided by the GM, who takes control of the Witch for 1d6 rounds. Upon recovery, the Witch restores 1 point of **Humanity**. The Witch begins play with all of their **Humanity** intact, and fully restores this resource each night, at midnight.

THE APOTHECARY

THE PELLAR

THE PRACTITIONER

OILS & POWDER (CRA)	BEAST SPEAK (INT)	WITCHCRAFT
The Witch takes 1 hour to refine substances into Oils & Powder by rolling this skill against a DC16. Combining 2 substances of the same type creates an oil of that type, which lowers the DC of a formula by 1. Alternatively, the Witch may grind any 3 alchemical substances into a unit of powder that replaces a missing alchemy ingredient when brewing.	Upon acquiring at least a base 10 in Beast Speak the Witch begins to learn a few ways in which animals communicate. At base 13 the Witch can interpret complex feelings and phrases. At base 16 they are fluent in the speech of animals. At base 20 the Witch's ability to communicate with wild animals is so attuned that they can even understand and speak with feral monsters.	For every rank gained in Witchcraft , the Witch increases their vigor threshold by 1 (to a max. of 16 at rank 10). At rank 5, the chance a hex will backfire is reduced by 30%. At rank 7, and as an action, the Witch can lift a hex woven by their own hand with a 20% risk that it will be turned back upon themselves. This cannot be lifted with Witchcraft .
COMPONENT POUCH (CRA)	BLOOD VISIONS (WILL)	THE DEVIL'S MARK (WILL)
By rolling Component Pouch against a DC16, the Witch may turn 5 unique alchemical substances into a pouch of materials to substitute all listed components for any novice level ritual. Journeyman level rituals can be cast using 2 pouches, and a master level ritual with 3. Component Pouch does not cover a unique component such as a target's blood or a specific item.	After tasting fresh blood from a target, the Witch may roll Blood Visions against the target's Resist Magic . If successful, the Witch learns a secret about the target or observes a specific memory from their past. In addition, the Witch learns the value of a chosen statistic belonging to the target.	When touching a target, the Witch can roll The Devil's Mark against the target's Resist Magic . Success marks the target's skin, inflicting a -1 penalty to their Resist Magic checks against the Witch for a number of days equal to the Witch's ranks in The Devil's Mark . For every 2 additional days that pass whilst marked, the target suffers an increasing -1 penalty. This skill can be dispelled at a DC equal to its result.
HOME BREW (CRA)	POSSESSION (WILL)	BLACK MAGIC (WILL)
The Witch can create magical tonics, poultices and special balms by rolling Homebrew against a DC16. Brewing takes 1 hour, which requires a number of unique alchemical substances as listed on the tonic, poultice and balm tables. In order to craft a Homebrew , the Witch must be able to access an Alchemy Set.	As a full round action, and at the cost of 5 STA per round, a Witch may roll Possession with a -3 penalty against a creature's Resist Magic that the Witch can see. The Witch gains control over its actions, skills, abilities and movement, but their own body is stunned during this connection. The target may attempt a new defence each turn against this skill, and this effect ends if the Witch is no longer stunned.	The Witch may roll Black Magic to reduce a ritual's preparation time by 1 round for every point scored over that ritual's DC (to a min. of an immediate casting). This skill has no effect when the preparation of a ritual is shared among others. If Black Magic fumbles by 6 or more, the Witch suffers possession, madness or rage as if they had reached 0 Humanity for 1d6/2 rounds. The Witch does not lose Humanity .

PAGAN TRADITION



THE OLD WAYS (CRA)

The Witch of **The Old Ways** knows many forgotten magics to mend and heal wounds. The Witch, like a Doctor, must spend a number of rounds healing a wound before rolling **The Old Ways** against the correct DC listed on the *Healing Hands* table.

In addition, a Witch of **The Old Ways** can roll this skill against a DC set by the GM to summon and speak with any spirits directly or by returning a recently deceased soul back to its body, allowing it a final moment to speak for itself. Each time they do this, the Witch reduces their own **Humanity** by 1d6.



