

PC13

OLD SCHOOL RULES



WITCH

The Witch

Unlike other spellcasters that pray for their spells or memorize arcane formulas, witches use their force of personality to impose their will on the universe (and other creatures)

While their repertoire of spells is quite limited, they do not need to memorize spells ahead of time which gives them flexibility and utility while adventuring.

Requirements: Charisma of 9+

Alignment: Any

Races Allowed: Any

Prime Requisite: Charisma

Weapons Allowed: Bo stick, Dagger, Dart, Knife, Quarterstaff

Armor Allowed/Shields Allowed: Leather/None

To Hit/Saves: Magic-User/Magic-User

Multi-classing: Witch may be taken in place of the Magic-User or Cleric class, but not with either one

Class Abilities:

The witch innately knows how to cast a number of spells, and may cast a number of spells of a given level per day depending on their witch level. This number is modified by their charisma score, the same way wisdom affects the number of spells for a cleric or druid.

This list is quite limited, but a witch picks an additional area or "focus" which adds an additional spell per spell level to choose from.

Because the witch's spells are powered by her own body and mind, she may self-sacrifice her own life energy to cast additional spells beyond her normal limits.

By expending 5 hit points per spell level, she may cast an additional spell. (So 5 hit points for a 1st level spell, 10 for 2nd, 15 for 3rd, and so on)

This does not allow her to cast a spell of a level she cannot cast and the damage taken from this may not be healed by spells or a paladin's lay on hands, though it may be healed by magical potions.

The witch may also spend 5 hit points in order to boost her effective caster level by 2 for 10 minutes.

By developing the magic energies of her body, the witch is able to retard the physical aging process. At 11th level, her life span is doubled, at 18th level her life span is doubled again (4x original life span), and eventually at 25th level, the witch simply no longer ages.

This control over their body also provides immunity to disease at 5th level and poison at 9th level.

Witches may use any miscellaneous magic item usable by magic-users as well as wands that cast spells that the witch may cast. They may not use staves or rods.

The personal nature of the witch's magic gains them no followers, but they are free to hire them and their high charisma makes them able to employ a great number of henchmen.

Focus

Starting at 2nd level, then again at 7th and once more at 13th, a witch picks a “focus”, which expands on the spells they are able to be cast

The first focus, or primary, adds an additional 9 spells, one each from 1st to 9th. When the witch picks a second focus, they only can cast from the list up to 5th level, and for the third focus, only up to 3rd.

Witches also get special powers based on their focus. Witches with a primary focus gain the primary, secondary, and tertiary powers, witches with a secondary focus get the secondary and tertiary focus, and those with tertiary only get the tertiary focus power.

These generally act as spells always in operating (such as the ability to speak with animals or plants), resistance to an element, improved spell performance, or some minor aspect.

Resistance works like a ring of fire resistance. That is, immunity to “normal” types of that energy, saving throws against that energy are at +4, and reduced damage from that element (either half-damage, round up, or -2 per die, depending on your GM)

Minor aspects (generally tertiary focus powers) are generally something like not needing to wear clothing for warmth, not getting wet in the rain, insects not biting, and so one.

A witch may opt to **not** take a focus, which instead increases the number of spells they may cast per day by one for spell they “lost”.

Thus if a witch opts to not take a primary focus, they may cast an additional 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, and 9th level spell per day (provided she can cast those levels). Similarly, a witch who opts to not take a secondary focus gains an additional 1st, 2nd, 3rd, 4th, and 5th level spell per day, and a witch who opts not to take a tertiary focus gains a 1st, 2nd, and 3rd level spell per day.

Witches are often known by their “color”, which generally describes their focus. In some cases, like the white or black witch, this is their focus. But sometimes this is a primary color tinged by their secondary or tertiary focus. For instance, a white witch with a secondary fire focus might be a pink witch.

They also are known by other adjectives that combine their focuses. For instance, a frost witch with a storm secondary focus might be called a winter witch, while a frost witch with a weather secondary focus might be a snow witch.

Black Witch

Black witches are what gives witches a bad name, dedicating their lives to the pursuit of evil.

The primary focus power is being able to command undead as an evil cleric of the same level.

The secondary power makes the witch immune to energy drain from undead and evil outsiders.

The tertiary power gives the appearance of undead (they don't look like a zombie, but more like a goth, only without makeup), which has something of an unsettling effect upon the living, but allows the witch to choose to be ignored by undead creatures, at least those without intelligence.

