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by Bill Muhlhausen

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*The witch has long been a popular non-player character in the D&D® and AD&D® games, and long-time readers of DRAGON® Magazine may recall numerous incarnations of this character class and its powers over the years. The most recently published version of the witch appeared in DRAGON issue #43, in November 1980. Bill Muhlhausen's article was revised and edited by Kim Mohan and Tom Moldvay; this version has been further expanded and revised by Roger E. Moore, and edited by Karen Martin, Robin Jenkins, and (once again) Kim Mohan.*

*It must be noted that the witch is a very powerful spell-caster. It could conceivably be used as a player character on an experimental basis, but it works best as an NPC used to challenge parties of adventurers on a long-term basis. The class has been deliberately given extraordinary spell-casting powers, in terms of numbers of spells available and the power of individual spells; player-character witches may prove to be overwhelming, but NPC witches are thus better able to challenge large groups of adventurers. The decidedly evil nature of the witch (as a rule) is also a point against its use as a player-character class.*

*We hope you enjoy it. Happy Halloween!*  
— The editors.

The witch is a special type of powerful spell-caster. Though similar to the magic-user, it is not a magic-user subclass, much in the same way that the cavalier is similar to (but not a subclass of) the fighter. The witch has talents and powers normally associated with other spell-casting classes, as well as its own unique abilities.

Based upon the witch of fairy tale, myth, and fantasy, the class includes a number of distinctive abilities. Witches use herbs for healing and magic, somewhat in the manner of druids (to which witches are distantly related). Witches combine cleric and magic-user forms of magic, since they are essentially worshipers of forbidden religions (generally evil in nature, but not

# The Witch

## Revised and expanded NPC class

always so). They 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 enchantment/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 and greater power. Evil witches often specialize in curses and destructive spells.

Witches gain new spells by performing ritual sacrifice and prayer to deities—usually demon princes, archdevils, or the current oinodaemon. If the deity is pleased, it sends a servant being to teach the witch a new spell appropriate to her level and ability. Because the witch must learn the new spell as a magic-user does, her chance to know each listed spell and her minimum and maximum number of spells per level are taken from Table II on page 10 of the *Player's Handbook*. Witches always gain the spells *read magic* and *write*, not having to check for knowing these spells as they start in their class. Witches may use the latter two spells to learn the spells used by other spell-casting classes, so long as the spells learned are duplicated in the list of spells allowed to witches, and so long as the witch is of a level appropriate to the spell. For instance, a 4th-level witch who has found a scroll with the 2nd-level cleric spell *find traps* may attempt to learn the spell directly from the scroll, copying it down (in her own magical language) for future use. All witches keep and use spell books, from which they relearn their spells as do magic-users (see page 40, "Recovery of spells," in the *DMG*, and pages 79-80 in *Unearthed Arcana*).

If a Dungeon Master desires a witch with more variety, the restrictions on which spells may be learned by witches may be loosened. Spells that summon beings from the lower planes and bind them to certain tasks are not likely to be taught to a witch by her deity's servants (whether they are evil or good), but nothing should stop the witch from looking up

such arcane knowledge on her own. Independent witches who did not join a High Secret Order (see below) are the ones most likely to make use of such spells — so long as the witches do not use them to attempt to bind their own deity. Other spells, particularly those from *Unearthed Arcana*, may be added as well (see the general notes on spells below).

There are two orders of witches. Low Order Witches may progress to 16th level, and High Secret Order Witches may advance to 22nd level. Witches may be of any alignment, though evil witches are the rule; good and neutral witches are almost unknown. The prime requisites for a witch are intelligence and wisdom, each of which must be 13 or higher. Only humans, elves (any sub-race from *Unearthed Arcana*), and half-elves can be witches; furthermore, only humans and dark elves (drow) can be members of a High Secret Order. Other elves and all half-elves are limited to no higher than 11th level as witches, but no male witch of any race can rise higher than 9th level. No witch may be multiclassed or double-classed, due to the difficulties involved in learning and maintaining one's magical powers. No earned bonus to experience is gained for exceptional ability scores.

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 find 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-users. Conversely, many female magic-users are improperly called witches. As a generic term for a single witch, the pronoun "she" is used in this text.

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 — 11+1 for

12th level, 11+2 for 13th level, and so on. Witches receive constitution bonuses as do magic-users, and they save either as magic-users or as clerics, on whichever column is better against a given effect. Weapon proficiencies, allowable weapon types, attack tables used, and attacks per round are all as per magic-users. They may wear no armor whatsoever, save for magical protections such as rings, bracers, cloaks, etc., and witches cannot use shields. They may use any magical item that magic-users are able to employ. Oil may be used as a weapon (though it rarely is), and poison is freely used by evil witches.

Witches with above-average intelligence receive bonus spells, similar to the procedure for a cleric with above-average wisdom:

Intelligence	Spell bonus
13	One first-level spell
14	One first-level spell
15	One first-level spell
16	One second-level spell
17	One third-level spell
18	One fourth-level spell
19+	One fifth-level spell

The spell bonuses are cumulative; e.g., a witch with a 15 intelligence receives three additional 1st-level spells. A witch must have an intelligence of 16 to cast 8th-level spells.

Witches start out in the world with a variable amount of money, depending upon how well they are liked by their deities. Multiply a witch's charisma score by 10 and add a variable amount from 2-20 to find the number of gold pieces given to a 1st-level witch through a servant of her deity. Thereafter, witches tend to accumulate numerous useful magical treasures. NPC witches have an amount of magical treasure equal in gold-piece value to their level multiplied by five, expressed in terms of thousands of gold pieces. For example, a 2nd-level NPC witch would have about 10,000 gp worth of magical equipment — perhaps a single ring of *mammal control*, *potions of invisibility* and *diminution*, an *eversmoking bottle*, and a



*rug of smothering* (used as a trap). The cash reserve for an NPC witch is roughly equal to her amount of experience points expressed as gold pieces, though "cash" may actually be in the form of mundane items such as glassware, spell components, wall hangings, furniture, and so forth. Each NPC witch's lair should be tailored by the DM to fit the campaign circumstances as seen fit. These guidelines do not apply to PC witches (if they are permitted).

### Followers, hirelings, and apprentices

Because of their close working relationship with their deities, witches regard themselves as superior to all other classes of characters. Witches tolerate no masters save their deities or higher-level witches, and they insist upon governing all underlings with absolute authority, regardless of alignment. Witches who have become consorts of their deities are especially dangerous and intolerant of all rivals. Anyone who attempts to control or give orders to a witch invites disaster.

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 usually 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. A witch may also obtain the services of hirelings in the normal manner and is allowed to consult with sages if she desires.

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-fourth of the witch's experience level. Thus, a 4th-level witch can have 1-3 1st-level apprentices and cannot have a 2nd-level apprentice until reaching 8th level herself (fractions are rounded down).