SKIN SHIFTING

As an action, the Witch can roll beneath their ranks in **Skin Shifting** to assume the shape of a known beast, reducing their **Humanity** and STA by an amount based on the difficulty of their intended form: easy (1d6/2), medium (1d6) and hard (1d10).

Skin Shifting provides the Witch with the stats, skills and abilities of the beast. Health and STA is first deducted from the beast, and the Witch reverts back if either stat reaches 0 or a free action is taken to shift. Wounds and effects carry over between forms, but EV, stats and bonuses from worn equipment do not.



THE DARK ARTS (INT)

The Witch of **The Dark Arts** reaches into the abyss, drawing their power from the demons and nameless ones that dwell there.

Beyond their standard **Heathen Rituals**, a Witch of **The Dark Arts** can perform the red variant of these rituals at twice the STA cost and against a DC +3 points higher. In terms of rules, these red variants are considered journeyman level rituals.

In addition, **The Dark Arts** may be rolled against a DC set by the GM as a means for the Witch to detect ongoing magic or for knowledge regarding supernatural matters.

HOME BREW

BALM	EFFECT	UNIQUE SUBSTANCES
REPELLENT	Deters insects, venomous creatures, rodents and parasites for 1d6 hours.	3
BORROWED BEAUTY BALM	Removes scars, marks, and signs of ageing or disease. After midnight, the effect is replaced with a <i>minor mutation</i> lasting until sun down on the following day.	4
ESSENCE OF WILLOW	Thins the blood, reducing pain and granting all locations resistance to physical damage, but increases bleeding damage suffered by +2.	4

POULTICE	EFFECT	UNIQUE SUBSTANCES
PEASANT'S FRIEND	When held, this poultice produces enough heat for the user to stave off any of the negative effects suffered from extreme cold for 1d6 hours.	3
HEALING CHARM	Once applied to an affected area for no less than an hour, reduces the healing time of a wound by 1 day. Repeat applications do not stack.	3
SCENT TO SLEEP	Placed beneath a pillow, a target may experience sweet dreams, vivid nightmares or a convincing death-like sleep as willed by the Witch who crafts this poultice.	4

TONIC	EFFECT	UNIQUE SUBSTANCES
SNAKE OIL	This tonic hides the imbiber's symptoms for 1d6/2 days. They are neither healed, cured or cleansed of their ailment.	2
CRUDE ANTIDOTE	Forces the imbiber to vomit. Grants a +3 bonus toward the next <i>Endurance</i> check made against poison within 5 rounds.	3
FALSE LOVE	The imbiber falls in love with the first person they lay eyes upon (<i>Resist Magic</i> DC16), lasting until the dawn of a new day. Sobriety from this tonic is immediately followed by a day of revulsion for the person the imbiber fell in love with.	3
POOR MAN'S LUCK	Ignores the exploding dice of the next fumble or critical success scored.	3
FOOL'S COURAGE	The imbiber of this tonic has no sense of fear, nor do they reason with doubt or have control over their impulses (<i>Resist Magic</i> DC16). This lasts for 1 hour.	4
TATTLE TONGUE	For the next hour, the imbiber will either tell only lies or speak only truths (<i>Resist Magic</i> DC16). It is unclear which of the two are in effect.	4
KING'S LIQUOR	The imbiber staves off any natural or supernatural desire to sleep for the next 1d6/2 days. Once this effect ends, the target's STA is reduced by half for the same duration.	5
WARDING WOES	Provides an 80% chance to suppress personal curse effects until the dawn of a new day. This chance is rolled each time an effect would usually trigger.	5

HEATHEN RITUALS

ASTRAL PROJECTION

STA Cost: 6 | **Prep. Time:** 5 Rounds

Effect: The Witch projects themselves to a known location within a 5km radius. This projection appears to be real and may speak, but is otherwise incorporeal and harmless.

Whilst projecting, the Witch cannot move into an area affected by Yrden or dimeritium, but can travel through walls, doors and solid objects. The Witch's body is considered stunned during this ritual.

DC: 15 | **Duration:** Active (3 STA)

Components: Somewhere Quiet, Fifth Essence (x1), Chalk (x1), Wax (x1)

BLACK SACRAMENT

Humanity Cost: 1d6

Effect: Instead of projecting themselves into their own world, a Witch of the Dark Arts can perform a Black Sacrament to seek an audience with demons and nameless ones. Such a meeting may offer the Witch insights and gifts. Angering these entities is as dangerous as the GM chooses.

