

## The Witch

The witch is a staple of fantasy, and two witches (at least) of note have made appearances in the annals of Greyhawk history, Iggwilv (who probably started as a witch, and then multiclassed as a necromancer), and Thinggizzard, the Witch of the Fens. As the DMG suggests, the witch is a dabbler in many types of magic, both arcane and divine. Witches are usually solitary figures, and usually eyed with suspicion, even though they may well help a nearby community or individual. Witches, don't appear to be "natural" spell-casters, like sorcerers, but like bards, don't have to keep a spell book. All witches' spells have a verbal component (usually reciting an incantation, rhyme, or spoken charm) even if the spell doesn't normally require one. The goals of witches vary from witch to witch, and are usually unclear to others. They tend to be solitary herbalists and potion-makers, rarely inserting themselves in others' business. Occasionally, witches do gather in small groups (usually of two or three, and never more than thirteen) to work together towards particular ends. The smaller groups are often siblings. Witches do seek mastery of their art, and may use it to further good or ill aims.

**Adventures:** Witches see adventuring as an opportunity to learn more about their craft. Finding new herb lore, or some forgotten enchantment or charm often drives a witch to leave her solitude. Good witches seek the opportunity to help others and to promote harmony, and this despite the suspicion that often lies over them. Evil witches seek to gain power over others, and to subvert good. A motif of jealousy often accompanies the evil witch's desires...

**Characteristics:** Witches cast divine spells and arcane spells, with spells of the divine nature drawing their energy from nature, much as a druid, and those of an arcane nature coming from lore and tradition passed from other witches, and from bards, shamans, sorcerers, and, rarely, wizards. Like sorcerers, witches have a sense of intuition that allows them to cast without memorizing. Although they know fewer spells than a wizard, they are able to cast more often, as is true with a sorcerer. Charms and form-changing are major strengths of the witch's casting ability, with illusions, divinations, nature spells and cure spells rounding out her spell arsenal. Witches weapon use ability is greater than a wizard's, but not so varied as a sorcerer's. Witches do not use armor.

**Alignment:** Witches are drawn to freedom and to nature, and so tend to favor either chaotic or neutral alignments.

**Religion:** The witch, like the druid, is a devotee of nature, and many have affinity with Earth Goddesses (like Beory) or Moon Goddesses. Male witches usually have an affinity with a god of the hunt (like Obad-hai).

**Background:** Young witches usually discover an affinity for working with herbs and nature, they also tend to be very interested in "meddling" in the relations of others. Many communities tend to be suspicious of youngsters who show affinity for magic, but do not have the studious bent of wizards, nor the piety of clerics. Oftentimes, these individuals may be driven out of their towns, and are forced to find ways to exist on their own. Sometimes, these individuals may find other witches, hedge-wizards, shamans, sorcerers or even bards who start them on their path of developing magical capacities.

**Races:** The vast majority of witches are humans, although half-elves, and rarely, elves might follow this class. Especially intelligent half-orcs and some "monster" races (most notably hags) also become witches.

**Other Classes:** Witches tend to have the most in common with other classes that tend toward being loners (rangers and rogues), those that have an affinity toward nature (druids, clerics of nature deities), and those who have a natural affinity for magic, but learn it vicariously or inherently (bards and

sorcerers). Evil witches tend to get along with necromancers as well. Classes such as paladins, monks and wizards generally do not get along well with witches, nor do witches care much for them.

Although witches can be very charismatic, they generally act as support characters in adventuring situations, acting as minor diviners, healers and the like. Witches who have a personal stake in a particular adventure, may, however, put themselves in a leadership position, although they often do this by manipulation rather than an overt show of power.

## GAME RULE INFORMATION

Witches have the following game statistics.

**Abilities:** Charisma determines how powerful a spell a witch can cast, how many spells the witch can cast per day, and how hard those spells are to resist. To cast a spell, a witch must have a Charisma score of 10+the spell's level. A witch gets bonus spells based on Charisma. The Difficulty Class of a saving throw against a witch's spell is 10+the spell's level+the witch's Charisma modifier. Like a wizard, a witch benefits from high Dexterity, Intelligence and Constitution scores.

**Alignment:** Any

**Hit Die:** d4

**Starting Gold:** as sorcerer

## Class Skills

The witch's class skills (and key abilities for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcane) (Int), Knowledge (nature) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft. See Chapter 4: Skills in the PHB for skill descriptions.

Skill Points at 1<sup>st</sup> Level: (2 + Int modifier) x 4.

