

The Witch

for Swords & Wizardry Light

by Timothy S. Brannan

The Witch

A spellcaster that blends both divine and arcane practices. Whether she is the helpful local healing woman or the evil wicked hag of legend is up to the player.

A witch may be Human or Elf.

Hit Dice: 1 HD at 1st level, +1 HP at 2nd level and a 2nd HD at 3rd level.

Saving Throw: 15 at 1st level, 14 at 2nd level, and 13 at 3rd level.

- The witch gains a +2 on saving throws vs. Charm, Sleep and Hold spells. She may gain additional bonuses due to her Familiar.
- Witches may only use daggers or staves as weapons. They are permitted to use leather armor.
- Witches have a *Book of Shadows* where they record their rituals and spells. This is no mere spellbook but a listing and description of all her ritual practices. The witch must consult her book and her familiar to cast spells. The witch has four spells in her book at the beginning of her career; one she picks and three random. At least one will be a 2nd level spell.
- Level 1 witches cast one first level witch spell. At level 2 she may 2 first level spells. One of these spells can now be a *Ritual* spell (qv). Level 3 witches can cast 2 first level spells and 1 second level spell.

Advancing the Class

At higher levels the witch gains an "Occult Power". These powers give each type of witch a unique spell-like ability. The first level Occult Power is gaining a familiar.

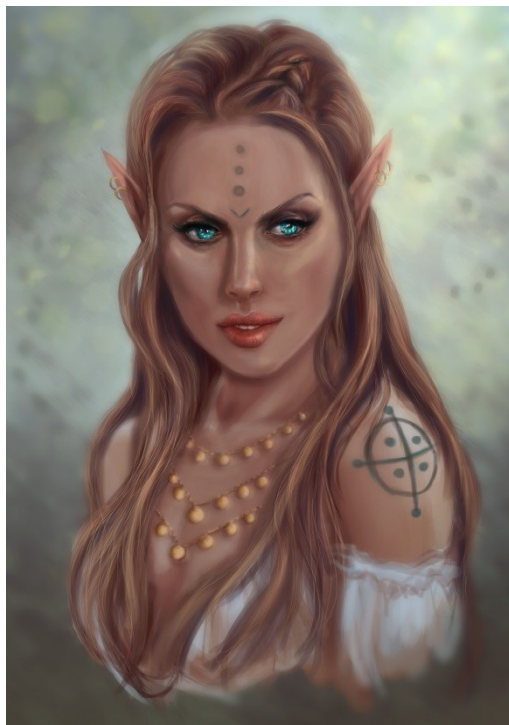
Witch Familiars

The witch gains an animal companion that is a messenger from the forces that the witch serves. They appear to be a normal sort of animal, with an odd intelligence about them. The witch needs her familiar to learn new spells. The choice of the familiar also grants some additional power to

the witch. These benefits are only available if the witch is near her familiar.

- Bat - Gains a +1 on saves vs. blindness and other gaze attacks.
- Cat - Gains a +1 bonus on any roll involving Dexterity.
- Owl - Gains a +1 bonus on any roll involving Wisdom
- Rat - Gains a +1 bonus on any roll involving Constitution
- Toad - Only surprised on a roll of 1 on 1d6

Typically the familiar is a 1 HD creature with 4 hp and one attack doing 1 hp of damage. The familiar uses the witch's saving throws.



Witch Spells – First Level

Bad Luck, Range: 100' (line of sight) **Duration:** 1 day. This spell creates an aura of bad luck around one creature. The victim is allowed a normal saving throw to avoid this bad luck. If it fails, then its action that requires a roll is an automatic failure. The witch may only hex someone like this once per day. If she has taken the spell twice, for example, she could cast it on two different people, but not the same person.

Dowse, Range: 50' per level **Duration:** 30 Minutes + 10 Minutes per level. By means of this spell, the witch can locate certain items. Typically what is looked for is water, known as Water Dowsing. The water must be in the spell's range. The witch will know how much water there is and how deep in the ground.

The witch will not know if the water is fit for dinking until she gets to it.

Almost any other type of item may be found in this manner such as edible plants, burnable wood, small gems, etc. It can't be used to find people, monsters or specific items. The nature of the item to be found must be stated on the spell's onset and can't be changed. For example, if the witch wants to find water and edible berries, she must cast Dowse twice. This spell can also be made available to clerics.

