

NEPHANI SEA WITCH

The Elder of the Deep's Chosen Children



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Before the gods of mortals claimed all the worlds for their own dominion, the universe was ruled by the Four Elders. These ancient cosmic beings were the divine embodiment of the elements. Their all-powerful intelligences defined the concepts of Air, Earth, Fire, and Water; pulling the building blocks for the entire universe out of the Cosmic Maelstrom, thus laying the foundation for all that would follow. For epochs untold the Four Elders had no interest in the lives of the mortal creatures clawing their way to the first civilizations until the gods worshipped by these insects unseated the ancients as the foremost powers of the cosmos. Then the Elders took notice. Seeing the limitations of their elemental servants when these creatures entered the mortal worlds the Four Elders decided on a different strategy.

On rare occasions when a young or unimportant life would be claimed by one of the primal elements through acts like burning, drowning, landslides, or deadly winds the life is spared. The person survives but changes; given a new lease on life in exchange for acting as a servant of an elder power. These servants are known as the Nephani, or Chosen of the Elders. Other mortals tend to react poorly to them, sensing that the Nephani is different, almost alien. This often leads Nephani to a life of travel or seclusion, preferring the company of atypical adventurers or the wilds to the unkind eyes of civilization. Those who do live in civilized lands frequently find a twisted pleasure in causing discomfort in others with their mere presence.

Those saved by the Elder of the Deep are called Sea Witches. They should have died in storms or by drowning. Sometimes they seem to vanish for hours before being found miraculously alive. All sea witches bear some sort of physical transformation to mark the change in their nature. Tied to the element of water, sea witches can be found traveling the rivers and seas of the world, reveling in storms. Their temperament echoes that of their benefactor, one moment kind and caring, the next harsh and cruel.

Sea witches learn how to defend themselves and are skilled combatants although no match for fighters. At first level, sea witches hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every *four* levels of experience. Because of their link to water, sea witches may wear no armor heavier than leather but are trained in the use of the mariner's weapons: bow, club, dagger, javelin, quarterstaff, short sword, sling, spear, and trident. Sea witches may not use shields and may only fight holding weapons one-handed or two-handed. However, they have no training in two-weapon combat.

Sea witches have the ability to command, turn, and dispel elemental creatures by invoking the power of the Elder of the Deep. The potency of this ability is determined by level. On the Turning Elemental table, there will

be a dash, a "T", a "D", or a number corresponding to the number of hit dice the elementals have and the level of the sea witch. A dash means the sea witch hasn't attained the level needed to affect elementals of that strength. A "T" means that the sea witch automatically command or turn any elemental creatures of that strength. A "D" means the sea witch will automatically dispel any summoned elemental of that strength. If the elemental wasn't summoned, treat a "D" as a "T". A number indicates the player must roll that number or higher on a d20 in order to turn or command the elemental targeted. When a command, turn, or dispel attempt is successful, whether by die roll or by automatic success, the player rolls 2d6 with the roll's total indicating the number of hit dice affected. But, no matter the total, at least 1 elemental is always affected on a success turn attempt.

There is no limit to how often a sea witch may attempt to turn elementals each day, but if an attempt to influence one fails during an encounter, the sea witch cannot attempt to turn again for the remainder of the encounter.

Elementals that are turned flee the area for 10 rounds by the fastest and best means available to them. If they cannot flee, they will cower in terror, taking no actions and suffering a -2 penalty to AC. If the sea witch attacks a turned elemental in melee combat, the turning effect is broken, but she can still use spells or missile weapons against them, and other characters may attack them in any fashion, without breaking the turn effect. If the result was dispelling, then the creature immediately vanishes.

If the sea witch chooses to command the targeted elemental rather than simply turn it, the creature will be controlled for 1 turn per level of the sea witch. While the command lasts the creature will behave as if charmed. When control ends the elemental will be hostile to the sea witch unless it's a elemental. Water elementals will react in a neutral way to the sea witch. Spellcasters may target elementals controlled by the sea witch with a dispel magic to cancel the effect.

Starting at 1st level, a sea witch may invoke the Elder of the Deep's power in the form of **divine spells**, which are gained through prayer and worship. The power and number of divine spells available to the character are determined by level according to the Sea Witch Spell Progression table. See the Spells section for a list of available spells.

The physical transformation into one of the Nephani gives a sea witch the ability to **swim at a rate of 90' per turn** and **hold her breath for up to 5 minutes (30 rounds)**. However, the connection they have to water means that if she spends an extended period of time in a dry, arid area she will suffer a -1 penalty on all attack, proficiency, and saving throws.

Another aspect of becoming a Nephani is called **Dread Touch**. This ability allows a sea witch to channel the power of the Elder of the Deep to cause harm simply by touch. A successful unarmed strike allows the sea witch to deal 1d4 points of damage; however, it has no effect on inanimate objects.

The way a Nephani's spiritual aura interacts with the world around her is subtly different than those of other mortals. This change affects how the sea witch perceives the world letting her **Sense the Unseen**. She can detect the presence of invisible creatures within 60' and see any invisible creatures within 30'. The change in a sea witch's aura does make those around her uncomfortable because they instinctively sense the **Inhumanity** now inherent in her. This unease causes the sea witch to suffer a -1 penalty to the reactions, loyalty, and morale of humans and demi-humans. However, elemental and fey creatures feel a sense of **Elder Fellowship** to her because of it resulting in a +2 reaction bonus when dealing with those creatures.

When a sea witch is saved, she is exposed to the stark, eternally, harsh nature of the Four Elders. After witnessing such power on a spiritual level a sea witch becomes **Inexorable**, becoming immune to all fear effects, both magical and natural. This change gifts them with **Elemental Tongues**, allowing a sea witch to understand and speak with any creature native to the elemental plane, fey creatures, and nature spirits.

When a sea witch reaches 5th level (Diabolist), she may begin to research spells, scribe scrolls, and brew potions. At 9th level (Dowager), she is able to create more powerful magic items such as weapons, rings, and staves. At 11th level, a sea witch may learn and cast ritual divine spells of great power (6th level), craft magical constructs such as golems and animated statues, and bind elementals servants.

At 9th level (Dowager), a sea witch may establish a **kinship**, usually in a remote location near a large body of water. If she does so, she will attract 1d4 young Nephani of 1st to 3rd level and 2d6 normal men who revere the Four Elders and hope to receive the blessing of the Elder of the Deep. Their wisdom will be above, average but within the first 6 months the risk of drowning will drive 1d4 away, while another 1d4 will die during the attempted transformation. While under the sea witch's guidance, the young Nephani must be provided food and lodging, but need not be paid wages. If the sea witch builds a dungeon beneath or near her kinship, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them. A Sea witch's kinship is otherwise identical to a mage's sanctum as detailed in the ACKS rulebook's **Campaign** chapter.