Black Witch Focus Powers

Focus Level	Powers
Primary	Command Undead (as per Cleric)
Secondary	Energy Drain Immunity
Tertiary	Undead Appearance

Black Witch Additional Spell List

Spell Level	Spell
1st	Cause Light Wounds
2nd	Speak With Dead
3rd	Bestow Curse
4th	Cause Serious Wounds
5th	Animate Dead
6th	Harm
7th	Slay Living
8th	Trap the Soul
9th	Energy Drain

Fire Witch

Fire witches are perhaps the most powerful type of witch, at least when it comes to combat spells. They tend to be hot tempered and flashy, often not wearing much in the way of clothing.

The primary focus power gives fire resistance as per the ring of the same name, making the fire witch immune to normal fires and having increased saving throws and reduced damage from exceptionally hot fires (from spells or what not).

The secondary power gives a +1 bonus to damage done with fire spells, so a 5th level fire witch would cast a fireball that does 5d6+5 damage.

Lastly the tertiary power keeps the body of the witch warm, even in cold weather.

Fire Witch Focus Powers

Focus Level	Powers
Primary	Fire Resistance
Secondary	+1 damage per die for fire spells
Tertiary	Warmth (as per ring)

Fire Witch Additional Spell List

Spell Level	Spell
1st	Burning Hands
2nd	Flaming Sphere
3rd	Fireball
4th	Wall of Fire
5th	Flame Strike
6th	Firestorm
7th	Delayed Blast Fireball
8th	Incendiary Cloud
9th	Meteor Swarm

Frost Witch

In many ways, frost witches are mirrors of the flame witch. Many of their spells are simply cold versions of fire spells and their personalities tend to be cold and calculating.

The primary focus power of a frost witch is resistance to cold, making the frost witch immune to effects of temperatures down to zero F and increased saving throws and reduced damage from exceptionally cold environments or things.

The secondary focus power is a +1 bonus to damage done with cold spells. This isn't so noticeable with ice storm but is compensated with cone of cold.

Lastly, in cold weather, the frost witch may go into a state of hibernation, slowing down the body process and able to subsist without food for a month for every 10 hit points the witch has (one hit point is lost every 3 days while in hibernation)

Frost Witch Focus Powers

Focus Level	Powers
Primary	Cold Resistance
Secondary	+1 damage per die for cold spells
Tertiary	Hibernation

Frost Witch Additional Spell List

Spell Level	Spell
1st	Freezing Hands**
2nd	Ice Knife*
3rd	Iceball***
4th	Ice Storm
5th	Cone of Cold
6th	Wall of Ice
7th	Freezing Sphere
8th	Ice Blight*
9th	Iceball Swarm***

* From Asian adventures book

** As *burning hands*, but cold damage

*** As *fireball* but cold and does 1d4 damage per level

**** As *meteor swarm*, but cold and does 1d4 damage per level

Light Witch

Light witches can bend and shape light with their minds. They tend to be flashy and mischievous.

The primary focus power of a light witch is to turn invisible, as per the ring, by bending light to go around themselves. Like a ring, this is easily disrupted and the witch may still be detected by other senses, or just keen observation.

The secondary focus power is being able to cast the *light* spell at will. This light must be within 10' of the witch and there may only be one light at a time. A witch may try to cast it into people's eyes as normal.

The tertiary focus power is that of being able to see at night as well as during the day. This does not give vision in absolute darkness, it just makes the most of even a pinprick of light, so the witch may see as she does normally.

Light Witch Focus Powers

Focus Level	Powers
Primary	Invisibility
Secondary	Light
Tertiary	Nightvision

Light Witch Additional Spell List

Spell Level	Spell
1st	Color Spray
2nd	Hypnotic Pattern
3rd	Dispel Illusion
4th	Rainbow Pattern
5th	Mass Invisibility
6th	True Sight
7th	Mirage Arcane
8th	Prismatic Spray
9th	Prismatic Wall

Mind Witch

Mind witches are something of an enigma, despite their generally high charisma (as per most witches), they prefer to stay in the background, either supporting or manipulating others

The mind focus powers gives the witch immunity to mind controlling effects. The primary focus power prevents the witch from being charmed, either by spell or by magical creatures. They even are immune to flattery.

