

PC17

OLD SCHOOL RULES



ENCHANTRESS

The Enchantress

The enchantress is a class of spellcaster who is focused on manipulating the emotions and controlling others, both with her magic and with her innate charms.

Requirements: Charisma of 13+

Alignment: Any Non-Lawful

Races Allowed: Human, Elf, Half-Elf

Prime Requisite: Charisma

Weapons Allowed: Bo stick, Dagger, Dart. Hand Crossbow, Jo Stick, Knife, Light Crossbow

Armor Allowed/Shields Allowed: None/None

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

Multi-classing: Enchantress may be taken in place of the Magic-User class

Class Abilities:

Enchantresses cast spells similarly to a magic-user, however most spells are cast quickly, with only a few words and gestures, or perhaps a touch. Once a spell is learned, the enchantress need not refer to a book (or scroll) to memorize it, but instead must practice delivering the phrases and gestures that make up the spells (for a similar amount of time it takes to memorize a spell).

Enchantresses learn a new spell from their list every level. Additionally they may attempt to learn a further spell every month by making successful charisma check. This requires at least two weeks of doing nothing but research for the spell – this either requires a large library of psychology related books (likely rare in most fantasy worlds) or enough local population for the enchantress to conduct research on subjects (such as a bar or tavern).

In addition to her magical spells, the enchantress is able to innately “beguile” humanoids similar to the *fascinate* spell (or the effect due to high comeliness if you use that stat). This is not a magical effect, and the beguiler must be close to the subject, close enough to touch.

The base chance (given on the enchantress skills table) is improved by the enchantress's charisma (reaction adjustment modifier) and decreased by 5% for every hit dice or level the target is higher than the beguiler. Subjects with a Wisdom score higher than the enchantress's Charisma are allowed a saving throw (vs. spells).

Once beguiled, the subject will do anything the enchantress asks of him, provided the beguiler rolls a 3d6 under her charisma score. Tasks that the subject might do anyway require no roll, while ones that would risk his job or life would get a +3 or +6 added to the roll (or alternatively, roll 4d6 and 5d6).

Obviously suicidal commands will not be obeyed and break the beguilement, as will any sort of attack upon the victim.

This beguiled state lasts for a number of days equal to the enchantress's level, though the subject may be beguiled again if the subject was well treated.

Additionally, enchantresses can deliver their spells to a target via a kiss, reducing their saving throw by 4, or by more intimate encounters, negating the saving throw altogether.

The First Edition Enchantress Advancement Table

Level	Experience Points Required	Hit Dice (d4)	Title	Beguile	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1	Flirt	10%	1	-	-	-	-	-	-
2nd	2,500	2	Coquette	15%	2	-	-	-	-	-	-
3rd	5,000	3	Charmer	20%	3	1	-	-	-	-	-
4th	10,000	4	Allurer	25%	3	2	-	-	-	-	-
5th	20,000	5	Siren	30%	4	3	1	-	-	-	-
6th	40,000	6	Vixen	35%	5	3	2	-	-	-	-
7th	60,000	7	Vamp	40%	5	4	3	1	-	-	-
8th	90,000	8	Temptress	45%	5	5	3	2	-	-	-
9th	135,000	9	Seductress	50%	5	5	4	3	1	-	-
10th	250,000	10	Enchantress	55%	5	5	5	3	2	-	-
11th	375,000	11	Enchantress	60%	5	5	5	4	3	-	-
12th	750,000	11+1hp	Enchantress	65%	6	5	5	5	3	1	-
13th	1,125,000	11+2hp	Enchantress	70%	6	5	5	5	4	2	-
14th	1,500,000	11+3hp	Arch-Enchantress	75%	6	6	5	5	5	3	1
15th	1,875,000	11+4hp	Arch-Enchantress	80%	6	6	5	5	5	3	2
16th	2,250,000	11+5hp	Arch-Enchantress	85%	6	6	6	5	5	4	3
17th	2,625,000	11+6hp	Arch-Enchantress	90%	6	6	6	5	5	5	3
18th	3,000,000	11+7hp	Arch-Enchantress	95%	7	6	6	6	5	5	4
19th	3,375,000	11+8hp	Arch-Enchantress	100%	7	6	6	6	5	5	5
20th	3,750,000	11+9hp	Arch-Enchantress	100%	7	7	6	6	6	5	5
21st	4,125,000	11+10hp	Arch-Enchantress	100%	7	7	6	6	6	5	5
22nd	4,500,000	11+11hp	Arch-Enchantress	100%	7	7	7	6	6	5	5
23rd	4,875,000	11+12hp	Arch-Enchantress	100%	8	7	7	6	6	6	5
24th	5,250,000	11+13hp	Arch-Enchantress	100%	8	7	7	7	6	6	5
25th	5,625,000	11+14hp	Arch-Enchantress	100%	8	8	7	7	6	6	6
26th	6,000,000	11+15hp	Arch-Enchantress	100%	8	8	7	7	7	6	6
27th	6,375,000	11+16hp	Arch-Enchantress	100%	9	8	8	7	7	6	6
28th	6,750,000	11+17hp	Arch-Enchantress	100%	9	8	8	7	7	6	6
29th	7,125,000	11+18hp	Arch-Enchantress	100%	9	9	8	8	7	7	6