SEA WITCH CLASS DETAILS

Prime Requisite:	WIS
Requirements:	INT 9, WIS 11, CON 11
Hit Dice:	1d4
Maximum Level:	12

Sea Witch Proficiency List: Apostasy, Battle Magic, Beast Friendship, Divine Blessing, Divine Health, Elven Bloodline, Healing, Intimidation, Laying on Hands, Lore mastery, Prestidigitation, Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Soothsaying, Theology, Unflappable Casting, Wakefulness

General Proficiency List: Adventuring, Alchemy, Animal Husbandry, Animal Training, Art, Bargaining, Caving, Collegiate Wizardry, Craft, Diplomacy, Disguise, Endurance, Engineering, Gambling, Healing, Intimidation, Knowledge, Labor, Language, Leadership, Lip Reading, Manual of Arms, Mapping, Military Strategy, Mimicry, Naturalism, Navigation, Performance, Profession, Riding, Seafaring, Seduction, Siege Engineering, Signaling, Survival, Theology, Tracking, Trapping

SEA WITCH LEVEL PROGRESSION				SEA WITCH SPELL PROGRESSION				
Experience	Title	Level	Hit Dice	1	2	3	4	5
0	Aspirant	1	1d4	1	-	-	-	-
1,850	Shrew	2	2d4	2	-	-	-	-
3,700	Diviner	3	3d4	3	1	-	-	-
7,400	Harpy	4	4d4	3	2	-	-	-
14,800	Diabolist	5	5d4	3	3	1	-	-
29,600	Diviner	6	6d4	3	3	2	1	-
60,000	Siren	7	7d4	4	3	3	2	1
120,000	Oracle	8	8d4	5	4	3	3	2
240,000	Dowager	9	9d4	5	5	4	3	3
360,000	Dowager	10	9d4+1	6	6	5	4	3
480,000	Dowager	11	9d4+2	7	7	6	5	4
600,000	Dowager	12	9d4+3	8	8	7	6	5

SEA WITCH ATTACK AND SAVING THROWS

Level	Petrify & Paralysis	Poison & Death	Blast & Breath	Staffs & Wands	Spells	Attack Throws
1-2	13+	10+	16+	13+	15+	10+
3-4	12+	9+	15+	12+	14+	9+
5-6	11+	8+	14+	11+	13+	8+
7-8	10+	7+	13+	10+	12+	7+
9-10	9+	6+	12+	9+	11+	6+
11-12	8+	5+	11+	8+	10+	5+

ELEMENTAL TURNING

Hit Dice	Sea Witch Level											
	1	2	3	4	5	6	7	8	9	10	11	12
1	10+	7+	4+	T	T	D	D	D	D	D	D	D
2	13+	10+	7+	4+	T	T	D	D	D	D	D	D
3	16+	13+	10+	7+	4+	T	T	D	D	D	D	D
4	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D
5	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D
6	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D
7	-	-	-	19+	16+	13+	10+	7+	4+	T	T	T
8	-	-	-	-	19+	16+	13+	10+	7+	4+	T	T
9	-	-	-	-	-	19+	16+	13+	10+	7+	4+	T
10	-	-	-	-	-	-	19+	16+	13+	10+	7+	4+
11+	-	-	-	-	-	-	-	19+	16+	13+	10+	7+

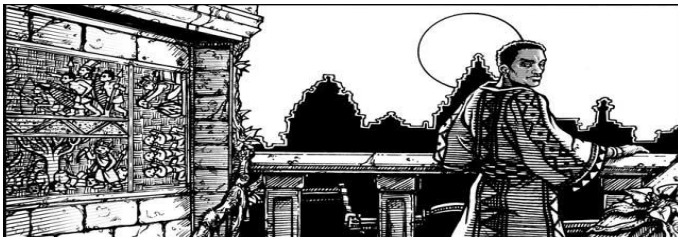
SEA WITCH SPELL LIST

First Level	Second Level
1 Cause Fear*	1 Augury
2 Command Word	2 Bane*
3 Cure Light Wounds*	3 Delay Poison
4 Detect Evil	4 Gust of Wind
5 Detect Magic	5 Hold Person
6 Detect Poison	6 Obscuring Cloud
7 Drown (choking grip/arcane)	7 Produce Fire
8 Faerie Fire	8 Resist Fire
9 Light*	9 Righteous Wrath
10 Predict Weather	10 Shimmer
11 Protection from Evil*	11 Silence, 15' radius
12 Purify Food and Water*	12 Speak with Animals
13 Resist Cold	13 Spiritual Weapon
14 Summon Elemental-Kin	14 Summon Minor Gen (hero)
15 Wall of Smoke (arcane)	15 Warp Wood

*Spells marked with an * are reversible*

Third Level	Fourth Level
1 Call Lightning	1 Death Ward
2 Continual Light	2 Divination
3 Create Water	3 Enervate
4 Cure Blindness	4 ESP
5 Cure Disease*	5 Fate
6 Cure Serious Wounds*	6 Fear
7 Dispel Magic	7 Lightning Bolt
8 Glyph of Warding	8 Neutralize Poison
9 Locate Object	9 Protection from Evil, Sustained*
10 Phantasmal Force	10 Smite Elemental*
11 Prayer	11 Spirit of Healing
12 Remove Curse*	12 Tongues
13 Striking	13 Vigor
14 Water Breathing	14 Wall of Fire
15 Water Walking	15 Wall of Ice

*Spells marked with an * are reversible*



Fifth Level	Sixth Level Divine Rituals
1 Commune	1 Forbiddance
2 Conjure Elemental	2 Harvest
3 Control Winds	3 Longevity
4 Earth's Teeth	4 Regeneration
5 Elemental Plague	5 Summon Gen
6 Flame Strike	
7 Lower Water	
8 Protection from Normal Weapons	
9 Quest	
10 Restore Life and Limb*	
11 Scry	
12 Strength of Mind*	
13 Summon Weather	
14 Sword of Fire	
15 True Seeing	

Spells marked with an * are reversible

SPELL DESCRIPTIONS

Augury

Range: Self Sea Witch: 2 Duration: See Below

An augury can tell the caster whether a particular action will bring good or bad results in the immediate future. The base chance for receiving a true reply is 70% + 1% per caster level; this roll is made secretly by the Judge. The augury can see into the future only 3 turns, so anything that might happen after that does not affect the result. Thus, the result will not take into account the long-term consequences of an action.

Bane*

Range: 0' Sea Witch: 2 Duration: 6 turns

When cast before battle it fills the caster's enemies (within a 50' radius) with fear and doubt, causing each affected character or monster to suffer a -1 penalty on attack throws, damage rolls, morale rolls, and saving throws against magical fear.

The reverse of bane is called **bless**. It gives the caster and his allies (within a 50' radius of the caster) a bonus of +1 to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical fear. It may not be cast on creatures who are already engaged in melee.

Sea witches of 7th level or higher may also use bless to create holy water. One casting of bless will transform 1 pint of ordinary water into holy water. Casting bless in this manner demands a sacrifice to the Elder of the Deep worth at least 10gp. Once created, holy water will retain its potency indefinitely so long as it is kept in the vial it was blessed in. See the Equipment Descriptions in Chapter 3 for information on holy water.

Call Lightning

Range: 360' Sea Witch: 3 Duration: 1 turn/level

This spell can only be used when a storm is within range. When a storm is present, call lightning enables the caster to bring down 1 lightning bolt per turn (10 minutes) on any point within range. The lightning bolt strikes from the sky, hitting an area 20' in diameter. All creatures within the area of effect take 8d6 points of damage. A successful saving Throw versus Blast reduces damage to half. The caster does not have to call the lightning every turn. Lightning bolts will remain available until either the spell duration or the storm ends.

