

WITCHCRAFT CYOA

The whole kingdom cheered as the Wicked Witch drew her final breath upon the pyre, but none of the foolish do-gooders could've foreseen the extent of her trickery. For centuries before, the Witch, wary of such an occurrence precisely, has cast an ancient and mighty spell taught to her by a being of utter foulness. It has the power to change the future and the past, and reach through the vastness of creation to bygone ages and long to come, and pull back with it a mortal soul in her stead. You have been selected by black magic to take the witch's place. Soon, you will find yourself transported into an alternate world, one much like Europe of the dark ages, except that the presence of the supernatural is verifiable (Of not commonplace). History will warp in order to accommodate your presence as a witch of moderate power and little renown, and you will be free to do as you wish with your new-found powers. Beware, though: while witches are generally immune to ageing and sickness and possessed of great powers, they are far from immortal, deeply hated, and are bound by strict rules which they would be exceedingly unwise to break.

Oh, and did I forget to mention it? You're a woman now. Only women can bewitches, so if you weren't one before, magic will make sure of it. Come on, don't make such a face. Everybody knows you've been wishing for it for ages.

THE WITCH QUEEN



You're the ruler of your own domain, small but justly feared. It is a plot. land somewhere in Europe inhabited by several hundreds, most of them illiterate peasants, swell as their assorted livestock and perhaps a tin. town or noble estate. While the folks may not like it or think it right, they acknowledge your dominion over them, if only out of fear.

In addition to the above, you are the mistress of some 1000 wretched goblins who live in their own hidden underground city somewhere in you domain, living off whatever disgusting thing it is goblins live off. They look small, deformed people with accentuated negative traits – aside from being ugly, goblins are nearly universally some combination of greedy, violent, cowardly and stupid. They are, however,

deeply loyal to you for some reason and not a force to be trifled with. They are not less (and often more) capable than the average human back in the day, and some can even do magic.

You also have a single henchman. They can't do magic, but they're extraordinarily capable at whatever it is they do— a hunter, a knight, a butler or an assassin. They are highly intelligent (and damn handsome to boot) not necessarily loyal to you, but you have the power to inflict agony upon them whenever you wish, so they'll obey. either way.

You own a Mirror—it could be an actual mirror, a crystal ball, a bowl of water, so long as its reflective, through which you can view any part of your domain. You're not omniscient, however. Think of it as having a magical Google Earth: you can think of a place and see it from pretty up close, but from certain angles and in a restricted fashion. If you want to hear what people are saying, send goblin spies. You can consider any place you vie.. the Mirror as within your line of sight for spellcasting purposes.

You regain magical charge, and thus remain immortal, so long as at lea. 100 live inside your domain (even if they're prisoners). There's a catch, though: choose a certain skill or trait, like being beautiful, singing, weaving, or chess. You will only regain charge so long as you're the best at whatever within your domain. For every week in which a person lives within it who truly better than you at whatever you chose, you age one year, and so long as it's so you're not immune to disease and will not regain charge. Your chi,: trait can't be magic (it needs to be something anyone could potentially d and you have to be genuinely good at it without magical help (no glamouring yourself into the Fairest Of Them All). You're very rich (not enough to topple kingdoms, but more than most noblemen) and have a mansion, palace or tower where you live with a couple dozen servants.

You're dead sexy, in a MILFy kind of way.

THE CRONE



Upon making this choice, history will twist and logic will warp retroactively in order to manifest nearly 200 years of your wicked witchery upon the world.

Disappointingly, the overall effect over the general affair of things has been pretty negligible, but 200 years of memories Brent anything to scoff at, for good or bad.

You've lived far, far, far longer than any of the damn youngsters on this list, and in your times, have managed to learn twice as many Magical Arts as any of them.

When choosing your arts from the grimoire below, you may pick 8 instead of 4.

You've travelled far and wide, met all manners of people and creatures, and did things others could only hope to

dream of. You possess knowledge of the world and its secrets beyond any of the others on this list. A lot of the information is uselessly out of date (all the royals you knew died decades ago), but you do know where what is and what is does and how and when, which is vastly more so than the average muck could claim back in the middle ages.