Weapon Proficiencies: 1 at first level, 1 additional every 6 levels

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

Enchantresses start with 20-120 gp (2d6x10)

Enchantress Spell List

#	1 st Level	2 nd Level	3 rd Level	4 th Level
1	Animal Friendship	Animal Messenger	Charm Monster	<i>Aura of the Unremarkable</i>
2	<i>Blind Eye</i>	<i>Bleed for Mistress</i>	Confusion	<i>Die for Mistress</i>
3	<i>Bungle</i>	Charm Mammal	<i>Deep Slumber</i>	<i>Dominate Person</i>
4	Charm Person	Enthrall	<i>Dispel Charm</i>	Emotion
5	Command	<i>Grovel</i>	Fire Charm	Feeblemind
6	<i>Detect Charm</i>	Hold Person	Fumble	Hold Monster
7	<i>Dream Talk</i>	<i>Loathing/Infatuation</i>	Hold Animal	Lamentable Belaborment
8	<i>Forbid Action</i>	<i>Matchmaker</i>	<i>Malicious Spite</i>	<i>Mass Forbid Action</i>
9	Friends	<i>Oppressive Boredom</i>	<i>Overwhelming Grief</i>	<i>Mass Grovel</i>
10	Hideous Laughter	Scare	<i>Terrible Remorse</i>	
11	Hypnotism	<i>Shamefully Overdressed</i>	<i>Triggered Suggestion</i>	
12	Sleep	<i>Sleepwalk</i>		
13	<i>Unnatural Lust</i>	Suggestion		

#	5 th Level	6 th Level	7 th Level
1	Charm Plants	Antipathy/Sympathy	<i>Dominate Monster</i>
2	Chaos	Binding	<i>Euphoric Tranquility</i>
3	<i>Cloak of Dreams</i>	<i>Eternal Love</i>	<i>Eternal Slumber, Mass</i>
4	<i>Eternal Slumber</i>	Irresistible Dance	<i>Mass Confusion</i>
5	Geas	Mass Charm	Mass Suggestion
6	Eyebite	Power Word, Blind	<i>Overwhelming Presence</i>
7	Power Word, Stun	<i>Wave of Ecstasy</i>	Power Word, Kill
8	<i>Serenity</i>	Symbol	
9			
10			
11			
12			
13			

Enchantresses begin knowing *Charm Person* and 2 other spells (choose or determine randomly)

Optionally, Enchantresses gain additional spells per day based on high charisma using the chart for bonus spells for cleric due to high wisdom.

The Original Edition Enchantress Advancement Table

Level	Experience Points Required	Hit Dice (d4)	Title	Beguile	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1	Flirt	10%	1	-	-	-	-	-	-
2nd	2,500	2	Coquette	15%	2	-	-	-	-	-	-
3rd	5,000	3	Charmer	20%	3	1	-	-	-	-	-
4th	10,000	4	Allurer	25%	3	2	-	-	-	-	-
5th	20,000	5	Siren	30%	4	3	1	-	-	-	-
6th	35,000	6	Vixen	35%	5	3	2	-	-	-	-
7th	50,000	7	Vamp	40%	5	4	3	1	-	-	-
8th	75,000	8	Temptress	45%	5	5	3	2	-	-	-
9th	100,000	9	Seductress	50%	5	5	4	3	1	-	-
10th	200,000	10	Enchantress	55%	5	5	5	3	2	-	-
11th	300,000	11	Enchantress	60%	5	5	5	4	3	-	-
12th	400,000	11+1hp	Enchantress	65%	6	5	5	5	3	1	-
13th	500,000	11+2hp	Enchantress	70%	6	5	5	5	4	2	-
14th	600,000	11+3hp	Arch-Enchantress	75%	6	6	5	5	5	3	1
15th	700,000	11+4hp	Arch-Enchantress	80%	7	6	5	5	5	3	2
16th	800,000	11+5hp	Arch-Enchantress	85%	7	6	6	5	5	4	3
17th	900,000	11+6hp	Arch-Enchantress	90%	7	7	6	5	5	5	3
18th	1,000,000	11+7hp	Arch-Enchantress	95%	8	7	6	6	5	5	4
19th	1,100,000	11+8hp	Arch-Enchantress	100%	8	7	7	6	5	5	5
20th	1,200,000	11+9hp	Arch-Enchantress	100%	8	8	7	6	6	5	5
21st	1,300,000	11+10hp	Arch-Enchantress	100%	8	8	7	7	6	5	5
22nd	1,400,000	11+11hp	Arch-Enchantress	100%	8	8	8	7	6	6	5

