

OSRIC™
Compatible

CLASSIC FANTASY ADVENTURES



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The *Classic Fantasy Review* is a periodical produced by **Goblinoid Games** to provide additional material for your OSRIC™ gaming needs. A typical issue will consist of 4 to 8 pages. Whether you crave new monsters, treacherous traps, or a few fresh ideas for your next gaming session, an issue of the *Classic Fantasy Review* will be there to offer suggestions.

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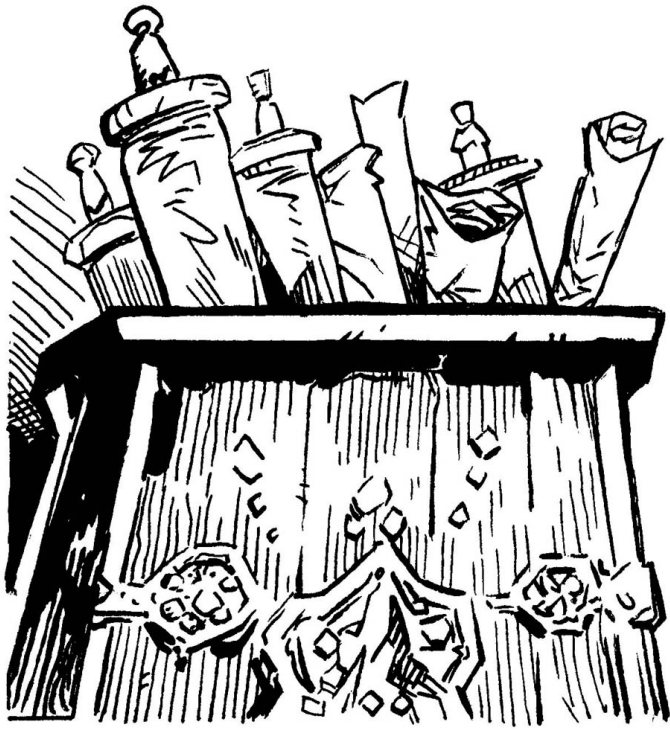
This Issue: A new character class for OSRIC...the Diabolical Witch!

Diabolical Witch

The diabolical witch is a new character class for OSRIC and other compatible advanced first edition fantasy roleplaying games. By their very nature, diabolical witches (female) or diabolical warlocks (male) are evil characters. For this reason, diabolical witches should be employed with discretion in a campaign. At the GM's option, this class could be limited to NPCs. However, with some fundamental adjustments this class could be given corresponding good-aligned saintly witches, or even neutral witches. This interpretation of the witch for OSRIC does not in any way reflect "real" witches, either historically or in modern times. This interpretation is purely fictitious and within the context of the OSRIC roleplaying game.

The diabolical witch class is most akin to the cleric class. However, while the cleric receives all spell casting ability through divine study and divine energy, the diabolical witch casts spells through a combination of divine energy and magical energy like that which a magic user employs.





Minimum scores:	Str 6, Dex 9, Con 6, Int 9, Wis 9, Cha 3
Hit Die Type:	d6
Hit Die Type:	d4 (max 11)
Alignment:	Any
Experience Bonus:	Wis 16+
Armor/shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

Diabolical witches gain bonus spells for having high intelligence. Use the equivalent wisdom bonus but

Diabolical Witch Level Advancement

Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	Witch/Warlock
2	2,050	2	
3	3,400	3	
4	6,500	4	
5	13,750	5	Infernal Minion
6	28,000	6	
7	57,000	7	
8	100,000	8	
9	180,000	9	Diabolist
10	350,000	9 + 2	Con HP adj. no longer applies
11	575,000	9 + 4	
12	850,000	9 + 6	
13	1,200,000	9 + 8	
15	1,650,000	9 + 10	
16	2,100,000	9 + 12	
17	2,550,000	9 + 14	
18*	3,000,000	9 + 16	

*18th level is the maximum level for diabolical witches. They cannot gain experience points beyond 3,000,000.

