

ANOTHER LOOK AT WITCHES AND WITCHCRAFT IN D&D®

by Ronald Pehr

Editor's Note: This seems to be a well thought out class-variant. At the very least, it makes an excellent NPC or hireling/acquaintance. For those DM's bold enough to try it, it provides a very viable character for ladies; be they sisters, girlfriends, lady gamer or others. D&D was one of the first games to appeal to females, and I for one, find it a better game because of that fact.

Back in *Dragon* Vol. I #5, there was an article on witchcraft by players. Witches were grouped into three classes of power for evil witches; Low, High, and Secret, and into two classes for good; White and Priestess. These were well thought out, and could provide a challenge to those players encountering them. Witches are fascinating enough that they would make a dandy player-class. Here it is.

Just as Magic-Users manipulate the other-worldly forces, whereas Clerics worship those forces as gods, obtaining "divine aid," so do Witches make sure of the forces of nature worshipped by Druids. Witches may be considered to bear the same relationship to Druids as a Magic-User towards a Cleric of his own alignment. The Witch uses her harmony with nature to increase her knowledge and power.

Witches are Neutral, dedicated neither to good nor evil as humans know the terms; however, an individual Witch may be good or evil. Witches do not have a pact with Satan, or follow dark gods, that's bad press they've been receiving since the Middle Ages. It is true that a powerful Witch can call upon some supernatural entities, even as do Wizards, Patriarchs, and Druids.

Historically, practitioners of witchery were (and are) both male and female. I limit the class to women, to balance the fact that women are less proficient in Fighter-type professions, but that is a matter of discretion for each DM. Witches need at least 13 in both Intelligence and Wisdom. The idea that Witches are ugly is more bad press; working in harmony with nature and exerting influence over people requires a Charisma of at least 9.

At first glance, the Witch specifications will seem to be one more overly-powerful profession to unbalance the game. However, the inherent abilities of Witches and the power of some of their spells is compensated for by the large amount of experience points needed to rise in level and the need to be comparatively high level in order to learn a given level of spell. Witches receive hit dice/level as Magic-Users, have the same restrictions on weaponry and armour, and obtain the benefits and disadvantages of Magic-Users (E.g. saving throws, reading certain tomes) unless otherwise stated. Believing that game variants of *D & D* should mesh as closely as possible with the rules as published, I have given them many spells found in other classes because DM's will be familiar with those spells. Those spells not hitherto known, or treated differently, are *starred*. Further, I have omitted the duration of the spells, since I drastically limit effective time of spells as a matter of balance in the relatively short games I usually DM. Those wishing to employ the Witch can work out reasonable durations of spells by comparing them to similar known spells.

LEVEL	POINTS	No. of Spells/Level								Inherent Ability
		1	2	3	4	5	6	7	8	
Medium	0	1								Brew poisons, narcotics, hallucinogens
Soothsayer	3000	2								Make a Bag of Holding
Sibyl	6000	2	1							Brew Love Potions
Mystic	12000	2	2							Dance of Seduction
Oracle	25000	3	2							Add Plus 1 to Charisma
Siren	55000	3	3	1						Brew Truth Drug
Enchantress	80000	3	3	2						Read Magic, Druid, Illusion Scrolls
Sorceress	120000	3	3	3						Candle Magic
Witch	200000	4	4	3	1					Familiar

Amethyst W.	300000	4	4	4	2				
Topaz W.	400000	4	4	4	4				
Sapphire W.	525000	4	4	4	4	1			
Ruby W.	650000	5	5	4	4	2			
Emerald W.	800000	5	5	5	4	3	1		
Diamond W.	900000	5	5	5	5	4	2		
Crystal W.	1000000	6	5	5	5	5	2	1	
Eternal W.	1250000	6	6	6	5	5	3	2	
Demonette	1500000	6	6	6	6	6	5	3	1

First Level Spells

Faerie Fire
Give Wounds*
Cure Wounds
Control Vapor*
Detect Evil
Detect Poison*
Detect Disease*
Detect Illusion*
Detect Magic
Reflected Image*

Third Level Spells

Dissipate Vapor*
Clairvoyance*
Phantom Light*
Charm*
Phantasmal Forces
Wind*
Cure Disease*
Create Lycanthrope*

Fifth Level Spells

Produce Flame
Anti-Magic Shell
Protection v. Evil
Summon Elemental
Charm Animal*
Grow Plant
Oracle*
Weakness*
Create Undead*
Immunity*

Seventh Level Spells

Firestorm
Earthquake
Polymorph Others
Control Dreams*
Poison*
Control Lycanthrope*
Control Undead*
Love*
Demonic Possession*
Astral Projection

EXPLANATION OF SPELLS

Give Wounds/Cure Wounds: The Witch must touch the other person. 1-6 pt.