Cause Fear*

Range: 120' (touch) Sea Witch: 1 Duration: 2 turns (instantaneous)

This spell causes one target creature to become frightened. If the target fails to save versus Death, it flees for 2 turns. Creatures with 6 or more Hit Dice are immune to this effect.

The reverse of this spell, **remove fear**, causes one target creature touched by the caster to have all fear removed from them. If the subject is running away due to magical fear, it is allowed a new saving throw to resist that fear, at a bonus of +1 per level of the caster.

Command Word

Range: 10' Sea Witch: 1 Duration: 1 round

When a sea witch casts this spell, she may give the target a one word command, which it obeys to the best of its ability. The single word must make sense as a single command, such as approach, drop, fall, flee, halt, surrender, sleep, etc. Although a target could be instructed to "die," this will only make the target faint for a single round. Note that the caster must be able to speak the language of the target. Any intended target with more than 5 HD or an INT of over 12 is entitled to a saving throw versus Spells. This spell is ineffective against undead.

Commune

Range: Self Sea Witch: 5 Duration: 3 turns

This spell puts the caster in contact with the great powers he serves, who will answer three yes-or-no questions. The being contacted may or may not be omniscient, and further, though the being is technically allied with the caster, it may still not answer questions clearly or completely. These details are left to the Judge's discretion. The ritual to cast this spell takes 1 turn to complete, and may be performed but once per week. Once a year, possibly upon the patron deity's feast day, the sea witch may ask twice the normal number of questions.

Conjure Elemental

Range: 240' Sea Witch: 5 Duration: 1 turn/level

A portal to one of the Elemental Planes of Air, Earth, Fire, or Water is opened, allowing the sea witch to summon an elemental from that plane. At most one elemental of each type may be summoned by the caster in a given day. Once the elemental appears, it serves the sea witch for one turn per level of the caster. At any point while the spell lasts the sea witch may dismiss it back to its native plane. If it is still active once the spell ends, the elemental may return to its native plane or stay as long as it desires, however no matter what its decision is, it will offer no further aid to the sea witch. See the entry under Elementals in the Monsters chapter for statistics for the conjured elemental.

Continual Light*

Range: 360' Sea Witch: 3 Duration: special

This spell creates a spherical region of light, as bright as full daylight up to a 30' radius, and with lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature, just as with the light spell, up to a maximum range of 360' from the caster.

As with light, this spell can be used to blind a creature if cast on its visual organs. Creatures targeted by this spell are allowed a save versus Death; if the save is made, the spell is cast into the air just behind the target creature. A penalty of -4 is applied to the blinded creature's attack throws if the saving throw fails.

The reversed spell, **continual darkness**, causes complete absence of light in the area of effect, overpowering normal light sources. Continual darkness may be used to blind just as continual light can. Any blindness ends when the spell ends.

Continual light and continual darkness are not permanent effects, but are instead effects that are indefinitely sustained by the caster without need for concentration. A caster may indefinitely sustain one continual light or continual darkness spell per level of experience. A truly permanent light requires a permanency ritual.

Control Wind

Range: 10' radius/level Sea Witch: 5 Duration: 1 turn/level

This spell enables the caster to manipulate the air flows within range as desired. He can slow the air to a dead calm, create a gentle breeze, or whip up the wind to gale force. To change the wind completely (from calm to gale), the caster must concentrate for one full turn, during which time he cannot move or attack. If two spellcasters are both using control wind, the higher-level caster will win control over the winds after one turn.

When used at sea, control wind can increase or decrease ship speed, depending on if the ship is sailing with or against the wind. See the rules for Sea Movement in Chapter 6 of ACKS.

If the caster stirs up gale force winds, flying creatures will be grounded, creatures on the ground will have their movement reduced by half, and missile weapon use will become impossible. If the surrounding terrain is sandy or dusty, clouds of debris will reduce visibility to 20'.

Create Water

Range: 10' Sea Witch: 3 Duration: permanent

This spell summons forth an enchanted spring from the ground or wall that will provide enough water for 12 men and their mounts for one day (50 gallons). For every level the sea witch is above 8th, 12 additional men and mounts can be supplied. Note that one or more vessels to contain the water must be available at the time of casting. The water created by this spell is just like clean rain water. Water weighs about 8lbs, per gallon, and one cubic foot of water is roughly 8 gallons.

Cure Blindness

Range: touch Sea Witch: 3 Duration: instantaneous

With this spell the caster can cure a creature suffering blindness (whether caused by injury or by magic, including light or continual light). Blindness caused by a curse cannot be cured by this spell.

Cure Disease*

Range: touch Sea Witch: 3 Duration: instantaneous

This spell cures all diseases that the subject is suffering from, including magical diseases as lycanthropy and mummy rot. Cure disease will also kill green slime and other parasites afflicting the target creature. Certain special diseases may not be countered by this spell or may be countered only by a caster of a certain level or higher. This spell does not prevent reinfection after a new exposure to the same disease.

The reverse of this spell, **cause disease**, infects the target with a horrific wasting plague unless a save versus Spells is made. While afflicted, the target suffers -2 on attack throws, cannot be magically healed, and will naturally heal at half the normal rate. The disease will be fatal in 2d12 days unless a cure disease spell is cast on the victim.

Cure Light Wounds*

Range: touch Sea Witch: 1 Duration: instantaneous

With this spell the caster heals 1d4+3 points of damage by laying his hand upon the injured creature. This spell may also be used to cure paralysis, but does not then cure any points of damage. The spell will never increase a creature's hit points beyond the normal amount.

The reverse form of this spell, **cause light wounds**, causes 1d4+3 damage to the creature affected by it. A successful attack throw is required in this case. Undead are affected by this spell and its reverse in opposite fashion; they are injured by cure light wounds and healed by cause light wounds.

Cure Serious Wounds*

Range: touch Se Witch: 3 Duration: instantaneous

This spell works exactly like cure light wounds, save that it heals 2d4+4 points of damage, plus 1 point per caster level. The reverse, **cause serious wounds**, also works exactly like cause light wounds, except that it inflicts 2d4+2 + caster level in damage.

Death Ward

Range: touch Sea Witch: 4 Duration: 3 turns

This spell grants the creature touched immunity to any curse and death spells or effects, regardless of the source. This spell is used to create scarabs of protection.

Delay Poison

Range: touch Sea Witch: 2 Duration: 1 turn/level

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Unless cured, saving throws and damage as appropriate are rolled once the spell ends. Delay poison does not cure any damage that poison may have already done. However, if the spell is cast on a subject who has recently died from poison, within 1 turn per caster level, life is restored until the spell duration ends. A revived character will have 1 hp for the duration of the spell, but if the spell ends prior to the poison being cured, the subject dies again.

Detect Evil*

Range: 60' Sea Witch: 1 Duration: 6 turns

This spell allows the caster to detect evil; specifically, the caster can detect creatures with evil intentions, magic items with evil enchantments, undead, sinkholes of evil, and summoned creatures of Chaotic alignment. Note that normal characters, even if Chaotic, are not detected by this spell unless they have actively evil intentions against the caster. Poisons, physical traps, and natural animals are neither good nor evil, so they are not detected by this spell. The caster sees the evil creatures or objects with a definite red glow around them, but the glow cannot be seen by anyone else.