Apprentices can acquire experience points through normal means, and can also receive the benefit of up to one-half of the witch's own acquired experience points. The awarding of a witch's experience points to her apprentice(s) can only take place when the points gained would not raise the apprentice(s) to a level more than one-fourth the level of the witch herself.

For example: A 7th-level witch with 60,000 experience points has a 1st-level apprentice with 2,300 experience points, and the witch performs an action that awards her 500 experience points. The apprentice would be entitled to half, or 250, of those points (if the witch desired to award the points to the apprentice), except that such an addition would raise the apprentice to second level, and the witch cannot have a 2nd-level apprentice until she reaches 8th level. Thus, the apprentice can be awarded a maximum of 200 points because she must remain at 1st level; from

that point onward, the apprentice won't be able to record any more experience points gained until her teacher advances to 8th level.

### High Secret Orders

Each major deity worshiped by witches maintains a formal organization of the most powerful witches in a certain area. This organization is usually known as a High Secret Order. High Secret Orders may have members scattered over an entire world or across a small country, as the situation permits; orders that have been decimated by magical wars or which are just starting out may be highly localized. High Secret Orders serving different deities and causes have been known to attack one another in dreadful battles involving attacks by extraplanar creatures and the use of awful spells, though — surprisingly — such orders are rarely warlike. Even members of diametrically opposed orders prefer to oppose each other in more subtle manners, weaving complex plots and spreading their influence against one another in generations-long dances of rivalry and power. Kings, high priests, archmages, and dragons may be drawn into these conflicts, serving as pawns in a greater game.

Upon attaining 10th level, a witch must decide whether to apply for membership in a High Secret Order. This application may be made only by witches with at least 16 intelligence and 16 wisdom. The witch must also possess at least one of the following objects: any magical *crystal ball*, any magical (non-cursed) broom, a *mirror of mental prowess*, a *mirror of life trapping*, or one of these objects, depending on alignment: *libram of silver magic* if good, *libram of gainful conjuration* if neutral, or *libram of ineffable damnation* if evil. Unless accepted into the High Secret Order, a witch may not progress beyond 16th level. A witch who joins a High Secret Order may progress to the 22nd level of experience.

Witches who join a High Secret Order are bound to even greater servitude to their deities than before and take on additional responsibilities to carry out their deities' wills. Witches who choose not to join such an order at 10th level cannot later decide to join, but they gain more personal freedom and have a less complicated relationship with their deities. Such "independent" witches are not well regarded by other witches, even those of their own alignment and religion, and High Secret Orders rarely go out of their way to assist these "ungrateful renegades."

High Secret Order witches, in addition to the spells acquired normally, receive one additional High Secret Order spell for each level they have gained while in the High Secret Order. For example, a 10th-level witch receives one High Secret Order spell; at 15th level, she receives six High Secret Order spells; finally, at 22nd level, she receives 13 High Secret Order spells.

There is only one Queen of Witches and one Princess of Witches for each High Secret Order. A princess who acquires enough experience points to become queen when there is a reigning queen must either remain at princess level (gaining no additional powers or abilities) or plot against the current queen in an attempt to overthrow her.

### Witches' special abilities

A witch is taught certain special abilities by her deity and her deity's otherworldly servants as she progresses in level. These abilities, noted on the Witches 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 narcotics (3rd level):** An evil witch can brew one dose of either a poison or a narcotic each day, providing 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 3rd 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 third level. Thus, at 11th level, a witch can brew Type E poison. Saving throws are applicable.

A narcotic has the effect of a *sleep* spell on a victim with 8 hp or less if the saving throw is failed. A victim with 9-16 hp is reduced to half dexterity and half normal movement for 12 turns; a victim with 17-24 hp loses one-third dexterity and one-third movement rate for the same 12-turn duration; a victim with 25+ hp loses one-sixth dexterity and movement for the duration of the narcotic's effect. A successful saving throw halves the effect and duration of a narcotic. Only humans, demi-humans, and humanoids are affected.

**Brew truth drug (4th):** A witch may brew one dose of truth drug per week. A victim who ingests a dose of the drug and fails a save vs. poison falls into a stupor and is forced to answer 1-4 questions truthfully. The truth drug can only affect an individual of an equal or lower experience level (or equal or fewer hit dice) than the witch who brewed the potion. The stupor (which reduces movement and strength by half) lasts 2-12 turns. A dose of truth drug is potent for only one day after being made. Only humans, demi-humans, and humanoids are affected.

**Brew love potion (5th):** The witch can brew one special form of *philter of love* per week. The potion has all the effects of the usual potion, save that the victim is affected only by the witch, the victim gains a -4 to save against being *charmed* by the witch, and the *charming* effects last for 8+2-8 turns. This potion

has a chance of affecting a victim of the same level (or with equivalent hit dice) as the witch who brewed the potion. Thus, a 9th-level witch could brew a potion to affect a fighter of 9th level or lower, but not a 10th-level fighter. Enamoring effects last until dispelled. Victims who save vs. spells are not affected. Only humans, demi-humans, and humanoids are affected.

**Manufacture potions and scrolls (6th):** At this level, a witch may make any potions listed in the *Players Handbook* or in *Unearthed Arcana*, without the help of an alchemist. An alchemist can cut compounding and infusing times by 50%. In addition, scrolls may be penned by the witch for later use, as per the rules in the *DMG* (pages 116-118).

**Candle magic (7th):** 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 when the candle is either snuffed out or burned down to nothing at the end of its duration. At 7th 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 the victim 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 except red 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 by a *philter of love*, with a duration of one day (24 hours) for each turn of burning. No saving throw is allowed, and the potion's effects cannot be dispelled except by a *limited wish*, *alter reality*, or *wish* spell.

**Blue candle (9th level):** One turn of *protection from evil/good*; 10' radius (as per the magic-user spell) is gained for each turn of burning. This power has double effects against good beings if used by an evil witch, or against evil beings if used by a good witch.

**Purple candle (11th level):** This acts as a truth drug, as noted above, allowing two questions to be asked of a victim for each

turn of burning, with all such questions being answered truthfully.

**Yellow candle (13th 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 of the effect, and falsehoods and evasions are known as such.

**Gold candle (15th level):** This cures 1-6 hp 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 (18th 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), *feeble-mindedness* (intelligence reduced to 3), clumsiness (dexterity reduced to 3), *foolishness* (wisdom reduced to 3), *ugliness* (charisma reduced to 3), and *exhaustion* (constitution reduced to 3). Saving throws vs. spells can be attempted for each curse and, if successful, negate that particular curse only. Casting *wish* or *remove curse* (the latter by a cleric of at least 9th level) removes one curse for each casting of that spell. Each curse lasts indefinitely until dispelled.

