

[Originally presented since Time Immemorial, although based on articles in Dragon 112 and 43, Best of the Dragon #1, and Mayfair game's Witches, with additions based upon both real-life Wicca and the witchcraft of European literature as well as general hole-patching and play balancing for PCs by DC]

WITCHES

Based upon the witch of fairy tale, myth, legend, and fantasy, these workers of magic are a special type of spell-caster who combine aspects of mage, cleric, alchemist, and even druid. Witches venerate unusual and/or forbidden supernatural powers (usually non-Good in nature), practicing a form of magic known as witchcraft. This is what differentiates a witch most: her brand of magic and the manner by which she gains her supernatural powers. Where wizards learn spells through long research and study of arcane lore, where priests receive miracles in response to faith and devotion to the divine, and where alchemists gain insight into the physical and magical properties of substances through complex experiments, witches gain their magical talents and abilities mainly as a reward from non-mortal entities in return for rituals, sacrifices, and specific activities on the entity's behalf.

Witches use herbs for healing, transmutation, and alchemical magic, somewhat in the manner of druids and alchemists. Witches learn to control magical forces and spells without direct divine aid, somewhat in the manner of wizards and mage-like specialists. And some witches receive spells in response to prayers to the divine, somewhat in the manner of clerics. This complex synthesis is further difficult to generalize because every witch is unique; the pact she makes with her supernatural patron is specific to her. Witches specialize in spells involving nature, the changing seasons, and sympathetic magic (i.e. magic based upon the similarities between a spell-casting ritual and the spell's effect), and they are also very knowledgeable about enchantments/charm spells involving humans and humanoids. The manipulation and control of other beings is one of the hallmarks of witch magic -- a necessary step on the way to achieving greater power. Most witches have effective healing magics, but are unable to truly restore the dead -- a witch's patron lacks the authority to meddle in the cycle of life. Evil witches often specialize in curses and destructive spells.

The prime requisites for a witch are intelligence and wisdom, each of which must be 9 or higher. In addition, witches must have at least a dexterity of 7. Witches never gain any experience point bonus for exceptional attributes, although both prime requisites are important to would-be witches. Although a witch is granted insight into complex spell formulae without study, she still must roll to understand witchcraft spells based on her intelligence, just as a mage must, and likewise has a limited number of witchcraft spells they can understand, as dictated by her intelligence (page 10 of the PH). Also, just as clerics with above-average wisdom gain additional spells, so too do Witches (page 11 of the PH).

Generally, only humans, elves (any sub-races from Unearthed Arcana), half-elves, half-orcs, and gnomes can be witches, although other races (especially non-humans) may also have witches. Drow elven witches have a level limit of 10th, other elves and all half-elves are limited to 8th level, half-orcs have a level limit of 4th, and gnomes are limited to 6th. Multi-classed witches are rare, but do exist for all races capable of being witches.

Most witches are female, since this class attracts a disproportionate number of female humans, elves and half-elves to its practice. This situation is encouraged by the large number of evil male beings ruling the Lower Planes, most of whom desire mortal consorts, and by female deities (of any alignment) governing magic, who seek worshipers among women in oppressive, male-dominated societies. Male witches are sometimes called warlocks, though this term invites confusion with the level title for 8th level magic user. Conversely, many female magic-users are improperly called witches. In truth, there is no difference between male and female witches, although, as a generic term for a single witch, the pronoun "she" is used in this text.

Witches may be of any alignment, although the majority are non-Good. The alignment of a witch and the supernatural patron which she serves need not match, although the ethics which allow a witch to perform the duties required by her patron which will usually determine a witch's alignment (see below).

Witches have 4-sided hit dice and receive 1 hit die for each level of experience up to and including 11th level. Thereafter, they each receive one additional hit point for each level of experience -- 11d4 + 1 for 12th level, 11d4 + 2 for 13th level, and so on. Witches receive constitution bonuses, attack, and make saving throws as magic-users. Likewise, a witch's weapon proficiencies, allowable weapons, non-proficiency penalty, and attacks per round are as per magic users. Witches may wear no armor whatsoever, save for magical protections such as rings, bracers, cloaks, etc., and cannot use shields. Initially, a witch may only use those magical items that all classes may use or those that both mages and clerics can both use. Oil may be used as a weapon (though it rarely is) and poison is freely used by evil witches.

Witches gain spells at the same speed and in the same number as a cleric of the same level. In order to cast 7th level spells, a witch must have 16 intelligence and wisdom. Likewise, in order to cast 6th level spells, a witch must have 15 intelligence and wisdom, and 5th level spells require a 14 intelligence and wisdom. The highest level of spell available to a witch is a function of her patron -- only those which are on par with greater gods can grant 7th level spells (extremely rare). The majority of witch patrons are on par with demi-gods and therefore limited to granting 5th level spells or lower. There is a distinction, however, between granting spells (as a cleric's deity does) and teaching witchcraft spells. A witch's patron has no restriction on the highest level of witchcraft spells it may reward its witches with (see below).

Witch Patrons

To become a witch, the individual in question seeks out another witch or attempts direct contact with the supernatural entity the would-be witch is interested in. The would-be witch then pledges to perform certain actions for this non-mortal being, in exchange for magical power and training. If accepted by the supernatural entity, the witch and her patron work out some sort of pact or covenant: the price of the witch's magical powers. In exchange the witch's patron, through a representative, either another witch or a spirit in the form of an innocuous mortal creature (see Familiars, below), instructs the witch in the use of supernatural magical abilities not normally attainable by humans. This knowledge is not a gift, but rather payment for services to be rendered unto the witch's patron. The witch's magical powers are not a result of moral worth and blind faith, but rather a quid pro quo arrangement; the patron will continue to supply the witch with magical knowledge and power as long as the witch continues to adhere to her side of the bargain, whatever that may be. Witches must still follow the major teachings of their deity, but compared to clerics, have much more latitude in interpreting ethical behavior and applying their patron's magic.

A large portion of a witch's magical abilities stem from her patron. Although over time a witch gains a measure of understanding and control of her magical powers in her own right, the witch is largely a vessel for the supernatural power of a given non-mortal being, much as a cleric is. It is important to remember that a witch's patron is alive with goals and ambitions of its own. If a witch oversteps the bounds of her compact or works at cross-purposes to her patron, the consequences she will suffer are far-reaching. Usually, however, the uses to which a witch puts her magical talents are inconsequential to the witch's patron, so long as she performs her required duties. Thus, witches serving the same patron may be of widely different alignments, although generally are in keeping with the ethics required to perform the tasks required by that patron; i.e. most devil-worshipping witches are evil, since they must perform human sacrifices.

Some witch patrons have spheres of influence as traditional clerical gods do. Such patrons tend to be of a more orthodox divine nature, perhaps associated with a regular pantheon of deities or in the transition to becoming a true god. Whatever the case, such patrons have a stronger desire to follow traditional clerical relationships and therefore grant less insight into witchcraft. In exchange, these patrons can grant clerical spells from their spheres on the fly, just as traditional clerical gods do. Usually these patrons will grant minor sphere access, although a few do grant major sphere access.

For each major sphere or each two minor spheres a patron can grant, the patron withholds one level of witchcraft spells, counting down from 7th (thus, if a patron could grant major Death and minor Combat and War, its witches would only be able to cast general witchcraft spells of levels 1st through 5th. Likewise, if a patron could grant major Protection, Guardian, and Divination and minor Travelers and Numbers, it would only allow its witches access to witchcraft spells of levels 1st through 3rd). Witch spells from these "withheld" levels may only be learned from another source (scroll, research, another witch, etc) and are otherwise totally unavailable to the witch. In addition, because the witch must master such dweomers on her own, her maximum number of spells for such spells is one-half normal (round-up) and the minimum known becomes zero. In addition, witch patrons are incapable of granting spells from the clerical All sphere as these beings lack the spiritual "legitimacy" and orthodoxy such prayers require. Witches do have spells common to all witches, a sort of "reduced" All sphere, but such spells are considered witchcraft and must be learned from the witch's familiar as other witch spells are. Witches with clerical spheres also are taught fewer witchcraft spells of each level (they lose one from their maximum number of spells understood per spell level for each sphere, major or minor, that the patron grants, although never fewer than three spells per spell level). For more details, see Witch Spells, below.

Witch patrons answer pleas for divine intervention only rarely and with difficulty. Unlike clerics and druids, witches are no more likely than other characters (1% per level) to receive divine help in this way. In addition, witch patrons who do respond to calls for succor tend to take far more indirect and subtle hand than traditional gods would, giving perhaps advice or an extra spell or two but never manifesting physically. Such divine beings work through witches precisely because they have few emissaries on the mortal plane. Afterward rendering succor, the patron will almost certainly require some additional, supplemental services from the witch in payment for aid.