Disguise
Manufacture Control Potions
Manufacture other Potions
Manufacture Acids
Voice
Add Plus 1 to Charisma
Transfer Hit Points
Enchant Items

Second Level Spells

Read Languages
Speak in Tongues*
Locate Object
Bless
Pacify*
Detect Invisible
Detect Trap
ESP*
Purify Wine & Water

Fourth Level Spells

Neutralize Poison
Remove Curse
Infravision
Sleep*
Polymorph Self
Hallucinatory Terrain
Cure Serious Wound*
Give Serious Wound*
Effigy Control*
Shock*
Control Fluid*

Sixth Level Spells

Animate Dead
Worship*
Control Plant
Hypnosis
Destroy Life Level*
Control Weather
Wards of Defense*
Evaporate Fluids
Vision

Eighth Level Spells

Curse*
Wither*
Youth*
Dispel Enchantment*
Circle of Disintegration*
Temporary Resurrection*
Summon Devil*
Reincarnation
Death*

Control Vapor: Range of 10' level of Witch. Gases are moved 60' / turn. A gas with Intelligence, such as an Air Elemental Saves vs. Magic.

Detect Poison/Disease: The Witch must touch the poison or diseased creature.

Detect Illusion: The range is whatever distance can be seen.

Reflected Image: The Witch may form a picture on any reflecting surface.

Speak in Tongues: This must be an actual language of an intelligent entity.

Pacify: At a range of 60' the Witch can make a hostile foe feel friendly, although he will in no way be charmed or subject to her will.

ESP: The Witch must be touching the one whose mind she wants to read.

Dissipate Vapor: This disperses any gas. Those with Intelligence, such as an Air Elemental, Save vs. Magic.

Clairvoyance: This automatically includes **Clairaudience**.

Phantom Light: A mobile Faerie Fire, following or leading up to 120'

Wind: A Stiff breeze. Missiles fired against it are at -3.

Cure Disease: The Witch must touch the victim.

Create Lycanthrope: The victim must have lost at least half his hit points. This is not a permanent spell. The victim is not under control of the Witch but will not attack her.

Sleep: The Witch must touch the victim, any level, Save vs. Magic.

Give/Cure Serious Wounds: Gives/ cures 1- 12 pts.

Effigy Control: Must have some part of the victim, works within eyesight range. Save vs. Magic for victim. (Severe discretion necessary by DM)

Shock: A blast, similar to a Fireball, emanating from the Witch (her friends had better be well away), doing 4 dice of damage.

Control Fluids: Range 2' level of Witch. As for **Control Vapors**, only the liquid moves 30' / turn.

Charm Animal: The Witch must touch the animal.

Oracle: As a Clerical **Commune**, but only 1 /week and always in obscure words.

Weakness: Must touch the victim, halving his Strength. Not permanent.

Immunity: Must touch the beneficiary. For the duration of the spell he is immune to diseases, poisons, and regenerates as a Vampire.

Create Undead: As the **Create Lycanthrope** Spell, but the victim must be dead. For the duration of spell he will be 1 hit dice of **Undead** for each 4 levels of experience of the Witch.

Worship: At a range of 120' the Witch can put a single victim into a trance.

No Saving Throw.

Destroy Life Level: The Witch must touch the victim.

Wards of Defense: A 20' radius "forcefield" preventing magic or physical attack. It is not moveable itself.

Evaporate Fluids: As for **Dissipate Vapor**.

Vision: The Witch can make any clear or reflecting object into a crystal ball for one **looking**.

Control Dreams: The Witch must see the victim, including by crystal ball.

Poison: The Witch must touch the victim, who must Save vs. Poison or die.

Control Lycanthrope: Range of 120' — No Save.