The diabolical witch worships a demonic or devilish power, i.e. a demon or devil lord or prince. Although these beings are incredibly powerful, they do not have the same divine power as gods or even demigods. In order to achieve greater spell casting ability, the diabolical witch combines prayer, pacts, and obedience to her diabolical master in combination with infernal arcane arts.

The alignment of the diabolical witch is always evil, but will be either chaotic or lawful depending on whether a demonic or devilish power is worshipped. The diabolical witch progresses in combat like a thief and in saving throws like a cleric. She has hit dice of 1d6 rather than the 1d8 of a cleric, but is unrestricted in her choice of weapons. Diabolical witches use the Cleric To Hit Table and Cleric Saving Throw Table in the OSRIC rules.

At 9th level the diabolical witch may establish a stronghold. The dwelling may be a combined place of worship and laboratory for the infernal arts. She will attract a small following, initially, of 1d4 x 10 who will worship their demonic/devilish lord. The diabolical witch will be able to select 1d4 apprentices. Further, the witch will be able to receive 4 sp per follower per month.

Additional details of the diabolical witch are described below.

The Diabolical Witch Character

Character Level	Spell Level							
	1	2	3	4	5	6	7	8
1	1	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-
5	3	3	1	-	-	-	-	-
6	3	3	2	-	-	-	-	-
7	3	3	2	1	-	-	-	-
8	3	3	3	2	1	-	-	-
9	4	4	3	2	1	-	-	-
10	4	4	3	3	2	-	-	-
11	5	4	4	3	2	1	-	-
12	5	5	5	3	2	2	-	-
13	6	6	5	4	2	2	-	-
14	6	6	6	5	3	2	1	-
15	7	7	6	6	4	3	1	-
16	7	7	7	6	5	3	1	-
17	8	7	7	6	5	4	2	1
18	8	8	7	6	5	4	3	2

Spell Casting: Diabolical witches have different spells available to them than clerics, reflecting the combined divine and arcane nature of their spell casting abilities.

Thief Abilities: Deceit and subterfuge are key elements to the corrupt motivations of diabolical witches. As such, they have the ability to *hide in shadows* and *move silently* as a thief two levels lower than the witch's level.

Turning Undead: Diabolical witches command divine power that is not as potent as the worshipers of true gods. As a result, they turn or command undead as a cleric of two levels lower.

Shape shift (7th): When 7th level or higher members of this class may change their form. However, The form must be approximately the same size as the witch and the witch must be wearing an animal skin of the same animal that the witch is to become. The change is limited to two times per day. In the process of shape shifting, the witch recovers 1d6 x 10 percent of any hit points he or she might have sustained as damage.

Spell Use: Refer to the Diabolical Witch Spell tables for the spells available to this class (at the end of this issue). Most spells are the same as the equivalent cleric spell levels, but a few clerical spells are either unavailable to diabolical witches or are available at a later level. Several additional spells which are not part of the cleric repertoire are the equivalent of magic users spells.

substitute the intelligence score.

Diabolical Witch Class Abilities

Poison: The use of poison is considered a despicable, dishonorable art. Naturally, diabolical witches employ this knowledge to further their ends. Like assassins, they tend to have a better grasp on knowledge and use of poisons compared to other classes.

Scroll Use: This class can use both clerical and magic user scrolls.

Race	Level Limit
Dwarf	Na*
Elf	11
Gnome	Na*
Half Elf	10
Half Orc	5
Halfling	Na*
Human	Unlimited

*not available



Notes on Infernal Worship

The material presented in this article applies to the "generic" witch worshipping an infernal power. The GM may want to customize this character class depending on which specific demon or devil prince is worshipped. Further, some powerful lords may require regular sacrifices so that worshippers can maintain favor. Alternatively (or in addition), worshippers of infernal powers may be required to turn as many souls over to their masters as possible. To this end, worshippers of infernal powers will attempt to seduce or trick others into committing evil acts. Below are a few possibilities for specific demonic and devilish powers.

Worshippers of Demogorgon, Prince of Demons

Worshippers of Demogorgon follow the diabolical witch class identical as presented. However, when *find familiar* is cast, diabolical witches who worship Demogorgon will always attract a reptilian familiar. Consult the table below rather than the table presented in the spell description from OSRIC.