Essentially, witches of all types are worshippers of forbidden entities (usually non-Good in nature) and have been given powers and abilities in exchange for services (although not necessarily devotion) to their patrons. These entities are almost never gods in the traditional sense of the definition. The nature of the patron and the reason veneration of it is forbidden is usually because the supernatural being represents a threat to the orthodox divine relationship of man and deity (which standard clerics represent and defend). Commonly, patrons are of Evil and/or Chaotic alignment such as demon princes, arch-devils, oinodaemons, slaadi lords, etc. There are, however, a large number of patrons who are ethically Neutral and are simply lacking sufficient, widespread belief to manifest as deities do, such as the powerful animistic spirits of Bear or Storm. Some witches serve patrons who represent non-human views and aims, such as the various elemental deities, the Generals of the Animal world, Meerclar, Roofdrak, the Fates, the Norns, etc. A small minority of witches serve Good-aligned patrons who do not fit into the larger scope of human-divine interactions, such as Bahamut and Garuda. And finally, there are even a handful of deities who are accepted members of larger, orthodox religions and pantheons (true gods) but who maintain witch cults as part of their own divine portfolios, such as Hecate, Gaea, Isis, and Freya. Whatever the case, by aligning herself with such unorthodox beings, the witch has set herself apart, as a target for most clerics and strict followers of divinity, especially those of Lawful or Good ethics. Most faiths believe that witches serve creatures of malice and power, beings that will ultimately corrupt the body, mind, and soul of those in contact with either them or their minions. Accordingly, witches usually have a very difficult time finding allies.

Followers, Hirelings and Apprentices

Witches tend to be a secretive lot, either interested in power and manipulating others or interested in withdrawing from the world in order to pursue their magical studies. Witches tolerate no long-term masters save their deities or higher-level witches, and witches generally insist upon governing all underlings with absolute authority, regardless of alignment. Witches generally recognize their own political and social situations and will often work as advisors or oracles to those with the power they lack in order to achieve their own ends. Working behind the scenes, some witches will play out elaborate, decade-long intrigues with kings, wizards, heroes, and dragons as their pawns. Witches who have become consorts of their deities are especially dangerous and intolerant of rivals. Anyone who attempts to control or give orders to a witch invites disaster, albeit perhaps in the long term.

When a witch reaches 9th level, she can attract 5-50 zero-level followers of the appropriate alignment if she establishes a place of worship. Since witches worship forbidden gods, such a place of worship must be kept secret, and it must also be cleared of wandering monsters. The followers try to remain hidden from the outside world except under extreme circumstances. These followers faithfully follow the witch's orders, so long as doing so does not otherwise place them in peril, loss of property, or clearly go against the ethical focus of the witch's cult.

Although a witch may obtain the services of hirelings in the normal manner, very few would willingly serve a witch. Most societies shun or actively persecute anyone who publicly admits to trafficking with the supernatural powers a witch does (-1 social level penalty). Thus, many witches maintain cover identities in order to conceal their true nature. Known witches generally suffer a penalty of minus one category to all reactions when dealing with non-believers and further suffer a x1/2 to any reaction bonus or x2 to any reaction penalty due to charisma or other circumstances. Quite simply, most people are only willing to believe the worst about a witch and distrust anything that appears positive. These penalties do fade over time, as an individual grows to know the true nature of a given witch; use the long-term association table on page 36 in the DMG to offset their penalties, applying those bonuses normally. Witches who manage to keep their true nature secret have no penalty in their dealings, nor do penalties apply when dealing with other witch-worshippers, regardless of patron.

Beginning at 3rd level, a witch can take on an apprentice to train. A witch may have as many as three apprentices in training at one time. All apprentices are, of course, witches themselves and cannot be of a level higher than one-half of the witch's experience level. If an apprentice earns enough experience points to exceed this limitation, then she must leave her mistress and either strike out on her own or find another teacher. Thus, a 4th level witch can have 1-3 1st or 2nd level apprentices and cannot have a 3rd level apprentice until reaching 6th level herself (fractions are rounded down).

Familiars

Because of their non-orthodox nature, the supernatural entities that empower witches cannot normally manifest directly on the Prime Material Plane. In addition, such entities have few servants or allies to call upon for aid. As a result, these beings have great need of emissaries, whether mortal or divine. In order to maintain contact with a witch, her patron will find a spirit willing to incarnate into the form of a small, non-magical, non-dangerous animal, that appears like any other of its kind. Based on behavior, other animals and higher-level druids may note the familiar is not what it appears, but in all physical respects, the familiar is an animal of the appropriate type. This animal loses much of its former awareness, but in exchange may exist physically on the Prime Material Plane where it serves the witch and instructs her in the magical secrets of witchcraft. This animal becomes the witch's familiar and therefore the witch's link with her patron. It is through her familiar that a witch learns many of her witchcraft spells as well as gains much of her training. Without her familiar, a witch cannot gain new spells or abilities due to level advancement and has only a tenuous connection with her patron.

When a witch enters into her contract with her patron, that being will provide her with her first familiar. The witch rolls randomly using either the table in the PH1, PH2, or that in the CWH to see what appears (player's choice). Because the witch does have some slight influence on what comes to serve her, she may modify this roll by +/- 1 (on a d20) or 5% per level. If a "special" familiar is rolled, the player may choose a non-fantastic animal form appropriate to the witch's god (DM's approval). In the case of "no familiar available" the player simply rerolls. Familiars are often given bizarre names by their mistresses, such as puns (MephistoFleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), and so on.

Just as the pact between each witch and patron is unique, so too is the nature of each familiar unique. Over time, the familiar becomes progressively more powerful and more attached to the witch it serves. Although the individual powers of a given familiar vary greatly, as a general rule, all familiars have the following characteristics and abilities:

All familiars start with d4+1 hit points, attack as 1-1 hit die monsters, have 6 intelligence and 13 perception. A familiar's AC and move are based on its form. The familiar is NOT linked to the witch mentally or through its senses, although the pair will understand each other's speech. The familiar is not a true (natural) animal, but rather a spirit in the body of an animal (thus a druid may *hold* it but not *charm* it). Druids cannot normally communicate with a witch's familiar, nor can a familiar understand the language of other animals or of humans. The familiar makes all saving throws as its witch, but shares the same alignment as the witch's patron. Although of extra-planar origin, the familiar has incarnated in animal form. Accordingly, the familiar's home plane is that on which the witch forged her pact with her patron (familiars are not normally subject to *abjure*, *dismissal*, *extra-dimensional detection*, etc).

For each level the witch advances with her familiar, the familiar gains d2 additional hit points and +1 intelligence. For every two levels the witch advances with her familiar, the familiar gains a +1 perception, a point of AC, and jumps a hit die category (to 1, 1+1, 2-3, 4-5, 6-7, etc) with all the appropriate increases in THAC0 and ability to strike creatures needing magical weapons to harm, etc.

Beginning at first level and every level thereafter, the witch may "customize" her familiar. This represents the unique and growing bond between witch, spirit, and deity. A witch's familiar gains one "talent" for each level the witch gains while the familiar is in her service, including first level. These talents may be spent or saved for more powerful capabilities -- "abilities" and "powers". Two talents equal one ability and two abilities equal one power. Below is a list of talents, abilities, and powers a witch may earn for her familiar. Some abilities and powers are "upgrades" from lesser talents and abilities; they are noted as such. For these perks, the witch need only pay the difference (for instance, if a familiar can speak with animals of its type and the witch wants to upgrade this to speaking with all animals, this only costs one talent, as the familiar already has one talent invested in this ability).

Talents	Abilities	Powers
Speak with animals of the same type (feline for cats, reptile for toads, avian for hawks, etc)	Speak with animals (familiar can speak with all normal animals) -- upgrade	Divine Conduit (ask questions/gain advice of deity through familiar)
Comprehend human speech (languages based on familiar's INT score & witch's native is minimum)	Speak with humans (the familiar can speak, based on its INT score) -- upgrade	Assume human shape at will -- upgrade
Shared spells (beneficial spells cast on witch automatically include the familiar) (T)	Spell Conduit (witch may cast spells through familiar, including touch-based) -- upgrade (R)	Cast spells (even if witch is unconscious or remote) -- upgrade
Familiar shape (the familiar can take on the form of ONE other type of familiar at will)	Polymorph into any small animal ('familiar' types) - OR- ONE minor monster at will -- upgrade	Polymorph into any animal -OR- ONE moderate monster at will -- upgrade
Hit Point transfer (the witch and familiar can transfer hit points to one another) (T)	Gaseous form (at will)	Magic Resistance (5% per level)
Thought or Sense link (as a mage's familiar) (R)	Mind link -- upgrade (R)	Telepathy (with anyone) at will -- upgrade (R)
Confer animal senses to the witch (as a mage's familiar) (R)	Minor Regeneration (1 hp per hour if not slain)	Major Regeneration (1 hp per turn even if slain but not destroyed/decapitated) -- upgrade
Spell Immunity (to a specific spell, such as magic missile or charm person or mammal)	Broad Spell Immunity (to a family of spells, such as charms or lightning bolts) -- upgrade	School Immunity (such as evocation or necromancy) -- upgrade
60' Infravision	120' Infravision -- upgrade	Poison or Cursed attack form
Specific Resistance (as per Ring, but could be fire, cold, electricity, poison, etc)	Specific Immunity (fireproof, immune to lightning, etc) -- upgrade	Invisibility (at will)
Resisted mind (even if the witch is charmed, the player can still use the familiar to act)	Shared mind (any control of the witch's mind must also control the familiar) -- upgrade	Precognition (danger sense)
Increase base damage dice (1pt -> d3, d2 -> d4, d3 -> d6, d4 -> d8, etc)	Extra damage dice (familiar does double damage with all attacks in one form)	Weapon Resistance (+1 or silver/iron/etc to hurt)
Familiar can "hold" one spell as a spell book (R)	Familiar can "hold" witch's lvl in spell levels -- upgrade (R)	Familiar can "hold" witch's lvl in spells of any spell level -- upgrade (R)