Even if you don't actually know the Art of Summoning, you've dealt with enough spirits in your days that at least a few still owe your favours (or you happen to know their true names, which would be invaluable to any witch who does). You cant actually command them if you don't know the spells, but you're on good enough terms...for the time being.

You're not sure what organ it is in your body that produces magical charge, but it atrophied back when you still had all your teeth. You start with a very high capacity for magic, but it's constantly leaking away, and whenever you're empty, you age (at a rate of one year per week) and sicken, which isn't anything to laugh at when you're 200. You may only regain your magical charge by eating people—and the purer and more innocent, the better. A bitter old codger might only have enough juice in him for a couple days, but one of those little kids who pull thorns out of lions paws would fix you forbears. A person has to be relatively fresh for you to be able to gain charge from eating them. Dead for long enough to make into a nice stew or pie is okay, but you cant keep a bunch of kids in the freezer for hard times.

You live in a small (but agreeably well-furnished)cave, hut or cottage in the deep woods. It's actually rather homey, aside from the old lady smell.

You're an old lady. It's about as fun as it sounds. (Never thought of that when you fantasized about becoming a woman, did you?)

You're a really old lady. Aside from looking like a hag, choose one: you're blind, you're very nearly deaf, you can only walk with a cane (and then at great difficulty), you're forgetful (And slightly demented), or you suffer from constant pains. It goes without saying that athletically, you wont be beating anybody who isn't a complete vegetable without cheating.

THE MOTHER OF MONSTERS



Like Tiamat, Echinda and Angrboda before you, you've been blessed with the peculiar (and very creepy) power of giving birth to monsters. When you have sex with a person, you can always choose whether to become pregnant, and if you do, may wish your pregnancy to last any period of time between 3 days and a year (you can also wish them to grow into maturity unnaturally fast, the fastest being 1 month from birth to adulthood, although keep in mind that an adult is a slower learner, so the longer you keep them children, the more they'll know by the time they're mature). You will always give birth successfully and without suffering lasting harm (although you'll suffer great pain), and your children will always be born healthy... for a certain measure of health, that is. The longer the pregnancy and the more potent the "essence" of the person you slept with—the more virtuous and heroic they are—the more powerful your child will be (possessing more powers and less curses—see below). A fling with the village drunk leading to a 3 day pregnancy would, at

best, produce a bestial, pitiful hunchback with self-esteem issues. Seduce the heroic prince right before he's about to kill you and put an end to your evil, and your child will grow into a monster that will live down in legend, quite possibly even outshining you.

Your children love you as children do their mother, but they're not unnaturally loyal or bound to you. Spoil them and they'll grow spoiled. Mistreat them and they will hate you. Hurt them and they will be hurt. Each child will react depending on their personality (which you can't directly control) and their intelligence (which, thankfully, you can). It is a sad truth that, generally speaking, the smarter a child is, the less loyal and the harder to control they are. You might be able to keep them in reins while they're young, but by the time a particularly cunning child grows up, you'll probably have to start treating it like an ally rather than a minion.

This works even if you have sex with a woman, inexplicably enough. Furthermore, when you do, you can choose to make the other woman pregnant with your unnatural spawn. Alas, they will nearly never survive the pregnancy/birth, and the child will be far weaker and far less loyal to you.

Your magical charge regenerates (and you remain unaging) so long as at least one of your children is alive. The more children you have, the faster it does. Unfortunately, even if you spawn a clan the rate would still be dangerously low. In order to make big gains, you have to have your children cause chaos, death and destruction. Particularly epic acts (like your beautiful daughter seducing the king himself and leading the kingdom toward, or your son going on a rampage that kills hundreds) might even be worth a capacity increase.

You live in cave or cottage, like the Crone, but it's significantly larger and better equipped. Unlike the Crone, you have children to feed and probably can't afford to just forage for mushrooms for everyone, so you might have to find a job. Consider opening one of those creepy inns where the pies are suspiciously delicious.

