

The Witch

Names: Esther, Sander, Rasmus, Amalia, Seinar, Beate, Yngve, Henrik, Ewan, Poul, Nelly, Fatima, Inga, Vincent

Level



Name: _____



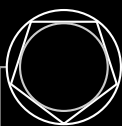
Armor

Hit
Points

Max (6+Constitution)



Damage



STR

Strength

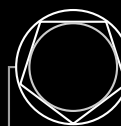
-1 ☐



DEX

Dexterity

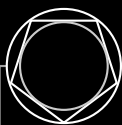
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CON

Constitution

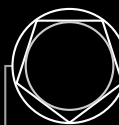
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INT

Intelligence

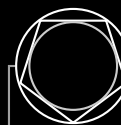
-1 ☐



WIS

Wisdom

-1 ☐



CHA

Charisma

-1 ☐

Looks

Choose one from each, or write your own:

EYES: Crazed, Refined, or Cat Irises

BODY: Wiry, Lithe, or Well-Fed

CLOTHES: Ragged leathers, Hand-sewn Finery, or Dark Robes

VOICE: Cackling, Soft, or Mischievous

Race

☐ Human

When you **claim a civilized settlement as an old home**, tell the GM what frightful legend the locals still whisper about you. You have no outstanding warrant, but you will be recognized by the people there.

☐ Halfling

When your kin chased you out, the wilds took you in and taught you how feral creatures sup and dine. You have the Druid move **By Nature Sustained**.

☐ _____

Starting Moves

☒ Crossroads at Midnight

When an old and nameless thing called out from the dark, you answered. A deal was struck. You gained power, and you gave up something in return. Tell the table what you sacrificed.

Your patron gave you a pet Familiar. What type of creature is it? Your familiar should be larger than your hand, but no larger than a fox.

Your familiar is loyal, though not necessarily obedient (you are not its true master, after all). It cannot communicate with you in any mortal tongue, yet it possesses a demonic intelligence far beyond natural creatures of its kind. Your familiar is resilient and manages to evade even the most imminent death.

☒ Apothecary

When you have time and a safe place to work, you can **gather wild materials and brew a potion**. Pick one of the following:

- Antitoxin
- Poultices and Herbs
- Weak Healing Potion (restores 1d8 hp).

☒ Divination

When you **spend a few minutes brewing tea and reading the leaves**, you steal visions from your dreams and find them steeping in the cup. Roll+WIS to Discern Realities about a location far away from you. No other visions appear until after you sleep for some hours.

☒ In the Devil's Name

When you **slaughter an animal in ritual sacrifice** and dedicate the ritual to the thing that gave you power, you may ask it for guidance. It will tell you what it would have you do. Take +1 forward the next time you attempt to fulfill its want.

☒ Hex

When you **utter a curse upon a nearby living creature**, roll+CHA. On a hit, afflict your target with a curse from the list below. The effects last until the next sunrise. On a 7-9, the hexed creature knows you did it. Only one curse can afflict a creature at a time.

- They grow an animal's features (such as a tail, ears, or scales).
- They only make animal noises (alternatively for animals: human noises).
- They make no noise at all, no matter how violently they try.
- Anyone who sees them thinks they look monstrous or grotesque.
- Their skin sags and wrinkles and grows boils everywhere.
- They gain a rattling cough, and will eventually hack up a spider or centipede.
- They have an aura of stench and nauseating halitosis.
- Animals in their presence panic, flee, or intimidate them.

Bonds

Fill in at least one with the name of a companion, or write your own:

_____ has appeared in my visions, I will follow where they lead.

_____ fears my craft and my skills, yet I have nothing but love for them.

_____ is also an outsider; I can rely on them to take my side.

My craft doesn't seem to bother _____, I believe they hide a dark secret.

Alignment

☐ Good

Give aid to anyone who willingly seeks you out.

☐ Neutral

Commit mischief for its own sake.

☐ Evil

Return the favors of a wicked world.

☐ Chaotic

Sow terror among the fearful.