**Use all-magical scrolls (9th):** Druid, magic-user, and illusionist scrolls can be

WITCHES EXPERIENCE TABLE

Experience points	Experience level	4-sided dice for accum. hit points	Spells usable by level									Level title	Special ability gained
			1	2	3	4	5	6	7	8	HSO		
0-2,500	1	1	1	-	-	-	-	-	-	-	-	Medium	None
2,501-5,000	2	2	2	-	-	-	-	-	-	-	-	Soothsayer	None
5,001-10,000	3	3	2	1	-	-	-	-	-	-	-	Spiritualist	Brew poisons and narcotics
10,001-20,000	4	4	3	2	-	-	-	-	-	-	-	Sybil	Brew truth drug
20,001-35,000	5	5	4	2	1	-	-	-	-	-	-	Siren	Brew love potion
35,001-50,000	6	6	4	3	2	-	-	-	-	-	-	Conjuress	Manufacture potions and scrolls
50,001-75,000	7	7	5	3	2	1	-	-	-	-	-	Mystic	Candle magic
75,001-100,000	8	8	5	4	3	2	-	-	-	-	-	Seeress	None
100,001-200,000	9	9	5	5	3	2	1	-	-	-	-	Enchantress	Use all magical scrolls
200,001-350,000	10	10	5	5	4	3	1	-	-	-	1	Sorceress	Acquire familiar
350,001-600,000	11	11	6	5	4	3	2	-	-	-	1	Witch	None
600,001-900,000	12	11+1	6	6	5	3	2	1	-	-	1	Topaz Witch	Manufacture magical items
(300,000 xp	13	11+2	6	6	6	4	3	1	-	-	2	Sapphire Witch	Brew flying ointment
per level for	14	11+3	6	6	6	5	3	2	1	-	2	Ruby Witch	None
each additional	15	11+4	6	6	6	6	4	3	1	-	2	Emerald Witch	Manufacture control doll
beyond 12th)	16	11+5	6	6	6	6	5	3	2	1	3	Diamond Witch	Manufacture permanent magical items
	17	11+6	6	6	6	6	5	4	3	2	3	Witch Mother	Fascination
	18	11+7	6	6	6	6	6	4	3	3	3	Priestess	None
	19	11+8	6	6	6	6	6	5	4	4	4	High Priestess	None
	20	11+9	7	6	6	6	6	6	6	5	4	Eternal Priestess	Longevity
	21	11+10	7	7	7	7	6	6	6	6	4	Princess of Witches	Limited wish
	22	11+11	7	7	7	7	7	7	7	7	5	Queen of Witches	Shape change

read and used with a 10% chance of spell failure. Cleric scrolls can be read by a witch, but only those spells usable by both clerics and witches may be employed (with a 20% chance of failure).

**Acquire familiar (10th):** This power is similar to a magic-user's 1st-level *find familiar* spell, except that there is no chance of not acquiring a familiar. Witches' familiars are quite powerful. The familiar adds its hit points to the witch's, but, if the familiar dies the witch only loses the hit points the familiar originally added — not *double* the number. Familiars as tough as a witch's are difficult to locate; if her familiar dies, a witch must wait from 3-18 years to acquire another. Familiars are usually given bizarre names by their mistresses, such as puns (Mephisto-Fleas), nonsense words (Sybybala), anagrams of other famous names (Yaabagab), and so on.

The specific animal types used as familiars by witches are the same as used by regular magic-users. However, a witch's familiar is capable of human speech, has high intelligence and considerable cleverness, and is AC 5 with 2 HD. Such familiars may not appear noticeably different from others of their kind, however. A witch's familiar adds +1 to its "to hit" and damage rolls. Possession of a familiar gifts the witch with the abilities given by a *pearl of power* (of a type randomly determined for each familiar), because the familiar's own mind can store spells and telepathically assist the witch. A telepathic link bonds both witch and familiar within a 12" radius. Special familiars may be acquired, as per the magic-user spell, and such always have the maximum number of hit points.

**Manufacture magical items (12th):**

At this level, a witch may manufacture magical items that do not have permanent natures (such as wands and rechargeable items, as well as one-shot devices).

**Brew flying ointment (13th):** The 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.

**Manufacture control doll (15th):**

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. The



doll must now be shown to the intended victim. If the victim fails to save vs. spells, the victim is *charmed* (as per a monster's *charm* spell, in the DMG, page 65). 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.

**Manufacture permanent magical items (16th):** The witch may now 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 70%, plus a percentage amount equal to the witch's charisma. If an item fails to be permanently enchanted, it must be destroyed and a new attempt must be made later.

**Fascination (17th):** The power of *fascination* may be used once per day. A witch merely has to concentrate to exercise the power. Any individual who merely looks at the witch and fails to save vs. spells faithfully serves the witch as long as



the *fascination* lasts (a number of turns equal to the level of the witch). Service while *fascinated* is nearly absolute, stopping just short of following suicidal orders. This power is unrelated to the 2nd-level illusionist spell *fascinate*.

**Longevity (20th):** From this point onward, the witch ages at only one-tenth the normal rate for her racial type, except for magical effects (which increase or decrease the witch's biological age as usual; see below).

**Limited wish (21st):** A *limited wish* is identical to the 7th-level magic-user spell of the same name. It may be used once per month, though the witch will age one year-per use. This effect occurs despite the witch's *longevity*, as noted above.

**Shape change (22nd):** This power is usable once per day for no longer than two turns each time. Otherwise, this power is identical to the 9th-level magic-user spell of the same name.

### General notes on spells

**Duplication:** Certain spells are duplicates of existing magic-user, cleric, druid, or illusionist spells. These spells are noted as such below by the presence of a letter-number symbol, designating the class and spell level which the witch spell duplicates. Thus, the witch spell *clairvoyance* (MU-3) is in all ways the same as the third-level magic-user spell of the same name (except for differences noted elsewhere). Certain minor alterations in the spells casting or effects are noted as well, if any exist. All duplicated spells that are reversible in their original form are also reversible as witch spells, unless stated otherwise (see, for example, *darkness* and *light*).

**Holy symbols:** Witches do not use holy or unholy symbols in their spell-casting rituals. Any good-aligned character who displays a holy symbol in an attempt to ward off an evil witch's spell gains a +2

bonus on ail saving throws against the witch's magic; however, no other actions may be attempted by that person. Furthermore, good-aligned clerics who display a holy symbol to ward off an evil witch's spell gain a basic magic resistance to that witch's magic of 5% per level of the cleric, in addition to a +4 bonus on all saves against her magic. Thus, a 5th-level good cleric gains a 25% magic resistance against any spell cast at him by an evil witch. Neutral or evil beings who confront a good or neutral witch gain no such saving graces. This power was granted to good clerics to offset the might of evil witches.

**Alignment restrictions:** Several witch spells are described as only usable by witches of certain alignments. In many other cases, the use of a spell may be contraindicated by the nature of the spell as regards the alignment of the spell caster. DMs who choose to make the witch a non-player character in their campaign should use great discretion in the selection and use of certain spells by a witch of a particular alignment.