The secondary focus power gives immunity to paralyzation. While this might seem more a physical ability, in truth, it's simply all in the mind.

Lastly, the tertiary focus power gives the witch an immunity to sleep effects, both magical and from drugs. They still do need to sleep, they just can't be forced into it.

Mind Witch Focus Powers

Focus Level	Powers
Primary	Immune to Charm
Secondary	Immune to Paralyzation
Tertiary	Immune to Sleep

Mind Witch Additional Spell List

Spell Level	Spell
1st	Command
2nd	ESP
3rd	Suggestion
4th	Emotion*
5th	Detect Lie
6th	Geas
7th	Mass Suggestion
8th	Demand
9th	Weird

* Alternately, *memory* from the Asian Adventures Book

Storm Witch

Storm witches are rivals to fire witches in both destructive power and passion. They do tend to be more sensibly dressed than fire witches, but are every bit as dangerous and touchy.

The primary focus power gives the storm witch an immunity to small amounts of electricity. They would still be hurt by lightning (though gaining a bonus to their saving throw and taking reduced damage), but could stick their tongue in a power socket without feeling more than a tingle.

The secondary power gives a +1 bonus to damage done with electrical spells, so a 5th level witch would cast a lightning bolt that does 5d6+5 damage.

The tertiary focus power consists of a very minute electrical charge about their body that deflects raindrops. They still get wet if they go swimming or take a bath, but raindrops won't keep falling on their head.

Storm Witch Focus Powers

Focus Level	Powers
Primary	Electrical Resistance
Secondary	+1 damage per die for electrical spells
Tertiary	Rain repellant

Storm Witch Additional Spell List

Spell Level	Spell
1st	Shocking Grasp
2nd	Stinking Cloud
3rd	Lightning Bolt
4th	Cloudburst
5th	Cloudkill
6th	Chain Lightning
7th	Control Weather (Magic-User)
8th	Whirlwind*
9th	Divine Wind*

*Spell from Asian adventures rulebook

Wander Witch

Despite the name, wander witches are not always wanderers, but they do have powers related to traveling and are often found doing so, as it makes the most out of their abilities.

The primary focus power gives the wander witch the ability to find the most favorable paths and trails, treating all movement she leads, either on foot or mounted as one terrain easier to travel than it actually is. For instance in 1st Edition, normal instead of rugged, rugged instead of very rugged.

The secondary focus power is an unfailing ability for the witch to always know where she has traveled, allowing her to retrace her steps. This applies even if she is blinded and deafened, but not if rendered unconscious or brought via teleportation.

The tertiary focus gives the wander witch an unfailing sense of direction, not only knowing which way is which, but knowing exactly where her home lies.

Wander Witch Focus Powers

Focus Level	Powers
Primary	Favorable Terrain
Secondary	Retrace Steps
Tertiary	Sense of Direction

Wander Witch Additional Spell List

Spell Level	Spell
1st	Mount
2nd	Locate Object
3rd	Phantom Steed
4th	Secure Shelter
5th	Teleport
6th	Transport via Plants
7th	Teleport Without Error
8th	Wind Walk*
9th	Astral Spell

* Alternately, *cloud trapeze* from the Asian Adventures book

Water Witch

Water witches are perhaps the least generally useful of witches, yet can come in very handy indeed if you have water problems. They tend to be relatively easy going and much like weather witches, do their best to help communities, either their own or those they travel to.

The primary focus power of the water witch is the ability to breathe water. Her skin also doesn't get wrinkly from prolonged immersion.

As the secondary focus power, the witch can purify any water held in her hand, either directly, or holding a container of it

Lastly, the tertiary water focus power allows the witch to sense water: Oceans, seas, large lakes and rivers from up to 250 miles; mid sized lakes and rivers up to 100 miles, and smaller streams, lakes, and oases up to 25 miles. They can also sense underground streams and wells and such up to 100 yards.

Water Witch Focus Powers

Focus Level	Powers
Primary	Water Breathing
Secondary	Purify Water
Tertiary	Sense Water

Water Witch Additional Spell List

Spell Level	Spell
1st	Create Water
2nd	Create Spring*
3rd	Water Breathing (Others)
4th	Transmute Rock to Mud
5th	Airy Water
6th	Lower Water
7th	Part Water
8th	Weather Summoning
9th	Tsunami*

* Spell from Asian Adventures rulebook

White Witch

White witches are primarily healers and such tend to be very kind hearted to the point of being naive, though they readily detect those with evil souls.