You're as sexy as a woman can be after giving birth many, many times (enjoy menopause). Unfortunately, you also have one obvious unnatural feature (curly horns, scaly skin, hooved feet, a mouth full of very sharp teeth) that prevents you from looking like a cougar on the prowl. Fortunately, you can hide it with illusions. You're neither unnaturally strong nor weak. In all likelihood, you won't be able to stand up to a grown man in a contest of athletics.

THE MAIDEN



Whereas most of these choices would have you living the rest of your long life in the dark ages (except with dragons and giants wrecking the place), this one would send you straight to a particularly romantic, somewhat anachronistic rendition of the late 18th century. Dresses are fabulous, pistol duels are all the rage, the aristocracy spends more time eating cakes in ridiculous wigs than kill each other, and in a few years a lot of very important people just might lose their heads. Most importantly, magic is far less commonplace in this land—big monsters are all but extinct, fairies and demons almost never get involved, and witches are so rare that many people are beginning to quietly wonder whether they've even ever existed. This is, by itself, a massive advantage, since virtually nobody will ever suspect you of being anything but a (probably weirdly lucky) innocent young girl, and very few people who do will have the power to do anything about it. Consider the kingdom

your magical playground.

As history warps like wax in an oven, an entire (albeit very, very minor) noble house is drawn into existence in some fairly remote province of Europe, complete with nearly a century of (minor) social links and obligations, (minor) titles and an impressive collection of oil paintings of finely moustached gentlemen of the ages. Your father, the baron, is a man of little vision and your mother is disgustingly narrow-minded, and if you have any siblings, they're younger than you and therefore completely inconsequential.

Nevertheless, your family is still very rich (something about an uncle, a gold mine, and a bottle of cognac with a curious almond after-taste), and technically rules over a sizeable stretch of land and nearly a thousand peasants. You live in a grand mansion (and probably have a few other homes around), are driven around in a wonderful carriage, have more gold in the threads of your dresses than the average person will see in their lifetime, and almost never lack for anything.

You're gorgeous. Ballrooms fall silent as you enter, and when you remove your mask, young men are ready to draw steel for the right to be your dance. You have the face of an angel and the body of a demon, and that *je ne sais quoi* about you that makes you the centre of attention no matter what you're wearing or doing. Furthermore, you gain a sixth sense for style and a great deal of wit—not enough to literally charm anybody, but more than enough to keep most common (noble) men (or women, in fact) drooling and nodding. You're almost (but not quite) unnaturally graceful, and if nobody old fashioned objects, could become a terrific fencer or rider (or, you know, dancer).

You may begin with 0 to 3 suitors of any gender, age, or social class, except for actual royalty (assuming they might've conceivably met you before). While not strictly loyal, they're all fiercely in love with you and will do almost anything (unto and including killing people) if you bat your eyelashes just right. Watch out, though: they'll never hurt you, but they may not like each other *yeen/* much if they find out.

Charging up is very easy: all you have to do is make a mess. Not kill people, just make a mess. Chaos, anarchy, confusion—so long as nobody has any idea what's going on and emotions flare sky high, you're powering up. A bit of wordplay that leaves a person thinking for a moment before "getting it" might be worth something (Of it's really clever). Weaving a web of romance and intrigue that will tear the nation apart in fashion both comical and horrifying? You could triple your capacity or more. So long as you're charged, you'll remain young, beautiful and elegant. Go empty, and you'll age just as slowly as any regular woman.

THE MAGICAL GIRL



Rather than being transported into a fantasy world, you find yourself falling into a deep sleep, from which you wake up back in this one, in your own bed... your own half sized, probably pink, frilly bed. You've become a 10years old girl, and cute as a button, and history's changed so that nobody finds that the slightest bit disconcerting (although, if you've had younger siblings older than 10years, they're unchanged and are thus now older than you, imouto). Your family still loves you (even if they didn't before, actually), you still need to go to (elementary)school, and are still free to hangout with your friends afterwards (unless you didn't have any, in which case you'll find yourself making some within your first week of school, or if they're all creepy older guys, in which case good riddance, you sick fuck).