## WITCHES SPELL LIST

First level*	Second level	Third level	Fourth level
1 Change self	Bless	Calm	Charm monster
2 Charm man I	Charm man II	Clairvoyance	Control fluid
3 Control vapor	Detect invisibility	Comfort	Cure/cause serious wounds
4 Cure wounds	ESP	Continual light	Glyph of warding
5 Darkness	Find traps	Cure disease	Hallucinatory terrain
6 Detect evil	Hold person	Dissipate vapor	Infravision
7 Detect illusion	Hold portal	Fireball	Levitate
8 Detect poison	Identify	Invisibility	Mirror image
9 Faerie fire	Knock	Lightning bolt	Neutralize poison
10 Find familiar	Locate object	Mystic rope	Plant growth
11 Give wounds	Magic mouth	Phantasmal force	Polymorph other
12 Light	Nature call	Phantom light	Polymorph self
13 Magic disk	Pacify	Plant entrapment	Seduction IV
14 Mending	P i t	Prot. from normal missiles	Shock
15 Minor quest	Purify food & drink	Remove curse	Strength
16 Read languages	Pyrotechnics	Seduction III	Wall of water
17 Reflected image	Seduction II		
18 Seduction I	Speak with animals		
19 Sleep	Speak with plants		
20 Unseen servant	Speak in tongues		

\* — The first-level spells listed here do not include *read magic* and *write*, which are automatically gained by all witches.

Fifth level	Sixth level	Seventh level	Eighth level
1 Animal growth	Animate dead	Astral projection	Charm man III
2 Anti-magic shell	Cancel life level	Call spirit	Clone
3 Charm animal	Evaporate fluids	Control lycanthrope	D e a t h
4 Immunity	Haste	Control undead	Dispel enchantment
5 Insect plague	Leomund's secret chest	Find the path	Mass polymorph
6 Monster summoning I	Lower water	Fire storm	Reincarnation
7 Oracle	Seduction VI	Geas	Rusting touch
8 Produce flame	Telekinesis	Legend lore	Seduction VIII
9 Seduction V	True sight	Love	Summon devil
10 Slow	Vision crystal	Seduction VII	Temporary resurrection
11 Spirit	Wards of defense	Stone to flesh	W a s t i n g
12 Teleport	Worship	Wall of ice	Youth
13 Transmute rock to mud			
14 Weakness			
15 Water breathing			
16 Wizard eye			

*Material components:* All spells that duplicate existing spells have verbal, material, and somatic components as required by the pre-existing spell. All other spells require both verbal and somatic components, with material components left to the discretion of the DM employing the witch as an NPC. It would be permissible to require no material component for such spells, and it would certainly also be permissible to assign particular material components to some or all of such spells. Herbs, roots, bones, and other plant and animal material are often used, sometimes purely for effect.

*Casting time:* The casting time for any witch spell duplicating an existing spell is the same as for the existing spell. The casting time for any other witch spell is a number of segments equal to the level of that spell. Casting time for any High Secret Order spell, including spells from the *Players Handbook*, is 9 segments, except for *banish*, which has a casting time of 5 segments.

*Cantrips:* Witches may learn any cantrips normally learned by magic-users, and such cantrips are often used in normal magical rituals and work. However, witches are granted immunity to all cantrips (as a means of preserving their dignity).

*New spells:* As noted earlier, the Dungeon Master may give an NPC witch spells other than those listed here. However, this should be carefully done to avoid having the witch turn into a powerhouse and to avoid breaking down the witch's distinctive repertoire of spells and abilities. There would be no need for a witch to have or use the 5th-level cleric spell *magic font*, for example, and other spells might be of little use or interest to a particular witch. The DM should construct a witch's spells to reflect her personality and interests, perhaps playing upon several major themes. One witch might be concerned with summoning and binding minor evil

#### High Secret Order spells

- 1 B a n i s h
- 2 Circle of blindness
- 3 Combine
- 4 Control weather
- 5 Disintegrate flesh
- 6 Earthquake
- 7 Guards and wards
- 8 Intensify
- 9 Maze
- 10 Paralyzing pit
- 11 Prismatic sphere
- 12 Prismatic spray
- 13 Reflection
- 14 Seek
- 15 Solidify air
- 16 Transport via plants
- 17 Vaporize
- 18 Volcanic circle
- 19 Weight concentration
- 20 Wind walk

# \* USE SOME MAGIC \*



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helpers; another might want to gain control over the inhabitants and treasures of a particular forest. The spells selected for such witches should be generally directed toward attaining such goals.

*Male victims:* If a spell notes that it is effective against men, the terms "man" and "men" should be read as generic terms, referring to all male humans, demi-humans, and humanoids.

## Spell descriptions and explanations

### First level

*Change self* — I-1

*Charm man I* — A witch must have a charisma score of at least 11 to cast this spell. The spell affects up to 5-8 men of 3rd level or lower in a 16' radius from the witch, and has a duration of 2-5 turns. 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 six, points or more higher than the witch's charisma. If the spell is not dispelled by a 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.

*Control vapor* — Range is 10' times the level of the witch, area of effect is a 3" diameter 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 1 turn or until dispelled.

*Cure wounds* — Usable only by witches of good or neutral alignment. By touching one character or creature, the witch can heal from 1-6 hp damage. Neutral witches cannot use *cure wounds* and *give wounds* on the same day. See the spell *cure light wounds* (C-1) for further details.

*Darkness* — I-1 (only neutral and evil witches may cast this spell)

*Detect evil* — C-1

*Detect illusion* — I-1

*Detect poison* — D-1

*Faerie fire* — D-1

*Find familiar* — MU-1

*Give wounds* — Usable only by witches of evil or neutral alignment. By touching one character or creature, the witch can cause from 1-6 hp damage. Neutral witches cannot use *give wounds* more than once per day. See *cure wounds* above.

*Light* — C-1 (only witches of good alignment may use this spell)

*Magic disk* — Range 2", maximum dura-

tion 10 rounds. This magical missile is +3 to hit if cast by a witch of level 1-16 and +4 to hit if cast by a witch of level 17 or higher. The disk may be thrown around corners if the caster is in plain view of the corner and has just seen an opponent go in that direction, but the missile is only +1 to hit when thrown around a corner. The disk damages opponents requiring magical weapons to be hit. It may be thrown once each round for up to 10 rounds, scoring 1 hp damage for each successful hit, or it may be thrown once only for a fixed amount of damage (if it hits). If thrown once, damage caused is 4 hp for levels 7-9, 8 hp for levels 10-12, 10 hp for levels 13-16, and 12 hp for levels 17 and higher. The caster may specify subdual damage only, as per the procedure for subdual outlined for dragons in the *Monster Manual*. The spell is usable once per day.

