

Qunu

Qunu is a witch. She's not one of the bitter hags that made too many deals with the devil, oh no: she's one of the favorites of Hel, the goddess of magic: charming, powerful, beautiful, intelligent, always a step ahead of you.

She lives in a beautiful palace built into the *Wall of Aigur*, a sheer wall only reachable by a precarious foot path secured by damp ropes overlooking the Forest of *Dreadful Faces*. The gate palace itself is guarded by three hellhounds *Harm*, *Pain* and *Bones*. On the palace roof there is a viewing platform where the troll *Envy* keeps watch.



The area around her palace is kept safe by the orc tribe *Masks of Fury*. These 50 orcs are sneaky hunters. As far as they are concerned, nobody who needs to walk needs to talk to Qunu. All her friends know how to fly.

The Book of Witchcraft

Charm male (1) affects a single male person¹ for a day, save vs. spells to resist. While charmed, victims treat you as their true love. To leave you is to die. To resist you in anything is impossible. If the charm is renewed daily, the target is unwilling to resist and thus remains forever enthralled as long as the spell is renewed. Once a victim break free, they remember everything they did and if they did anything they would not have ordinarily have done, they react with shame and anger. Charms usually cause severe emotional distress!

Mind rot (1) confuses a target within 60ft for half an hour. They don't remember what they were doing, they don't remember their name, their friends, their enemies, their spells, the books they've read. Their soul is still here, their *feelings* are unaffected. But it's hard to act coherently if all you know is how you feel about people and situations. When the spell ends, the victims don't recall much, not even the moment they lost their mind.

Silent message (1) allows you to send a short message and receive a short answer without speaking any words. The recipient has to be within a mile. The message does not involve any mind reading so you still need to share a common language, and replying is optional.

Bedazzlement (2) creates a 30ft radius aura around you. Nobody in range may harm or resist you unless they save vs. spells, or if you harm them.

Servant (2) creates a magical servant of your devising, just for you. It can be a dead body given ghoulish life, a zombie, a talking crow, or an owl, or a dead knight, anything like that. If the servant is at least as large as a child, it can fight: HD 2 AC 9 1d6 MV 9. It might even wield a weapon and wear armour, if suitable a weapon and armour can be found.

Illusion (2) allows you to create and maintain an illusion as large as a house for as long as you concentrate on it. Anybody touching it may save vs. spells in order to see through the illusion. An illusion attacks like the caster but always has an AC of 9. Illusionary damage affects you as long as you believe it until you faint.

Flying (3) allows you to fly at half your movement speed (like a person wearing plate armour) for 2h. When the spell ends and you are still flying, you fall and take the usual 1d6 per 10ft falling damage

Puppet master (3) allows you to create a puppet of another person, if and only if you have a bit of their hair. This puppet is linked to the owner of the hair. Attach some strings to the puppet and you can control the movements of the other person. You cannot make them drop something, or pick something up, or say something, or eat or drink something, but you control their arms and legs. You can make them jump, dance, fall over, crawl. Anybody who can *see invisible things* can see and follow the strings that connect the puppet to its master.

Blight (3) allows you to pick up to one target per level (minimum 5) within 60ft. Targets must save vs. death or start burning up from the inside as black fire consumes them: as long as you focus on it they take 5d6/rd until they are dead or leave the spell range.

Awaken stone (4) turns a boulder into a stone giant (HD 9 AC 1 3d6 F8 MV 6; surprise foes 1–3/6). The giant speaks your language and is as helpful as it can in the immediate situation. As soon as politely possible it wanders off to finally see the world after all these years.

Curse (4) affects a visible target within hearing distance, or anybody who's hair you have in your fingers, unless they save vs. spells. Curses include *love* (intelligence 3), *weakness* (strength 3), *trembling* (dexterity 3), *sickness* (constitution 3), *coughing up worms* (charisma 3), *shape changing* (turn into an animal during either day or night), *bad luck* (-4 to all saves) and the like. When pronouncing the curse, you must mention a way for somebody to break the curse ("until kissed by a prince" or "until invited into a house", for example). The curse can be broken by a reversal of this spell.

Doll (4) allows you to create a doll of another person, if and only if you have a bit of their hair. This doll is linked to the owner of the hair. If you lift the doll and hold it close to your face, they can see your face, hear your voice, smell your breath, feel your touch. And you can hear them whisper with a very thin voice, too. And if you stab the doll with hot needles, if you set it on fire, then the other person suffers the most grievous pain and takes 1d6 damage per round until their organs rupture, their blood boils and their skin catches fire. It is a heinous way to go. And while they are dying, they – and anybody close to them – can see your face, hear your voice. They know who did it.

Curse the land (5) enchants an entire region and places a curse on it, for example eternal slumber or permanent winter. The pronouncement of the curse must be followed by a feasible way to undo it and this possibility must be known to at least one witness. There is no other way to end this curse. As long as somebody else remembers the curse and the way to undo it, the curse is upheld. When the last person who knows how to break the curse dies, the curse is lifted. If the curse affects people directly, such as the eternal slumber curse, they must save vs. spells to be able to leave the cursed region.

Magic kingdom (5) enchants an entire region and allows you to create illusions with semi-autonomous behaviour for two miles around you: a forest full of grasping roots, a candy land, whatever you want. The limitations on illusions continue to apply, however. Anybody touching an illusion may save vs. spells in order to see through the illusion. That is why the easiest illusions to maintain are scary illusions or unreachable ones, of course. An illusion attacks like the caster but always has an AC of 9.

¹ **Notes on personhood:** a person is alive, speaks a language, has a head, two arms, two legs, and isn't a giant (usually that means up to HD 4 including ogres but excluding minotaurs or trolls).