The primary focus power of a white witch is laying on hands, healing 2 hit points per level of the witch witch per day. This total healing may be used on one creature or spread about others.

The secondary focus power is also related to healing, improving the amount healed by one hit point per dice. When using the *heal* spell, the subject is completely healed of *all* points (not all but 1-4 as normal.)

Lastly, the tertiary white witch power allows them to see the color of souls, i.e., detecting the alignment of a living creature. Despite this knowledge white witches prefer to judge someone by their actions, though will be forewarned and on their guard.

White Witch Focus Powers

Focus Level	Powers
Primary	Lay on Hands (as per Paladin)
Secondary	+1 per die on healing spells
Tertiary	Know Alignment

White Witch Additional Spell List

Spell Level	Spell
1st	Cure Light wounds
2nd	Cure Disease
3rd	Neutralize Poison
4th	Cure Serious Wounds
5th	Cure Critical Wounds
6th	Heal
7th	Regenerate
8th	Restoration
9th	Resurrection

Weather Witch

Weather witches are storm witches more calm and practical cousins. Most are good natured and use their powers to help communities and farmers, either where they reside or as traveling rainmakers.

The primary focus power gives the weather witch an immunity to lightning, whether natural or from a spellcaster.

This is not a complete immunity. If a single electrical attack does more damage than the weather witch has hit points, then the weather witch is knocked unconscious for a round. On the next round she wakes up with half the hit points she had before getting struck by lightning.

The secondary and tertiary powers let the witch predict weather either a week (for secondary) or a day (for tertiary) in advance.

Weather Witch Focus Powers

Focus Level	Powers
Primary	Lightning Proof
Secondary	Weather Prediction (1 week)
Tertiary	Weather Prediction (1 day)

Weather Witch Additional Spell List

Spell Level	Spell
1st	Precipitation
2nd	Cloudburst
3rd	Call Lightning
4th	Control Temperature
5th	Control Winds
6th	Control Weather (Cleric)
7th	Weather Summoning
8th	Wind Walk
9th	Control Weather (Druid)

Wood Witch

Wood witches tend to be in tune with nature, almost as much as druids, though their connection is on a personal level, not with nature gods.

Their primary focus power is the ability to speak with plants, in as much as plants can talk.

The secondary focus power is the ability to speak with animals.

Lastly, the third tertiary wood witch power is a complete avoidance of small baleful insects, including ticks, mosquitoes, fleas. It does not prevent attack by any insect with even half a hit die (or really, even a hit point)

Wood Witch Focus Powers

Focus Level	Powers
Primary	Speak with Plants
Secondary	Speak with Animals
Tertiary	Insect Avoidance

Wood Witch Additional Spell List

Spell Level	Spell
1st	Animal Friendship
2nd	Cure Light Wounds
3rd	Plant Growth
4th	Hold Animal
5th	Cure Serious Wounds
6th	Commune with Nature
7th	Cure Critical Wounds
8th	Transport via Plants
9th	Sunray