*Mending* — MU-1

*Minor quest* — Range 2", duration 6 hours, area of effect 5" diameter sphere. The 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 opponents 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 or victims fail a saving throw, they are compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a 20% chance, plus 1% per level of the caster, that the quested being or beings forget about the witch after the spell has worn off or after the quest is completed, whichever comes first.

*Read languages* — As per the 1st-level magic-user spell *comprehend languages*, except that only written communications may be understood.

*Reflected image* — Range 4", duration 1 day per level of the caster or until dispelled, area of effect up to 2" by 2". This spell enables a witch to form picture on any reflecting surface, depicting a single scene that she has in mind.

*Seduction I* — Range 6", duration 2 turns or until dispelled, area of effect one man. This spell causes the affected man to cast aside all weapons, armor, and clothing in an attempt to seduce the witch, leaving the victim virtually defenseless against attacks from the witch or any other character or creature. Immediately after the spell wears off or is dispelled, the victim can retrieve one of his dropped weapons on a roll of 11 or more on 1d20. If the roll is 16 or more, the victim may also retrieve a shield or helmet. Rolls may be repeated each round until successful, as long as the victim stays within grasping range of the weapon or other object to be recovered. The saving throw for this spell is com-

puted by adding the *seduction* spell level (1 through 8) to the charisma score of the witch and subtracting the wisdom score of the intended victim. The resulting number is used as a modifier (plus or minus) to a roll of 1d20. The adjusted die roll must be equal to or greater than a certain number, depending on the class of the intended victim, for the save to be successful. Barbarians need a 15 to save, fighters and rangers need a 13 to save, thieves and assassins 12, cavaliers and paladins 10, magic-users and illusionists 9, and clerics, druids, and monks need 8 to save.

*Sleep* — MU-1; the spell affects from 2-16 creatures of 1 HD (or of 1st level), 2-12 creatures of 1+1 to 2 HD (or 2nd level), 1-6 creatures of 2+1 to 3 HD (or 3rd level) and 0-1 creatures of 3+1 to 4 HD (or 4th level). Each group is rolled for separately, making it possible for the spell to affect up to 35 creatures at one time.

*Unseen servant* — MU-1

### Second level

*Bless* — C-1 (only good and neutral witches may cast this spell)

*Charm man II* — Same as *charm man I*, except that duration is 5-10 (1d6 +4) turns and number of men affected is 7-12 (1d6 + 6) of 4th level or lower.

*Detect invisibility* — MU-2

*ESP* — MU-2 (victim must be touched to be affected)

*Find traps* — C-2

*Hold person* — C-2

*Hold portal* — MU-1

*Identify* — MU-1

*Knock* — MU-2

*Locate object* — MU-2

*Magic mouth* — MU-2

*Nature call* — Range 12" radius around witch. The spell summons from 1-10 small birds or mammals (up to the size of a squirrel or hawk) or one creature as large as an eagle or a wolf. The spell allows communication with the summoned creatures, enabling the caster to give the creatures one of two orders. The summoned creatures can be made to rush at an opponent and fake an attack, causing confusion in monsters of animal intelligence or lower and causing more intelligent opponents to attack at -2 to hit for a duration of 1 turn. The summoned creatures cannot be forced to rush at a character or creature from which they would normally flee. Summoned creatures can also be made to act as messengers, carrying any object their size permits them to carry for up to three days.

*Pacify* — Range 6", duration 4 turns + 1 turn per level of caster; area of effect 1" by 1" by 2". The spell affects from 1-8 creatures of 6 or fewer hit dice, causing those who fail a saving throw to cease combat and either leave the scene or lie down on the spot to rest (50% chance of each). Pacified characters or creatures won't harm the witch or her party as long as the pacified creatures are not harmed.



A pacified creature is allowed another saving throw each time that creature is attacked while under the influence of the spell. The spell does not affect undead.

*Pit* — Range 6", area of effect 4". The spell creates a 20'-deep, 20'-wide pit anywhere within the area of effect. The spell may only be used in an outdoor environment, and cannot be employed inside a structure or enclosure, or underground. If used as an offensive measure, intended victims are permitted a saving throw. A successful save made by a stationary opponent means the caster misjudged the target's position or distance from the caster, and the pit is formed at a location 20' away from the intended victim or victims. A successful save made by an intended victim who is in motion means that the target has a 70% chance of avoiding the pit during the next round. A victim who falls into the pit takes 2d6 hp damage if stationary before the fall, or 3d6 hp damage if moving before the fall. The spell remains in effect until six creatures have fallen into the pit, or until it is dispelled.

*Purify food & drink* — C-1 (only good witches may cast this spell)

*Pyrotechnics* — MU-2

*Seduction II* — Same as *seduction I*, except for determination of saving throw.

*Speak with animals* — D-1

*Speak with plants* — D-4

*Speak in tongues* — Duration 2 turns + 1 turn per level of caster. The spell enables a witch to understand the language of any intelligent entity and communicate with that entity in that language. No saving throw is allowed. Only one language may be understood and spoken for each casting of the spell, but it is possible to cast the spell again (while the first casting is still in effect) and understand up to three languages at once (with three separate castings).

### Third level

*Calm* — Area of effect 7" radius from caster, duration 6 turns. Number of characters or creatures affected is unlimited within the area of effect. All insects, animals, humanoid types, and monsters of 5 HD or less lose their will to fight, even if currently engaged in combat to the death. Saving throws are made at -2. The magic resistance of any intended victim is lowered by 15% from its normal magic resistance for purposes of determining whether this spell is successfully cast. Every attack on a calmed being entitles that being to another saving throw at +3. Members of the witch's party are unaffected by the spell unless one or more of them is attacking the witch. The caster has no control over beings who are calmed after the spell has taken effect.

*Clairvoyance* — MU-3

*Comfort* — Range 2", duration 36 turns, number of creatures affected up to 10. Recipients of the benefit of this spell feel no pain, heat, cold, hunger, thirst, or ex-

haustion, 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.

*Continual light* — C-3

*Cure disease* — C-3

*Dissipate vapor* — Range 1" per level of the caster, duration 2 turns, area of effect 5" by 5" by 5". This spell disperses any gaseous substance. Creatures with intelligence (such as an air elemental) are entitled to a saving throw vs. spells. The movement rate of the dissipating gas is 6".

*Fireball* — MU-3 (only an evil or neutral witch may cast this spell, and only one *fireball* may be cast in a day)

*Invisibility* — MU-2

*Lightning bolt* — MU-3 (only evil and neutral witches may cast this spell, and only one *lightning bolt* may be cast in a day).

