



SERDRODOSIA

Serdrodosa is the name of the female shaman of the Heortlings. She is also known as Earth Witch. Her followers, also known as Earth Witches (or rarely, Serdrodosans), can divine the secrets of the earth and the human heart. They provide healing potions, and some say love potions, but everything they do comes with a price.

Core Practice: Earth Witch Practice

Earth Witches are usually secretive and solitary, preferring to meet other Earth Witches only rarely. Earth Witches often use charms or potions to influence others to give them property or power. They often have Wealth or Relationships far greater than their status would otherwise indicate.

New Earth Witches are normally chosen by Earth Witches or Earth Talkers. The Earth Talker will choose a likely candidate on its own or at the behest of an Earth Witch. The Earth Witch will inform the girl's parents, who will, often reluctantly, turn the girl over to the Earth Witch to serve her. The Earth Witch will pay for the girl with some type of treasure of the Earth. If the parents refuse to turn over the girl, she will grow up cursed and unlucky, doomed to walk the earth as a ghost after death.

A heroine may become an Earth Witch after persuading her local Earth Witch to train her. Part of convincing the Earth Witch may involve a promise to leave the area after completion of training.

Earth Witches are supported by the payments given to them by their clients, both Serdrodosan and not, who come to them for magics. A community of non-Serdrodosans is under no other obligation to support an Earth Witch.

Earth Witches have access to Serdrodosa practice spirits, special training, and a spirit ally. They may also have dealings with spirits in related practices. She may summon and talk to spirits by constructing charms to attract them and whispering for them in a consecrated place under the ground, usually the cellar of her house or a nearby cellar or cave. Her spirit ally is often sent out to gather spirits that cannot hear her normally. The Earth Witch must take precautions against discovery, some of which are defined under Mode of Worship.

An Earth Witch uses Allow Spirit Possession to invite spirits to come to her and enter her, possessing her while she deals with them and asks for their aid. When dealing with spirits in this manner, her Earth Talker and any other

friendly spirits can aid her. In this way, Earth Witches trade secrets with spirits and ask for their help. Lacking Spirit Face, an Earth Witch suffers a penalty of -10 when dealing with a hostile possessing spirit with Serdrodosa Tradition Knowledge. In this way, an Earth Witch can take a disease spirit from someone else and battle it inside herself with help from her spirits. However, this is extremely dangerous for the Earth Witch and will only be done for a high price.

Earth witches make few fetishes; they primarily make Luck charms and potions. The procedure for making a potion is similar to that for making a fetish. A potion's magic is triggered when consumed or applied, and potions are one-use items that cannot be refilled. The effects of the potion typically last for one scene, though the Earth Witch can try to extend the effects during potion creation. In this case, the resistance to the magic will be modified as described in the Modifiers to Magic box on *HeroQuest* page 100. If the potion is meant for a specific person a personal effect, such as a small possession or a lock of hair, can aid the Earth Witch by +5. Potions use the Not Concentrated Charm column of the Hero Improvement Cost chart on *HeroQuest* page 141.

Contest: Create a Potion

Appropriate Abilities: Follower of Serdrodosa

Typical Modifiers and Augments: Earth Witch Practice Knowledge; Personal effect (+5); Ritual magic bonuses; Community bonuses

Resistance: See "Spirit Attitude" on *HeroQuest* page 132 to determine the resistance.

Any Victory: One dose of potion is created.

Tie or Any Defeat: No effect. The ingredients are not usable again.

Earth Witches spend 60% or more of their time supporting themselves or providing magics to the community that supports them.

Earth Witches must obtain payment for their services. The safest way to pay an Earth Witch is in the form of treasures of the Earth such as jewelry or precious metals. Earth Witches must always accept such payments, but if such payments are not available, they may demand secrets and favors. Earth Witches may also accept personal effects for reasons that they will not divulge. If the Earth Witch is forced to provide services, the spirits of the Serdrodosa Tradition make sure that the magics provided backfire in the end. All treasure received may be used by the Earth Witch, and any unused treasures will be hidden. Earth

Witches will allow theists to assume that this payment is a sacrifice.

Earth Witches have an obligation to hide and protect women and children who come to them for help. They must still charge a payment, but the spirits are inclined to be lenient in this case, and the payment is often a token amount. They must also strive to master the worship of Serdrodosa until they learn her secret.

Because of the misapplied nature of the Serdrodosa Tradition it may never be Concentrated. Earth Witches are also considered polluted by the deities and by hostile spirits as explained under Member Disadvantages (above). Earth Witches who do not attain Serdrodosa's secret before death often walk the Earth as ghosts and they and their homes are considered unlucky for four generations.

☒ Earth Witch Practice

This keyword combines both occupational and magical keywords for Earth Witches. Shamans and members inducted into this practice learn these abilities as they can.

Abilities: Allow Spirit Possession, Brew Nonmagical Healing Potion, Brew Magical Potion, Conceal Secret, Concoct <Poison>, Concoct Spirit Possession Drugs, Cooking, Find Hidden Object, First Aid, Follower of Serdrodosa, Gossip, Hide Object, Earth Witch Practice Knowledge.

Virtues: Avaricious, Mysterious, Secretive.