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 B/X Edition Enchantress Advancement Table

Level	Experience Points Required	Hit Dice (d6)	Title	Beguile	Spells Per Day						
					1st	2nd	3rd	4th	5th	6th	7th
1st	0	1	Flirt	10%	1	-	-	-	-	-	-
2nd	2,500	2	Coquette	15%	2	-	-	-	-	-	-
3rd	5,000	3	Charmer	20%	3	1	-	-	-	-	-
4th	10,000	4	Allurer	25%	3	2	-	-	-	-	-
5th	20,000	5	Siren	30%	4	3	1	-	-	-	-
6th	45,000	6	Vixen	35%	5	3	2	-	-	-	-
7th	80,000	7	Vamp	40%	5	4	3	1	-	-	-
8th	150,000	8	Temptress	45%	5	5	3	2	-	-	-
9th	300,000	9	Seductress	50%	5	5	4	3	1	-	-
10th	450,000	10	Enchantress	55%	5	5	5	3	2	-	-
11th	600,000	10+1hp	Enchantress	60%	5	5	5	4	3	-	-
12th	750,000	10+2hp	Enchantress	65%	6	5	5	5	3	1	-
13th	900,000	10+3hp	Enchantress	70%	6	5	5	5	4	2	-
14th	1,050,000	10+4hp	Enchantress	75%	6	6	5	5	5	3	1
15th	1,200,000	10+5hp	Enchantress	80%	6	6	5	5	5	3	2
16th	1,350,000	10+6hp	Enchantress	85%	6	6	6	5	5	4	3
17th	1,500,000	10+7hp	Enchantress	90%	6	6	6	5	5	5	3
18th	1,650,000	10+8hp	Enchantress	95%	7	6	6	6	5	5	4
19th	1,800,000	10+9hp	Enchantress	100%	7	6	6	6	5	5	5
20th	1,950,000	10+10hp	Enchantress	100%	7	7	6	6	6	5	5

(Note: Enchantresses get an extra hit dice over standard magic-users due to their greater focus on physicality)

New Spells

Disclaimer: Although these spells are almost entirely taken from 3.75th edition, nothing weird, they may be found objectionable by sensitive players as they can force people to do unpleasant things.

1st Level

Blind Eye

Enchantment/Charm
Level: 1
Range: 1"
Duration: Special
Area of Effect: One creature
Components: V
Casting Time: Special
Saving Throw: None

The target ignores (turns a blind eye) to any action the caster performs that does not harm (directly or indirectly) the target. For instance, the caster may search the room while the target is there, but not remove anything of value

Bungle

Enchantment/Charm
Level: 1
Range: 1"
Duration: 2 rounds or until triggered
Area of Effect: One creature
Components: V,S
Casting Time: 5 segments
Saving Throw: Neg.

The target receives a -10 penalty on his next attack, next ability check, proficiency roll, or -50% on his next thieving skill roll

Detect Charm

Enchantment/Charm
Level: 1
Range: 6"
Duration: 2 Hours
Area of Effect: One creature
Components: S
Casting Time: 1 segments
Saving Throw: None

The caster may detect whether an individual is under some sort of magical charm or compulsion, though they might not know the specifics until they learn that specific spell themselves.

Dream Talk

Enchantment/Charm
Level: 1
Range: Touch
Duration: 2 Hours
Area of Effect: One sleeping creature
Components: S
Casting Time: 5 segments
Saving Throw: None

When the caster touches the target of the spell, the target begins to talk in its sleep. Getting the subject to talk about a specific subject requires a reaction roll, with hostile reaction causing the target to wake up.