*Mystic rope* — Range 10", duration 2 turns +5 rounds for each level of the caster above 6th level, or until the rope is destroyed or dispelled. The spell creates a magical rope in the witch's hand or on the ground in front of any creature designated by the witch who is within range. The rope can be of any length desired up to 100'. It unerringly carries out the witch's orders to move about, attach itself to any solid object so that characters can pull on it, use it to climb or descend a surface, or ensnare up to six small, three man-sized, or one giant-sized creature. In order to ensnare second and subsequent opponents, the rope must first successfully ensnare the creature upon whom the ensnarement is currently being attempted. The rope can attack only one potential victim at a time. Any part of the rope not being used to tie up a character can move at a rate of 9" and drags an already ensnared creature around in an attempt to tie up other victims. The rope is considered to have a strength of 19. Saving throws are allowed to any creature in danger of being tied up, but a new saving throw must be made at the start of every round in which the danger still exists. Saving throws in the third and subsequent rounds are made at +2. Any creature being chased by the rope is -1 to hit other opponents in that round. Actual ensnarement, once a saving throw is failed, takes one full round, after which the victim is rendered helpless until and unless the rope can be cut or untied by the victim, or destroyed by an attack form which damages it. The rope has 1 hp for each 4' of length, and has a saving throw number of 12 against all attack forms which can harm it. The rope can be destroyed by *dispel magic* or *disintegrate* if it fails its save. The breath weapon of a dragon, strong acid, and magical fire or lightning cause damage to the rope, and it is destroyed and immediately disappears if its hit points are reduced to less than one-

third of its original total. Normal weapons have no effect on the rope, but magical weapons can cut through the rope in two rounds. The rope suffers no damage from such blows, but simply becomes two separate pieces of rope, each piece retaining the proper proportion of the rope's current number of hit points. Any captive with strength of 18 or higher has a chance of freeing itself in each round after becoming ensnared, but must save at -2 in the round after becoming freed in order to avoid immediately being tied up again.

The percentage chance for a victim to free itself is 5% for a captive of 18 strength, 10% for strength 18/01 to 18/50, 15% for 18/51 to 18/75, 20% for 18/76 to 18/90, 30% for 18/91 to 18/99, 40% for 18/00, 50% for strength 19, 55% for 20, 65% for 21, 75% for 22, 85% for 23 and 95% for strength 24. A victim may make an attempt to free itself once per round.

Dragons or dragon-sized creatures have a constant 80% chance per round to free themselves from the rope, but the percentage drops to 40% if the dragon is ensnared about the head, so as to render its breath weapon useless. Dragons may attempt no offensive action while trying to break an ensnarement about the mouth.

*Phantasmal force* — MU-3

*Phantom light* — A mobile *faerie fire* that either follows behind the witch and her party or leads the way, at a distance of up to 12". Identical in all other respects to the regular spell.

*Plant entrapment* — Range 5", duration 2 turns, area of effect 2" by 2". Tree branches, grasses, shrubs, and the like, within the area of effect, grab at and attempt to hold motionless all living and undead creatures with their reach, and may attempt to disarm or strangle an intended victim if the witch orders the attempt. If a victim fails to save against the spell, there is still a chance for the victim to free itself manually from the grasp of the plants, with the possibility of success dependent on the size and strength of the plant life doing the entrapping.

*Protection from normal missiles* — MU-3

*Remove curse* — C-3

*Seduction III* — Same as *seduction I*, except for determination of saving throw.

### Fourth level

*Charm monster* — MU-4

*Control fluid* — A witch may control an amount of liquid equal to six cubic feet for each level of experience of the witch. For a maximum duration of three turns, the liquid may be made to move at the witch's directions at the 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 dispelled.

*Cure/cause serious wounds* — Generally the same as the 4th-level cleric spell *cure serious wounds* (reversible). Only witches of good or neutral alignment can *cure*, and the spell restores 3-13 (2d6 + 1) hp dam-

age. Only witches of evil or neutral alignment can *cause*, and the spell administers 2-12 (2d6) hp damage.

*Glyph of warding* - C-3

*Hallucinatory terrain* - MU-4

*Infravision* - MU-3

*Levitate* - MU-2

*Mirror image* - MU-2

*Neutralize poison* - C-4

*Plant growth* - MU-4

*Polymorph other* - MU-4

*Polymorph self* - Generally the same as the 4th-level magic-user spell of the same name, except that the witch may only use the claw and bite attacks of the creature whose form is assumed, and not any special attacks.

*Seduction IV* - Same as *seduction I*, except for determination of saving throw.

*Shock* - Area of effect 6" radius of witch, duration 1 round. The casting of this spell creates a blast of electrical energy emanating in all directions from the witch, doing 4-32 hp damage to each character or creature within the 6" radius. The spell affects friends and enemies alike. A successful saving throw cuts damage in half.

*Strength* - MU-2

*Wall of water* - Range 3', duration 6 turns, area of effect up to 4" wide, 4" high, 1" thick. The casting of this spell creates a magical barrier of water that is impervious to normal fire, but not to a fireball or other magically created flame. Creatures of flame take 5-30 hp damage when passing through it. The wall's swirling currents block missile fire, including *magic missile* and *magic disk*. Any living or undead thing with less than 5 HD cannot pass through the wall. Creatures with 5 + HD can pass through but take 3-18 hp damage in doing so. A creature that can pass through it needs two rounds to do so, unless the creature has strength of 18/51 or greater, in which case it moves through at its normal movement rate. The wall cannot be used to create a water elemental. The wall must have one of its sides resting on the ground or floor. The spell-caster may pass through the wall unharmed and may fill up to five water flasks from it without harm. Any water stored in this manner loses all its magical properties. When the spell ends or is dispelled, the water does not disappear but instead becomes normal water and flows out along the surface it is contacting.

### Fifth level

*Animal growth* - D-5

*Anti-magic shell* - MU-6

*Charm animal* - Generally the same as the 2nd-level druid spell *charm person or mammal*, except that the spell affects only non-humanoid animals.

*Immunity* - Duration 18 turns for each experience level of the caster. The character or creature touched by the witch after the casting of the spell is immune to diseases and poisons for the duration of the spell.

*Insect plague* - C-5

*Monster summoning I* - MU-3

*Oracle* - Generally the same as the 5th-level cleric spell *commune*, except that the spell can be used only once per week.

*Produce flame* - Generally the same as the 2nd-level druid spell of the same name, except that the flame does not have to originate from the caster's hand and may be created anywhere within a 3" radius of the witch.

*Seduction V* - Same as *seduction I*, except for determination of saving throw.

*Slow* - MU-3

*Spirit* - Duration 4 + 1-8 turns, range touch. The spell allows the witch or any one character or creature she touches to have a noncorporeal body that can pass into and through objects. The recipient of the spell becomes transparent, but the outline of its body can be seen. Only lateral movement is allowed, at a rate of 12" per round. Normal weapons and missiles have no effect on a creature in spirit form, magic weapons do half damage, and offensive spells are only 30% effective (15% if a save is made). Combat is possible with other noncorporeal forms such as shadows, spectres, ghosts and wraiths, as well as elementals of the medium through which the recipient is passing. The recipient of the spell may cast no spell higher than level 2 against opponents not in spirit form which cannot do full damage to the recipient.