Reversed, this spell becomes detect good, which works just as described above with respect to detecting good enchantments, summoned creatures of Lawful alignment, and good intentions.

Detect Magic

Range: 60' Sea Witch: 1 Duration: 2 turns

The caster of this spell is able to detect enchanted or enspelled objects or creatures within the given range by sight, seeing them surrounded by a pale glowing yellow light. Only the caster sees the glow. Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster (only) to attack the invisible creature at an attack penalty of only -2.

Detect Poison

Range: 30'

Sea Witch: 1 Duration: 3 turns

This spell reveals whether a creature, object, or area within 30' has been poisoned or is poisonous. The caster sees the poisoned or poisonous things surrounded by a glowing greenish-yellow aura, but the glow cannot be seen by anyone else.

Dispel Magic

Range: 120'

Sea Witch: 3 Duration: instantaneous

The caster can use **dispel magic** to end ongoing spells that have been cast on a creature or object, or to end ongoing spells (or at least their effects) within a cubic area 20' on a side. The caster must choose whether to cast dispel magic on a creature or object, or to affect an area.

If dispel magic is targeted at a creature, all spells and spell-like effects (including ongoing potion effects) may be canceled. If cast upon an area, all such effects within the area may be canceled. Any spell or effect cast by a character of equal or lower level than the dispel magic caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell or effect exceeds the caster level. For example, a 10th level caster dispelling magic created by a 14th level caster has a 20% chance of failure.

Some spells cannot be ended by dispel magic; this specifically includes any magical disease, geas, quest, petrification from a flesh to stone spell, and any curse, including those created by bestow curse (the reverse of remove curse) as well as by cursed items.

Divination

Range: Self

Sea Witch: 4 Duration: special

Similar to augury but more powerful, a divination spell can provide the caster with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If the caster doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 60% + 1% per level. The Judge should roll this secretly. If the dice roll fails, false information is delivered.

Drown

Range: 30'

Sea Witch: 1 Duration: special

This spell causes a victim's throat to fill with water. Unless the target makes a successful saving throw versus Death, it begins drowning. A drowning creature suffers 1d6 points of damage per round, and cannot take any action (although it can still defend itself). The target of the spell receives a new saving throw each round. The spell lasts so long as the caster concentrates upon it, or until the target makes a successful saving throw.

Earth's Teeth

Range: 120' Sea Witch: 5 Duration: instantaneous

When this spell is cast, several pillars of jagged rock erupt from the earth, impaling up to one creature per level of the caster for 5d6 points of damage each. All of the target creatures must be within a 30' diameter area of effect, and the spellcaster must make a successful attack throw against each target, using the target v values for a fighter of his level. The caster may choose which creatures in the area of effect are targeted. The pillars immediately crumble to dust after damage is dealt.

Elemental Plague

Range: 480' Sea Witch: 5 Duration: 1 day

This spell summons a vast cloud of elemental vermin and are treated as insect swarms (as described in the Monster chapter), but are composed of one single element. These could take the form of miniature tornadoes that claw at everything, stone arachnids that impale, tiny fire bugs that scorch all the brush up against, or rain-like water serpents who pierce everything within their cloud. Each swarm is 30' x 30' in size and possesses 4 Hit Dice. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one contiguous area). The caster may summon the swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area, and the whole plague will obscure vision and automatically drive off creatures of less than 3 Hit Dice. The caster must concentrate for the duration of the spell to maintain control over the elemental plague. The caster loses control of it if he is successfully attacked or if the elemental plague leaves the range of the caster. While the caster has control over it, she can move its constituent swarms 20' per round. The swarms are stationary once the caster loses control of the elemental plague.

Enervate

Range: 150' Sea Witch: 3 Duration: 1 round/level

The caster strikes the target creature with a blast of crackling negative energy. Unless the creature targeted makes a successful saving throw versus Death, it loses one Hit Die or life level. A creature with only 1 HD or less affected by enervate will be instantly slain. Otherwise, the creature will recover its lost Hit Dice or life level with no permanent harm when the spell's duration expires.

ESP

Range: 60' Sea Witch: 4 Duration: 18 turns

This spell permits the caster to detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to "hear" the thoughts. Each turn the caster may choose to "listen" in a different direction. The caster may stop listening, then resume again later, so long as the duration has not expired. A creature's thoughts are understood regardless of the language. The target

creature is not normally aware of being spied upon in this way. If it is aware, it may make a saving throw versus Spells to clear its thoughts and avoid detection.

Rock more than 2 inches thick or a thin coating of lead or gold will block the spell. All undead creatures are immune to this effect, as are mindless creatures such as golems.

Faerie Fire

Range: 60' Sea Witch: 1 Duration: 1 round/level

With this spell, the divine spellcaster can outline one or more creatures or objects with a pale, flickering greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by detect magic) to be the object of this spell. All attacks against the outlined creature or object gain a +2 bonus to attack throws, as it is more easily seen. The caster can outline 1 man-sized creature (about 12' of fire) for each 5 levels of experience, rounded up.

Fate

Range: touch Sea Witch: 4 Duration: Until it happens

This spell grants the caster a prophetic insight into what the future holds for a particular character. While the exact date and place are not known, a general indication of the character's fate will be provided. The specific fate revealed may be determined by the Judge, or rolled randomly on the following table:

Roll (1d10)	Answer
1	You shall set your eyes on the heavens for there will be time enough for the earth in the grave.
2	You shall be anointed, as one who walked among the high.
3	In the end you will have many true vassals, but 1 false friend.
4	Your victories shall be won at the cost of many sons.
5	Precious jewels shall buy you only tools and fools.
6	When the battle is won, a great lord shall be undone.
7	By steel you shall lead, and by steel you shall bleed.
8	Reap what you have sown; blood, sorrow, or throne.
9	You shall be remembered for your deeds, or for your greeds.
10	The world shall lie at your feet until the day of your defeat.

Fate is not entirely unalterable; a character can still die from gross stupidity and recklessness, or by willfully avoiding his fate (e.g. suicide). In most cases, however, a character's fate will be fulfilled, even if only poetically or in the moment of his death. No character may have more than one fate at any time.

Fear

Range: 0' Sea Witch: 4 Duration: instantaneous

This spell produces a 60' long and 30' wide cone of fear stretching from the caster's hands. All within the cone must save versus Spells or flee from the caster at their running speed for 30 rounds. This spell is used to create wands of fear.

Flame Strike

Range: 60' Sea Witch: 5 Duration: instantaneous

A flame strike produces a vertical column of divine fire 30' high and 10' in diameter that roars downward on a target. The spell deals 6d8 points of damage. A successful saving throw versus Spells reduces damage to 3d8.

Glyph of Warding

Range: touch Sea Witch: 3 Duration: special

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. The area of effect is up to 5' squared per caster level, and a maximum of 10' squared can be inscribed per round. A password is set when casting the spell, and any creature entering or touching the warded area or opening the warded object without speaking a password is subject to the magic it stores.

When casting the spell, the cleric weaves a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of the total square footage. When the spell is completed, the glyph and tracery become nearly invisible.

Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 2 points of damage per caster level to intruders. This damage is fire or electricity, chosen by the caster at the time of casting. Each creature affected can attempt a saving throw versus Spell to take half damage.