Forbid Action

Enchantment/Charm
Level: 1
Range: 1"
Duration: 1 round + 1/2 round per level
Area of Effect: One creature
Components: V
Casting Time: 1 segment
Saving Throw: Neg.

The caster forbids a target to do a certain action while the spell is in effect:

Attack – the target cannot make an attack roll, use a spell that does damage, including area of effect spells

Cast – the target cannot cast any spell

Communicate – the target may not talk, communicate, or signal anyone. It does not prevent verbalizations needed for spellcasting

Move – the target may not move

The target is free to take any actions not forbidden by the caster. For example, a target affected by this spell's demand to not move is still free to cast spells, make attacks, or shout for help

Unnatural Lust

Enchantment/Charm
Level: 1
Range: 3"
Duration: 1 round + 1/2 round per level
Area of Effect: One creature
Components: V,S
Saving Throw: Neg.

The caster's target is filled with lust and desire for a single creature or object as designated by the caster at the time of casting. That creature or object must

be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

2nd Level

Bleed for Mistress

Enchantment/Charm

Level: 2

Range: 3"

Duration: Instant

Area of Effect: One beguiled/charmed creature

Components: V,S

Casting Time: Special

Saving Throw: None

This special spell may be cast when the enchantress is hit by an attack requiring a roll (melee or missile and some spells), causing any nearby *beguiled* (see the powers of the enchantress), charmed, or dominated creature to intercede and take the blow itself, instead of the enchantress. This only works on one attack in the case of attackers with multiple attacks

Grovel

Enchantment/Charm

Level: 2

Range: 1"

Duration: 1 round/level

Area of Effect: One creature

Components: V,S

Casting Time: 1 segment

Saving Throw: None

The caster falls to her knees, crying, pleading and begging for her life to be spared. The target may not harm (or otherwise molest) the caster for the duration of the spell.

Loathing/Infatuation

Enchantment/Charm

Level: 3

Range: 1"

Duration: 1 day/level

Area of Effect: One creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The target is filled with loathing towards another creature named by the caster. The target must stay at least 60' away from the creature or be nauseated (-2 to all rolls and defense).

The reverse of the spell, infatuation, causes the opposite, and the target of the spell must stay within 30' of the named creature or be nauseated.

Matchmaker

Enchantment/Charm

Level: 2

Range: 3"

Duration: 1 hour/level

Area of Effect: Two creatures

Components: S,M

Casting Time: 1 round

Saving Throw: Neg.

The caster entices the target creatures to become romantically interested in one another. Each creature saves and applies spell resistance separately. Both must be affected for the spell to have an effect. If either creatures has a prior unfriendly or hostile attitude toward the other, it receives a +4 bonus on its saving throw.

This spell doesn't override the targets' normal sexual preferences or other limitations. If romantic feelings are incompatible for this reason, the creature instead feels an intimate platonic bond with the other.

The material component is a rose petal.

Oppressive Boredom

Enchantment/Charm

Level: 2

Range: 3"

Duration: 1 round/level

Area of Effect: One creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The caster fills the target with boredom. The target loses all interest in its current task and must make a saving throw vs Spells against the spell's effect in order to perform its next action. If the target fails, it takes no action that round. The boredom lasts until the duration expires or the target breaks the spell's effect with a successful save.

Shamefully Overdressed

Enchantment/Charm

Level: 2

Range: Touch

Duration: 1 round/level

Area of Effect: One creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The target sees its own attire as hopelessly out of fashion, ostentatious, and embarrassing, and is filled with a compulsion to strip off all clothing. Each round, the target must remove a worn item that can be removed, dropping the item once it is removed.

Sleepwalk

Enchantment/Charm

Level: 2

Range: Touch

Duration: 1 hour/level

Area of Effect: One asleep or unconscious creature

Components: V,S,M

Casting Time: Special

Saving Throw: None

This spell compels a sleeping or unconscious creature (including those at zero hit points) to get up and walk at half normal movement speed.

The material component is a sprig of belladonna.