Skill Points at each additional Level: 2+ Int modifier.

Skills that witches can't buy include: Animal Empathy, Decipher Script, Use Magic Device.

## Class Features

All of the following are class features of the witch.

**Weapon and Armor Proficiency:** Witches are proficient with the club, dagger, dart, quarterstaff, sickle and sling. Witches are not proficient with any type of armor nor with shields. Armor of any type interferes with spellcasting that requires somatic components, and can cause spell failure. Note that armor check penalties for armor heavier than leather apply to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim also suffers a -1 penalty for every 5 pounds of armor and equipment carried.

**Spells:** A witch casts spells both arcane and divine. A witch's spell selection is more limited than a wizard's, but slightly better than a sorcerer's. A witch begins play knowing three 0-level spells (called cantrips if arcane and orisons if divine) and two 1<sup>st</sup>-level spell of your choice. At each level, the witch gains one or more new spells, as indicated on Table 1-2: Witch Spells Known. (Note: the number of spells a witch knows is not affected by her Charisma bonus, if any; the numbers on Table 1-2 are fixed.) These spells are chosen from the witch's spell list, or can be unusual spells that the witch has developed, or developed by, and learned from another witch. In any case, a witch can't learn spells at a faster rate than presented.

**Table 1-1: The Witch**

Level	Base				Special	Spells Per Day										
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1	2	3	4	5	6	7	8	9	
1	+0	+0	+0	+2	Nature Sense, Summon Familiar	5	3	—	—	—	—	—	—	—	—	
2	+1	+0	+0	+3		6	4	—	—	—	—	—	—	—	—	
3	+1	+1	+1	+3		6	5	—	—	—	—	—	—	—	—	
4	+2	+1	+1	+4		6	6	3	—	—	—	—	—	—	—	
5	+2	+1	+1	+4	Poison Brewing and Use	6	6	4	—	—	—	—	—	—	—	
6	+3	+2	+2	+5		6	6	5	3	—	—	—	—	—	—	
7	+3	+2	+2	+5		6	6	6	4	—	—	—	—	—	—	
8	+4	+2	+2	+6		6	6	6	5	3	—	—	—	—	—	
9	+4	+3	+3	+6		6	6	6	6	4	—	—	—	—	—	
10	+5	+3	+3	+7	Wild Shape (1/day)	6	6	6	6	5	3	—	—	—	—	
11	+5	+3	+3	+7		6	6	6	6	6	4	—	—	—	—	
12	+6/+1	+4	+4	+8		6	6	6	6	6	5	3	—	—	—	
13	+6/+1	+4	+4	+8		6	6	6	6	6	6	4	—	—	—	
14	+7/+2	+4	+4	+9		6	6	6	6	6	6	5	3	—	—	
15	+7/+2	+5	+5	+9	A Thousand Faces	6	6	6	6	6	6	6	4	—	—	
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	5	3	—	
17	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	6	4	—	
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	5	3	
19	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	6	4	
20	+10/+5	+6	+6	+12	Timeless Body	6	6	6	6	6	6	6	6	6	6	

**Table 1-2: Witch Spells Known**

Level	Spells Known										
	0	1	2	3	4	5	6	7	8	9	
1	3	2	—	—	—	—	—	—	—	—	
2	4	2	—	—	—	—	—	—	—	—	
3	4	3	—	—	—	—	—	—	—	—	
4	5	3	1	—	—	—	—	—	—	—	
5	5	4	2	—	—	—	—	—	—	—	
6	6	4	2	1	—	—	—	—	—	—	
7	6	5	3	2	—	—	—	—	—	—	
8	6	5	3	2	1	—	—	—	—	—	
9	6	5	4	3	2	—	—	—	—	—	
10	6	5	4	3	2	1	—	—	—	—	
11	6	5	5	4	3	2	—	—	—	—	
12	6	5	5	4	3	2	1	—	—	—	
13	6	5	5	5	4	3	2	—	—	—	
14	6	5	5	5	4	3	2	1	—	—	
15	6	5	5	5	5	4	3	2	—	—	
16	6	5	5	5	5	4	3	2	1	—	
17	6	5	5	5	5	5	4	3	2	—	
18	6	5	5	5	5	5	4	3	2	1	
19	6	5	5	5	5	5	5	4	3	2	
20	6	5	5	5	5	5	5	4	3	3	