Roll	Animal	Powers
(1d6)		
1-2	Snake	Superior smell
3	Toad	Wider angle of vision
4	Lizard	Telescopic vision
5	Camen	Superior smell
6	Turtle	good vision
7	Salamander	Superior smell
8	Special*	

*Quasit, consult OSRIC or another advanced fantasy source.

Worshippers of Orcus, Demon Prince of the Undead

Due to Orcus' dominion over the undead, worshippers of Orcus have a greater ability to *command undead*. They *command undead* as a cleric of two levels higher than themselves. This additional ability does not apply to *turning undead*, which remains at the standard of two levels lower than a cleric of equal level. The reason for this is that Orcus' authority will be recognized and heeded, but his divine energy to turn and/or destroy undead through his worshippers is lower than for a god, as it is for all who worship the infernal powers.

Worshippers of Orcus do not gain the ability to *shape change* at 7th level.

Worshippers of the Arch-Devil Asmodeus

Worshippers of Asmodeus only differ from the standard diabolical witch in that at 7th level they gain the permanently active innate ability of fire resistance as if wearing a *ring of fire resistance*. This ability substitutes for the ability to *shape change* at 7th level.

Worshippers of the Arch-Devil Baalzebul

Followers of Baalzebul gain the innate ability of *insect plague*, twice per day, rather than the ability to *shape change* at 7th level.

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Diabolical Witch Spells

Number	1st Level	2nd Level	3rd Level	4th Level
1	Audible Glamer*	Augury	Animate Dead	Charm Monster+
2	Change Self*	Bless	Continual Light	Cure Serious Wounds
3	Charm Person+	Chant	Clairvoyance+	Detect Lie
4	Comprehend Languages+	Darkness, 15' Radius+	Cure Blindness	Divination
5	Command	Detect Charm	Cure Disease	Exorcise
6	Cure Light Wounds	Detect Invisibility+	Dispel Magic	Fireball+
7	Detect Evil	Find Traps	Feign Death	Hallucinatory Terrain+
8	Detect Magic	Enlarge+	Fly+	Lightning Bolt+
9	Find Familiar+	ESP+	Glyph Of Warding	Lower Water
10	Light	Hold Person	Infravision+	Neutralize Poison
11	Protection From Evil	Know Alignment	Invisibility+	Polymorph Other+
12	Purify Food And Water	Mirror Image+	Levitate+	Polymorph Self+
13	Read Magic+	Resist Fire	Locate Object+	Protection From Evil 10' Radius
14	Remove Fear	Silence 15' Radius	Phantasmal Force+	Speak With Plants
15	Resist Cold	Slow Poison	Prayer	Sticks To Snakes
16	Sleep+	Snake Charm	Remove Curse	Tongues
17	Spider Climb+	Speak With Animals	Speak With Dead	Wall Of Fire+
18	Wall Of Fog*	Ventriloquism+	Suggestion+	Wizard Eye+
19	Write+	Spiritual Weapon		

Number	5th Level	6th Level	7th Level	8th Level
1	Atonement	Aerial Servant	Astral Spell	Cacodemon+
2	Commune	Animate Object	Control Weather	Clone+
3	Contact Other Plane+	Blade Barrier	Death Spell+	Delayed Blast Fireball+
4	Cure Critical Wounds	Conjure Animals	Earthquake	Limited Wish+
5	Dispel Evil	Find The Path	Gate	Mass Charm+
6	Flame Strike	Guards And Wards+	Heal	Mass Invisibility+
7	Insect Plague	Magic Jar+	Holy (Unholy) Word	Resurrection
8	Hold Monster+	Part Water	Regenerate	Trap The Soul+
9	Maze*	Speak With Monsters	Reincarnation+	
10	Plane Shift	Stone Tell	Simulacrum+	
11	Quest	Stone to Flesh+	Symbol	
12	Raise Dead	True Seeing	Wind Walk	
13	Telekinesis+	Word Of Recall		
14	Transmute Rock To Mud+			

*as the illusionist spell

+as the magic user spell

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