Control Undead: Range of 120' Save. vs. Magic.

Love: This acts as a permanent **Love Potion** if the victim touched fails to Save.

Demonic Possession: Anyone touched (Up to 3 dice of human-sized figures) fights as a Berserker for the duration of the spell.

Curse: This has a range of 60'. Curses are permanent unless Removed.

Wither: Anyone or thing touched ages 100 years. Intelligent entities get a Save vs. Magic.

Youth: Anyone or thing touched becomes 10 years younger.

Dispel Enchantment: Anyone touched has any magic spell he is under dispelled. Any magical item touched loses its power.

Circle of Disintegration: A blast which disintegrates anyone/ thing within a 20' radius of the Witch. Intelligent entities Save vs. Magic.

Temporary Resurrection: A dead character can be immediately brought back to life, with full potential; however, the effect is temporary only.

Conjure Devil: Similar to a Conjure Elemental Spell, with the same chance of suffering attack if the Witch loses concentration. A Prot. ca, Evil Spell or appropriate candle must be burned before Conjuring. Arch-Devils cannot be conjured with this Spell. Furthermore, any intelligent

devil who performs for the Witch may claim a service from her at any future time (Good opportunity to send players on quests)

Death: Similar to the Wizard's **Death** Spell. It has a range of 240', automatically slaying 2-16 victims of less than 8 hit dice of any single victim of 8 or greater hit dice. In the latter case, the victim may Save vs. Magic.

EXPLANATION OF INHERENT ABILITIES

Brew poisons, narcotics, hallucinogens: These cannot be used to coat weapons, the victim must imbibe them — perhaps mixed into his win. For each experience level, a Witch can brew a 1 die draught/day. Poisons do actual damage, a Save vs. Poison giving only half damage. Narcotics are sleep drugs. If the drug ratioed over victim's hit points is 1 or more, it acts as the Sleep Spell. If less than 1, it is the percentage effect on Dexterity and Movement. Save vs. Poison halves the duration and percentage effect. Hallucinogens cause Confusion, as the Confusion Spell. The percentage chance of Confusion each turn is the ratio of the drug over the victim's hit points. Save vs. Poison halves time of effect and percentage each turn.

Bag of Holding: The Witch puts her essence into this, so there may be only one Bag of Holding per Witch in existence at any one time. It can be used by no other person and if lost or destroyed it takes a month to make another. Note that this is one of the few Miscellaneous Magic Items a Witch can ever make until she reaches 17th Level.

Love Potion: For each experience level, the Witch can brew a 1 die draught/week. The victim is not actually Charmed, the potion acting similar to a Rod of Beguiling. If the ratio of points of brew to hit points of the victim is 1 or greater, the effect lasts one week with a 155 chance/day cumulative thereafter of wearing off. Lesser percentage is the chance each day it will wear off, never lasting more than a week in any event. Save vs. Poison negates the potion entirely.

Dance of Seduction: By graceful, suggestive movements of her body, the Witch can hold a victim entranced. The Dance takes a full turn to perform, but the victim may not be aware it is taking place as the movements are subtle and pleasant to observe. All humanoids, excepting Undead, are vulnerable. The Witch has a 10% chance per experience level of performing the Dance successfully, subtracting 10% for each level of victim over 4th. Victims will stay entranced as long as the Witch is present, barring outright attack.

Brew Truth Drug: For each level of experience the Witch can make a 1 die draught/ week. The ratio of drug to a victim's hit points is the percent that a question asked will be truthfully answered. The victim is in a stupor, as if under a narcotic, and will remain silent rather than tell a lie. The potion compels a number of answers equal to the level of the Witch, thereafter acting as a narcotic. Save vs. Poison halves percentage, duration, and number of answers.

Read Scrolls: Druid scrolls may be read with no chance of failure. Magic or Illusion scrolls have a 10% chance of backfire. Clerical scrolls cannot be utilized, although the Witch *can* read them.

Candle Magic: A Witch may manufacture 1 candle per month, at the rate of 3 days/ turn of burning duration. Each color is gained with subsequent levels, i.e., 8th = red, 9 = Blue, etc. Candles will burn for up to 10 turns, their magic taking effect as soon as the candle is snuffed or burnt up. Candles have the following powers:

Red: Burnt in presence of victim, it affects him for 1 day per turn of candle burnt as a fully successful Love Potion. No Save.