Spell Glyph: The caster can store a harmful spell to be triggered. Spells may include those that cause blindness, paralysis, and energy drain, or similar effects. The cleric must be of a high enough level to cast these spells. A saving throw of the appropriate category (based on the spell) is allowed to avoid the effects of this kind of glyph.

Gust of Wind

Range: 0' Sea Witch: 2 Duration: 1 round

This spell creates a strong blast of air that originates from the caster and affects all creatures in a 10' wide, 60' long line. The effect of the gust depends on the size of the creatures. Tiny creatures (house pet-sized or smaller) are knocked down and rolled 1d4x10', taking 1d4 points of nonlethal damage per 10'. If flying they are blown back 2d6x10' feet taking 2d6 points of nonlethal damage due to battering and buffeting.

Small creatures, such as halflings or goblins, are knocked prone by the force of the wind, or if flying are knocked back 1d6x10' feet. Man-sized creatures are unable to move forward against the force of the wind, or if flying are knocked back 1d6x5' feet. Creatures of ogre size or larger may move normally within a gust of wind. Creatures which make a successful saving throw versus Blast are not affected by the wind.

Missile attack throws within or through a gust of wind are at a -4 penalty, as are proficiency throws to hear noise. The force of the gust automatically extinguishes any candles, torches, or other unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly, with a 50% chance of being extinguished. A gust of wind will also do anything that a sudden blast of 50mph wind would be expected to do, such as fan a large fire, overturn delicate awnings, create a spray of dust, or blow vapors out of range (Judge's discretion).

Hold Person

Range: 180' Sea Witch: 2 Duration: 9 turns

This spell will render any living, non-undead humanoid creature paralyzed. Humanoid creatures include bugbears, dryads, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizardmen, men, mermen, morlocks, neanderthal, naiads, ogres, pixies, sprites, and troglodytes, and other creatures no larger than an ogre and possessing 4 Hit Dice or less. Humans and demi-humans may be affected regardless of class level. Targets of the spell are aware and breathe normally but cannot take any action, including speech. A successful save versus Paralysis will negate the effect. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected. A winged creature which is paralyzed cannot flap its wings and falls (if in flight at the time). A paralyzed swimmer can't swim and may drown.

Light*

Range: 120' Sea Witch: 1 Duration: 6 turns plus 1 turn/level

This spell creates a light equal to torchlight which illuminates a 30' radius area (and provides dim light for an additional 20') around the target location or object. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, light becomes **darkness**, creating an area of darkness just as described above. This darkness blocks out infravision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa). Doing so causes both spells to instantly cease, restoring the existing ambient light level.

Either version of this spell may be used to blind an opponent by means of casting it on the target's eyes. The target is allowed a saving throw versus

Spells to avoid the effect, and if the save is made, the spell does not take effect at all. A light or darkness spell cast to blind does not have the given area of effect (that is, no light or darkness is shed around the victim).

Lightning Bolt

Range: 180' Sea Witch: 4 Duration: instantaneous

The caster releases a powerful stroke of electrical energy that is 60' long. The lightning bolt passes through an area 5' wide, arcing and jumping, so that, while it is not actually 5' wide, for game purposes treat it as if it is so. It deals 1d6 points of electricity damage per caster level to each creature within its area. Any creature caught in the area of effect receives a saving throw versus Blast. A successful save reduces damage by half.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it may reflect from the barrier back toward the caster, or in a random direction at the Judge's option. Creatures already affected by the lightning bolt do not take additional damage if struck by the reflection of the same bolt.

Locate Object

Range: 120' Sea Witch: 3 Duration: 6 turns

This spell allows the caster to sense the direction of a well-known or clearly visualized object. He can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.

Lower Water

Range: 240' Sea Witch: 5 Duration: 10 turns

This spell causes water or similar liquid to reduce its depth by as much as 2' per caster level (to a minimum depth of 1 inch). The water is lowered within a more or less square-shaped depression whose sides are up to 10' long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a slow spell (the reverse of haste); a save versus Spells is allowed, with success negating the effect. The spell has no effect on other creatures.

Neutralize Poison*

Range: Touch Sea Witch: 4 Duration: instantaneous

This spell detoxifies any sort of venom in the creature or object touched. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1

hit point. If cast upon a poisonous object (like a weapon, trap, etc.), the poison is rendered permanently ineffective.

Reversed, this spell becomes **poison**. If the caster makes a successful attack throw, the target must save versus Poison or die. The caster's touch remains poisonous for 1 round per level of ability, or until discharged (only one creature can be affected by the reversed spell).

Obscuring Cloud

Range: 0' Sea Witch: 2 Duration: 1 turn/level

When cast, a misty vapor wafts upward from the ground around the sea witch, forming a billowing cloud 1' high and 10' in diameter per level of the caster. The cloud is harmless, but blocks line of sight for most creatures. The caster, and any creatures able to see invisible, can see dimly through the obscuring cloud but all others within the cloud are effectively blind.

Phantasmal Force

Range: 240' Sea Witch: 3 Duration: concentration

This spell creates the visual illusion of an object, creature, or force, as visualized by the caster, up to a maximum size of 20' x 20' x 20'. The illusion does not create sound, smell, texture, or temperature. The caster can move the image within the limits of the size of the effect. The image persists so long as the caster concentrates upon it.

If used to create the illusion of one or more creatures, they will have an Armor Class of 0 and will disappear if hit in combat. If used to simulate an attack spell or an attacking creature, the illusory damage done will be equivalent to the normal damage for any attack form simulated. A successful save versus Spells, however, will allow victims to avoid all damage. Illusory damage is not real. Those "killed" or injured will realize they are unharmed (at least from this spell) after 1d3 rounds.

Prayer

Range: 60' Sea Witch: 3 Duration: 1 round/level

By means of a prayer spell, the sea witch brings great favor upon herself and her party, and causes harm to her enemies. Once the prayer spell is cast, all attack throws, damage rolls, and saving throws made by those in range who are friendly to the caster are at +1, while those of the sea witch's enemies are at -1. The prayer spell does not require the caster to concentrate once cast.

Predict Weather

Range: 1 mile/level Sea Witch: 1 Duration: 12 hours

When cast the sea witch accurately predicts the weather within range of the spell over the period of the next 12 hours. The spell provides no ability to control the weather, merely foreknowledge of what's coming.

Produce Fire

Range: 0' Sea Witch: 2 Duration: 2 turns/level

With this spell, the caster produces a small flame in the palm of his hand. The flame is harmless to the caster, but sheds light as a normal touch. If the sea witch touches the flame to combustible materials (e.g. lanterns, torch, or oil) it will ignite them, without harming the magical flame. The flame may be dropped at will, or thrown to 30' range, either way disappearing 1 round after leaving the caster's hand. The caster can make the flame to disappear and reappear by concentration once per round for the duration of the spell. Other items may be held and used in the hand while the fire is out.

Protection from Evil*

Range: Self Sea Witch: 1 Duration: concentration

This spell creates a magical barrier of protection around the caster with a 10' radius. The barrier surrounds the caster for the duration of the spell and provides some protection from attacks by "evil" creatures. For purposes of this spell, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment. All within the radius gain a +1 bonus to AC and a +1 bonus on saving throws against attacks made or effects created by evil creatures. Those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

In addition, the spell prevents bodily contact by enchanted (constructed, summoned, or undead) creatures, regardless of whether they are "evil" or not. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The spell's protection against contact by enchanted creatures ends if the caster or any protected creature makes an attack against, casts a spell on, or tries to force the barrier against a blocked creature. The protection lasts as long as the caster remains stationary and concentrates on it.