Load

Max (6+STR)



Gear

Ritual Knife (hand, 1 weight)

Sack of Tea Leaves (7 uses, 0 weight)

Dungeon Rations (5 uses, *ration*, 1 weight)

Choose your armament:

☐ **Crystal-Topped staff** (close, two-handed, 1 weight)

☐ **Club made of Antlers** (close, 1 weight)

Choose one:

☐ **Poultices and Herbs** (2 uses, *slow*, 1 weight)

Vial of Antitoxin (0 weight)

☐ **Adventuring Gear** (5 uses, 1 weight)

Advanced Moves

When you gain a level from 2-10, you may choose from these moves:

☐ Poppet

When you **enclose a piece of a living creature's body (fluid, flesh, or hair) into a wax or clay effigy modeled in their likeness**, the effigy is bonded to the creature. Anyone holding the poppet will know which direction that creature lies towards. When the poppet is held while *near* its bonded creature, they will faintly hear and feel the things you say and do to it.

☐ A Bad Trip

Add the following to your list of curses:

- They experience a specific, vivid hallucination, momentarily indistinguishable from reality.

☐ Haruspex

When you **study the entrails of a recently slain creature** as a method of divination, ask two questions from Discern Realities. In addition to the normal questions, you may also ask:

- What lies in waiting for me?

☐ Blood Magic

When you **drain a living creature's blood into a ritual container**, take +1 ongoing for all moves against their species so long as you carry that blood with you. For human blood, the +1 ongoing only applies to blood-related kin.

☐ Toil and Trouble

When you **brew a Weak Healing Potion**, roll+INT. On a 10+, you produce a regular Healing Potion instead.

☐ Sticks and Stones

Add the following to your list of curses:

- They are wracked with pain. Deal 1d4 damage (*ignores armor*).

☐ Herbalism

If you do not take a job when your group Undertakes a Perilous Journey through the wilds, you spend the journey foraging and brewing potions instead. Roll+WIS: on a 7-9 you gain one use of Apothecary. On a 10+ you gain three uses.

☐ Skinchanger

You gain the Druid move **Shapeshifter**. Do not roll to take an animal form, and do not gain any hold. You become trapped within the body you take, all benefits and limitations included, until the next sunrise.

You gain the Druid move **Born of the Soil**. Do not choose a tell. Instead, when you Shapeshift, you take on unnatural features: feathers, antlers, or teeth on the wrong animal; a third eye; misshapen limbs; garbled human screams instead of roars; etc. This does not change the benefits of the form, only the aesthetics.

Finally, take one Druid move (you may not choose **Shed** or **Embracing No Form**).

☐ My Lucifer is Lonely

You gain the Evil or Chaotic alignment in addition to your current one. You can earn 1 XP for each of your alignments per session. When someone tries to read your alignment, you may respond with either one as the answer.

When you gain a level from 6-10, you may choose from these moves:

☐ Fire Burn and Cauldron Bubble

When you **make a potion**, describe the beneficial or protective effects bestowed upon the imbiber. The GM will tell you that you can create it, but with one or more caveats:

- It will only work under specific circumstances.
- The best you can manage is a weaker version.
- It takes a while to get the full effect.
- It'll have nasty side effects.

☐ Disrobe

Requires: Skinchanger

When shapeshifted, you may take 1d6 damage to shed your skin and return to your normal form instead of waiting until sunrise. Additionally, take one non-multiclass Druid move (you may not choose **Shed** or **Embracing No Form**).

☐ Flesh Shaper

Add the following to your list of curses:

- Transform them into an animal roughly their same size. The transformation takes minutes to complete.

Notes

Advanced Moves (cont.)



Killing Curse

Replaces: Sticks and Stones

Add the following to your list of curses:

- They are wracked with pain. Deal 2d4 damage (*ignores armor*).
- Their body violently rejects all manner of medicine and healing.



Friend

Add the following to your list of curses:

- They are friendly and generous towards you, no matter your history together.

For this hex only, if the result of your roll would cause the creature to know you cursed them, the revelation is delayed until sunrise the following morning.



Master of Poppets

Requires: Poppet

When you **make a poppet**, gain three Hold. When you are **near** the creature bound to the poppet you may spend one hold to:

- Drive a pin through the poppet's chest. This deals damage to the creature as if they were stabbed (*ignores armor*).
- Feed or cover the poppet with a poultice or potion. This applies the potion to the creature as if they had taken it directly.



A Gift From The Devil

When you **perform a ritual to sacrifice something important** to the thing that gave you power, you may ask it for a gift. If it deems the sacrifice sufficient, your familiar will deliver what you asked for.

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