Blue: One turn of Protection v. Evil for each turn of burning.

Yellow: One turn of Telepathy for each turn of burning.

Purple: One question may be asked of dead being for each turn of burning.

Gold: Cures 1-6 pts. of damage for each turn of burning in presence of victim.

Black: One curse placed upon victim for each full candle burnt in his presence. Some curses are: Weakness (Str. = 3); Insanity (Int. & Wis.=3); Clumsiness (Dex.=3); Poverty (All treasure turns to clay), Loneliness (Char.=3) Exhaustion (Con=3)

Familiar: The Witch may designate a Familiar — which can be any animal of less than 1 hit die, such as a cat or bat — to act as a Magic-User's Homonculous. It has unlimited range, the Witch sees and hears what it

the number of warriors total determined by encounter has reached a number somewhere between the minimum and maximum figures shown. A record sheet for each tribe (shown hereafter) should be kept so this information is readily available to the players.

If the explorer is an explorer only, without any other calling, he or she will kill *two* natives on the first round (unsurprised) of combat, and in successive rounds he or she will likewise kill two nations.

NATIVES: CONSEQUENCES OF DEFEAT: If an explorer only (as opposed to the explorer-evangelizer, explorer-geologist, etc.) is taken prisoner by natives, he or she will not deduct 3 from the required dice roll each turn to determine escape of death, but a roll of 6 is treated as equal to a 2 (explorer held prisoner).

PRISONERS: It is not necessary to take prisoners to find a native village. If the explorer rolls equal to or less than his or her *policy* with two dice, then the village is located. *All* of the natives will hide, or else *all* of the warriors will come out to do battle. (At this time, and at this time only, should the player-explorer determine the total warriors in the tribe — assuming this has not been heretofore determined.) Deserted villages can be looted normally. *If rations are found* assume that there are either 2 per warrior (die 1-3) or 3 per warrior (die 4-6). This will save much time and trouble. The same village may be looted repeatedly as long as the warriors are not all killed. Two lootings within any three successive turns will cause the village to be moved to an adjacent hex, and each hex will have to be explored to locate the tribe once again. *Camels* are found **ONLY** if the desert is contiguous with that shown on the northern part of the mapboard; they are never found in other desert hexes.

NATIVES: TRADING: As just noted, camels (and horses as well) are available from tribes dwelling in desert hexes contiguous with the great northern desert region of Africa.

The number of Askaris or bearers which can be hired from a single tribe is dependent upon the size of the tribe. The following formula is suggested:

ASKARIS — 1 for every 2 warriors

BEARERS — 1 for every warrior

NATIVES: POISONING EXPLORER: A doctor is able to save himself or herself on a roll of 6 when poisoned (cf. p. 6). After being poisoned and recovering, a doctor also gets a + 1 on the die to save himself or herself if so unfortunate as to be poisoned (and die otherwise) a second or successive time.

NATIVES: ATTITUDE LEVELS: As previously stated, the adjustments are reversed. Lower levels if the native tribe becomes more friendly, raise them if they become more hostile and warlike.

EXPLORER SPECIALTIES: Optionally, an *explorer-botanist* may be added to the list. He or she operates exactly as does a zoologist. Disasters pertaining to plants are averted by explorer-botanists. They can survive without water on a desert hex on a roll of 4-6. (They find plants which yield water.)

With the sole exception of evangelizers, any explorer **NEED NOT** stay in a hex to practice his or her specialty or specialties at the risk of the safety of the expedition, i.e. an explorer doctor need not try to treat the ills of a hostile tribe, an explorer-zoologist need not stay on a hex where hunting cannot possibly feed his expedition *provided rations are running low* and will not be sufficient to insure safe travel to the nearest ration source, etc.

EXPLORER SPECIALITES: MEDICINE: There seems to be a contradiction in the rules here. On a die roll of 3, the explorer-doctor is to lose 1 attitude point; that is, the attitude of the tribe goes up 1, and the natives become more hostile towards all explorers. In the last paragraph of the section (p. 16) is the following sentence: "They do not lose points when attitude levels drop on rolls of 3 (on the treatment table, above), but score 1 or 2 points on rolls of 5 or 6, respectively." I have interpreted this to mean that the expedition led by the explorer-doctor is not considered in a more hostile manner by the tribe, but all other expeditions contacting the tribe will be.