Reversed, this spell becomes **protection from good**. Like its counterpart, protection from good protects the caster from attacks by hostile creatures of an alignment other than the caster's and prevents bodily contact by enchanted creatures. However, instead of protecting the caster from inherently evil creatures (e.g. summoned creatures of Chaotic alignment), protection from good protects the caster from inherently good creatures (e.g. summoned creatures of Lawful alignment).

Protection from Evil, Sustained*

Range: 0' Sea Witch: 4 Duration: 12 turns

This spell functions exactly as protection from evil, but with a duration of 12 turns. The barrier will move with the caster, who does not need to concentrate to maintain its protection.

Reversed, this spell becomes protection from good, sustained, and functions exactly as the reversed form of protection from evil, except with a duration of 12 turns without the need for concentration.

Protection from Normal Weapons

Range: touch Sea Witch: 5 Duration: 3 turns

The subject of this spell is completely protected from normal, non-magical attacks. Magic or silver weapons can harm the character, but any number of normal swords, arrows, clubs, or natural weapons will be fended off. Monsters which themselves can only be affected by silver or magical weapons can still harm the subject, and monsters with 5 HD or more are able to affect the subject through natural ferocity.

Purify Food and Water*

Range: 10' Sea Witch: 1 Duration: instantaneous

This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell will purify one ration of food, 6 skins of water, or enough normal food to feed a dozen people. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and water, but the spell has no effect on creatures of any type, nor upon magic potions.

Reversed, this spell becomes putrefy food and water. It will spoil one ration of food, 6 skins of water, or enough normal food to feed a dozen people. Anyone consuming putrefied food and water must make a saving throw versus Poison or become violently ill for the next 2 hours (12 turns), unable to do anything save retch and heave.

Quest*

Range: 30' Sea Witch: 5 Duration: special

Quest places a magical command on a creature to carry out some service, or to refrain from some action or course of activity as desired by the caster. The target creature must be able to understand the caster for this spell to take effect. While a quest cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

A saving throw versus Spells will allow an unwilling target to resist a quest when it is first cast. However, the target may choose to accept the quest, typically as part of a bargain with the caster to perform some service. The affected creature must follow the given instructions until the quest is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of one day per caster level. A clever recipient can subvert some instructions.

A character who ignores a quest will suffer cumulative penalties (decided by the Judge) until the character obeys the quest or dies. Suitable penalties include penalties in combat, lowered ability scores, loss of spells, and pain and weakness ending in death. The penalties are removed 24 hours after the subject resumes obeying the quest.

A quest, and all its effects, can be ended by a remove curse spell from a caster two or more levels higher than the caster of the quest, or by a wish, or by the reverse of this spell. Dispel magic does not affect a quest spell.

Remove Curse*

Range: 30'

Sea Witch: 3

Duration: instantaneous

Remove curse instantaneously removes all curses on a creature. If cast on a cursed item, remove curse does not remove the curse from the item, but it enables the creature afflicted with any such cursed item to remove and get rid of it. Any curse cast by a character of equal or lower level than remove curse caster's level is ended automatically. Those curses bestowed by higher level casters might not be removed; there is a 5% chance the remove curse will fail for each level the cursing character's level exceeds the level of the caster removing the curse. Certain special curses may not be countered by this spell at all, or may be countered only by a caster of a certain level or higher.

The reverse of this spell, **bestow curse**, allows the caster to place a curse on a target creature or object. A saving throw versus Spells is allowed to resist. The caster must choose one of the following four effects:

- » -4 decrease to an ability score (minimum 1)
- » -4 penalty on attack throws and saves
- » Prime requisite halved (minimum 1)
- » Each round of combat, the target has a 50% chance to act normally; otherwise, it takes no action

The caster may also invent her own curses, but it should be no more powerful than those described above. The curse thus bestowed cannot be dispelled, but it can be removed with a remove curse spell. There is no limit to the number of different curses a character may suffer from.

Resist Cold

Range: touch

Sea Witch: 1

Duration: 6 turns

This spell grants a creature temporary immunity to cold. Minor cold (such as exposure to winter weather in inadequate clothing) is ignored by the subject creature. Against more significant cold (like a White Dragon's breath), the subject creature gains a bonus of +2 on saving throws, and all damage from such attacks is reduced by -1 point per die of damage rolled. Cold attacks will still inflict at least 1 point of damage per die rolled.

Resist Fire

Range: touch

Sea Witch: 2

Duration: 6 turns

When cast the target creature gains temporary immunity to fire and heat. Minor heat or fire (such as exposure to normal flames) is ignored by the subject creature. Against more significant heat or fire (such as a fireball), the subject creature gains a bonus of +2 on saving throws, and all damage from such attacks is reduced by -1 point per die of damage rolled. Fire attacks will still inflict at least 1 point of damage per die rolled.

Restore Life and Limb*

Range: touch (120') Sea Witch: 5 Duration: instantaneous

This spell restores life to a deceased creature (excluding creatures which are not truly alive, such as constructs, elementals, and undead). The caster can raise a creature that has been dead for no longer than two days at 7th level, and four days are added per level above 7. For example, a 9th level caster can bring a character back to life that has been dead for 10 days. However, this spell cannot bring back a creature that has died of old age, lost its head, or had its body cremated.

Because it repairs even lethal damage and regrows flesh and bone, this spell can also heal a character of any permanent wounds, such as lost limbs, disfiguring scars, or shattered spines (see the Mortal Wounds table in Chapter 6 for details on permanent wounds). Despite this spell's beneficial results, tampering with the body and soul is never without risk. Each time a character benefits from restore life and limb, he must roll on the Tampering with Mortality table in Chapter 6 and apply these results. If restore life and limb is ever cast on an undead monster, the monster must save versus Death or be instantly destroyed.

The reverse of this spell, **finger of death**, creates a death ray that will kill any one creature unless a save versus Death is made. Lawful clerics may only use finger of death in life-or-death situations against Chaotic foes.

Righteous Wrath

Range: touch Sea Witch: 2 Duration: 1 turn

This spell imbues willing creatures with righteous wrath towards the enemies of the faith. The caster can affect one creature initially, one additional creature at 6th level, and another at 11th level. The subjects of righteous wrath gain a +2 bonus to attack throws and become immune to fear, but suffer a -2 penalty to AC and cannot retreat from combat once it has begun. A righteous wrath will last until combat ends or until 1 turn elapses, whichever comes first.

Scry

Range: Special Sea Witch: 5 Duration: 1 turn

This spell enables the sea witch to see images of distant creatures, objects, or places. She must have access to a mirror, crystal, reflective pool, or other surface upon which the images can be displayed. The more familiar the sea witch is with the creature, object or place viewed, the clearer the images will be. Each use of scry can last for up to 1 turn, during which time she must fully concentrate and remain stationary. Certain spells can be cast in conjunction with scry. Casting clairaudience enables the caster to hear noises and conversations taking place at the location being observed. Casting ESP enables her to hear the thoughts of any one creature being observed. The sea witch is otherwise unable to cast spells at or communicate with what she views.

