

Witchcraft Set Notes. This proposed witchcraft set will be nine cards and retail for \$4.00. Pre-Order Sponsors get five sets for \$15.00 plus shipping and Michigan Sales tax. Pre-Order Sponsors also get the opportunity to suggest Editing/Wording and web notes on these cards. The following notes will be added to the webpage on publication of the set. Pre-Order Sponsors should e-mail editing suggestions to mark@marksmysteries.com.

WIT-001, Colors of the Earth. Witchcraft bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are not applied to this card.

WIT-002, Spawn Blast. Bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are added to the damage roll for Spawn Blast.

WIT-003, Senses of Elethay. Witchcraft bonuses from Bloodlines, Glyp Master, Warlock, Items, or other similiar cards are not applied to this card. Senses of Elethay may be stacked on a tartget conferring a +12, or higher bonus.

WIT-004, Healing Flash. Bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are added to the healing roll for Healing Flash.

WIT-005, Earth Shield. Witchcraft bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are not applied to this card.

WIT-007, Beguiling Images. Witchcraft bonuses from Bloodlines, Glyp Master, Warlock, Items, or other similiar cards are not applied to this card. Multiple Beguiling Images on a single target are each rolled individually. Therefore if a character has two Beguiling Images they would roll 2 six sided dice and if either are a 5 or 6, the spell works.

WIT-008, Earth Storm. Bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are added to the damage roll for Earth Storm.

WIT-009, Earth Bloom. Bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are added to the damage roll for Earth Bloom.

WIT-010, Healing Burst. Bonuses from Bloodlines, Glyph Master, Warlock, Items, or other similiar cards are added to the healing roll for Healing Burst.

Jickadell Notes.

Many of these spells have a different use when cast by Jickadell Witches. Healing Flash and Healing Burst become damage spells rather than healing. Spawn Blast becomes “Od Blast” doing damage to anyone with a Bloodline or Bloodkin cards. Earth Bloom works as stated. It is seldom used by Jickadell, and may be painful as well.

Colors of the Earth

3



WITCHCRAFT Ace, Spell 1 / C

Play to allow the target to add the caster's WIS to her stealth rolls. A person targeted by Colors of the Earth takes on the colors of her surroundings.

WIT-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Colors of the Earth

Spawn Blast

6



WITCHCRAFT Ace, Spell 0 / F

Independent card. Cast to inflict 3D6 magical damage on targeted warpspawn, plague beast, or any normal cast with two or more warp features. Spawn Blast has no effect on creatures who are not warped.

WIT-002 ILLUSTRATION © 1999 SUSAN VAN CAMP

Spawn Blast

Senses of Elethay

4



WITCHCRAFT Ace, Spell 0 / C

Independent card. Cast on a target to enhance her perception of the physical world. The target gains +6 to all sight, hearing and touch based perception rolls for the spell's duration.

WIT-003 ILLUSTRATION © 1999 HEATHER BRUTON

Senses of Elethay

Healing Flash

1



WITCHCRAFT Ace 0 / F

Independent card. Play to heal one living thing of D6 HP damage. This spell does not heal poison damage, but it does heal damage caused by diseases. Healing Flash does not cure diseases.

"If you're headed for battle, make friends with the witch." Vladus

WIT-004 ILLUSTRATION © 2000 SUSAN VAN CAMP

Healing Flash

Earth Shield

6



WITCHCRAFT Ace 0 / F

Independent card. Play to allow the casting witch to subtract 2D6+8+WIS damage from any melee or missile attack that she can see.

"I'm not in the mood to see my people bleed." Mother White

WIT-005 ILLUSTRATION © SUSAN VAN CAMP 2000

Earth Shield

Beguiling Images

6



WITCHCRAFT Ace 0 / C

Independent card. Play to allow the witch to create a series of images of herself. All of these images are the caster, but only one may be harmed. When the caster is attacked in melee, missile of magical combat roll a D6 on a roll of 5 or 6 the strike hits an image and has no effect.

WIT-007 ILLUSTRATION © SUSAN VAN CAMP 2000

Beguiling Images

Earth Storm

9



WITCHCRAFT Ace 1 / R

The witch calls up the earth and hurls it at a target. This earthen storm whirls about the target causing 2d6+6 physical damage to the target. For this round the target may only see 10 feet, but the may be seen and targeted. At the start of each following round the witch may choose to expend an action and maintain the Earth Storm, as long as the target is in sight. Dual Actions may be used in combination with an Earth Storm.

WIT-009 ILLUSTRATION © 2005 SUSAN VAN CAMP

Earth Storm

Earth Bloom

3



WITCHCRAFT Ace 1 / F

This spell increases the yield, and health, of a field within 30 feet, in all directions, of the casting witch. As a side effect of this spell all Warpspawn, and those with warp features, take D6+1 magical damage if they are within 30 feet of the caster.

"The peasants can not help but appreciate what we do for them, and it does help identify my enemies."

Mother Sychynz

WIT-010 ILLUSTRATION © 2006 SUSAN VAN CAMP

Earth Bloom

Healing Burst

3



WITCHCRAFT Ace 0 / F (IND)

Independent card. Play to heal one living thing of 2D6+4 HP damage. Does not heal poison damage, but does heal disease damage, but cannot remove diseases. Spell Range 360 feet.

WIT-011 ILLUSTRATION © 2009 SUSAN VAN CAMP

Healing Burst