BLESSED ARTEFACT

STA Cost: 6 | **Prep. Time:** 10 Rounds

Effect: By blessing an equippable item, the Witch chooses any single standard skill. Before the wearer rolls this skill, they may expend 1 charge to roll twice and take the best result. A Blessed Artefact must be equipped to take effect, and a target may only benefit from 1 at any given time.

DC: 16 | **Duration:** 3 Charges

Components: Infused Dust (x1), Equippable Item (*this is not expended on use*)

CHAOTIC KEEPSAKE

Humanity Cost: 1d6

Effect: The Witch chooses a single standard skill and the one carrying this item must roll twice whenever they use it, taking the worst outcome and expending 1 charge. A Chaotic Keepsake must be equipped to take effect, and a target may only endure the effects of 1 at any given time.

ELDER BLOOM

STA Cost: 8 | **Prep. Time:** 12 Rounds

Effect: The first person to pick this sprouted flower gains protection against the next 3 attempts to magically scry or control them. Each time this protection takes effect, the Elder Bloom loses 1 petal (charge).

DC: 18 | **Duration:** 3 Charges

Components: Any Plant Seed (x1), Handful of Soil (x1), Fifth Essence (x1)

CRUEL NETTLE

Humanity Cost: 2d6

Effect: A humanoid who picks this plant is made vulnerable. Each time the target rolls a defence vs the Witch's **Possession** skill, the plant loses 1 leaf (charge). When the last leaf falls, and if they failed 2 or more checks, the target is torn from their flesh and the Witch gains permanent possession of their body.

The Witch keeps their own skills/stats in INT, EMP, CRA, WILL & LUCK, but must use the REF, DEX & BODY skills/stats that belong to this new body. Once the ritual is complete, the Witch's old body dies.

ELEMENTAL WARD

STA Cost: 6 | Prep. Time: 8 Rounds

Effect: An Elemental Ward protects targets within a 10m radius by reducing the percentage chance that poison, freeze and fire take effect to a maximum of 10%.

This ward is permanent, but once triggered, the magical potency of the ward is expended after 10 rounds.

DC: 16 | Duration: Permanent (lasting 10 rounds once triggered)

Components: Unique Alchemical Substance (x4), Timber (x1), Feathers (x2)

TOTEM OF ENFEEBLEMENT

Humanity Cost: 1d10

Effect: By placing this totem within a 10m radius of where they sleep, a target who fails to *Resist Magic* against the Witch's original *Ritual Crafting* result is enfeebled. This condition lowers the target's total HP and STA each night by 5 until they reach a total of 5 in both. This variant ritual requires the target's blood, and the enfeeblement ends when the totem is dispelled or destroyed.

INTERPRET ECHOES

STA Cost: 5 | Prep. Time: 10 Rounds

Effect: Interpret Echoes allows a Witch to read into an item, discovering the name of the last person to touch it, what they used it for and how long they owned it.

DC: 15 | Duration: Immediate

Components: Tobacco (x1), Pipe (*this is not expended on use*)

SCRY THE ASHES

Humanity Cost: 1d6/2

Effect: A Dark Art's Witch can Scry the Ashes of any burnt out or broken object to find out what it was, how it was destroyed and the location of the one who destroyed it. This ritual is accurate up to 100m of the target's position.

ENCHANTED FOCUS

STA Cost: +3 | Prep. Time: +3

Effect: Enchanted Focus allows a Witch to store a readied ritual within a Magical Focus to be released at a later time.

To create an Enchanted Focus the Witch chooses a trigger word and increases the ritual's DC, STA cost and prep. time by +3. A Focus (1) can store a novice ritual, a Focus (2) can store a journeyman ritual or lower, and a Focus (3) can store any ritual. Anybody can unleash the stored ritual as an action by speaking the trigger word.