The First Edition Witch Advancement Table													
Level	Experience Points Required	Hit Dice (d4)	Title	Special	Spells Per Day								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	2	Novice	Self Sacrifice	1	-	-	-	-	-	-	-	-
2nd	2,500	3	Dedicant	Primary Focus	2	-	-	-	-	-	-	-	-
3rd	5,000	4	Initiate		2	1	-	-	-	-	-	-	-
4th	10,000	5	Adept		2	2	-	-	-	-	-	-	-
5th	20,000	6	Beldam	Disease Immune	2	2	1	-	-	-	-	-	-
6th	40,000	7	Carline		3	2	2	-	-	-	-	-	-
7th	60,000	8	Elder	Secondary Focus	3	2	2	1	-	-	-	-	-
8th	90,000	9	Sibyl		3	3	2	2	-	-	-	-	-
9th	135,000	10	Witch	Poison Immune	3	3	2	2	1	-	-	-	-
10th	250,000	11	Witch		3	3	3	2	2	-	-	-	-
11th	375,000	12	High Witch	Long Lived	4	3	3	2	2	-	-	-	-
12th	750,000	13	High Witch		4	3	3	3	2	1	-	-	-
13th	1,125,000	13+1hp	High Witch	Tertiary Focus	4	4	3	3	2	2	-	-	-
14th	1,500,000	13+2hp	High Witch		4	4	3	3	3	2	1	-	-
15th	1,875,000	13+3hp	High Witch		4	4	4	3	3	2	2	-	-
16th	2,250,000	13+4hp	High Witch		4	4	4	3	3	2	2	1	-
17th	2,625,000	13+5hp	High Witch		5	4	4	4	3	3	2	2	-
18th	3,000,000	13+6hp	Arch Witch	Longevity	5	4	4	4	3	3	2	2	1
19th	3,375,000	13+7hp	Arch Witch		5	5	4	4	4	3	3	2	2
20th	3,750,000	13+8hp	Arch Witch		5	5	4	4	4	3	3	2	2
21st	4,125,000	13+9hp	Arch Witch		5	5	5	4	4	3	3	3	2
22nd	4,500,000	13+10hp	Arch Witch		5	5	5	4	4	4	3	3	2
23rd	4,875,000	13+11hp	Arch Witch		5	5	5	5	4	4	3	3	3
24th	5,250,000	13+12hp	Arch Witch		6	5	5	5	4	4	4	3	3
25th	5,625,000	13+13hp	Grand Witch	Ageless	6	5	5	5	5	4	4	3	3
26th	6,000,000	13+14hp	Grand Witch		6	6	5	5	5	4	4	4	3
27th	6,375,000	13+15hp	Grand Witch		6	6	5	5	5	4	4	4	3
28th	6,760,000	13+16hp	Grand Witch		6	6	6	5	5	5	4	4	4
29th	7,125,000	13+17hp	Grand Witch		6	6	6	5	5	5	4	4	4

Weapon Proficiencies: 2 at first level, 1 additional every 6 levels, -5 to hit penalty

Non Weapons Proficiencies: 3 at first level, 1 additional every 3 levels

Bonus Spells (Cumulative): Charisma 13: 1st; Charisma 14: 1st; Charisma 15: 2nd; Charisma 16: 2nd; Charisma 17: 3rd; Charisma 18: 4th; Charisma 19: 1st and 4th; Charisma 20: 2nd and 4th; Charisma 21: 3rd and 5th; Charisma 22: 4th and 5th; Charisma 23: 5th and 5th; Charisma 24: 6th and 6th; Charisma 25: 6th and 7th

Witch Spell List

#	1 st Level	2 nd Level	3 rd Level	4 th Level
1	Charm Person	Darkness 15'	Dispel Magic	Charm Monster
2	Comprehend Languages	Forget	Feign Death	Confusion
3	Detect Magic	Knock	Fly	Fear
4	Find Familiar	Levitate	Hold Person	Magic Mirror
5	Light	Magic Mouth	Item	Polymorph Self
6	Mending	Mirror Image	Material	Remove Curse
7	Sleep	Strength	Tongues	Wizard Eye
8	Unseen Servant	Web		
9				
10				
11				
12				
13				

#	5 th Level	6 th Level	7 th Level	8 th Level	9 th Level
1	Fabricate	Anti-Magic Shell	Charm Plants	Irresistible Dance	Ancient Curse**
2	Feeblemind	Disintegrate	Duo-Dimension	Mass Charm	Disjunction
3	Hold Monster	Eyebite	Forcecage	Maze	Power Word, Kill
4	Telekinesis	Globe of Invulnerability	Limited Wish	Polymorph Any Object	Shape Change
5	Transmute Mud to Rock	Pain	Phase Door	Power Word, Blind	Time Stop
6	Wall of Force	Stone to Flesh	Power Word, Stun	Symbol	Wish*
7					
8					
9					
10					
11					
12					
13					

* May only be cast once a year on the witch's birthday.

** From Asian adventures book

Note: These spells are largely from the first advanced edition of the game and some appear in the additional rulebook or the Asian rulebook. Other editions may not have these spells or have them under different names.