A witch is limited to casting a certain number of spells of each level per day, but she need not prepare or memorize spells in advance. All witch spells have a verbal component (chanting, rhyming, intoning), even if this is not normally indicated. The number of spells she can cast per day is improved by her bonus spells, if any. For instance, at 1<sup>st</sup> level, the witch Drisella, with a Charisma of 16, can cast three 1<sup>st</sup> level spells per day—two for being a witch (see Table 1-1: The Witch), plus one for high Charisma. However, she only knows two 1<sup>st</sup> level spells: *charm person* and *cure light wounds* (see Table 1-2: Witch’s Spells Known). On any given day, she can cast *cure light wounds* three times, or *charm person* three times, or cast some combination of the two spells a total of three times. Like bards and sorcerers, she does not have to decide ahead of time which spell she will cast. Unlike a cleric, a witch can’t lose a spell to cast a *cure* spell in its place. To learn or cast a spell, a witch must have a Charisma score of at least 10 + the spell’s level. The Difficulty Class for saving throws against witch spells is 10 + the spell’s level + the witch’s Charisma modifier.

**Chaotic, Evil, Good, and Lawful Spells:** A witch can’t cast divine spells of an alignment opposed to her own. For example, a neutral good witch can’t cast evil spells. Spells associated with Chaos, Evil, Good and Law are identified as such on the “School, Subschool and Descriptor” line of the spell description.

**Nature Sense:** a witch can identify plants and animals (their species and special traits) with perfect accuracy (as a druid). She can determine whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

**Familiar:** At 1<sup>st</sup> level, a witch can summon a familiar in exactly the same manner as a sorcerer or a wizard. See the sorcerer description and the accompanying Familiars sidebar for details.

**Poison Brewing and Use:** At 5<sup>th</sup> Level gain the ability to use natural non-processed poisons (such as bloodroot or arsenic) and venoms (such as Purple Worm poison or Black Adder venom) and never risk accidentally poisoning themselves. Additionally, at 6<sup>th</sup> level, witches gain the capacity to gather, harvest, brew, distill or concoct poison according to the following chart (note that other exotic local Poisons and Types could be substituted, but Initial Damage and Secondary Damage values, and Price [see DMG 80] should remain similar.). The witch may still be harmed by poison used against her by others, or by natural creatures or plants that use poison (including those on the following table).

**Table 1-4: Witch Poison Brewing Progression**

Level	Max. Price	Example Types
6	100gp	Small Centipede, Bloodroot, Oil of Taggit
7	200 gp	Blue Whinnis, Large Scorpion Venom
8	300 gp	Shadow Essence, Sassone Leaf Residue
9	700gp	Malyss Root Paste, Purple Worm Poison
10	1000 gp	Terinav Root, Ungol Dust
11	1500 gp	Dragon Bile, Insanity Mist
12	2100 gp	Deathblade, Burnt Othur Fumes
13	3,000 gp	Black Lotus Extract, Wyvern Poison

In order to successfully create a poison, the witch must gather the ingredients (or have them gathered for her), spend ½ the gp value of the poison multiplied by the number of doses she wishes to create (for preparing it), and make a successful roll against the DC value of the poison (modified by her Will bonus). If she fails, the poison is rendered non-toxic, and she must begin the process again.

It generally takes 1 day of preparation for each 100gp (rounding up for any value over 100 gp) value of the poison, and one additional day for each dose. Example: Drisella desires to make two vials of a poison equivalent to Black Adder Venom (120 gp). She must find the ingredients (which may require harvesting from a black adder, or some other materials), spend 60 gp in preparation per dose (two vials = 120 gp), take 4 days in the preparation (120 gp=2 days; 2 vials=2 days). She then rolls against the DC of Black Adder Venom (DC 12) modified by her Will modifier to determine if she succeeds. Poisons equivalent to Wyvern Poison and Black Lotus Extract are costly and take many days to create.

Note that good witches don’t use or brew poisons that lower Constitution (Greenblood Oil, Bloodroot, Wyvern Poison, Blue Whinnis, etc.) or that are permanent (Shadow Essence, Ungol Dust, Burnt Othur Fumes). Their goal isn’t to kill with poison, but to incapacitate.

**Wild Shape:** At 10<sup>th</sup> level a witch gains the ability to *polymorph self* as a druid (see page 35 in the PHB).

**A Thousand Faces:** At 15<sup>th</sup> level, a witch gains the supernatural ability to change her appearance at will, as if using the spell *alter self* (page 172, PHB).

**Timeless Body:** After achieving 20<sup>th</sup> level, a witch no longer suffers ability penalties for aging (See PHB 93) and cannot be magically aged. Any penalties she may have already suffered, however, remain in place. Bonuses still accrue, and the witch still dies of old age when her time is up.