DC: +3 | Duration: Until triggered

Components: Infused Dust (x1), Magical Focus (*this is not expended on use*)

CURSED FOCUS

Humanity Cost: 1d6

Effect: Instead of infusing a focus with a ritual, a Witch of the Dark Arts may instead imbue a hex within it. This hex is triggered by the next person to touch the Cursed Focus, requiring this target to roll *Resist Magic* vs the Witch's *Hex Weaving* at a -3 penalty.

IRON CAULDRON

STA Cost: 7 | Prep. Time: 20 Rounds

Effect: An Iron Cauldron serves as an Alchemy Set. When used to craft formulae the Witch may choose to increase the DC by +3 to create 2 units of that product.

DC: 14 | Duration: Permanent (ritual must be performed again if moved)

Components: Timber (x3), Large Cauldron (1m Diameter), Infused Dust (x1), River Clay (x5), Stone (x5), Chalk (x2)

HAG'S ROASTING OVEN

Humanity Cost: 1d6

Effect: By turning over the metal pot and packing clay and stones around the base, the Witch may prepare a Hag's Roasting Oven. Creature or monster parts broken down with a Hag's Roasting Oven yield their maximum amount of organic loot. If a small to medium sized creature goes in alive, they yield double that again.

FERRYMAN'S LIGHT

STA Cost: 5 | Prep. Time: 3 Rounds

Effect: This ritual allows the Witch to ignite any object with a magical flame that raises the light level by 1 in a 6m radius. This flame cannot be quenched by water or extinguished by non-magical means, nor does it produce heat or harm. This flame lasts its full duration, or until the Witch ends it.

DC: 12 | Duration: 1 Hour

Components: Timber (x1), Linen (x1), Light Essence (x1)

LIVING FIRE

Humanity Cost: 1d6/2

Effect: A Dark Arts Witch may create Living Fire in their outstretched hand, raising the light level by 1 in a 6m radius. Living Fire grants access to the spells *Aenye* and *Wave of Fire*. This flame lasts its full duration, or until the Witch ends it.

MOON RUNES

STA Cost: 8 | Prep. Time: 6 Rounds

Effect: The Witch may scribe Moon Runes upon their skin to protect their mind, body and spirit. Whenever they roll for their **Humanity**, these runes allow the Witch to do so twice and take the better result.

DC: 15 | Duration: 1 Day

Components: Moonlight, Ashes (x1), Mandrake Root (x1), Oil (x1)

FLESH CRAFT

Humanity Cost: 1d6

Effect: A Dark Arts Witch may scribe a visceral rune upon themselves or the flesh of another, which acts as a door to hide a small item within their body. This process causes excruciating pain and requires the target to make a *stun save*. Any object still inside the target once this ritual ends is ripped from their body and inflicts a difficult wound as decided by the GM.

OATH OF BINDING

STA Cost: 3 | **Prep. Time:** 2 Rounds

Effect: The Witch can bind 2 willing targets into making a pact, oath or promise. During this ritual, the Witch picks a hex from their repertoire. If either target breaks this pact before it is fulfilled, that target automatically suffers the full effects of this hex.

DC: 12 | **Duration:** Until triggered, ritual is repeated or oath completed

Components: Drop of Each Target's Blood, Preferred Alcohol (x1), Iron Chalice (*this is not expended on use*)

DEATH MOTHER'S EMBRACE

Humanity Cost: 1d6/2

Effect: Instead of a deal, this ritual binds the fate of 2 targets. Whilst these targets remain within 12m of one another, damage or magical healing received is halved and the difference is shared with the other. Wounds and non-damaging effects are not shared. This ends once the ritual is repeated.

RING OF PROTECTION

STA Cost: 8 | **Prep. Time:** 10 Rounds

Effect: A Ring of Protection forces a target to roll *Resist Magic* against the Witch's original *Ritual Crafting* result. Failure redirects any hostility against the wearer toward another target at random or quells the aggression completely. This ring loses 1 charge each time its magic is called upon. Only 1 Ring of Protection may be worn at once.

DC: 17 | **Duration:** 3 Charges

Components: Fifth Essence (x1), Ashes (x1), Ring/Jewellery (*this is not expended on use*)

RING OF SHADOW

Humanity Cost: 1d6

Effect: Whenever a target would actively seek or track the wearer, they must first roll *Resist Magic* against the Witch's original *Ritual Crafting* result. Failure compels this target to give up entirely or seek the wrong person. This ring loses 1 charge each time its magic is called upon. Only 1 Ring of Shadow may be worn at once.