You have been chosen by the Queen of the Fairies (On this setting, a benevolent, if often inscrutable being) to serve as a champion of hope and a beacon of love in a slowly dimming world, and granted the powers of witchcraft to use as a force of good.

Even if you don't take the divination Art, you will always be able to see fairy beings and places (some of which exist outside of normal space and time, and thus are only accessible either upon miraculous occasions or by people such as you). You also gain the Art of Familiar free of charge: the Queen sets you up with a friendly, helpful sprite (of your chosen gender and appearance, although you're basically limited to little people with insect wings) to serve as a guide during your "quest". It is loyal and understanding towards you, but inevitably suffers from a certain personality (vanity, gluttony, cowardice...) that might cause it to act foolishly in times.

Be on your guard: you're not the only person around with magic powers. Other witches exist, and most of them are distinctly less benevolent than you are—often seeking to cause misery and misfortune in order to charge up their magic, or even for its own sake. Evil fairy beings exist, too, which move invisibly amongst the general population causing mischief.

You regain your magical charge by acting to promote hope and happiness. Cheering up a friend who's really down forgiving a bit of money to the poor might gain you a little bit of power, but it takes something truly meaningful (like founding a new charity organization) for the really big boosts. The downside is that you also leak magical charge whenever you're feeling particularly depressed, and even more so if you're surrounded by people feeling powerful negative emotions (which should be all the more of an incentive for you to promote happiness).

Since you're not actually old enough to worry about ageing, you gain a different deal: so long as you have magical charge, you're assured of growing up cute, healthy and beloved (and when the time comes and you have your puberty, beautiful). Run out, and while you wont instantly transform into an acne-ridden landwhale of a social outcast, you will no longer be assured that your parents will treat you nicely, your friends wont live you, or your period wont hurt like fuck. At the age of 16, you will be judged by the Queen of the Fairies one last time: if you've created a fair amount of happiness, you will be stripped of your witchcraft and all memories thereof, but lead a (literally) charmed life for the rest of your days: things will go your way more often than not, you'll find true love, and when the time comes, die peacefully. If you've created a truly impressive amount of happiness, you will get to keep your powers, but they will no longer leak out at the presence of despair (and when the time comes, you'll find your ageing coming to a stop when you're 21).

(with thanks to anon for the idea of adding a "little girls choice")

The womb of the Mother of witches is a truly arcane mechanism, capable of producing with unnatural speed a staggering variety of creatures which have no right to exist via processes that aren't biological (or even physical) so much as poetic. The potency of a Mother witch's child, as explained before, is based on the virtue and heroism of the "father", which is expressed in the number of powers and curses a child might have (the seed of an average man would produce children with a single power and two curses). For reasons not fully understood by mere mortals, it would seem that aside from this strange balance, the more curses a child is burdened with, the more powers it will have to make up for it. Children may "look" (ultimately, they're all monsters) like human beings or animals, or even strange combinations of the two (or different animals, or presumably, different humans) but by default are no stronger or weaker than any run of the mill goat with the head of a lion would be. None of the children may ever possess true powers of witchcraft, but they can have the following:

Unnatural strength, speed or durability.

A terrifying visage, so much that all but the most courageous of mortals faced with them would be struck with panic.

A horrific beauty, but for a single feature that exposes them as children of dark magic. The ability to speak with a human voice, which they do not possess by default, although they are all at least intelligent enough to follow their mother's orders.

Wings to fly with, or the ability to swim like a fish or stick to walls, or leap great distances. The ability to breath fire or poison, envenomed fangs or the ability to hypnotize with their gaze.

Growing as large as a bear.

Growing as large as an elephant.

Growing, with time, as large as a castle.

A beautiful singing voice, or the ability to masterfully play an instrument or otherwise produce a form of art. However perfect their performance is, however, art produced by such children will forever be deeply flawed, in a fashion that the keen of ears or eyes or tongue would be instantly able to recognize.

Being one of a set of twins.

▪ Being one of a set of triplets. (note that neither twins nor triplets born to a Mother witch must be anything alike—to the point that one might look human and one like a giant wolf).