+1 to initiative

+3" move

Bonus d4 hit points

Cause fear (as a samurai -- save vs dragon breath for those under 1 hit die, w/extra save each rnd)

Bonus 2 points of intelligence or 1 point of perception (19 maximum on either)

Unusual abilities based on the witch's patron deity

Bonus point of AC

Detect X (magic, virgins, gold, fresh water, secret doors, invisible objects, etc) within 6" at will

Bonus hit die category (for THAC0, etc)

Detect (opposite) alignment at will (good witches detect evil, chaotic witches detect law, etc)

Manipulative paws (can open doors, books, potion vials, etc)

Non-weapon skill (such as plant lore, beast lore, religion, etc)

Perks with a (T) normally have a range of touch, but may be used at range if the witch and familiar possess a ranged link due to another perk. Perks with an (R) are ranged; such gifts function up to a distance of 10' per level of the witch, but x10 for each additional such gift. For example, a 5th lvl witch with thought link could communicate with her familiar up to 50' distant. If this witch also had a mind link or spell conduit, then all of these powers would have a range of 500' -- or 5000' if she had all three! In lieu of polymorphing between forms, a familiar can permanently shape change into the other form, gaining ALL the abilities of the new form, but losing the flexibility to change form.

The pact between witch and familiar is only binding on the witch for one year. At any point after this time she may send her familiar away and request another one. Likewise, if a witch's familiar dies, she may request a new familiar, so long as she received her former familiar at least one year earlier. When a witch's familiar dies, the witch must save vs system shock or die as well. The death of the familiar counts as a death for the witch (with regard to the maximum number of times a witch can be raised from the dead). Sending a familiar away has no negative effect on the witch, but requires a day-long ritual with the familiar present to accomplish.

When a witch gains a new familiar, it will NOT possess the hit points, AC, intellect, or abilities of the witch's former familiar; such must be gained with advancement in level, although through the sacrifice of magical items or performance of additional services, the witch may "recover" such "lost potential". There are no hard-and-fast rules for this, although 200xps worth of magical items per level "recaptured" would be a good rule-of-thumb. Naturally, divinely-inspired quests would also be an appropriate way for a witch to "build her new familiar back up" to the level her old familiar had. A new familiar's abilities can be totally different from those of the old familiar.

Learning and Casting Spells

A witch may understand a wide variety of witchcraft spells, but she can only cast those she has studied and memorized. The traditions of witchcraft are largely oral and religious. Witch spells, especially at lower levels, are usually passed on by word-of-mouth. For this reason, witches are not schooled in the workings of magical runes and writings as mages are. This limits low-level witches to those spells they begin with or which they can learn from an allied witch.

When a witch first achieves 1st level, her familiar will teach her spells (rolled randomly from the 1st level witch spell list) until she has understood her minimum number of spells, based on her intelligence. The witch can then fill any available spell slot(s) she has with these spells. Spells not memorized into spell slots are forgotten. These spells are understood and should be noted as such on the witch's character sheet, but no copy is available, so the spell cannot be cast until the witch procures another copy (just as with a mage). The witch's familiar can NOT instruct the witch in any additional spells until the witch levels again. Each time a witch advances in level, her familiar may teach her any one witch spell of a level the witch can cast. The witch must then roll to understand this new spell; if she fails, she may ask her familiar to teach her another until she successfully understands a new spell. Witches with spheres make all rolls to understand witchcraft spells at a -5% penalty for each sphere, major or minor, they have access to. This reflects the patron's greater emphasis on traditional clerical prayers. For example, an 18 intelligence witch with major Death, minor Healing and minor Protection would have a 70% chance to understand a new spell, instead of the regular 85% chance.

Because of this, low-level adventuring witches can only cast those few spells they began with plus the one or two gained as they advance in level. Until 3rd level, witches are completely magically illiterate, unable to learn spells from any source other than another witch (a good reason for covens, as witches can serve as "living libraries" for each other). Beginning at 3rd level, witches may create a primitive personal spell book for their own use (see below). Also beginning at 3rd level, a witch may learn spells orally from non-witches, such as mages and illusionists (although never clerics or druids, who rely on the orthodox magics of a specific divinity). At 6th level witches may begin to keep a regular spell book and use scrolls and mage spell books as a source of spells, and at 9th they may actually read and understand spells from non-witch scrolls. Higher level witches tend to find themselves surrounded by lower level witches, since only the higher level practitioners of the art are capable of having a wide range of spells available.

Because the "science" of magic and dweomercraft is not generally taught to witches, they are poor at developing new spells. In addition, witches may not normally research new spells or "explore" new magicks without special leave from their deity. Generally witches with spheres may only research spells related to their patron's spheres (see below).

Although witches gain some benefit from studying tomes of arcane lore, the bulk of a witch's magical power are not the result of study and research, but instead are the results of insights into the supernatural shared by more knowledgeable entities of extra-planar origin. Magic comes easily to witches, a supernatural boon that allows them to access a wide variety of magical feats. Unlike other forms of magic, witchcraft does not primarily depend on the intellect, faith, or work of the witch; instead, the witch's supernatural patron teaches the witch the formulae to achieve her spells without making the witch go through the intervening steps and stages which other spell-caster must struggle. Using this knowledge, a witch is able to duplicate many of the primary magical abilities of a number of other classes, although all such resulting magics are classified as witchcraft, with all the attendant ramifications.

Witchcraft Spells

All spells on the general witch spell list are considered witchcraft spells. Witchcraft is the "tainted" magics of "marginal" supernatural beings. The divine figures that a witch serves do not represent completely anthropomorphized or philosophically consolidated deities -- these are indistinct and/or fringe figures lacking the level of orthodoxy that traditional clerical gods enjoy. Thus witchcraft spells have great difficulty affecting those who have a "true" god to protect them. Clerics (but not druids) gain a very great advantage when dealing with witch spells. If the cleric is higher level than the witch, he is immune to ALL spells cast by the witch, both for good or ill. If the cleric and witch are equal level, then the cleric's saves are automatically made and any spell without a save (again, for good or ill) is given a save (including *cure wounds!*). Finally, a lower level cleric gains a +4 bonus on all saves. In addition, the use of a holy symbol as a shield against witchcraft will give a saving throw bonus of +1 (+2 in the hands of a cleric, paladin, or champion).

Unless otherwise specified, witchcraft spells obey the following rules. Spells which match clerical or druidic spells have the same casting time as their counterparts. Witch spells which resemble magic user spells or which are unique have a casting time equal the spell's level for a witch in segments unless otherwise stated. Witch spells use the same material components as spells taken from other class. Those beings with appropriate proficiencies (mages with spellcraft, clerics with religion, etc) observing a witch casting a spell will be able to recognize her as such since witchcraft usually requires the invocation of telltale names and phrases.

As previously noted, some witch patrons are able to grant traditional clerical spells as well as instruct in the use of witchcraft spells. These clerical spells do NOT bear the "taint" of unorthodoxy and therefore not hindered when used against traditional clerics. A witch may call down such clerical spells "on the fly" just as clerics may. Such spells are limited to the spheres granted by the witch's patron; the All sphere is NOT available to witches under 17th level. If a witch uses a clerical spell, that spell uses the slot of a memorized witchcraft spell, although the witch need not "forget" a spell in order to call upon her patron to deliver such a miracle. All such clerical spells granted to a witch follow the same restrictions and are entitled to the same advantages as if cast by a cleric (with regard to casting time, range, area of effect, availability on other planes, etc). Such spells, since they are granted by the witch's patron, can be withheld if the witch uses the magic in inappropriate ways or if she does not keep to the ethics of her patron.

There are a handful of spells that are available to all witches and whose use a witch's patron actively encourages. These are spells that further legitimize the worship of the patron and/or deal with the detection or creation of sacred items, spaces, and covenants. These spells are underlined in the list of general witch spells, but are present here as well: *bless/curse*, *ceremony*, *combine*, *detect evil/good*, *detect magic*, *protection from evil/good*, *purify/putrefy water*, *mystic transfer*, and *sanctify*. These spells may be learned at any time by the witch via her familiar, requiring one day for each spell level. Such spells are still considered witchcraft and do still require an understanding roll based on intelligence, but they do NOT count against a witch's maximum number of spells understood.

Witches generally use symbols holy to their patron (consecrated using a *ceremony* spell) and conduct their religious services in similarly sacred spaces. Such items and places are not considered holy or unholy with regard to other beings, lacking the legitimacy true gods can engender. In order to cast any clerical spells, a witch must use such symbols, just as a cleric would. Most witches feel uneasy on truly holy/unholy ground, such places radiating the same shielding effect as a holy symbol (+1 on all saves).

Witch Special Abilities

A witch is taught certain special abilities by her deity through her familiar as she progresses in level. These abilities, noted on the Witch Table at their appropriate levels, are explained below. Note that spell-like powers are in addition to spells already known by the witch.