OPEN EYE

STA Cost: 8 | **Prep. Time:** 8 Rounds

Effect: By creating a circle with a 3m radius, allied targets within this space ignore the penalties suffered to attack and defence actions made outside of their cone of vision. Furthermore, the Witch can sense whenever something enters or leaves this circle, be it visible or not.

DC: 16 | **Duration:** 8 Hours

Components: Iron (x1), Crow's Eye (x1), Chalk (x1), Wax (x1)

CLOSED EYE

Humanity Cost: 1d10

Effect: This Dark Arts variant forms a circle with a 3m radius that stops any spell, sign, ritual or hex from being cast into or within this anti-magical space. Glyphs and runes within this area become magically inert and attempts to compel, scry or sense a target within the circle automatically fail. Only the Witch that created this ritual may perform magic within it.

RIISING LAND

STA Cost: 8 | **Prep. Time:** 8 Rounds

Effect: This ritual allows the Witch to summon nature to create a structure no larger than 8m in length, width and height. This structure has 15SP and can take the form of e.g. a shelter, bridge, tower or wall.

DC: 17 | **Duration:** Permanent

Components: Timber (x2), Ducal Water (x1), Fifth Essence (x1)

PIT OF THORNS

Humanity Cost: 1d6

Effect: Instead of a structure, the Witch may instead create a 8m deep pit with barbs and poisonous plants along its walls. Attempts to climb out require DC18 *Athletics* and have a 70% chance to inflict a poison that deals 3 damage to the target's STA per round.

PLOUGHMAN'S STONE

STA Cost: 5 | **Prep. Time:** 3 Rounds

Effect: The Witch can enchant a stone to become immovable. Any creature, other than the Witch, who attempts to lift or move it must first succeed on a DC25 *Physique* check. Ploughman's Stone doesn't physically weigh any more than a normal stone.

DC: 14 | **Duration:** 1 Day

Components: Stone (x1), River Clay (x1), Iron (x1)

BANE OF BARLEY

Humanity Cost: 1d10

Effect: Instead of creating this ritual with immovable qualities, a Dark Arts Witch can imbue a stone to produce an aura that wilts, rots and spoils food and flora in a 20m radius. This ritual is slow to start, but rapidly increases in speed as it nears the end of its duration.

RUNE OF BOLSTERING

STA Cost: 6 | **Prep. Time:** 5 Rounds

Effect: This ritual grants any structure a +1 bonus to its SP for every point scored over a DC equal to its current SP (to a max. of 10). This lasts until the structure is repaired or the rune is dispelled.

DC: Structure's SP | **Duration:** Until structure is repaired or dispelled

Components: Infused Dust (x1), Chalk (x1), Beast Bone (x1)

RUNE OF WEAKENING

Humanity Cost: 1d6

Effect: A Dark Art's Witch can reverse the original ritual to weaken a structure, lowering its SP by 1 for every point scored over a DC equal to its current SP. Should a structure be reduced to 0, it crumbles into dust.

RUNE OF LOCKING

STA Cost: 5 | **Prep. Time:** 5 Rounds

Effect: This ritual inscribes a powerful Rune of Locking upon anything that can be opened or closed. Only a *Physique* check or dispel against a DC equal to the *Ritual Crafting* result will force it open. The Witch who cast this ritual ignores this magic.

DC: 16 | **Duration:** Until forced or dispelled

Components: Fifth Essence (x1), Chalk (x1), Iron (x1)

RUNE OF UNLIVING

Humanity Cost: 1d10

Effect: A Dark Arts Witch can lock false life into a recently deceased humanoid, by cutting a Rune of Unliving into its forehead. Doing so raises this creature to serve the Witch's simple commands. This being uses the stats of a Ghoul and rots away quickly over 1d6/2 days.

TRACELESS PASSAGE

STA Cost: 8 | **Prep. Time:** 6 Rounds

Effect: This ritual allows the Witch to rid a target of any tracks they have left behind 1d6 hours in the past or will leave 1d6 hours in the future. The Witch must choose if this ritual is cast retroactively or not.