*Teleport* - MU-5

*Transmute rock to mud* - MU-5

*Weakness* - Duration 1 turn per experience level of the caster, range touch, area of effect one individual. The spell cuts the victim's strength in half (fractions rounded up) for the duration of the spell or until dispelled. A strength of 18/01 or greater is reduced to 10.

*Water breathing* - MU-3

*Wizard eye* - MU-4

### Sixth level

*Animate dead* - C-3

*Cancel life level* - Duration one month; all saving throws made at -5. The witch must make a successful roll to hit the victim's armor class for the spell to work. Witches of level 20 and higher are allowed a duration of one year. The effect of the spell is to drain a life-energy level, identical to the effect of a wight, for the duration of the spell. No further experience may be gained by the victim until this spell is lifted. Only a *wish* can undo this spell prior to the end of its duration.

*Evaporate fluids* - Same as *dissipate vapor*, except that the spell is effective against liquids instead of gases or vapors.

*Haste* - MU-3

*Leomund's secret chest* - MU-5

*Lower water* - C-4

*Telekinesis* - MU-5

*True sight* - 1-6 (only witches of good alignment may cast this spell)

*Vision crystal* - Duration 1 turn for each 7 levels of experience of the caster

(fractions do not count). This spell enables the witch to make any transparent or reflecting object into a *crystal ball* for one viewing. A *crystal ball* created in this manner does not count as one of the required items for a witch desiring admission to the High Secret Order. See the spell *magic mirror* (MU-4) for other relevant details.

*Wards of defense* - Duration 5 segments per experience level of the caster. The spell creates a stationary force field of a 2" radius around the witch, shielding her from all magical or physical attacks for the duration of the spell or until it is dispelled. The witch may cast spells of level 3 and lower from inside the field, and may fire missiles from within the field. The witch may move about within the field, but if she moves up to or beyond the 2" radius from her original position, the spell is dispelled.

*Worship* - Range 12", duration 3 turns per level of the caster or until dispelled. The spell affects one intelligent (semi-intelligent or higher) creature, regardless of hit dice. Characters or creatures with magic resistance are entitled to a saving throw as usual, and have their magic resistance reduced by a factor of 90% for purposes of determining whether the spell takes effect. Characters or creatures without magic resistance save at -2. The effect of the spell is to put the entity into a trance from which it cannot be revived until the spell expires or is dispelled. The victim obeys simple commands from the witch and, if the victim has spell-casting capability, may cheerfully cast one spell from its repertoire (of the witch's choice) on behalf of the witch.

### Seventh level

*Astral projection* - As per the 7th-level cleric spell *astral spell*.

*Call spirit* - Range 2" from corpse containing spirit to be called. No saving throw allowed. The spell must be cast at night, and the name of the deceased must be known to the witch before casting. One round after casting, the spirit of the deceased character or creature is summoned to the witch. She may then ask the spirit four questions of any sort, and the spirit is compelled to answer truthfully if the answer is known to it or can be obtained by it. Before any questions are asked, the spirit must be told whether it is supposed to search the spirit world for the answer(s) or to rely entirely on its own knowledge. There is a base chance of 50% that the spirit knows the answer to any question(s) asked of it. This chance is adjusted upward by 20% if a search of the spirit world is called for. However, a search of the spirit world takes from 5 rounds up to one day, depending on the difficulty or complexity of the question, per question. If a spirit does not know and is unable to discover the answer to a question, it informs the caster of that fact. The spell lasts until dispelled or until the caster



has received four responses from the spirit.

*Control lycanthrope* — Range 12" radius of the caster, duration permanent or until dispelled. No saving throw allowed. Any and all lycanthropes within range are affected, and won't automatically attack the caster. However, for each day or part of a day the spell remains in effect, there is a 5% chance (cumulative) of the affected creature(s) breaking the spell and attacking the witch. (Roll separately for each creature.)

*Control undead* — Same as *control lycanthrope*, except that the spell affects any and all undead creatures within range.

*Find the path* — C-6

*Fire storm* — D-7

*Geas* — MU-6

*Legend lore* — MU-6

*Love* — Range touch, duration permanent or until dispelled. The spell is usable only by witches of good or neutral alignment. The spell acts as a permanent *philiter of love* if the intended target fails its saving throw. The spell can only be removed by a *limited wish* or a *wish*. Only one target can be affected for each casting of the spell.

*Seduction VII* — Same as *seduction I*, except for determination of saving throw.

*Stone to flesh* — MU-6

*Wall of ice* — MU-4

#### Eighth level

*Charm man III* — Same as *charm man I*, except that the spell affects 9-16 (d8 +8) men of 5th level or lower.

*Clone* — MU-8

*Death* — Range 12", duration 1 round, area of effect 4" by 4". This spell instantly destroys from 2-16 creatures (undead

extraplanar beings excluded) within the area of effect, as long as the intended victims have 7 or fewer hit dice. Or, one creature of more than 7 HD can be killed. No saving throw is allowed in either case. The effects of this spell can be negated if a successful *dispel magic* has been cast earlier in the same round, or by a *dispel enchantment* spell cast by another witch (see below).

*Dispel enchantment* — Range 12" for creatures, touch for magic items. This incantation either creates a circular field of anti-magical force that permanent dispels any sort of spell which is currently in effect within range of the *dispel enchantment* spell, or it renders useless any single magic item which is touched by the caster. No saving throw is allowed for the items, though artifacts and relics are not affected. Magic is dispelled at the level of the witch's magic use. Duration of the spell is 5 rounds/level for dispelling spells, or turn/level for neutralizing magic items.

*Mass polymorph* — Range 12", area of effect 6" by 6" by 6". Caster may polymorph up to 10 man-sized creatures, as per the *polymorph other* spell. Saving throw is made at -3 for each creature, -4 if only one or two creatures are intended to be affected. In addition, any character or creature which makes a successful system shock roll has no chance of being *polymorphed*. 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-size cause the maximum number affected to be altered

accordingly, with two small-sized creatures equivalent to one man-sized creature, and two or three man-sized creatures equivalent to one large-sized creature.

*Reincarnation* — MU-6

*Rusting touch* — Duration 1 turn or until dispelled, range touch. The spell affects all ferrous metals as if they had been touched by a rust monster, and can affect as many items as the witch can touch within the duration of the spell. Magical items made of metal get a save at -4; otherwise, no saving throw allowed.

*Seduction VIII* — Same as *seduction I*, except for determination of saving throw.

*Summon daemon/demon/devil* — Usable only by witches of evil alignment. The spell is generally the same as the 5th-level magic-user spell *conjure elemental*, except that the conjured creature vanishes without attacking should the witch's concentration be disturbed. Archdevils and the like cannot be conjured, and 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 magic-user in the witch's party or the witch herself must burn a blue candle before the spell can be cast. No saving throw is allowed to the summoned being. This spell brings whatever sort of creature the witch desires, be it a Type V demon or a styx devil, but there is a percentage chance equal to the summoned being's hit dice that the spell fails.