Brew poisons and antidotes (2nd level): An evil witch can brew one dose of either poison or a narcotic each day, provided she has the necessary ingredients. The mixtures cannot be used to coat weapons and must be ingested by the intended victims. A witch learns how to brew Type A ingestive poison at 2nd level (see pages 20-21 of the DMG). She learns how to brew an additional type of ingestive poison for every two levels she progresses beyond second level. Thus, at 10th level, a witch can brew Type E poison. Saving throws are applicable. A good witch learns to brew antidotes instead of poisons, while a neutral witch may brew both. A witch may keep on hand as many doses of each of these concoctions as she has levels of experience.

Use generic mage items (3rd level): Initially a witch may only employ those magical items useable to all character classes plus those magical items useable to both clerics and mages. Beginning at 3rd level, a witch may use those magical items of a non-written nature which can be employed by all general mage-types (including 10th level rangers, illusionists, alchemists, elementalists, etc), such as a crystal ball, robe of scintillating colors, medallion of ESP, etc.

Maintain a spell book (3rd level): Initially a witch cannot understand any form of magical writing nor record her spells in any way. As noted above, such witches are limited to those spells they currently have memorized or those that they can trade with their fellow witches. Beginning at 3rd level, a witch may jot down notes about the various spells she understands, creating a primitive spell book. The witch must follow all the same rules a mage must with regard to cost and time to create her spell book (see the Unearthed Arcana), but due to lack of understanding, this work will be no more than a reference manual (i.e. spells cannot be cast from it and it is all but unintelligible to anyone else).

Brew love potion (4th): The witch can brew on special form of *philter of love* over the course of a week (see the DMG for costs). The potion has all the effects of the usual potion, save that the charming effect last for 8+2-8 turns and that the victim falls in love with either the witch or the person who gave the victim the potion. This later option is set when the witch brews the potion. This potion has a chance of affecting a victim of the same level (or with equivalent hit dice) or less than the witch who brewed the potion. Thus a 9th level witch could brew a potion to affect a fighter of 9th level, but not a 10th level fighter. Enamoring effects last until dispelled. Only humans, demi-humans, and humanoids who fail a saving throw versus spells are affected by this potion.

Work candle magic (4th): A witch may manufacture one candle per month, a process that requires no interruptions (or else the candle is ruined). For each three days spent in making a candle, the candle burns for one turn, up to a maximum of 9 turns (for a candle which took 27 days to make). The magic of a candle takes effect either when the candle is snuffed out or burned down to nothing at the end of its duration (red, gold, and black) or while it is lit and after it has been burning for at least a turn (blue, purple, and yellow). At 4th level, a witch may make red candles; the ability to make other colors of candles is gained as the witch rises in level. A candle must be burned in the presence of the intended victim (where appropriate) in order to work, and all affected must not be farther than 10' away throughout the entire burning time.

Saving throws may be attempted, where applicable, for the effects of all candles. Any candle that does not burn continuously for at least one turn has no effect. A candle that is extinguished midway through a turn is treated as though it had not burned at all during that turn, but that turn is counted against the maximum amount of time a certain candle may be burned. Thus, if a candle with a maximum life of five turns is extinguished midway through its third turn of burning, its effects are as though it had only burned for two turns (not two and a fraction), but if it is re-ignited later, it has only two turns of burning left before it goes out automatically.

Red Candle: The victim is affected as if a philter of love, with a duration of one day (24 hours) for each turn of burning. The saving throw against this candle is at -4.

Blue Candle (6th level): As long as the candle burns, it forms a *protection from evil/good 10' radius* (as per the magic user spell). This power has double effect against good beings if used by an evil witch, or against evil beings if used by a good witch.

Purple Candle (8th level): This acts as a truth drug, allowing two questions to be asked of a victim for each turn of burning, with all such questions being answered truthfully.

Yellow Candle (10th level): One turn of telepathy (the witch is able to read a victim's mind and communicate with him) is gained for each turn of burning. All languages are understood for the duration and falsehoods and evasions are known as such.

Gold Candle (12th level): This cures 1-6 hit points of damage on any being able to be affected by a *cure light wounds* spell, on the being nearest the candle when the latter is extinguished, for each turn of burning. If the witch puts out the candle, she herself is cured.

Black Candle (14th level): One curse can be placed on a victim for each turn of burning, up to a maximum of six turns of burning and six curses. The curses are weakness (strength reduced to 3), feeblemindedness (intelligence reduced to 3), foolishness (wisdom reduced to 3), clumsiness (dexterity reduced to 3), exhaustion (constitution reduced to 3) and ugliness (charisma reduced to 3). Other possible curses include blindness, deafness, disease, impotence, hemophilia, and possibly even vampirism, and lycanthropy. Saving throws vs spell can be attempted for each curse and if successful, negate that particular curse only. A saving throw penalty applies for every level of the witch above that of her intended victim. No bonus is applied if the victim is higher level than the witch. Casting *wish* or *remove curse* (by at least a 9th level cleric) removes one curse per casting. Each curse lasts indefinitely unless dispelled.

Use clerical items (5th level): Beginning at 5th level, a witch may use those magical items of a non-written nature that can be employed by clerics such as prayer beads, incense of meditation, phylactery of faithfulness, etc.

Brew potions (5th): At this level, a witch may make any potions listed in the DMG, without the help of an alchemist. Witches may NOT initially brew potions found in the Unearthed Arcana. A witch must learn the formula for a potion before creating the potion, either from an alchemical book, magical research, as a leveling "spell" from her familiar, or by drinking a potion specifically in order to determine its formula (with a roll to understand based on intelligence required and only possible in non-combat conditions). A witch has a minimum and maximum number of different potion formulae she can know identical to her minimum and maximum number of spells for a given level, based upon Intelligence. At 10th level, a witch gets another "level worth" of potions she can brew (just as a mage does) and can use these additional formulae to brew potions found in the Unearthed Arcana. Witches with spheres suffer no penalties to their rolls to understand potions.

Manufacture talismans (6th): At this level, witches are able to create minor, short-lived, magical talismans useable by anyone. Each charm requires one full day to fashion, at the end of which the witch must make an unadjusted saving throw vs magic or (unknown to her and anyone else) the talisman is flawed and useless. These charms are made of common ingredients, costing perhaps 1d6gp each. Once created, each talisman remains potent until discharged or for at least one month per level of the witch who created it, whichever happens first. After the indicated time has elapsed, a new saving throw is rolled to determine potency for one year, decade, century, etc per level, with failed talismans no longer radiating a dweomer. For this reason, many witches craft talismans only to put them aside when complete in order for the items to "ripen". Talismans are useless against clerical spells and powers invoked by a priest of equal or higher level than the talisman-creator. Typical talismans produce the following results:

* Offer protection against a specific spell that allows a saving throw and the witch has personally experienced. The next time the talisman wearer encounters the spell, he automatically makes his saving throw against that particular spell's effect. Thus a witch could craft a talisman against *charm person* or *lightning bolt*, but not *sleep* or *magic missile*.

* Offer protection from: **Evil/Good** (+2 AC and saves), **Undead** (+2 AC and saves), **Magic** (+2 saves), a specific **Element** (+2 saves and -1 damage/die, but limited to fire, cold, lightning, etc), **Enemies** (offers *sanctuary*), **Scrying**, (offers *non-detection*), or **Cantrips** (offers *protection from cantrips*) for one encounter (usually one melee round per level of the witch who created the talisman).

* Offers powers on par with a *cantrip* such as, instantly lighting a fire, keeping clothes clean, ward off bugs, ensure cooking doesn't burn, ward off the common cold, ensure pregnancy, grant a +1 charisma with regard to a specific person, grant +1 on next saving throw, etc, although none of these effects endure longer than a turn per level of the witch.

Using multiple talismans or talismans along with traditional protective magical items or spells is risky. There is a 50% chance that a talisman will be overpowered and disrupted by another talisman, magical item, or spell, although not in the case where the talisman creator, magic item creator, and/or caster of the protective spell are all the same witch.

Read witch scrolls (6th): Upon achieving 6th level, a witch's understanding of magical runes and writing improves enough that she can begin reading scrolls. At this level, a witch can safely employ those spells from scrolls that are found in the general witchcraft spell list (see below) or which are allowed the witch through her patron's spheres (if any), although the dangers of casting a spell of a higher level still apply, as per the DMG (page 128). Note that witches with spheres are denied use of higher level witchcraft spells (see Witch Patrons) and these spells cannot be cast from scrolls either. In addition, from this point on, a witch can fashion a regular spell book, just like a mage, and can likewise make use of a mage's spell book as a source of additional spells.

Use mage items (7th level): At 7th level, a witch may use any magical items of a non-written nature that can be employed by a mage, such as a wand of fire, mirror of mental prowess, robes of the magi, etc.

Pen scrolls (8th): At this level, a witch may pen scrolls for later use, as per the rules in the DMG (pages 116-118).

Use non-witch scrolls (9th): As a witch's power grows, so too does her understanding of magic. Beginning at 9th level, a witch may attempt to use scrolls and magical writings of any sort, just as thief can and with the same chances of success. Some witches do not receive higher level witch spells because their gods grant them cleric-like spheres instead. In this case (only), if the witch attempts to use a scroll to cast a general witch spell she is denied, the witch must roll for failure using the thief rules, not the ones for generic spell casters (5% failure per level difference, as per the DMG page 128).