Alas, the children of such a witch will forever be cursed. They may be:

Dim-witted, prone to falling for simple tricks and incapable of understanding any but the simplest of instructions. Bestial, completely incapable of human reason. Cold-hearted, incapable, however much they might wish for it, of feeling true human emotion.

Insane, whether to the point of never being seen as anything but utter lunatics or of appearing for all intents to be Cold-hearted, but prone to the occasional fit of murderous rage.

Hungry for the flesh and blood of men, a hunger which no amount of food aside from it would ever satisfy (though the children might try very hard).

Ugly as sin, hunchbacked, deformed, and covered in demonic tumours—not enough to scare away anyone, but more than enough to never be approached.

Maimed, missing arms or legs, or being blind or deaf.

Being incapable of speech.

A Witch possesses a certain magical "charge" used to cast spells, but can only replenish it under specific conditions. So long as the Witch is "charged", she will be immortal –but if she runs out, she will begin ageing again with an interest. As many witches live long into their hundreds, this can be very inconvenient and quite fatal. Furthermore, a witch may only contain a certain amount of "charge" at any given time, and any more is wasted. However, gaining a massive amount of "charge" at once (enough to maximize your capacity several times) will have the side effect of increasing your capacity swell.

You may choose up to 4 magical Arts (8 if you're a Crone) from the Grimoire before beginning your new life as a witch. Some Arts can be chosen more than once, in which case you'll get an improved version. You may be able to learn more once your new life begins, but it will take time (of which, admittedly, you'll have a lot), effort, and possible trickery in order to either get your hands on the right secrets (in the form of books or scrolls) or get them out of whoever isn't willing to teach them to you (be they another witch or a demon, both cases in which the deal might end up involving paying quite a price on your part).

Generally speaking, casting a spell involves a lengthy ritual consisting of vocal (chanting and whispering), somatic (making the proper gestures or performing a symbolic action) and material (such as candles, herbs, a chalice or a circle of chalk on the floor) components. You can ditch any of the above, but the more you do, the more difficult the spell will be and the more magical charge it'll take out of you. Performing a spell with just the wave of a wand a quick word is very taxing. Performing it by will alone is, in most cases, not even possible. Witchcraft is naturally more potent at midnight, while the moon is full, and during the equinoxes and solstices, and weaker during the day or when the moon is new. Certain auspicious places are particularly conducive to magic, but crossroads, thresholds and wherever many people died or are buried usually suffice. Sacrifice, particularly personal one, is also a great source of "free" power. This could range from killing a lamb, drawing blood or burning a favourite handkerchief all the way to plucking out your own eye or killing an innocent in great agony.

CURSES

The curse is one of the most essential powers of the witch, allowing you to inflict all kinds of misfortune upon people via sheer spite (and a bit of ritual, usually). Generally speaking, you must look your subject in the eyes and loudly declare that you're cursing them for the magic to work, but if you know their true name and possess either a part of their body or something dear to them, you can do it even from afar (however, this involves a long ritual whereas giving someone the "Evil Eye" takes just a couple seconds). You may dismiss a curse whenever, but all curses must include a clause that specifies how they may be broken. The more unlikely the condition, the more difficult and taxing the curse would be to make. "Until you're kissed" is pretty easy. "Until you're kissed on the lips at the moment of dusk, by a prince, in an act of true love, though he knows that he would die for it" is not. The most common escape clause for minor cases is "until you apologize to me", which really says a lot about witches.

1. You may curse people either with general bad luck (within reason and not very spectacularly, whatever can go wrong for them will go wrong), or with severe nightmares, near blindness or deafness, debilitating sickness, disfiguring sickness, or a generally shameful condition (such as impotence, bad flatulence, or obesity). This manifests "naturally" as a series of coincidences overtime, and lasts a month at most.

2. As level one, except that the curse may last potentially forever (although that is very difficult), and you may also curse someone with complete blindness or deafness, paralysis of half the body, agonizing (but never fatal) illness, permanent (unless the curse is broken, in which case it will be magically gone) disfigurement, or madness. You may also use this level of Curse in order to put a trigger on a curse or one of your other abilities, either one time (you'll grow hideously ugly the next time you abuse a child) or cyclical (you'll turn into a bear whenever you feel deep love).