Shimmer

Range: Self Sea Witch: 2 Duration: 1 turn/level

This spell surrounds the sea witch with a shimmering aura that provides a bonus of +2 to all saving throws while attack throws against her at -2.

Silence 15' Radius

Range: 180' Sea Witch: 2 Duration: 12 turns

Upon the casting of this spell, complete silence prevails within a 15' radius around the target. All sound is stopped: Conversation is impossible, spells cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, making the effect stationary, or it may be cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a save versus Spells to negate the spell. If an item in another creature's possession is targeted, that creature also receives a save versus Spells to negate. This spell provides a defense against sonic or language-based attacks or spells.

Smite Elemental*

Range: 240' (30') Sea Witch: 4 Duration: special

This spell instantly destroys a number of Hit Dice of elemental creatures equal to the caster's level. All elementals must be within a 60' diameter sphere. Any excess levels of effectiveness are lost. Elemental creatures of 2 Hit Dice or less receive no saving throw; all other elemental creatures are allowed a saving throw versus Death to avoid the effect. Elemental creatures with 9 or more Hit Dice take 2d6 points of damage on a failed save.

The reverse of this spell, **animate element**, gives a semblance of life to a large sum of elemental material. For each 8 cubic feet (2' x 2' x 2') of natural material used gives rise to one 1 Hit Die elemental. If 16 cubic feet of material is used (2½' x 2½' x 2½') one 2 Hit Die elemental may be created. The element used must be natural in origin, a large bon fire, unworked rock or earth, strong natural winds, or a large water source and be within 30' of the sea witch. The maximum number of hit dice that may be created using this spell is twice the sea witch's level.

Any elemental animated in this way is mindless and obeys the commands of the sea witch without question but are limited to simple commands. For purposes of wards that may bar or affect them any elementals created using animate element are treated as being summoned/enchanted.

All elementals made with this spell last one day unless destroyed or dispelled earlier. The material used in their creation is consumed when the spell ends and so cannot be used to again for anything.

Speak with Animals

Range: special Sea Witch: 2 Duration: 6 turns

The caster can comprehend and communicate with any one normal or giant animal that is in sight of the caster and able to hear him. It will not

affect intelligent animal races or fantastic creatures. The caster may change which animal he is speaking with at will, once per round. The spell doesn't alter the animal's reaction or attitude towards the caster; a standard reaction roll should be made to determine this. Furthermore, more intelligent animals are likely to be terse and evasive, while less intelligent ones make inane comments. However, if an animal is friendly toward the caster, it may be willing to grant some favor or service.

Spirit of Healing

Range: 60' Sea Witch: 4 Duration: 1 round/level

This spell creates a divine force that may be used to heal a creature within 60' of the caster of 1d6+1 points of damage each round. The spirit of healing may continue to heal the same creature on subsequent rounds, or it may be directed to heal another creature instead. The caster must concentrate for the spell's duration. If the she loses concentration, the spirit of healing vanishes and the spell ends.

As with other cure spells, the spirit of healing may be used to cure a creature of paralysis in lieu of curing any points of damage, and the spell will never increase a creature's hit points beyond the normal amount.

Spiritual Weapon

Range: 30' Sea Witch: 2 Duration: 1 round/level

This spell causes a spear made of pure force to spring into existence, attacking any foe chosen by the sea witch within range once per round. It deals 1d6 points of damage per strike, +1 point per three caster levels (maximum of +4). It uses the caster's normal attack throws, striking as a magical weapon, and thus can inflict damage upon creatures that are only hit by magic weapons. If the spear goes beyond the spell range, the sea witch loses sight of it, or the she ceases to direct it, the spear disappears. It cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, or a rod of cancellation will dispel the spear.

Strength of Mind*

Range: touch Sea Witch: 5 Duration: 12 turns

This spell gives a bonus of +4 to saving throws versus Death, Staffs, Wands, Paralysis, Petrification, and Spells to the creature touched. The reverse spell, **weakness of mind**, decreases the touched creature's saving throws by -4; no saving throw is allowed against weakness of mind.

Striking

Range: 30' Sea Witch: 3 Duration: 3 turns

This spell bestows upon one weapon within range the ability to deal 1d6 points of additional damage. This extra damage is applied on each successful attack for the duration of the spell. It provides no bonus to attack throws, but if cast on a normal weapon, the spell allows monsters only hit by magical weapons to be affected; only the 1d6 points of magical damage applies to such a monster, however.

Summon Fundamentals

Range: 10' Sea Witch: 1 Duration: 3 turns

When cast, the sea witch summons 2 fundamentals with the following characteristics: AC 4, MV 180' (fly), HD 1+2, HP 6, #AT 1, ATV +1, Dmg 1d6, SV F1, ML 12, AL N, Initiative +1, to fight for the caster. The fundamentals appear anywhere within range and are completely loyal to the caster, seeking only to serve the sea witch so they might have greater stature upon returning to their home plane. The fundamental will persist until slain, dispelled, or 3 turns have elapsed.

Summon Minor Gen

Range: 10' Sea Witch: 2 Duration: 3 turns

With this spell, the caster summons a minor gen from another sphere of existence to her service. The gen is armed with a scimitar +1, dagger +1, and chain mail armor. Summoned minor gen have the following characteristics: AC 6, MV 120', HD 4, HP 20, #AT 1, ATV +6, Dmg 1d6+3, SV F4, ML 12, AL N, Initiative +2. The gen will be completely loyal to the sea witch, capable of fighting her enemies, guarding her, opening doors, and performing other heroics. The spell will persist until the gen is slain, dispelled, or 3 turns have elapsed. (Note: The gen's magic sword and other equipment disappear when he does.)

Summon Weather

Range: 5 miles or more Sea Witch: 5 Duration: 6 turns/level

This spell pulls a nearby weather condition to the sea witch's location. The caster does not control the weather, she merely summons it. The range of summoning is 5 miles at level 7, adding 1 mile for each level of the caster above 7th. For example, a 10th level sea witch could summon weather from 8 miles away.

Sword of Fire

Range: 0' Sea Witch: 5 Duration: 12 turns

On casting this spell, a sword of fire appears in the sea witch's hand. The sword is magical and has bonuses to attack throws and damage rolls equal to the caster's level divided by 3 (round up). The sword will set alight inflammable substances, and can harm undead and incorporeal creatures. The sea witch can cause the sword to appear and disappear at will, enabling him to cast spells and carry out other activities.

Tongues*

Range: 60' Sea Witch: 4 Duration: 1 turn

This spell grants the sea witch the ability to speak and understand the language of any intelligent creature within a 60' radius around the caster.

The reverse, garble, can be cast on any intelligent creature within 60' of the caster. No saving throw is permitted. If the target is the beneficiary of a tongues spell, garble will negate the tongues spell; otherwise garble will render the target unable to speak and understand the languages of other

intelligent creatures. While unable to communicate with others, the target may still think clearly and understand his own words, so garble does not prevent the target from casting spells. Indeed the target may not immediately realize he is under the effects of a garble – instead thinking something is wrong with the creatures around him who can't understand what he is trying to say.