## Human Witch Starting Package

**Armor:** None, speed 30 ft.

**Weapons:** Sickle (1d6, crit x2, 3 lb., Small, Slashing), Sling (1d4, crit x2, 50 ft., 0 lb. Small, Bludgeoning)

**Skill Selection:** Pick a number of skills equal to 2 + Int modifier.

**Feat:** Toughness

**Bonus Feat:** Spell Focus (Enchantment or other school)

**Spells Known:** 0-level spells: *cure minor wounds*, *read magic*, *daze*

1<sup>st</sup> level spells: *charm person*, *doom*

**Gear:** Backpack with waterskin, one day’s trail rations, bedroll, sack, flint and steel. Hooded Lantern, 5 pints of oil. Spell components pouch, 5 empty glass vials. Pouch with 20 sling bullets.

**Gold:** 3d4 gp.

Skill	Ranks	Ability	Armor
Spellcraft	4	Int	
Concentration	4	Con	
Knowledge (arcana)	4	Int	
Knowledge (nature)	4	Int	
Alchemy (cc)	4	Int	
Sense Motive (cc)	2	Wis	
Heal (cc)	2	Wis	

Witches tend to select skills and feats that focus on spellcasting (Brew Potion is a favorite!), increase in natural knowledge (Sense Motive, Wilderness Lore), or help with physical survival (Alertness, Dodge, Listen, Toughness, etc.).