3. At this level, your curses may last not just until the death of the subject, but for seven generations following that. Furthermore, you can curse up to 100 people, or everyone in an area of land, or every member of a family at once. You may also create curses that are somehow contagious or self-perpetuating. Curses you cast, unless broken or dismissed by you, will now last even after your death.

DIVINATION

You can perceive faraway places and times, and things most people simply can't. This generally requires the use of some sort of method or another—something ending in "-mancy". You need to draw tarot cards, spend a night looking at the stars or into a burning fire (or animal entrails), casting literal bones, or simply getting high as a kite and sitting somewhere while the sky turns to diamonds. You can always "read" a person using this Art, which requires either that you directly interact with them or have a sympathetic link to them (as for a curse), giving you general information about the person's past, nature and future. You can also see and hear into faraway places (so long as you have some sort of connection to them, have been to them before, or at least can visualize them well), and can notice and interact with ghosts, fairies, and other creatures invisible to most humans. Watch out, though: these creatures can recognize a person who sees them, and may react unexpectedly.

1. You can do all of the above, as well as look several months into the past or several days into the future, although these visions would be very unclear and visions of the future may or may not come true. You will also, on occasions, fall into an exhausting (and very frightening, to bystanders) epileptic seizure, during which you will receive visions of times, places, and people you may not otherwise be capable of seeing, but they will be especially cryptic and vague. You cannot control this, although if you know the Art of Potions you can make one that will completely inhibit these random visions. No seizures, no extra information, however.
2. You can do all of the above, except that you can look several years into the past or several weeks into the future, or more if you have something of a specific place or person into whose past or future you want to look. You no longer need to actively "read" people to gain general information about them—merely staring at them and focusing intently would give you at least some (but not all) of the information, maybe in the form of an aura. Invisible beings still give you special treatment, but they also instinctively respect you (if only begrudgingly) and won't attack unless directly provoked. Rather than getting seizures, you will simply get prophetic dreams every once in a while.
3. You can do all of the above, except that now you can look decades or centuries into the past or years into the future, and the visions are clearer than ever (the future is still open for change, though). You may now command invisible creatures around (by speaking loudly and firmly), but you may only give a particular creature one command per year and a day, and they will not like it when you do. Watch for pissed off demons.

ILLUSION

You can bewitch people's minds, making them see and experience things that aren't really, there – not fully, at least. You can't create anything out of thin air. There has to be an object or a place or a creature around that looks at least somewhat like whatever image you're conjuring, and the more similar it does, the less magical charge you'll need. You could make a dog (or better, a horse) look like a unicorn, but you couldn't make one out of leaves (unless it's a well-trimmed piece of hedge). Similarly, unless the dog (or horse, or hedge) decides to run away, you couldn't make the illusion do so. Illusions are always limited to your line of sight (or wherever you're watching with the mirror, if you're the Witch Queen, of course), and once someone realizes they're not real (or has it pointed out to them), they won't work any more. Some creatures (such as cats, owls, and people born with caul on their eyes) can naturally see through illusions. The good thing about them is that except for everything under level 3, illusions don't usually require long rituals to cast. In fact, many of the feats under level 1 can be accomplished at will without taxing yourself all that much.

1. You can make any object that can fit inside the palm of your hand (or as many of the same object that does as fit into a small bag) look like any other object that does, as well as change your own appearance within the same general parameters (so for example you could look slightly shorter, taller, fatter, thinner, and so on, but not completely different, and if you want to look like a man you'll be a very damn feminine one). Changing your attire is a very simple affair at this point. Your illusions last until the next sunrise. Beware of angry merchants with hands full of pebbles.

2. You can change your appearance almost freely (although you can't turn yourself into a dragon or something), or change other objects as large as a wardrobe or creatures as large as an elephant. Your illusions are very thorough, fooling all but the most perceptive, and last until the next new moon.