True Seeing

Range: touch Sea Witch: 5 Duration: 1 turn +1 round/level

This spell confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. The range of true seeing conferred is 120'.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. In addition, the spell's effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance.

Vigor

Range: touch Sea Witch: 4 Duration: 1 turn/level

The subject of this spell receives a bonus of +2 to saving throws, 1d10 additional hit points, and a 1d3 bonus to Strength. The extra hit points cannot be restored by healing and are the first lost whenever the character is damaged. Strength may be increased to a maximum of 19. A character with Strength 19 gains a +4 bonus to attack throws and damage rolls.

Wall of Fire

Range: 60' Sea Witch: 4 Duration: 2 turns

An immobile, opaque, blazing curtain of shimmering violet fire springs into existence. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of flames is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 points of damage when they pass through the wall. The wall deals double damage to undead creatures or creatures who use cold or are accustomed to cold. The wall may not be evoked so that it appears where objects or creatures already are.

Wall of Ice

Range: 120' Sea Witch: 4 Duration: 2 turns

An immobile, translucent, wall of ice springs into existence for the duration of the spell. The wall can be as large as 1,200 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. This wall of ice is impenetrable to monsters with fewer than 4 HD. Monsters with more than 4 HD suffer 1d6 hit

points of damage when they break through the wall. The wall deals double damage to creatures that use fire or are accustomed to hot conditions. The wall may not be evoked so that it appears where objects or creatures already are, and it must rest on a solid surface.

Wall of Smoke

Range: 120' Sea Witch: 1 Duration: 1 turn

This spell causes an immobile, opaque, wall of billowing smoke to spring into existence. The wall can be as large as 1,000 square feet, and may be shaped in any manner and to any dimensions the caster desires, so that it can be a straight wall or curved into a protective circle. As with other spells of this sort, the wall of smoke may not be evoked so that it appears where objects or creatures already are.

The wall of smoke is impermeable to vision and light, but presents no obstacle to movement or magical effects (except for those requiring a line of sight to target, of course). Once created, the wall of smoke can be affected by water or strong winds like an ordinary cloud of smoke, though other attacks will have correspondingly little effect on it. A disintegrate or dispel magic spell will destroy the wall of smoke instantly; it will otherwise dissipate in 1 turn.

Warp Wood

Range: 240' Sea Witch: 2 Duration: permanent

By means of this spell, the caster can warp and bend wooden weapons, wands, and staffs. The spell will affect one arrow or bolt for each level of the caster. A spear, javelin, or wand counts as 2 arrows, while a club, bow, or staff counts as four. The spell has no effect on wooden items other than weapons, wands, and staffs. If a magical wooden item is targeted by this spell, the wielder may make a saving throw versus Spells to avoid the effect. The saving throw is +1 for each charge or point of magical bonus the item possesses.

Water Breathing

Range: 30' Sea Witch: 3 Duration: 1 day

This spell allows the affected creature to breathe underwater, at any depth. It does not prevent the creature from breathing air, nor does it provide any special ability to move underwater.

DIVINE RITUALS

Forbiddance

Range: 120' Sea Witch Ritual: 6 Duration: permanent

Through a forbiddance ritual, the divine spellcaster seals an area of up to 100 cubic feet per level against extradimensional beings and extradimensional means of travel. No dimension door or teleportation spells or spell effects will enter, leave, or function within the area of effect. No summoned creatures (such as djinni, efreet, elementals, or invisible stalkers) can be conjured by any means within the area. A forbiddance spell lasts until it is dispelled by either the caster or a higher-level spellcaster.

In addition, forbiddance damages creatures that enter the area of effect if their alignment differs from that of the divine spellcaster. If the alignment differs by one degree (e.g. a Neutral creature entering an area of Lawful forbiddance), the creature suffers 6d6 points of damage. If the alignment differs by two degrees (e.g. a Lawful creature entering an area of Chaotic forbiddance), the creature suffers 12d6 points of damage. In either case, the creature may make a saving throw versus Spells to reduce the damage to half.

Harvest*

Range: 500 square miles Sea Witch Ritual: 6 Duration: 12 months

Harvest enables the caster to channel divine energy into the land around him, blessing it with fertile soil and bountiful harvests. Harvest increases the Land Value of the domain the caster is in by 2gp per peasant family for the next 12 months. See Collecting Revenue in the Strongholds and Domains section for details on Land Value.

Ravage, the reverse of harvest, decreases by 2gp per peasant family the Land Value of the domain the caster is in at the time of casting. A ravage spell expires after 12 months. It can also be undone by a remove curse cast by a spellcaster of equal or greater level, or by a harvest spell.

Longevity*

Range: touch Sea Witch Ritual: 6 Duration: instantaneous

This ritual makes the creature touched 10 years younger. This restored youth is possible not only for natural aging, but also for aging from magic or creature effects. Age cannot be reduced below 15 (or mid-adolescence for creatures other than humans). Each time a creature is subject to a longevity ritual, there is a cumulative 1% probability that all previous age reversals from rituals of this type (including potions) will be negated, raising the character's age to the age he would be without the effects of the magic.

Regeneration*

Range: 30' Sea Witch Ritual: 6 Duration: permanent

This ritual heals a living subject of any permanent wounds, including severed body parts, broken bones, ruined organs, etc. After the spell is cast, the physical regeneration is instantly complete if the severed members are

present and touching the creature. It takes 1 turn otherwise. Regenerate also cures 4d8 points of damage +1 point per caster level, and removes any requirement for bed rest. Unlike restore life and limb, the subject does not need to roll on the Tampering With Mortality table.

The reverse of this ritual, **withering**, deals 4d8 points of damage +1 point per caster level, and inflicts a permanent wound of the caster's choice on the target. The spellcaster may choose to ruin the target's lips and tongue (result 5/6 on the Mortal Wounds table), destroy the target's eyes (result 5/5), wither one of the target's legs (10/4) or arms (10/3), or damage the target's hearts and lungs (15/1). The target may resist the effects with a successful saving throw versus Spells.

Summon Gen

Range: 10'

Sea Witch Ritual: 6

Duration: 28 days

This ritual summons a dao, djinni, or efreeti (as described in the Monsters chapter of Adventurer Conqueror King System). The gen will serve and obey the character that summoned it for a period 28 days, until it grants a wish, or until slain or dispelled. Whether asked to grant wishes or perform other services, the gen will do its best to fulfill the request of the sea witch out of a mixture of respect and fear it has for the power of the Elder of the Deep that manifests within the sea witch.

EPILOGUE: THE ELEMENTAL CIRCLE

Sea witches are one of four orders of Nephani, each order serving a different primal elemental elder. Each of the four inherently thinks their elemental aspect is supreme and most enduring among all others; however their child Time decreed that all were equal although each held a special place in the ever-churning circle of the Maelstrom and all many worlds it spawned.

Fire Dominates Air as it consumes all air to feed its hunger.

Fire opposes Earth as not all Earth can be consumed.

Water dominates Fire because Water extinguishes Fire.

Water opposes Air as Air seeks to scatter Water through rain and wind.

Air dominates Earth because it can wear the greatest mountains down.

Air opposes Water because clouds seek to displace the sky Air calls home.

Earth dominates Water because it can block and harness Water.

Earth opposes Fire because it is both consumed by yet can also smother Fire.

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