HUNTING AND ADJUSTMENT OF RATIONS: An explorer-explorer is able to fashion crude weapons and is thus never unarmed even if without a musket. He or she hunts with such weapons at -1 on the die roll. There is a chance that extra rations gained by an explorer-explorer *can* be preserved; on a roll of 1 or 2 the individual is able to preserve 1 or 2 rations, respectively.

STARVATION, SICKNESS, AND DESERTION (ALSO THIRST!): Neither a botanist nor a zoologist will starve automatically, even if they have no musket, for they can "hunt" for edible plants, roots, tubers, grubs, termites, etc. They use the normal hunting table and so are capable of

providing double or treble rations in this manner.

As previously stated, an explorer-botanist will not die of thirst on a desert hex without a water source if they roll a 4-6, as this indicates that a plant has been found which will yield water.

The following *Native Tribe Facts Sheet* has proved to be a highly useful playing aid for *SOURCE OF THE NILE*. I hope the foregoing, along with it, will improve your enjoyment of the game. Similarly, I hope that neither Ross Maker nor Dave Wesely will take exception to what I have suggested, and they are quite welcome to make use of any of the material on a *gratis* basis. If anything said here is drastically wrong, either or both authors are hereby invited to set matters aright. Thanks to both of you for a most enjoyable game.

NATIVE TRIBE FACTS SHEET

ROLL FOR THE TRIBE NAME: 1-3 = 2 part; 4-5 = 3 part 6 = 4 part

Tribal Name Table of Syllables:

die 1-2	die 3-4	die 5-6	die 1-2	die 3-4	die 5-6
1. ang(i)	ki(k)	(t)usi	4. eb fa	ro ru	wa
2. ha(n)	lo lu	ub ug	5. gi go	(s) ai	ya yo
3. bo bu	ma mu	uku	6. ka ki	tang(i)	zi/ zu

() drop the letter if the name becomes cumbersome
use either at your discretion or dice for which is present

TRIBE NO. _____ TRIBE NAME _____

NUMBER OF WARRIORS _____

(subsequent casualties) _____

ATTITUDE _____ NEGOTIATED _____

Victorious _____ Explorers Killed _____

Defeated _____ Prisoners Freed _____

Village discovered _____ Looted _____

Evangelized _____ Medically Treated _____

ORIGINAL DISCOVERER _____

Subsequent Contact By _____

OTHER INFORMATION CONCERNING TRIBE _____

Witches from page 12

hears, and she takes 3-24 points of damage if it is killed. It takes a month to retrain a new one if it is killed.

Disguise: As an Assassin.

Manufacture Acid: For each experience level, the Witch can manufacture 1 die of acid per month. Types of acids — what they can and cannot dissolve are left to the DM. One suggestion is to have the acids be essence of Gray Ooze, Green Slime, etc.

Voice: The Witch may shout out a command, no longer than 7 words (and no counting beforehand). Those failing to save vs. Magic will obey for the next melee round. A command to kill themselves will cause, victims to strike themselves with their weapons, at the usual hit probabilityir armour class, doing half damage. The Voice cannot be used more often than once in 3 turns on the same listeners.

Transfer Hit Points: A Witch may permanently transfer her own hit points to anyone else. If done within 1 turn of death, it will revive the victim giving them that many hit points. A curse can be lifted for the permanent transfer of 5 hit points with no rise in the hit points of the one saved. Prime attributes of another may be raised at a cost of 5 hit points up to 12, 7 hit points to raise it from 12 to 13, 8 to raise from 13 to 14, 10 to raise from 14 to 15 and 15 to 16, 20 to raise from 16 to 17, 25 from 17 to 18. As can be imagined, players will be wary about giving this favor to others, and NPCs wil almost never do so. Transfer of hit points by a Witch does not lower her level, she just stays at that level with less hit points.

Enchant Item: A Witch may permanently transfer hit points into an object for the purpose of enchanting it, at a cost of 1 hit point per 1000 gold pieces it would have cost. This is the only way they can manufacture magic items other than Potions.