Manufacture control doll (10th): Once per week, a witch can make one clay or wax doll which she can use to control one character or monster. Dolls are made to fit general categories, e.g. a man, a woman, a troll, a dragon. For the doll to function as desired, a part of the specific target (a nail clipping, a lock of hair, a bit of outer skin or scales, etc) must be made part of the doll. Once the specific material is added, the doll acquires a focus. If the victim fails to save vs spells, the victim is snared by the doll's sympathetic magic. From then on, any spell cast upon the doll affects the victim. Moreover, the doll is considered the victim for spell casting purposes, so the witch can cast any touch spell desired a hundred miles distant from the actual target (the victim of the doll). The charm lasts as long as the doll is intact and in the witch's possession. If the witch loses the doll or if the doll is destroyed or damaged, the spell is broken, although this damage may cause harm to the victim in the process. One exception to this is sticking needles in the doll; this does not damage the doll but does cause intense pain in the victim equivalent to a *symbol of pain*. If either the witch, doll, or victim change planes, the spell is held in obedience until all three again rest on the same plane of existence. A *remove curse* cast on the victim can sever the connection between him and the doll; if the *remove curse* is cast by a higher level cleric than the witch the doll is automatically rendered inert, otherwise the victim must make a new save vs magic to escape the doll's bond. The witch is always free to create a new control doll using fresh ingredients, although a given witch may only have one control doll per target.

Research new spells (11th): Upon achieving the status of Witch, a witch has mastered dweomercraft sufficiently to research new spells. The witch may research a number of clerical spells equal to her experience level from all spell levels she can cast, so long as these spells fall into her patrons' spheres, or, for those witches without spheres, she may poach her level in spell levels of general mage or druid spells or even learn spells from other classes (although such spells are treated as double their level to the witch!). In any event, such spells must be researched normally and witches are always treated as half their level (round down) for research purposes.

Create non-permanent magical items (12th): At this level, a witch using the *enchant an item* spell or her patron's blessing, if 6th level witchcraft spells are unavailable, may create magical items that do not have permanent natures (generally charged items that cannot be rechargeable or items whose power has a limited duration, as well as one-shot devices). In addition, a witch may brew enough ointment per week for one human-sized individual to fly (as per the *fly* spell, only at 48" speed). The flying duration is 1-4 hours plus a number of turns equal to the witch's level. The ointment must be smeared over the recipient's unclothed body to work. Witches using this ointment have maneuverability class A, all others having class C. Evil witches use the fat of children as the main ingredient for this ointment, while good witches use the lard of any innately evil, flying creature.

Eyebite (13th): Also known as fascination or the evil eye, the witch may call upon the effects of an *eyebite* spell once per day. This can be done in addition to regular spell casting or other activity and does not count against the witch's spell allotment for the day.

Longevity (14th): The witch gains heightened longevity, similar to a 16th level druid. For each level the witch has, her life span is increased by one decade (at least 140 years). While the witch will live longer, she still appears to age and suffers attribute reduction accordingly. Thus, most Emerald and higher level witches appear to be quite ancient crones.

Manufacture permanent magical items (15th): Beginning at 15th level, a witch using the *enchant an item* spell may create items that do not require recharging. This process is performed in a month-long ceremony during which the witch takes the item to be enchanted and invokes her deity to properly enspell the item. The chance for success is 60%, plus a percentage amount equal to the witch's charisma plus level. If an item fails to be permanently enchanted, it must be destroyed and a new attempt must be made later.

Commune (16th): Upon reaching the level of Witch Mother (16th), a witch gains the ability to directly converse with her patron, much as a cleric does using the *commune* spell. This power can be used once per day, although only one question per level of the witch per month will be answered. The status of the patron will determine what answers it can provide.

Gain access to the All sphere (17th): Through powerful devotion, hard work, and even true faith, the witch has achieved the pinnacle of service to her patron. By doing so, the witch has singled herself out and may now call upon spells from the clerical All sphere, even though such magics are normally forbidden. These prayers are granted directly by the witch's patron and are likewise subject to all the limitations a cleric would experience (especially availability on other planes).

Shape change (18th): This power is usable once per day. The witch may assume the form of any creature with half her level in hit dice (round up). Otherwise, this power is identical to the ability of a 7th level druid, save that there is no other limit as to what type of form the witch can assume (see the 9th level magic-user spell of the same name). There is only one High Priestess (18th level witch) of any given patron at a time (conflicts resolved like druids, assassins, and monks).

Youth (19th): At this point, the witch learns the secret of eternal youth, much as 16th level druids do. So long as the witch lives, she will now physically be in the prime of life, with all the appropriate attribute modifiers, usually appearing to be about 21 years old. Unfortunately, unnatural aging still applies and will add to a witch's "youthened" appearance and attribute modifiers accordingly. There is only one Princess of Witches (19th level witch) of a given alignment at a time.

There is only one Queen of Witches (20th level witch) on a given world. The ascension of a new Queen is a major event, on par with and equally rare as the crowning of a new elven king or founding of a new human nation.

Witch Contracts

As noted earlier, a witch enters into a commitment with her patron in exchange for the power the patron gives her. These deals are sometimes as structured and binding as legal contracts (indeed, some are even written and signed by both parties!) and the payment can range from something as seemingly minor as continued worship through specific actions and services, to matters as weighty as the witch's "immortal soul". As noted previously, each contract is unique although those of Lawful patrons will tend to follow similar if not the same patterns.

The first few steps of service are easy for the witch and not too great a burden. The witch's patron usually requires the witch to observe some minor religious services, such as a weekly ceremony or offering. In addition, the witch is required to take one minor taboo, reflecting the nature of the patron and the tenets the patron holds dear. Another minor taboo is required for the witch to gain access to second level witchcraft spells. Examples of minor taboos include: must protect and/or obey a specific animal, plant, or monster, must eat a specific plant or animal each day, must wash each day, must tithe 10% of all treasure, can't wear a certain color, can't touch a certain animal (rabbit, horse, dog, etc), can't sleep indoors (or outdoors), can't face a certain direction, can't look in a mirror, can't eat meat (or grains or plants), can't drink alcohol, can't cut hair, can't handle "holy" items, must make weekly offerings/sacrifices (or monthly ones which are particularly complex), must adopt a certain alignment (matching patron's spheres), etc. In addition, when the first of these two taboos is taken, the witch receives some small sign showing her allegiance, such as a small, easily-concealed symbol or marking, one eye changes color, a streak of unusual hair color, an additional nipple, etc.

In order to gain third and fourth level witchcraft spells, the witch's patron will require more serious restrictions. The witch must take a moderate taboos for each of these two additional spell levels of witchcraft. Some taboos include: must make daily offerings/sacrifices, must wear a certain color, must avoid killing, must never grant mercy, must protect children, must tithe 30% of all treasure, must not carry more wealth than can use/carry, must confront clerical teachings, must never tell the truth, can't have more than 5 magical items, can't have sex, can't fight undead, dragons, humans, giants, etc, can't kill anything sentient, can't touch gold, can't use scrolls, can't lie, etc. Again, when the first of these two taboos is taken, the witch receives some indication showing her allegiance, such unnaturally-colored or glowing eyes, an unnatural skin color, an unusual and disturbing voice, animals are skittish around the witch, her reflection is always reversed, her shadow appears monstrous, small horns grow in her hairline, her fingernails grow talon-like, her sweat and tears are blood, she cannot enter holy ground, etc.

In order to gain fifth, sixth, and seventh level witchcraft spells, the witch's patron will demand even more serious obedience. Each of these spell levels require a severe taboo, which include: must make daily offerings of valuables/living things, must make monthly sacrifices of sentient beings, must always tell the full and absolute truth (no omissions), must tithe 90% of all treasure, must only use items made of dead animals or creatures, can't use anything made of dead animals or creatures, can't use magical items (made by another), must never kill, can't touch precious metal, can't use iron-based metals, can't touch the living, can't engage in physical violence, must only associate with beings of a given alignment, surrender of the witch's soul on death, etc. The DM may also allow a witch to select TWO moderate taboos in lieu of a single major one. The physical manifestation of the witch's pact for any of these spell levels is more pronounced and severe, such as large or long horns, cloven hooves, scaly or leathery hide, a need to drink blood, takes damage from holy water and items, need to sleep in graveyards, iron, silver or garlic become lethally toxic, animals fear and loath the witch, her touch rots living plants, she must eat the flesh of sentient beings for nourishment, sunlight burns her, she can be bound in pentagrams, etc.

Naturally, a witch may take a greater taboo at a lesser level. Doing so not only demonstrates greater devotion to the witch's patron, but also allows the witch to take a lesser taboo at a higher level. Both taboos and witch-marks should reflect the ethical bent of the witch's patron as well as its interests and goals; it is extremely unlikely that a demon would require its witches to protect children, grant mercy, or avoid killing, for instance. Physical alterations to the witch cannot be easily hidden by magic; the witch-mark will tend to manifest itself in the new form. Thus a witch with a white lock of hair who assumes the form of a cat will then bear a white stripe. Likewise, a witch with cloven feet in such a form would have sharp, odd-shaped paws that left cloven paw prints. The player is required to give several examples of how each taboo and mark limits the witch, with the DM as final arbiter of all such witch taboos and witch-marks.

