

Sleep TN: 5
 Components: powder and eye-boogers Scroungin': 7
 TN 5 throwin' roll from within 5 feet. Target may dodge. If hit, the target falls asleep for 1d4 hours. TN 5 Cognition roll to wake from disturbances. Harrowed are affected, but other undead are not.

Love Potion No. 9 TN: 5
 Components: 1 aphrodisiac Scroungin': 11
 Drinker becomes enthralled to member of opposite sex (or same if gay)
 Lasts 1d6 hours.
 Won't commit suicide or truly vile act per their morals.

Healing Poultice TN: 5
 Components: amphibian eye, green leaves, hair, 1 cup clean water, 3 drops of the witch's blood.
 Scroungin': 7
 Boil. Poultice removes all wounds to one area. No effect on wounds caused internally (prairie ticks).

Ghost Shield TN: 5
 Components: 8+ oz. chunk of ghost rock.
 Scroungin': 13 or \$80
 Invisible barrier with 50% chance to stop ranged and melee attack damage.
 Costs 1 Wind when cast & 1 wind each round to keep active.

ABRIDGED

How to Serve Man

By Annabelle Lee
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Beast Speak TN: 5
 Components: appropriate food for the beast
 Scroungin': 3

Must feed animal by hand
 I may talk for 10 minutes

A persuasion or animal wranglin' roll can get the animal to perform a task.

Eldritch Blast TN: 5
 Components: Small round balls.
 Scroungin': 3

Throwin' roll to hit.
 Range Increment 5 (skull 3)

3d8 damage for balls
 4d10 for human skulls.



5th Edition