Practice Spirits:

III **Healing Earth Spirits**—Close Hole 12-5 \mathbb{W} , Ease Pain 18, Heal Minor Impairment 18, Temporarily Relieve Symptoms of Disease 14-4 \mathbb{W}

☒ **Secrecy Earth Spirits**—Adopt Disguise 15-20, Cancel Earth Magic 12-15 \mathbb{W} 3, Conceal Hole 18-5 \mathbb{W} , Erase Memory 12 \mathbb{W} -15 \mathbb{W} 2, Hide Thing in Earth 17-4 \mathbb{W} , Obscure Trail 17-5 \mathbb{W}

☒ **Secrets of the Human Heart Spirits** — Boost Confidence 20-17 \mathbb{W} , Bring Shame 16-18 \mathbb{W} , Cause Sorrow 12-6 \mathbb{W} , Dull <Emotion> 15-10 \mathbb{W} , Ease Heartbreak 17-12 \mathbb{W} , Endure Stress 18, Induce Love 16-12 \mathbb{W} , Induce Lust 13-17 \mathbb{W} 3, Restore <Emotion> 15-15 \mathbb{W} , Seduction 16-12 \mathbb{W} 2

Special Spirits:

Earth Talker (Typical ability rating: 18 \mathbb{W}) Earth Talkers travel through the earth collecting information. They can tell the Earth Witch much that is hidden. The Earth Witch can ask a question of the earth and receive an answer [resolved as a simple contest against the obscurity of the information]. Earth Talkers have the abilities of Secret Keepers and the ability Enter the Black Cave [a severely limited version of Spirit World Travel], which they can use to help the Earth Witch cross over.

Luck Bringers (Typical ability rating: 10 to 20 \mathbb{W}).

Luck Bringers are typically bound into charms for worshippers. Each charm is used to aid a specific type of activity augmenting the wearer's appropriate ability and adding the AP of the fetish to those of the wearer in an appropriate

contest. Typical Luck Bringers are bound to create Discover Secret charms, Healing charms, Love charms, and Weaving charms. Luck Bringers can also be used to turn luck against the wearer. This is rare and is often a result of the spirit's reaction to the coercion of an Earth Witch. In this case, they augment and lend their AP to the wearer's opposition.

Secret Keepers (Typical ability rating: 5-20 \mathbb{W} 2) Secret Keepers are entrusted with secrets that Earth Witches want to store safely on the Other Side, where even they cannot get to them. The secret is given to the Secret Keeper during a special ceremony. The Secret Keeper enters the mind of the Earth Witch and removes the secret, leaving only the subject in memory. To retrieve the secret, the Earth Witch must again summon the Secret Keeper that holds that particular secret and ask for it back. An Earth Witch may attempt to steal a secret from the Secret Keeper. She must know who gave the spirit the secret and what the subject of the secret is. Any Victory give the Earth Witch knowledge of the secret. Any defeat allows the Secret Keeper to remove one secret from the Earth Witch. Secret Keepers can contain hold one secret for each five points of power.

Treasure Keepers (Typical ability rating: 1 \mathbb{W} to 15 \mathbb{W}) Treasure Keepers are special spirits that can protect hidden objects from being discovered. The spirit is bound into the object to be concealed using the Create a Charm rules (*HeroQuest* page 137), which must be then buried in the earth. If any attempt is made to find the object, the spirit will augment whatever ability was used to resist its discovery. If the hidden object loses the contest and is discovered, the spirit is released and immediately returns to the Spirit Plane.

Treasure Seekers (Typical ability rating: 15 to 15 \mathbb{W}) Treasure Seekers can both find treasures and reveal the nature of magical items. The spirit's might can augment any ability used by the owner to locate hidden objects. The spirit can also use its might directly in a contest against the highest magical ability of an object that was found with the aid of the spirit. If the spirit achieves any level of victory, one magical ability of the object [determined at random] will be revealed to the owner. If the object has no magical properties, this fact will be revealed. An individual Treasure Seeker can only be used to reveal a single property no matter how many times it is used or what level of victory it achieves, even if the object has multiple abilities.

Spirit Allies: **Earth Talker**.

Charms, Fetishes and Potions: Earth Witches generally create their fetishes and charms from natural materials drawn from the Earth element. Stick figures are common, as are objects carved, chipped, or hammered from flint, obsidian, animal bones and horns, or copper. Materials that are more exotic may be used as well. Potions use various plant, animal and earth ingredients.

*Secret: **Relationship with Asrelia*** (The Earth Witch realizes that Serdrodosa is a secret aspect of Asrelia. This knowledge allows the Earth Witch to consort with other Earth cults. The Earth Witch who knows this ability may also use it to safely cross over to the Black Cave, and from there to Asrelia's Green Arbor. She still has an Alien Realm modifier in all other parts of the Other Side. After death, the Earth Witch may use this ability to pass beyond Serdrodosa's Black Cave to Ty Kora Tek's Cavern of Silence, where she joins the ancestors. Even if she does not pass through, she still successfully finds the Black Cave and has no chance of becoming a lost ghost. An Earth Talker reveals this secret, any Earth Witch revealing it will lose all of its benefits.)

Shamans

Shamans who include the Serdrodosa Tradition among their magics are rare. The practice does not teach how to awaken a fetch, it is forbidden to teach men the magics of Serdrodosa, and it is misapplied worship. Female shamans may learn the Serdrodosa Tradition magics from an Earth Witch. In return, they must often teach the Earth Witch Spirit Face. While she has a relationship to any Serdrodosa spirit, the shaman will pay the unconcentrated costs for all spirit relationships. The shaman must make peace between her other tradition and practice spirits and the Serdrodosa spirits to bring her Hero Point costs back to normal. There are few, if any, shamans who adopt the Serdrodosa Tradition, but Serdrodosans know that it can happen.

Spirits of Reprisal

If a worshipper transgresses, Serdrodosa's spirits will withhold their aid. The worshipper is now without Serdrodosan magic.