WITCH TABLE I

Experience Points	Level	d4 for Hit Points	Level Titles	Special Abilities
0 2,000	1	1	Medium	Acquire familiar
2,001 4,000	2	2	Soothsayer	Brew poisons and antidotes
4,001 8,000	3	3	Spiritualist	Use general mage items and maintain a spell book
8,001 18,000	4	4	Sybil	Brew love potion and work candle magic
18,001 33,000	5	5	Siren	Use clerical items and brew potions
33,001 66,000	6	6	Conjuress	Read witch scrolls and manufacture talismans
66,001 100,000	7	7	Mystic	Use mage items
100,001 200,000	8	8	Seeress	Pen witch scrolls
200,001 350,000	9	9	Enchantress	Read non-witch scrolls (as a thief)
350,001 550,000	10	10	Sorceress	Manufacture control doll
550,001 800,000	11	11	Witch	Research new spells
800,001 1,075,000	12	11+1	Sapphire Witch	Create non-permanent magic items
1,075,001 1,350,000	13	11+2	Ruby Witch	Eyebite
1,350,001 1,625,000	14	11+3	Emerald Witch	Longevity
1,625,001 1,900,000	15	11+4	Diamond Witch	Create permanent magic items
1,900,001 2,175,000	16	11+5	Witch Mother	Commune
2,175,001 2,450,000	17	11+6	Priestess	Gain access to the All sphere (1st to 5th lvl)
2,450,001 2,725,000	18	11+7	High Priestess	Shape change
2,725,001 3,000,000	19	11+8	Princess of Witches	Youth
3,000,001+	20	11+9	Queen of Witches	

Witch Spell List

First level

- 1) Bless (C-1)
- 2) Cantrip (M-1)
- 3) Ceremony
- 4) Change Self (I-1)
- 5) Charm Man
- 6) Combine (C-1)
- 7) **Comprehend Languages** (M-1)
- 8) Control Vapor
- 9) **Cure Light Wounds**
- 10) Dancing Lights (M-1)
- 11) **Detect Evil** (C-1)
- 12) Detect Magic (C-1)
- 13) **Detect Poison** (D-1)
- 14) Faerie Fire (D-1)
- 15) Hold Portal (M-1)
- 16) **Light** (C-1)
- 17) Mending (M-1)
- 18) Message (M-1)
- 19) Minor Quest
- 20) Precipitation (M-1)
- 21) **Protection from Evil** (C-1)
- 22) **Purify Water** (D-1)
- 23) Unseen Servant (M-1)
- 24) Ventriloquism (M-1)

Third level

- 1) Alter Self (I-2)
- 2) **Animate Dead**
- 3) Call Lighting (D-3)
- 4) Charm Animal
- 5) Clairaudience (M-3)
- 6) Clairvoyance (M-3)
- 7) Cloudburst (M-3)
- 8) **Comfort**
- 9) **Continual Light** (C-3)
- 10) Control Fluids
- 11) **Cure Disease** (C-3)
- 12) Dispel Illusion (M-4)
- 13) Feign Death (M-3)
- 14) Hold Animal (C-3)
- 15) Levitate (M-2)
- 16) **Locate Object** (C-3)
- 17) **Love**
- 18) Mirror Image (M-2)
- 19) Phantasmal Force (M-3)
- 20) **Remove Curse** (C-3)
- 21) Speak with Dead
- 22) Strength (M-2)
- 23) Suggestion (M-3)
- 24) *Water Breathing* (M-3)

Second level

- 1) Affect Normal Fires (M-1)
- 2) Affect Normal Winds (M-1)
- 3) Audible Glamour (M-2)
- 4) Augury (C-2)
- 5) Chant (C-2)
- 6) Charm Person (M-1)
- 7) **Darkness 15' radius** (M-2)
- 8) **Detect Illusion** (I-1)
- 9) **Detect Invisibility** (M-2)
- 10) Entangle (D-1)
- 11) ESP
- 12) Forget (M-2)
- 13) Hold Person (C-2)
- 14) Identify (M-1)
- 15) *Knock* (M-2)
- 16) **Know Alignment** (C-2)
- 17) Mystic Transfer (C-2)
- 18) Pyrotechnics (M-2)
- 19) Read Magic
- 20) Sanctify (C-2)
- 21) Scare (M-2)
- 22) Sleep (M-1)
- 23) **Slow Poison** (D-2)
- 24) Speak with Animals (C-2)

Fourth level

- 1) Animal Summoning
- 2) Charm Monster (M-4)
- 3) **Command Undead**
- 4) Confusion (M-4)
- 5) **Cure Serious Wounds**
- 6) Dispel Magic
- 7) Dispel Vapor
- 8) Divination (C-4)
- 9) **Fear** (M-4)
- 10) **Fireball**
- 11) Hallucinatory Terrain (M-4)
- 12) Infravision (M-3)
- 13) Invisibility (M-2)
- 14) **Lightning Bolt**
- 15) **Neutralize Poison** (C-4)
- 16) **Plant Growth** (M-4)
- 17) Polymorph Other (M-4)
- 18) Polymorph Self (M-4)
- 19) **Protection from Evil 10' radius** (C-4)
- 20) Speak with Plants (D-4)
- 21) Speculum
- 22) Sympathetic Magic
- 23) *Tongues* (C-4)
- 24) Witch's Glamour

Fifth level

- 1) Animal Growth (M-5)
- 2) Animate Object
- 3) Charm Men
- 4) Conjure Elemental (M-5)
- 5) Contact Other Plane (M-5)
- 6) Geas (M-6)
- 7) Guards and Wards (M-5)
- 8) Hold Monster (M-5)
- 9) Intensify
- 10) **Magic Jar**
- 11) Monster Summoning
- 12) Seduction
- 13) Stone Shape (M-5)
- 14) Telekinesis (M-5)
- 15) Teleport (M-5)
- 16) *Transmute Rock to Mud* (M-5)
- 17) Uplift (C-4)
- 18) Wizard's Eye (M-4)

Seventh level

- 1) Antipathy/Sympathy (M-8)
- 2) Astral Spell (C-7)
- 3) Banish
- 4) Charm Plants (M-7)
- 5) Control Lycanthrope (M-7)
- 6) Dispel Fluids
- 7) **Finger of Death**
- 8) Gate (C-7)
- 9) Limited Wish (M-7)
- 10) Mass Charm (M-8)
- 11) Mass Polymorph
- 12) Polymorph Any Object (M-8)
- 13) **Seek**
- 14) Shape Change (M-9)
- 15) **Trap the Soul** (M-8)
- 16) Wall of Thorns (D-6)
- 17) Weather Summoning (D-7)
- 18) Wind Walk (C-7)

Sixth level

- 1) Conjure Animals (C-6)
- 2) Conjure Planar Being
- 3) Control Weather (M-6)
- 4) **Drain Life**
- 5) Enchant an Item (M-6)
- 6) Eyebite (M-6)
- 7) **Legend Lore**
- 8) *Lower Water* (M-6)
- 9) Mass Sleep (M-5)
- 10) Mass Suggestion (M-6)
- 11) Reincarnation
- 12) *Restore Life*
- 13) Rusting Grasp (M-5)
- 14) Speak with Monsters (C-6)
- 15) *Stone to Flesh* (M-6)
- 16) *Transmute Water to Dust* (M-6)
- 17) **True Sight**
- 18) Witch's Curse

Underlined spells are the witch equivalent of All spells and can be learned from the witch's familiar if a slot is available and if the witch makes a successful comprehension roll, based on intelligence. Spells in *italics* are reversible. Spells in **bold** have an ethical component (the Good version is shown) -- the Good version can be cast by Good and Neutral witches while the reverse (the Evil version) can be cast by Neutral and Evil witches. Spells in **blue** can ONLY be cast by Good and Neutral witches, while spells in **red** can ONLY be cast by Neutral and Evil witches.

FIRST LEVEL SPELLS:

Ceremony -- similar to the clerical and druidic *ceremony* spells, except the ceremonies for a witch are:

- 1st: birth, burial, coming of age, marriage
- 3rd: consecrate item, dedication, investiture
- 7th: consecrate space
- 9th: anathematize

Charm Man -- as per the mage spell *charm person*, except this spell only affects members of the opposite sex (despite the name, this spell charms females if used by a male witch).

Control Vapor -- Ran: 10'/lvl, Dur: 1 turn, Area: 3" sphere. A quantity of gas or vapor may be controlled and moved about with a maximum movement of 6" per round. The spell-caster may move while controlling the gases, but may not begin casting another spell while the control is being maintained. The duration of the spell is one turn or until the witch ceases concentrating.

Cure Wounds -- as per the cleric spell *cure light wounds*, except this spell is usable only by witches of good or neutral alignment. By touching one creature, the witch can heal 1-6 hp damage. This spell takes five segments to cast.