## WITCH SPELLS\*

### 0-LEVEL WITCH SPELLS (Cantrips and Orisons)

**Arcane Mark.** Inscribes a personal rune (visible or invisible)

**Cure Minor Wounds.** Cures 1 point of damage.

**Dancing Lights.** Flgment torches or other lights.

**Daze.** Creature loses next action.

**Detect Magic.** Detects spells and magic within 60 ft.

**Detect Poison.** Detects poison in one creature or small object.

**Flare.** Dazzles one creature (-1 attack).

**Ghost Sound.** Flgment sound.

**Light.** Object shines like a torch.

**Mending.** Makes minor repairs on an object.

**Read Magic.** Read scrolls and spellbooks.

**Resistance.** Subject gains +1 on saving throws.

**Virtue.** Subject gains 1 temporary hp.

### 1<sup>st</sup>-LEVEL WITCH SPELLS

**Cause Fear.** One creature flees for 1d4 rounds.

**Change Self.** Changes your appearance.

**Charm Person.** Makes one person your friend.

**Command.** One subject obeys one-word command for 1 round.

**Comprehend Languages.** Understands all spoken and written languages.

**Cure Light Wounds.** Cures 1d8+1/level damage (max. +5)

**Doom.** One subject suffers -2 on attacks, damage, saves and checks.

**Endure Elements.** Ignore 5 damage/round from one energy type.

**Hypnotism.** Fascinates 2d4 HD of creatures.

**Identify.** Determines single feature of a magic item.

**Silent Image.** Creates minor illusion of your design.

**Sleep.** Put 2d4 HD of creatures into comatose slumber.

**Ventriloquism.** Throws voice for 1 min./level.

### 2<sup>nd</sup>-LEVEL WITCH SPELLS

**Alter Self.** As *change self*, plus more drastic changes.

**Blindness/Deafness.** Makes subject blind or deaf.

**Calm Emotion.** Calms 1d6 subjects/level, negating emotion effects.

**Cure Moderate Wounds.** Cures 2d8+1/level damage (max +10).

**Delay Poison.** Stops poison from harming subject for 1 hour/level.

**Detect Thoughts.** Allows "listening" to surface thoughts.

**Enthrall.** Captivates all within 100 ft. + 10 ft./level.

**Invisibility.** Subject is invisible for 10 min./level or until it attacks.

**Locate Object.** Senses direction toward object (specific or type).

**Minor Image.** As *silent image*, plus some sound.

**Scare.** Panics creatures up to 5 HDS (15-ft. radius)

**Speak with Animals.** You can communicate with natural animals.

**Whispering Wind.** Sends a short message one mile/level.

### 3<sup>rd</sup>-LEVEL WITCH SPELLS

**Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks or 50% chance of losing each action.

**Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.

**Contagion.** Infects subject with chosen disease.

**Create Food and Water.** Feeds three humans (or one horse)/level.

**Lesser Geas.** Commands subject of 7 HD or less.

**Magic Circle against Chaos/Evil/Good/Law.** As *protection* spells, but 10-ft. radius and 10 min./level.

**Major Image.** As *silent image*, plus sound, smell and thermal effects.

**Remove Blindness/Deafness.** Cures normal or magical conditions.

**Snare.** Creates a magical booby trap.

**Speak with Plants.** You can talk to normal plants and plant creatures.

**Suggestion.** Compels subject to follow a stated course of action.

**Tongues.** Speak any language.

**Water Breathing.** Subjects can breathe under water.

### 4<sup>th</sup>-LEVEL WITCH SPELLS

**Charm Monster.** Makes monster believe it is your ally.

**Confusion.** Makes subject behave oddly for 1 round/level.

**Discern Lies.** Reveals deliberate falsehoods.

**Divination.** Provides useful advice for specific proposed actions.

**Emotion.** Arouses strong emotion in a subject.

**Fear.** Subjects within cone flee for 1 round/level.

**Giant Vermin.** Turn insects into giant vermin.

**Locate Creature.** Indicates direction to familiar creature.

**Minor Creation.** Creates one cloth or wood object.

**Neutralize Poison.** Detoxifies venom in or on subject.

**Polymorph Other.** Gives one subject a new form.

**Polymorph Self.** You assume a new form.

**Scrying.** Spies on subject from a distance.

### 5<sup>th</sup>-LEVEL WITCH SPELLS

**Animal Growth.** One Animal /two levels doubles in size, HD.

**Break Enchantment.** Frees subject from enchantments, alterations, curses, and petrification.

**Dream.** Sends message to anyone sleeping.

**False Vision.** Fools scrying with an illusion.

**Feeblemind.** Subject's Int. drops to 1.

**Greater Command.** As *command* but affects one subject/level.

**Greater Scrying.** As *scrying* but faster and longer.

**Magic Jar.** Enables possession of another creature.

**Major Creation.** As *minor creation*, plus stone and metal.

**Mirage Arcana.** As *hallucinatory terrain*, plus structures.

**Nightmare.** Sends vision dealing 1d10 damage, fatigue.

**Seeming.** Changes appearance of one person/two levels.

**Sending.** Delivers short message anywhere, instantly.

### 6<sup>th</sup>-LEVEL WITCH SPELLS

**Animate Object.** Objects attack your foes.

**Eyebite.** *Charm, fear, sicken, or sleepone* subject.

**Find the Path.** Show the most direct way to a location.

**Geas/Quest.** As *lesser geas*, plus affects any creature.

**Heroes' Feast.** Food for one creature/level. Plus cures and blesses.

**Legend Lore.** Learn tales about a person, place or thing.

**Mass Suggestion.** As *suggestion*, plus one/level subjects.

**Mislead.** Turns you invisible and creates illusory double.

**Project Image.** Illusory double can talk and cast spells.

**Repulsion.** Creatures can't approach you.

**Tenser's Transformation.** You gain combat bonuses.

**True Seeing.** See all things as they really are.

**Control Weather.** Changes weather in local area.

### 7<sup>th</sup>-LEVEL WITCH SPELLS

**Creeping Doom.** Carpet of insects attacks at your command.

**Finger of Death.** Kills one subject.

**Insanity.** Subject suffers continuous *confusion*.

**Repel Wood.** Pushes away wooden objects.

**Transport via Plants.** Move instantly from one plant to another of the same species.

**Veil.** Changes appearance of a group of creatures.

### 8<sup>th</sup> LEVEL WITCH SPELLS

**Antipathy.** Object or location affected by spell repels certain creatures.

**Binding.** Array of techniques used to imprison a creature.

**Discern Location.** Exact location of creature or object.

**Horrid Wilting.** Deals 1d8 damage/level within 30 ft.

**Polymorph any Object.** Changes any subject into anything else.

**Trap the Soul.** Imprisons subject within gem.

### 9<sup>th</sup>-LEVEL WITCH SPELLS

**Earthquake.** Intense tremor shakes 5-ft./level radius.

**Foresight.** "Sixth Sense" warns of impending danger.

**Refuge.** Alters item to transport its possessor to you.

**Shapechange.** Transforms you into any creature and change forms once per round.

**Wail of the Banshee.** Kills one creature/level.

**Weird.** As *phantasmal killer* but affects all within 30 ft.

**\*NOTE:** These spells are based on the list presented in the DMG 26, along with the errata to repair this list suggested by Sean Reynolds (found on Eric Noah's Web Page). However, Sean's corrections created new problems (e.g. falling under "13 spells for the first six levels") and did not account for other problems like the non-existent spell "Prophecy." This list attempts to correct those problems.