DC: 16 | **Duration:** 1d6 Hours

Components: Target's Footwear (*this is not expended on use*), Alcohest (x1), Quicksilver Solution (x1)

BANISHED RECOLLECTION

Humanity Cost: 1d10

Effect: By burning their footwear in a perversion of this ritual's magic, the target forgets a specific memory. If the target revisits the source of this memory or encounters a trigger to remind them of it, they may roll a WILL Save (-2) to attempt to restore their missing memory.

SALT LINES

STA Cost: 6 | **Prep. Time:** 8 Rounds

Effect: The Witch can prepare up to 8m of salt to be laid in a circle or lines. Any target with ill intentions toward the Witch, and who fails to *Resist Magic* against the Witch's *Ritual Crafting* result, is unable to cross these lines. These targets feel compelled to leave.

DC: 14 | **Duration:** Permanent or until washed/swept away

Components: Salt (x2), Infused Dust (x1)

SWEET TREAT

Humanity Cost: 1d6

Effect: A Dark Art's Witch who uses flour or sugar in place of salt, and includes a drop of the target's blood, may bake the components into a Sweet Treat. On consumption, the target must roll *Resist Magic* once per day or otherwise be compelled to travel toward the Witch. On succeeding their defence, this ritual comes to an end.

WICKER DOLL

STA Cost: 6 | **Prep. Time:** 8 Rounds

Effect: As an action, the Witch can manipulate a Wicker Doll and grapple their target. Whilst grappled, the Witch may choke, pin, trip, disarm or push this target (1d6m in any direction) as an additional action.

The target defends manipulations by rolling *Resist Magic* against the Witch's original *Ritual Crafting* result. Each use of a Wicker Doll expends 1 charge.

DC: Variable | **Duration:** 5 Charges

Components: Drop of Target's Blood, Infused Dust (x1), Han Fibre (x2)

DARK MAGIC DOLL

Humanity Cost: 1d10

Effect: In addition to the above, a Dark Magic Doll can be fully expended to inflict any status effect upon the target as dictated by how the doll was destroyed. Stunning the target allows a stun save first, and a target can roll an appropriate check at the start of their turn in attempt to end any ongoing persistent effects.

SMUDGING

STA Cost: 7 | **Prep. Time:** 5 Rounds

Effect: By smudging the smoke of this ritual around themselves or another, a target is able to alter their appearance in a fashion similar to a disguise. The DC to see through this disguise is equal to the *Ritual Crafting* result used to create it.

DC: 15 | **Duration:** 1d6 hours

Components: Wolfsbane (x1), Dog Tallow (x1), Cortinarius (x1), Han Fibre S(x1)

METAMORPHIC SMOKE

Humanity Cost: 1d10

Effect: By including a droplet of blood from another humanoid, a Dark Arts Witch can transform themselves or another into a copy of this person for the duration of this ritual. The transformation is unpleasant and painful. This ritual is not an illusion and cannot be detected by a Witcher's medallion or diagnostic magic. The target reverts back to themselves at the touch of dimeritium.

WYLD GIFT

STA Cost: 8 | **Prep. Time:** 12 Rounds

Effect: This ritual allows the Witch to transform a staff into a gnarled prosthetic that restores a muted sense of touch, becomes a permanent fixture and has 10 reliability.

As an arm prosthesis, a Wyld Gift returns the ability to perform fine manipulations and to only suffer a -2 penalty when wielding a weapon. As a leg prosthesis, the user regains their full SPD and only suffers a -1 penalty to their *Dodge/Escapes & Athletics*.

DC: 18 | **Duration:** Permanent

Components: Any Wooden Staff, Fifth Essence (x1), Infused Dust (x1), Chalk (x1), Wax (x1)

MEAT THE FLESH

Humanity Cost: 2d6

Effect: In place of a wooden staff, this ritual can be performed with a limb severed from a living victim. This new appendage negates any penalties the user suffered from losing their own limb, but has a 30% chance, once per month, to rot and fall off soon after. If the victim dies, so does the limb.

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