The Original Edition Witch Advancement Table													
Level	Experience Points Required	Hit Dice (d4)	Title	Special	Spells Per Day								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	2	Novice	Self Sacrifice	1	-	-	-	-	-	-	-	-
2nd	2,500	3	Dedicant	Primary Focus	2	-	-	-	-	-	-	-	-
3rd	5,000	4	Initiate		2	1	-	-	-	-	-	-	-
4th	10,000	5	Adept		2	2	-	-	-	-	-	-	-
5th	20,000	6	Beldam	Disease Immune	2	2	1	-	-	-	-	-	-
6th	35,000	7	Carline		3	2	2	-	-	-	-	-	-
7th	50,000	8	Elder	Secondary Focus	3	2	2	1	-	-	-	-	-
8th	75,000	9	Sibyl		3	3	2	2	-	-	-	-	-
9th	100,000	10	Witch	Poison Immune	3	3	2	2	1	-	-	-	-
10th	200,000	11	Witch		3	3	3	2	2	-	-	-	-
11th	300,000	12	High Witch	Long Lived	4	3	3	2	2	-	-	-	-
12th	400,000	13	High Witch		4	3	3	3	2	1	-	-	-
13th	500,000	13+1hp	High Witch	Tertiary Focus	4	4	3	3	2	2	-	-	-
14th	600,000	13+2hp	High Witch		4	4	3	3	3	2	1	-	-
15th	700,000	13+3hp	High Witch		4	4	4	3	3	2	2	-	-
16th	800,000	13+4hp	High Witch		4	4	4	3	3	2	2	1	-
17th	900,000	13+5hp	High Witch		5	4	4	4	3	3	2	2	-
18th	1,000,000	13+6hp	Arch Witch	Longevity	5	4	4	4	3	3	2	2	1
19th	1,100,000	13+7hp	Arch Witch		5	5	4	4	4	3	3	2	2
20th	1,200,000	13+8hp	Arch Witch		5	5	4	4	4	3	3	2	2
21st	1,300,000	13+9hp	Arch Witch		5	5	5	4	4	3	3	3	2
22nd	1,400,000	13+10hp	Arch Witch		5	5	5	4	4	4	3	3	2
23rd	1,500,000	13+11hp	Arch Witch		5	5	5	5	4	4	3	3	3
24th	1,600,000	13+12hp	Arch Witch		6	5	5	5	4	4	4	3	3
25th	1,700,000	13+13hp	Grand Witch	Ageless	6	5	5	5	5	4	4	3	3
26th	1,800,000	13+14hp	Grand Witch		6	6	5	5	5	4	4	4	3
27th	1,900,000	13+15hp	Grand Witch		6	6	5	5	5	4	4	4	3
28th	2,000,000	13+16hp	Grand Witch		6	6	6	5	5	5	4	4	4
29th	2,100,000	13+17hp	Grand Witch		6	6	6	5	5	5	4	4	4

If using the retro-clone that uses a single saving throw, it should start at 14 and decrease by one per level until 3

The Basic/Expert Edition Witch Advancement Table													
Level	Experience Points Required	Hit Dice (d4)	Title	Special	Spells Per Day								
					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	0	2	Novice	Self Sacrifice	1	-	-	-	-	-	-	-	-
2nd	2,500	3	Dedicant	Primary Focus	2	-	-	-	-	-	-	-	-
3rd	5,000	4	Initiate		3	1	-	-	-	-	-	-	-
4th	10,000	5	Adept	Disease Immune	3	2	-	-	-	-	-	-	-
5th	20,000	6	Beldam		3	3	1	-	-	-	-	-	-
6th	40,000	7	Carline	Poison Immune	4	3	2	-	-	-	-	-	-
7th	80,000	8	Elder	Secondary Focus	4	3	3	1	-	-	-	-	-
8th	150,000	9	Sibyl		4	4	3	2	-	-	-	-	-
9th	300,000	10	Witch		4	4	3	3	1	-	-	-	-
10th	450,000	11	Witch	Long Lived	5	4	4	3	2	-	-	-	-
11th	600,000	11+1hp	High Witch		5	4	4	3	3	-	-	-	-
12th	750,000	11+2hp	High Witch		5	5	4	4	3	1	-	-	-
13th	900,000	11+3hp	High Witch	Tertiary Focus	5	5	4	4	3	2	-	-	-
14th	1,050,000	11+4hp	High Witch		5	5	5	4	4	3	1	-	-
15th	1,200,000	11+5hp	High Witch	Longevity	5	5	5	4	4	3	2	-	-
16th	1,350,000	11+6hp	High Witch		5	5	5	5	4	3	3	1	-
17th	1,500,000	11+7hp	High Witch		5	5	5	5	4	4	3	2	-
18th	1,850,000	11+8hp	Arch Witch		5	5	5	5	5	4	3	3	1
19th	2,000,000	11+9hp	Arch Witch		5	5	5	5	5	4	4	3	2
20th	2,150,000	11+10hp	Grand Witch	Ageless	5	5	5	5	5	4	4	3	3

Sample Witches

As in past products, lower level examples are meant to be possible henchpeople or hirelings, while higher ones are various NPCs from my game, usually background characters or opponents.