3. You can create illusory landscapes, complete with illusions of creatures or objects within them that have no "basis" in reality yet feel completely realistic (however, they will fade into nothingness if taken "off the stage" and can't truly effect anything real), as big as a large palace (complete with the gardens and grounds around it). Your illusions can potentially last forever, although they'll still fade away if you're killed or if someone disbelieves them. Also, while creatures and objects within an illusory landscape can now be free floating, the landscape itself must have some basis. You could stretch a very big cottage into a palace, but not a ramshackle hut. As a bonus, you gain the ability to make people with which you make eye contact highly suggestible and forgetful. This requires virtually no charge expenditure, and can be done at will on all but the most perceptive.

NATURALISM

This poorly named art is one of the most difficult, but also most versatile, possessed bewitches, and allows them a measure of command over certain aspects of the natural world. At first, this "command" manifests as coincidence (which might include such things as odd weather patterns or animals behaving unnaturally), but by the time a witch has mastered this Art it will almost certainly be, by far, the most dramatic in her repertoire—for this is the art witches use in order to affect their famous transformative powers, turning themselves (or others) into animals and back, as well as being able to control the earth and the sky in ways that would make most modern observers faint and most medieval ones prostrate.

1. You can talk to animals, who will generally be helpful and polite, but not to the point of going against their natures (it's also worth noting that most animals aren't very smart), in their own language. This is not telepathy, mind you: you actually has to kneel down and croak like a frog, which might be frowned upon in certain settings. You can also, via ritual, cause slight changes to natural processes over a period of time, such as bringing a bountiful harvest (or, more likely, a blight) or changing the weather in subtle ways. Magical effects meant to work over a large area or over a large period of time generally require regular ritual work, or a single very big one.

2. You can give animals outright commands, and will usually be obeyed. You can also, with a call, summon all animals of a certain type (as specified) within a certain area, whereupon they will sit down and listen to your orders. You can cause more dramatic natural effects, such as summoning a lightning storm out of a clear sky in a matter of hours. Most dramatically, you have the ability to transform into any animal whose blood you've drunk or whose skin you're currently wearing. The animal must be no smaller than a mouse and no larger than a pony, and while in animal form, you'll have to contend with animal instincts slowly taking over your mind. Regardless of time spent in animal form, doing so under the full moon will trap you forever.

3. You, at a vast expenditure of magical charge, call down lightning strikes or cause a forest of poisonous thorns burst out of the ground. You can command trees to uproot themselves and fight in your name, or swarms of birds or insects to devour your enemies. You can transform into any animal no smaller than a moth and no larger than a bear, and don't have to fear becoming trapped, and can talk with a human voice while in animal form. You can also, no more than once per year and a day and always at the cost of several years of age, transform until the next moonrise into a dragon—a monster that can threaten armies by itself, fly and breath fire. Lastly, if you also have the Art of Curse at level 2 or higher, you can turn other people into animals, in which case you gets to decide whether they will or wont retain the abilities to think and/or talk like a human.

POTIONS

If a normal person were to mix eye of newt and toe of frog over a fire, all they'd get is a smelly mess. You, however, can spike the brew with a little bit of magic and end up with something that actually packs a punch. The good news is that this takes next to no charge out of you. The bad news is that there's really no way around the ritual part—you have to have a cauldron, you have to have all the right ingredients (which may be hard to find), and you have to let them boil and bubble until it's done (singing is optional, but certainly helps). Potion effects generally don't last for very long, unless you added something Very Special Indeed into the mixture, like bottled Love (sadly, abstract concepts can only be properly refined by demons and fairies, not mortal witches), in which case they might last forever. A second drawback of this Art is that a witch's own potions have next to no effect on herself (which is usually a good thing, but not so much when you're making healing balms and potions of youth). Aside from healing balms and magical cures (which can work on most illnesses from rashes to tuberculosis, although they have to be very specific), you can also make the proverbial love potion (which will cause a person to fall deeply in lust—nor love—with the next person they interact with), potions that induce emotions of fear or rage, potions to temporarily (or permanently) increase strength, beauty or intelligence, potions of youth that delay or reverse ageing, poisons with just about any effect you could put into a curse, as well as poisons of sleep and poisons that kill. The one exception to the rule that potions don't work on witches is also one of the most difficult potions to prepare: the oil of flight. Rubbed on a broom or the witch's own body, it allows for fast, silent flight, but only under moonlight. An inevitable side effect of the potion is unbelievable ecstasy: all but the most strong-willed of witches will burst into uncontrollable, manic laughter during flight, which can be very off-putting.