Minor Quest -- Ran: 2", Dur: up to 6 hours, Area: 5" diameter sphere. This spell affects up to 12 experience levels worth of humanoid opponents, or up to six levels (6 HD) of monsters, with lowest level opponents in a group affected first. The caster must be able to verbally communicate with her victims for the spell to work. By using this spell, the witch can send her attackers away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. If the intended victim(s) fails a saving throw, they are compelled to attend the errand, provided that it poses no direct threat to their safety or well-being. There is a 20% chance plus 5% per level of the caster, that the quested being or beings forget about the witch after the spell has worn off of after the quest is completed, whichever comes first.

SECOND LEVEL SPELLS:

ESP -- as per the magic user spell of the same name, the witch version requires physical contact with the target of the spell. This contact must be maintained as long as witch reads the target's thoughts.

Read Magic -- as per the magic user spell of the same name, except this allows a witch to read any magical writing that is useable by the witch class (illusionist spell books as well as those of mages, etc).

THIRD LEVEL SPELLS:

Animate Dead -- as per the third level cleric spell of the same name, except that this spell may only be used once per day by neutral witches

Charm Animal -- Ran: 8", Dur: special, Area: one target. Generally the same as the 2nd level druid spell *charm person or mammal*, except that the spell affects only non-humanoid animals.

Comfort -- Ran: 2", Dur: 6 hours, Area: up to 10 creatures. Recipients of this beneficial spell feel no pain, heat, cold, hunger, thirst or exhaustion and need not eat or rest for the duration of the spell. The spell does not negate normal damage taken, but it does negate the effects of a *wand of fear*, *drums of panic*, any similar magic item, or a *sleep* spell. Recipients receive a +1 to all saving throws for the duration of the spell. Please note that not feeling pain can have definite baneful effects.

Control Fluids -- Ran: 9", Dur: 2 turns, Area: 6 cubic feet/level. A witch may control an amount of liquid equal to six cubic feet for each level of experience of the witch. For a maximum of three turns, the liquid may be made to move at the witch's directions at a rate of 3" per round. The witch may herself move about while this spell is in effect, but she may not begin to cast another spell until this spell ends or is disrupted.

Love -- Ran: touch, Dur: as per *charm person*, Area: creature touched. The spell is useable only by witches of good or neutral alignment. The spell acts as a permanent *philter of love* if the intended target fails its saving throw. The spell can be removed via *dispel magic*, but the spell is treated as if cast by a witch of the same level as the combined level of the witch and victim (the victim of this spell will never willingly submit to such treatment). Otherwise, this spell can only be removed by a *limited wish* or more powerful magics. Only one target can be affected for each casting of the spell.

Speak with Dead -- as per the third level cleric spell of the same name, except unwilling targets gain a save vs magic at -3.

FOURTH LEVEL SPELLS:

Animal Summoning -- as per the druid spell *animal summoning I, II, and III*. For every five levels (round down), the witch can invoke one level of *animal summoning*. Thus, 7th to 9th level witches can call up an *animal summoning I*, 10th to 14th level witches can call an *animal summoning II*, and 15th or higher level witches can cast *animal summoning III*.

Command Undead -- Ran: 0", Dur: turn/lvl, Area: special. This spell gives the caster the power to control undead as an evil cleric of equal level. The duration of this spell does not in any way limit the length of time the caster may control turned undead.

Cure Serious Wounds -- as per the cleric spell *cure serious wounds*, except the witch can heal 3-13 (2d6+1) hp damage and this spell may only be used once per day by neutral witches.

Dispel Magic -- as per the cleric spell *dispel magic*, but the base chance of successfully dispelling is 0%, unless the original spell was cast by the witch in question

Dispel Vapor -- Ran: 1"/lvl, Dur: 2 turns, Area: 5"x5"x5". This spell disperses any gaseous substance. Creatures with intelligence (such as an air elemental or vampires in gaseous form) are entitled to a saving throw vs spells. The movement rate of the dissipating gas is 6".

Fireball -- as per the mage spell of the same name, but this spell may only be used once per day by neutral witches.

Lightning Bolt -- as per the mage spell of the same name, but this spell may only be used once per day by neutral witches.

Speculum -- as per the mage spell *magic mirror*, but this spell can also use a crystal ball of at least 100gp value or a cauldron filled with ritually-prepared, fresh spring- or rain-water (requires one week preparation & correct celestial conjunction).

Sympathetic Magic -- This spell allows for the creation of a focus for sympathetic magic. Once a witch with this spell creates a doll of the victim (which must include some item from their person) the witch is better able to affect the target with her magic. The target's saves against enchantment spells are at -4, against all other magic at -2, and any scrying is automatically successful. For purposes of love potions, truth drugs and the like, the victim is four levels lower than normal with regard to the witch's magics. This spell and the creation of the doll take one day to complete. The doll lasts until the victim successfully receives a *dispel magic*, the victim gains an experience level, or until the victim makes an adjusted saving throw vs magic, using the period checks given for *charm person* but using level / hit dice instead of intelligence. There is no initial save.

Witch's Glamour -- Ran: 2"/lvl, Dur: turn/lvl, Area: special. This spell reverses the physical beauty of the target, thus ugly witches use *witch's glamour* to appear ravishingly beautiful or use *witch's glamour* to cause other pretty victims to become hideous. If an unwilling target fails a saving throw versus polymorph, her charisma score is reversed, thus an 18 becomes 3, a 4 becomes a 17, a 16 becomes a 5, etc. The witch can choose to make some of the ugliness or beauty age-based (wrinkles, sun dots, etc), otherwise hideous deformities and disfigurements appear/disappear. The target's fundamental features do not change, thus blonde hair or brown eyes remain roughly the same color and a very astute individual may recognize an individual by her features.

FIFTH LEVEL SPELLS:

Animate Object -- Ran: 6", Dur: 2 rnds/lvl, Area: special. This spell functions the same as the clerical spell *animate object*. In addition, though, this spell allows the witch to gain some control over other objects which have an animating force, such as golems, automatons, *brooms of animate attacks*, *ropes of entanglement*, etc. This amounts to balking them in some fashion if the target fails a save vs magic (or vs disintegration if an object). Example: a witch is being accosted by a stone golem. She cast this spell and directs the left arm to grab the right. If the golem fails a save vs spell, that is exactly what it will do. The golem, however, gets a new save every round. Regardless of what the witch may want the golem to do, the best she can hope for is to hold it at bay. Example: the witch wants the golem to attack someone else, but even if the save vs magic is failed, the golem merely hesitates, fumbles around, or is otherwise useless until it makes its saving throw or the spell duration expires.

Charm Men -- The spell affects up to 2-12 men in a 3" radius from the witch who are lower level than the witch. It affects victims the same as a *charm person* spell. If there is a leader with a group of men, he may dispel the charm if his charisma plus a roll of 1d8 is higher than the witch's charisma plus level. If the spell is not dispelled by the leader, each man within the area of effect must attempt a save vs spells. A successful save negates the effect of the spell for that man only. If there are more men within range than the maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same witch during the current encounter. Like *charm man*, this spell only works on targets of the opposite sex than the witch (affecting women if cast by a male witch).

Intensify -- Ran: 15" (outdoor only), Dur: 1 turn, Area: 1/2 mile square. This spell multiplies the power of one currently existing natural phenomenon: a light breeze would become a hurricane-strength wind, the sound of rustling leaves would become a deafening tumult, a sprinkle of rain would become a flash flood.

Magic Jar -- as per the fifth level mage spell of the same name, except that this spell may only be used once per day by neutral witches

Monster Summoning -- as per the mage spell *monster summoning I, II, III*, etc but the witch has more control over what answers the call and which version is used. For every three levels (round down), the witch can invoke one level of *monster summoning*. Thus, 9th to 11th level witches can call up a *monster summoning III*, 12th to 14th can call a *monster summoning IV*, etc. If the witch chooses to cast a lesser version of the spell, she has a 25% chance per lesser version of being able to specify what answers the *summons*. Thus, if a 15th level witch used this spell to duplicate a *monster summoning I*, she could specify what appeared. The same witch would have a 25% chance of specifying what answered a *monster summoning IV* as well.

Seduction -- Ran: 6", Dur: turn/lvl, Area: special. This spell causes the target to disregard his current situation (gear, allies, foes, threats) and approach the witch with romance in mind. The effects are similar to that of a *philter of love* or *love* spell, but the victim will regard the witch as his beloved paramour and will therefore guard and protect her fanatically. Particularly chaste men gain a +2 bonus to their saves, while all others take a penalty of half the witch's level (round down, subject to a max penalty of her charisma score). A witch may use a single application of this spell on multiple targets so long as her effective charisma is higher than all of the male's combined wisdom, lowest affected first.