Fey Sight, Range: Touch. **Duration:** 1 hour per level. The subject gains the ability to see twice as far as normal in starlight, moonlight, torchlight or similar conditions of weak lighting. The subject is able to distinguish colors normally and distinguish detail fully.

Glamour, Range: Self, **Duration:** 2 minutes per level. This spell can be used in two ways.

Touch of Beauty: The witch can make herself appear to be, simply put, more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed.

Touch of Hideousness: The witch can make herself appear hideous. Her skin becomes wrinkled, warty and otherwise transformed.

Luck Stone, Range: 1 river stone. **Duration:** 1 day per caster level or until discharged. The witch can transmute a smooth river stone into a luck charm that may be used at any time. A luck stone adds +1 to any roll (attacks, saves, or skill checks). The player must state their intent to use the luck stone before the action is taken (before rolls).

Minor Curse, Range: 100' + 10' per level. **Duration:** 10 minutes per level. This minor curse gives the target a -2 penalty on all skill and ability checks, attack rolls and saving throws. A minor curse can be dispelled or removed by any spell or effect that removes the effects of a bestow curse spell.

Pop Corn, Range: 5' radius around a tossed ear of corn. **Duration:** 2 rounds. With this spell, a normal ear of corn will begin to burst with popped corn, shooting all over. Those caught within the radius of the spell receive a -4 initiative penalty, their movement rate is reduced to 1/4 and all attack rolls are made at -2.

Witch Spells – Second Level

Broca's Curse of Babel, Range: Touch. **Duration:** 1 round per level. By means of this minor curse, the witch will cause the subject to be able to only speak in nonsense. The subject will believe that they are speaking normally and will not initially understand why no one understands them. The affected subject will not be able to communicate either by speech or writing, nor will they be able to cast spells. Any spell with a verbal component is stopped or otherwise disrupted. People affected will also believe that their own speech is normal, but all other affected people's speech is babbled.

Burning Gaze, Range: self. **Duration:** 1 round per level. The witch's eyes burn like hot coals, allowing her to set objects or foes alight with a glance.

As a regular attack action, the witch may direct her burning gaze against a single creature or object within 30' of her location. Targeted creatures must succeed at a saving throw or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a save or catch fire. Each round, burning creatures may attempt another save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from *burning gaze*. Note that this spell does not grant an actual gaze attack—foes and allies are not in danger of catching on fire simply by meeting the witch's gaze.

Enthrall, Range: 50'. **Duration:** 1 hour per level. This spell is cast when the witch has the attention of a group of creatures. She must speak or sing without interruption for 1 full round. Thereafter, those affected give her their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as the witch continues to speak or sing, to a maximum of 1 hour. Those enthralled by her words take no action while she speaks or sings and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if the witch loses concentration or does anything other than speak or sing.

Share My Pain, Range: 25'. **Duration:** Instantaneous. With this spell the witch can turn damage caused to herself to another. The witch can cast this spell after any attack that causes her damage and return the same damage to her attacker. Only the one that attacked and damaged the witch can be affected.

Witch Spells – Ritual Spells

At 2nd level the witch may choose to take another first level witch spell or she may opt to take a first level cleric or magic-user spell as a Ritual spell.

These spells are subject to approval by the GM and should have a good in-game reason. Often the GM may allow them, but say they can only be cast outside of combat do to the time it takes to cast these spells as a ritual. Some GMs may also rule that these spells require special spell components or multiple casters to achieve. Typical ritual spells will include the clerical *Cure Wounds I* spell or the magic-user *Charm Person* or *Sleep* spells.

Advancing the Class

Witches of higher levels will cast higher level rituals, such as Second level at 4th level, Third level at 6th and so on.

For the Advanced Player

Witches in other versions of *Swords & Wizardry* require a high Charisma score. Witches gain no bonus to hit till after 5th level. Ritual Spells are marked with !

Witch	to				Spells		
Level	XP	HD	ST	Hit	1	2	3
1	0	1	15	+0	1		
2	2,600	1+1	14	+0	2!		
3	5,200	2	13	+0	2	1	
4	10,400	2+1	12	+0	2	2!	
5	20,800	3	11	+0	2	2	1

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