Aline 1st Level Human Witch

Str 11 Int 12 Wis 11 Dex 16 Con 16 Cha 17; AL CG
hp 7 +4 = 11; AC 6 (Leather -2 Dex); Attack 1-6 (staff)

Spells Per Day: 3 1st (1+2)

Gear: Leather armor, staff, knife

Aline has a pronounced Alesian (French) accent and has a tendency to try to look as "cute" as possible, which is easy with her blonde hair, blue eyes and innocent manner.

She is not sure which focus to take when she reaches 2nd level, other than nothing "icky" (so not black or wood)

Lydora, 2nd Level Human White Witch

Str 8 Int 11 Wis 14 Dex 18 Con 16 Cha 18; AL NG
hp 8 + 6 = 14; AC 4 (Leather, -4 Dex); Attack: 1-6 (staff)

Spells Per Day: 4 1st (2+2)

Gear: Leather armor, staff, knife

A young Ilucian (Spanish) woman, Lydora has dark hair, dark eyes, and dusky skin and is remarkably beautiful as well as compassionate. Despite the latter, she is quite worldly and not at all naive.

Tabea, 2nd Level Human Wander Witch

Str 12 Int 10 Wis 13 Dex 15 Con 16 Cha 17; AL NG
hp 9+6 = 15; AC 7 (Leather, -1 Dex); Attack 1-6 (club)

Spells Per Day: 4 1st (2+1)

Gear: Leather armor, club, knife

The daughter of a wander witch who inexplicably decided to settle down with a dimwitted and grouchy husband named Durnwood, Tabea (or Tabby) could not wait to leave home as soon as possible.

She is blonde, blue eyed and looks younger than her 18 years which causes her to be dismissed or overlooked. This causes her to be all the more determined to be taken seriously.

She can generally be found in taverns and roadside inns trying to sell her services as a guide.

Drusilla the Black 2nd Level Human Black Witch

Str 9 Int 11 Wis 11 Dex 16 Con 16 Cha 18; AL N
hp 9 + 6 = 15; AC 6 (Leather, -2 Dex); Attack: 1-6 (club)

Spells Per Day: 4 1st (2+2)

Gear: Leather armor, club, knife

Drusilla (real name Dureen) is the stereotypical goth: pale as a ghost (due to her tertiary power as a black witch), bobbed purple hair, and likes to wear black leather and tights. She also talks with an affected Orlac (Bela Lugosi) accent.

Although not evil, she is moody and depressing which almost offsets her stunning good looks. She will be eager to explore tombs, catacombs, barrows and the like, often taking lower pay to go along (and prefers taking her pay in jewelry looted from corpses)

Careena 2nd Level Human Storm Witch

Str 11 Int 11 Wis 12 Dex 17 Con 16 Cha 17; AL N
hp 9 + 6 = 15; AC 5 (Leather, -3 Dex); Attack: 1-6 (quarterstaff)

Spells Per Day: 4 1st (2+2)

Gear: Leather armor, quarterstaff, dagger

Careena is a young Vanuran (Upper Egyptian / Nubian) woman with long white hair that does not fall naturally, but seemingly stands on end, rising up especially when she's angry. Which is not as often as most storm witches, she's surprisingly mellow.

The Incarnadine Witch.

9th Level Human White/Fire Witch

Str 7 Int 12 Wis 8 Dex 18 Con 17 Cha 19; AL CN(G)
hp 35+20 = 55; AC 1 (+3 Leather, -4 Dex); Attack 1-6 (+2 club -1 str)

Spells Per Day: Quite a few

Gear: +3 Leather armor, +2 club

The Incarnadine Witch, Inky for short (real first name is Myrtlertha which she hates) is often mistaken for a tall halfling, standing only 4'11". Although her color describes her powers, it's mostly apparently by her clothing and hair, both a shade of pink.

She is invariably found with, an exceptionally tall (7') cleric of Freya named Ryn(hild), rumored to be the daughter of a frost giant. Both are seemingly magnets for trouble and while both will happily join adventuring parties as full members, both are generally quickly asked to leave.