SIXTH LEVEL SPELLS:

Conjure Planar Being -- Ran: 1", Dur: special, Area: special. This spell is useable by witches of any alignment, although usually only evil witches attempt it since casting this spell is generally considered an evil act. The spell is generally the same as the 5th level magic-user spell *conjure elemental*, except that the conjured creature comes from any of the Outer Planes. Nearly any native of the Outer Planes can be summoned, such as demons, devils, daemons, slaadi, modron, devas, etc, although no unique beings may be conjured, nor may demon princes, archdevils, oino-daemons, etc. Usually the summoned creature is bound in a pentagram or other containment circle until mutually agreeable terms of service are arrived at. Any intelligent creature that is conjured and performs a service for the witch may claim a service from her at any future time. Protection from evil must be cast by a cleric or mage in the witch's party or the witch herself must burn a blue candle (q.v.) before the spell is cast. No saving throw is allowed to the summoned being. The witch is assumed to know the truename of the creature summoned, a fact easily attainable for evil witches but requiring additional magical research for other witches. There is a percentage chance equal to the summoned being's hit dice that the spell fails, although in such cases the target may choose to appear only to then attack its summoner (DM fiendishness encouraged!).

Drain Life -- Ran: 3", Dur: perm, Area: special. This spell allows the witch to drain the life force from a victim, removing either one energy level or ten years of youth (effectively aging the target ten years) per casting. 13th level witches may retain the stolen life force for 1d6 hours. This increases to 2d6 days at 16th level and 3d6 months for the Queen of Witches (20th level). A witch may retain any number of years, but only one level. The victim saves vs death at -3.

Legend Lore -- as per the sixth level mage spell of the same name, except that this spell may only be used once per day by neutral witches

Mass Sleep -- as per the mage spell *sleep* but affects a number and range of targets just as a *death spell*. The material components for this spell are two of those needed for the lower level version (fine sand, rose petals, and/or a live cricket)

Reincarnation -- as per the druid and mage spells of the same name. Good and neutral witches use the druidic reincarnation table while evil witches use the mage reincarnation table.

Restore Life -- Ran: touch, Dur: day/lvl, Area: one dead creature. This spell temporarily restores a recently deceased target to life, just as a *raise dead* spell. There is a 2% cumulative chance per day (round up) that the body has been dead that an evil spirit will possess the body when it is reanimated. The recipient will be unable to fight, cast spells, etc, until it gets rest for one full day per day the body was dead (again, round up), just as with *raise dead*. At the end of the duration of the spell, the target must make a saving throw versus death at -4 or die again. If this save is made, the body continues to live for another day per level of the witch who cast the spell, at which point another saving throw is needed. This continues indefinitely until the body again dies. The reverse of this spell, *abate life*, places a living target into a state similar to *feign death* for one day per level. Although *abate life* can be removed prematurely by a *dispel magic*, the victim of the spell is truly dead for all intents and purposes (including *speak with dead*, *raise dead*, *animate dead*, although NOT *rest eternal*). Neither version of this spell has a saving throw and *restore life* may normally only be cast on a given corpse once.

Rusting Grasp -- Ran: 0, Dur: rnd/lvl, Area: the caster. By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the caster must make an item saving throw vs disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor apply their normal bonuses to this save.

The caster employs *rusting grasp* in combat by simply touching the equipment of metal-wearing characters or creatures; a successful attack roll against base AC (AC with only dexterity and magical bonuses) is required. If the armor touched fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, **+2 plate mail** (base AC 1) that fails its item saving throw is reduced to a base AC of between 3 and 9.

Weapons are more difficult to grasp; the caster must roll to "parry" the weapon with a further penalty of -2. A weapon failing its saving throw vs disintegration is destroyed. A deliberate touch is required from the caster, so a failed to hit roll results in the weapon's wielder gaining an attack of opportunity against the caster without risk of the weapon being corroded.

Against metallic creatures, including golems, *rusting grasp* inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level and the caster can make one touch attack per round.

The material component is an antenna from a rust monster.

True Sight -- as per the sixth level illusionist spell of the same name, except that this spell may only be used once per day by neutral witches

Witch's Curse -- Ran: 6", Dur: special, Area: special. This spell calls down a terrible and lasting curse upon someone who has directly harmed or thwarted the witch or otherwise willfully violated the witch's ethical code. When invoked, the witch may choose the curse's precise manifestation, but the result must fit the crime (DM's approval). Some suggestions include lycanthropy (for "bestial" crimes), life-long poverty (for crimes of greed or avarice), life-long misfortune (for harming the fortune of others), a life without love (for thwart the love of another), a disfiguring disease (for "ugly" crimes), an early death, bareness/sterility, crop failure, aversion to light, hatred of animals, etc. The main distinction between *witch's curse* and the third level *bestow curse* is that the later can be fairly easily removed (through the application of *remove curse*) and that the curse does not plague the recipient's descendants. A *witch's curse* in contrast, may only be lifted by an *atonement* from a cleric (and accompanying quest) or a *remove curse* from a spell caster of three levels higher than the witch at the time of casting. Casting time is one round during which the witch informs the victim of his crimes and the curse's punishment. *Witch's curse* is verbal only. If the witch touches the target, there is no saving throw, otherwise, the victim may avoid a *witch's curse* by saving versus magic at -3. This spell CANNOT be normally interrupted if it is the witch's dying action (a hit in combat is insufficient although decapitation works!). After casting this spell, the witch is weak (-2 on all physical attributes and actions) and magically depleted (no spell casting) for 2d6 rounds. This spell may only be employed once per day. Casting of *witch's curse* is not ethically limited so long as the cause and effect are reflective of the witch's ethics and belief system.

SEVENTH LEVEL SPELLS:

Banish -- Ran: 6", Dur: perm, Area: one target. The effect of this spell is to send any character or creature (including another witch) or an inanimate object that has been animated straight to a random Plane in a random location. Usually the target is sent to a Lower Plane, although some witches may instead target other Outer Planes, as befits their patron (usually a plane near that of the patron's own home plane). The spell affects one creature or thing only. If the target has been absolutely true to his faith (whatever that may be), he gains a save vs magic at par to avoid the *banishment*.

If the target has been mostly faithful, then the saving throw is at -3. If the target has betrayed or failed his faith and/or principles, then there is no saving against *banishment*. Even creatures the witch cannot actually detect may be *banished* if one is threatening her well-being in a direct way, as long as that creature or thing lies with the spell's area of effect.

Control Lycanthrope -- Ran: 0, Dur: special, Area: 12" radius. Any lycanthrope in animal form in the area of effect instantly falls under the caster's control, just as if affected by a *charm monster* spell. No saving throw is allowed if the creature's Hit Dice are one-third of the caster's level or less. If the wereform Hit Dice are greater than one-third the caster level, or if the human form is 4th level or more, the lycanthrope receives a saving throw. The affected werereatures willing obey the caster and follow her orders without hesitation, although suicidal commands or courses of action to which a subject is violently opposed allows the creature a new saving throw vs spell to escape the caster's control. Creature that fail this saving throw stand dazed for 1d4 rounds before finally ignoring the command. Any overtly hostile action by the caster breaks the spell.

The control remains even in the werereature's human form. The affected creature has a cumulative 5% chance per day to shake off the caster's control and regain its free will. Each affected lycanthrope checks individually each day. Depending on how the werereature was treated, it may leave or track down the caster to exact vengeance once free of the spell.

There is no limit to the number of werereatures that can be affected with one casting of this spell.

The material component is a shard of polished moonstone, which the caster must keep on his person in order to maintain the spell. Should this stone be removed from the caster, the spell ends automatically.

Dispel Fluids -- Ran: 1"/lvl, Dur: 1 turn, Area: 5"x5"x5". Same as *dispel vapor*, except that the spell is effective against liquids instead of gases or vapors.

Finger of Death -- as per the seventh level druid spell of the same name, except that this spell may only be used once per day by neutral witches

Mass Polymorph -- Ran: 12", Dur: perm, Area: 6"x6"x6". The caster may polymorph up to 10 man-sized creatures as per the *polymorph other* spell. Saving throws are made at -3 for each creature, -4 if only one or two creatures are affected. Up to three different types of creatures may be among the creatures which are changed into; for example, in a group of at least three targets, the witch could turn one or more of them into a cat, one or more into a dog and one or more into a mouse. Creatures larger or smaller than man-sized cause the maximum number affected to be altered accordingly, with two small-sized creatures equivalent to one man-sized creature and two man-sized creatures equivalent to one large-sized creature.

Seek -- Ran: special, Dur: special, Area: one item, place, or creature. *Seek* is a high-powered version of *locate object*, allowing a witch to determine the location of any single item, place or creature and visualize all major aspects of the immediate surroundings (region of the world plus everything within 30'). The closer the physical proximity of the witch to the item, the more complete the image the witch receives. If a witch is not personally familiar with the target sought, the results are one step worse than normal. Spells or items that defeat scrying or detection are effective against *seek*, although some information, no matter how cryptic, twisted, or redundant, is always revealed if the object truly exists. A witch can attempt to breach such protections if she holds some object closely related to the one she seeks, such as a lock of hair from an individual, a pinch of dirt from a location, or a scabbard from a sword. Even a glimpse of an artifact can be gained in this way, although such related objects tend to be hard to come by, age the witch 1d4 years, and only allow for the least precise viewing. The spell may only be employed by good and neutral witches, takes one turn to cast, the material component is a small crystal lens worth at least 500gp, and casting the spell ages the witch by one year if the target is protected from scrying.

<u>Distance</u>	<u>General Location</u>	<u>Viewing Time</u>
100+ miles	building/structure	ten minutes
1000+ miles	town/land feature	one minute
10,000+ miles	country/region	ten seconds
extra-planar	plane/sphere	one second