*Temporary resurrection* — Duration two days per experience level of the caster, range 6", only one character or creature can be affected on each casting. The spell causes the affected character or creature



to be brought back to life with all personal powers previously possessed. No saving throw allowed. The spell is reversible, with *temporary death* causing the affected creature to be rendered lifeless for the duration. A saving throw is allowed for the reverse of the spell. Only witches of evil or neutral alignment may cast *temporary death*. Note that material goods owned by the character returned to life are not restored by this spell's powers.

*Wasting* — Duration 1 turn or 2 touches, whatever comes first. The spell causes any character or creature which is touched to immediately age 10-100 years. Intelligent creatures (low intelligence or higher) are allowed a saving throw.

*Youth* — Duration 2 rounds, usable once per day. Affects one character or creature per casting of the spell. Anyone or anything touched becomes 10 years younger for the duration of the spell.

### High Secret Order spells

*Banish* — Range 24", area of effect 2" by 4" by 4". 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 Lower Plane in a random location. The spell affects one creature or thing only, but is infallible and operates regardless of any attempts to dispel or counteract it. 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 within the spell's area of effect.

*Circle of blindness* — Range 7", area of effect 3" radius of impact point, duration 3 turns. No saving throw is allowed. All witches are immune to the effects of this spell. Within the area of effect, the spell neutralizes normal vision and hearing and negates the effects of the following spells: *ESP*, *detect invisibility*, *detect magic*, *detect evil/good*, *locate object*, *seek*, *clairvoyance*, *infravision*, and *wizard eye*. The spell also renders useless any magic item that offers any sort of detection ability. The circle is immobile, and victims may blunder out of the area of effect. The only other ways to counteract the effects of the spell before it wears off are *wishes* of any sort, the witch spell *dispel enchantment* as by the intentional premature dispelling of the spell by the caster.

*Combine* — This spell allows the caster to combine the casting of two or more spells, not to exceed a total of seven spell levels. Range, duration, and area of effect of the combination spell are determined according to the smallest or shortest such figures for the spells involved. The two spells so joined must have been memorized by the witch prior to their casting, and the *combine* spell may be cast up to a full turn prior to the casting of the two

*Control weather* — D-7

*Disintegrate flesh* — Range 5", area of effect 4" by 4" by 4". The spell enables a witch to completely disintegrate all living material and beings within the specified area of effect. Only beings with a magic resistance gain any form of saving throw against this attack. Nonliving material possessions and objects are not affected by this spell, but dead organic matter (bodies, bones, etc.) is also consumed.

*Earthquake* — C-7

*Guards and wards* — MU-6

*Intensify* — Range 15" (outdoors only), duration 1 turn, area of effect ½ 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. *Dispel magic* has no effect on this spell.

*Maze* — MU-8

*Paralyzing pit* — Range 8". The spell, when cast outdoors, causes the immediate formation of a pit 2" by 2" by 2". Victims falling into the pit, either upon its formation or in subsequent rounds, automatically take 2-12 hp damage from the fall. In each round after the fall, a victim must make a saving throw vs. spells or be paralyzed. The paralyzation feature of the pit lasts for six rounds after the formation of the pit, but the pit is permanent and continues to inflict 2-12 hp damage to anyone or anything that falls into it later. When the spell is cast in a dungeon or inside any other type of enclosure, no pit is formed; instead, a paralyzation field 1" thick and 2" wide, to the maximum possible height, is formed. The field lasts for 12 rounds. Victims are allowed a saving throw at +1, and if a save is failed the victim is paralyzed for 2 rounds. Victims are entitled to a new saving throw every second round they are in the field, but must make a successful save in two consecutive rounds to avoid being paralyzed all over again. The spell-caster may enter the pit or the field without being adversely affected.

*Prismatic sphere* — MU-9

*Prismatic spray* — I-7

*Reflection* — Duration 2 turns, area of effect immediate area around spell caster. This spell creates a shimmering cloud around the witch, causing any magical attack used against her to be turned against the attacker. Attacks with normal weapons have no effect and are not reflected. The spell won't reflect the effects of a *banish* spell or any detection spell. *Banish* still works, and divination spells simply have no effect.

*Seek* — By casting this spell, a witch immediately gains the ability to determine the location of any single item, place, or creature and visualize all major aspects of its immediate surroundings (within 5"). She is able to tell in what part of a world or area the thing being sought exists; the closer she actually is to the thing being sought, the more definite her general idea

of its location. The spell may be used by a witch for her own benefit, or she may be induced to cast it on behalf of another character or creature, as long as that individual is of the same specific alignment as the witch. When the spell is performed on behalf of someone else, the witch must be provided with an extremely detailed description of the item being sought. As payment for her service, the witch can require a magic item in the individual's possession (50% chance) or a sum of 10,000-40,000 gp.

*Solidify air* — Range 3", area of effect 2" by 2" by 2". By casting this spell, the witch can cause the atmosphere within the area of effect to solidify. The solidifying process takes five rounds, after which any creature(s) within the area of effect are trapped and unable to move. The atmosphere forms into a rocklike substance which is solid and hard, but porous enough to allow trapped creatures to breathe. The substance is not affected by *dispel magic* or any other similar spell. Furthermore, the witch may command the solidified air to become nonporous, smothering those within it in a single round, or she may command the solidified air to turn to fog, releasing the trapped characters but temporarily blinding them. At any time, the witch may communicate freely with those trapped inside the block of air by speech. No saving throw is given against this spell, which has a permanent duration until dispelled by command of the witch.

*Transport via plants* — D-7

*Vaporize* — Range 3", duration 10 rounds, area of effect 4" wide by 2" deep by 2" high. Any rock, mineral matter, or metal in the affected area is turned into a thick fog that can be blown away. *Dispel magic* has no effect on this spell. Magical items must save against disintegration to avoid being destroyed.

*Volcanic circle* — Range 8", duration 3 rounds. The spell creates a circular patch of cohesive lava 1" wide by ¼" deep which radiates outward from the point of origin at the rate of 3" per round. Creatures touched by the lava immediately take 8-80 hp damage from the molten rock. The spell-caster is unharmed by this spell. Ground that has already been passed over by the circle is safe to walk on after a full turn. *Dispel magic* has no effect on this spell.

*Weight concentration/dilution* — Range 10", duration 6 turns, area of effect up to 10 creatures or objects. The spell enables the witch to triple a target's weight, making it move more slowly, become unable to fly, etc. *Weight dilution*, the reverse of the spell, causes a target's weight to be reduced to one-tenth of its normal amount, meaning that strong winds could blow away men, wagons, or other normally heavy objects. Targets are allowed saving throws. *Dispel magic* has no effect on this spell.

*Wind walk* — C-7