Sibyl Croker, 9th Level Half-Orc Mind/Light Witch/
Assassin
Str 10 Int 11 Wis 13 Dex 16 Con 16 Cha 13; AL NE
hp (28+20) /2+(36+18)/2 = 51

Spells Per Day: Quite a few

Gear: Mysterious and deadly stuff

Amazingly, that is her real given name, which perhaps led to her calling both as a witch and as an assassin.

Sibyl looks mostly like a nondescript but vaguely attractive human, with tan brown skin and red-brown hair and brown eyes.

Leralyn the Brown

10th Level Human Wood/Storm Witch
Str 10 Int 10 Wis 10 Dex 16 Con 16 Cha 18; AL N
hp 30 + 20 = 50; AC: 3 (+3 Leather, -2 dex)

Spells Per Day: Lots

Gear: +3 Leather, +2 Quarterstaff, +3 Dagger, Wand of Lightning (30 charges)

Despite her appellation, Leralyn's hair is quite blonde, the color of the sun. Her skin is quite tan though, as are the clothes she wears. She is very fond of the outdoors and is rarely happy inside, or worse, underground.

Still, she puts aside her dislikes to adventure, particularly with a rogue named Talea and an amazon named Recia.

Ysmira the Winter Witch, 20th Level Human Frost/Black/Storm Witch

Str 12 Int 11 Wis 11 Dex 17 Con 16 Cha 19; NE
hp 37+26+8=71; AC -4; Attack 1-4 +3(+3 dagger)

Spells Per Day: Lots and lots

Gear: Lots

Ysmira is evil in the sense that she does (and takes) what she wants without any regard for others that might be in the way. She does not go out of the way to harm others, nor does she enjoy it, though it doesn't particularly bother her.

Although she can be quite charming and is loyal to those she deems friends, she is aloof by nature and very stubborn. She was not spoken to her best friend, an archmage, in almost 20 years.

She looks like the typical "snow queen" archetype: pale yellow blonde, alabaster skin, blue eyes, only turned bad, typically wearing black clothing. She is nearly 50 years old, but looks roughly half that.

Design Notes:

For whatever reason, the game has never had an official witch class, despite it being perhaps the most common spell casting archetype, even more so than the wizard. There was even a picture of a "Beautiful Witch" in the original rulebook

I suppose it was felt that "magic-user" covered it, but it was not a commonly shared belief, with no fewer than three witches appearing in the official magazine, a sourcebook from a company that got sued for producing unlicensed material (and helped create the OGL by letting people use official rules in exchange for not using trademarks for purposes of compatibility, a write up in a "compleat" class book. For 3rd edition, there were at least three third party dedicated class books adding their own version of the class, with the class also popping up in several other rulebooks. And then there has been number of OSR supplements, though I think most are by one guy..

Which witch is correct? There really is no answer, there were just so many in fiction and it was muddled even further because of the inventor of Wicca appropriating the term a century or so ago.

Still my main goal was to create a witch class that would be modified by adjectives.

One of my favorite lines from a song is "To summon back the Fire Witch, to the Court of the Crimson King" (RIP Greg Lake. And for that matter, John Wetton and Keith Emerson). So I wanted a witch that could be a Fire Witch. Or a Winter Witch. Or a Black/Wicked Witch or White Witch. Without having to create a new class for each one.

And this does just that. It doesn't really do a good job of representing the hippie/mother goddess worshiping sort of witch, but I'm skeptical those actually ever existed, Professor Murray notwithstanding.

This has been rather extensively playtested. Originally, ages ago, it was a simple conversion of the 3rd edition sorcerer with the addition of being able to use domain spells.

That proved to be overpowered. So gradually I whittled away, reducing number of spells per day to about half, then reducing the spells they could cast, then finally just coming up with a list

At the same time I added the tertiary powers to be compensate and to give them more flavor. The net result has worked pretty well in practice. They aren't better spell-casters than MUs, but lack most of the drawbacks which helps a lot in play.

Credits:

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Cover art is by Dana Krueger and is sadly the only piece of stock art by him/her available on the site. While it has some imperfections (fingers on one of the hands), I quite like it.

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Legally speaking, some of this i(the referring to spell names from older editions) s a grey area, however it seems fairly well established that you can refer to spell names when they don't have a proper noun or similar story element.

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