SUMMONING

Witches prefer to work alone, or with others of their kind, but there comes a time in everyone's life where you just have to call forth an abomination of the darkest depths. This tends to involve a long and arduous ritual, and almost always some kind of initial sacrifice or promise in order to draw the entity's interest. Once the creature is summoned into this realm (hopefully within the confines of a properly drawn magical circle), a witch has two choices: make a deal, or resort to coercion. Different types of beings have different tastes, but most of the ones summoned bewitches love a good bargain, and the higher the stakes, the better. Many of them are also prideful enough that, if challenged into some kind of contest, they will not be able but to agree, almost without minding the stated prize (they'll also, interestingly enough, almost always play fair, but they're usually highly capable and react very badly to attempts at cheating). If the witch is sure of her own abilities, she can try to magically force the being into obeying her without promising anything, but she better be really sure, because should she fail, the creature would be released from the bindings of the summoning circle and generally very pissed.

CHARMS

Witches are significantly worse at making things better than they're at making them worse. There are really only two types of blessings a witch can give a person directly. good luck, and protection from evil magic. Neither can be cast as easily or quickly as the Evil Eye, and both require a lengthy ritual in order to create a small charm, talisman or fetish that the subject must keep on their body or within the premises of whatever small area it is they wish to bless. The destruction or loss of the charm ends the blessing immediately. Blessings of good luck generally have to be specific (luck in love, luck in fishing, luck in war). Charms for general fortune are possible, but very weak, so much that even people who believe in magic sometimes doubt that they work. Charms of protection make it harder (or in extreme cases, downright impossible) to effect someone, something, or anything within a certain area with harmful magic, vaguely defined as magic cast with wicked intent (so for example, a young witch in love will still be able to spy after her charmed beloved with divination, but if her thoughts are... "impure", the magic would be blocked). In addition, spirits and invisible creatures will not be able to directly touch or harm a protected person or object, or enter a protected place, unless they're powerful enough to breakthrough the protection first.

FAMILIAR

A form of summoning so much simpler (and so much different) from the general one that it is treated by most witches as a separate Art, Familiar is the magic of making a semi-permanent alliance and forming a very close bond with a demonic or fairy spirit in the form of a small animal: a cat, an owl, a raven, a snake or a rat. Unlike most bound entities, Familiar spirits, if summoned properly, are deeply loyal to the witch (although they have their own minds, are free to criticize, berate or argue with the witch, and are fully within their right to refuse to carry out an "order" to which they're opposed), and will generally be glad to aid her however they can and follow her directions. Despite being essentially trapped in animal form, Familiars can talk with a human voice (in whatever languages the witch can) and possess a borderline creepy knack for disappearing and appearing when and wherever they wish. They are generally knowledgeable about magic, and aside from a few specific facts which they are forbidden from mentioning, would be happy to share their information with the Witch. Simply by closing her eyes and focusing deeply, a witch can see and hear through the eyes and ears of her Familiar (even snakes, which shouldn't be able to hear anything at all), and whatever the Familiar sees is considered to be within the witch's line of sight for the sake of using magic. Familiars, however, are spiritually bound to their witches, and the further from each other the two go, the more severely they both hurt. This become uncomfortable at about 100 meters, at about 500 meters the witch can no longer use magic, and at 1 kilometre she'll, by all likelihood, be paralysed with pain. The Familiar will generally live as long as the witch does, but will die instantly if she dies. Should the Familiar die, the witch will remain alive, but suffer unspeakable agony and permanently lose half of her magical charge capacity.