3rd Level

Deep Slumber

Enchantment/Charm

Level: 3

Range: 3" + 1" per level

Duration: 5 rounds/level

Area of Effect: Special

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None

Deep slumber is essentially a more powerful *sleep* spell

Creatures HD	Number of Creatures Affected
Up to 1	6-36 (6d6)
1+1 to 2	3-18 (3d6)
2+1 to 3	2-12 (2d6)
3+1 to 4	1-6 (1d6)
4+1 to 5	1-3 (1d3)
5+1 to 6	0-1 (d6, 4,5,or 6)

Material components are a pinch of sand, rose petals, or a live cricket

Dispel Charm

Enchantment/Charm

Level: 3

Range: 3"

Duration: Instant

Area of Effect: One creature

Components: V,S,M

This spell functions as per dispel magic, but will remove any and all enchantment spells upon the target, save those that are permanent. The material component is a small amount of cold water

Malicious Spite

Enchantment/Charm

Level: 3

Range: 1"

Duration: 1 day/level

Area of Effect: One creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The target is consumed with great hatred and spite towards another subject designated by the enchantress, and is compelled to take actions to slander, abuse, and even plot murder against the target of its spite. This loathing is not overt, and the target's actions against the object of its spite remain subtle and indirect.

The enchanted target remains within its financial and ethical means when acting against the second individual, though the malice toward this other person pushes the target to the limit of what it would do to a hated individual.

Failure to act against the hated individual causes a temporary drain of 2 wisdom points per day. If the wisdom is reduced to 0, the target loses control and physically attacks the object of his hatred.

The target can only alleviate the wisdom drain by acting upon the emotion and performing a spiteful act. Examples of spiteful acts are spiking the target's drink to make it an easier target for thugs, damaging the target's property, starting foul rumors about the target, framing the target for a crime, paying lepers or beggars to accost the target, extorting or blackmailing the target, or arranging for others to physically harm the target.

When the spell ends, the target remembers the spiteful behavior, but not the motivation for it.

Overwhelming Grief

Enchantment/Charm

Level: 3 (Magic-User 4)

Range: 1"

Duration: 1 round/level

Area of Effect: One Creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The target is filled with overwhelming grief and is unable to do anything. The target takes a -2 penalty to his armor class and loses any dexterity bonus.

Terrible Remorse

Enchantment/Charm

Level: 3

Range: 3"

Duration: 1 round/level

Area of Effect: One creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

The caster fill a target with such profound remorse that it begins to harm itself. Each round, the target must save or deal 1d8 points of damage + its Strength modifier to itself using an item held in its hand or with unarmed attacks. If the creature saves, it takes a -2 penalty to Armor Class for one round, after which the spell ends.

Triggered Suggestion

Enchantment/Charm

Level: 3

Range: 3"

Duration: 1 day/level or until completed

Area of Effect: Special

Components: V,S,M

Casting Time: 3 segments

Saving Throw: Neg.

This spell functions as suggestion, except the caster can use it only to specify a condition that triggers a special activity, and the subject does not remember that the caster made the suggestion.

For example, the caster could use triggered suggestion on a palace guard to make him attack the king the next time he and the king are alone, and the guard would not remember the suggestion to do so until the trigger occurred.

The material components are a snake's tongue and honeycomb.

4th Level

Aura of the Unremarkable

Enchantment/Charm

Level: 4

Range: Caster

Duration: Instant

Area of Effect: 30 Foot Radius

Components: V,S,M

Casting Time: 1 round/level

Saving Throw: Neg.

An invisible sphere of magic surrounds the caster, clouding the minds of creatures in the area so they regard even the strangest actions as innocuous. For example, if target and its allies are beating a city guard for information, creatures within the area do not think this is unusual or cause for alarm; if a target's ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern.

Any hostile actions by the target or its allies against a creature break the effect of the spell for that creature. When the spell ends, observers see things normally but altered perceptions from the earlier events remain. Any mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another save to break the effect and remember things normally.

The material component is a white feather.

Die for Mistress

Enchantment/Charm

Level: 4

Range: 1"

Duration: Instant

Area of Effect: One Beguiled Creature

Components: V,S

Casting Time: Special

Saving Throw: None

This is similar to *Bleed for Mistress*, only it works on attacks that do not need an attack roll (spells such as magic missile or hold person) as well as traps. The target automatically fails the save of that attack.

Dominate Person

Enchantment/Charm
Level: 4 (Magic-User 5)
Range: 1"
Duration: Special
Area of Effect: One Creature
Components: V,S
Casting Time: Special
Saving Throw: Neg.

This spell is similar to *charm person*, only it allows direct control of the target, by means of a telepathic link set up when the spell is cast and a saving throw is failed. While the target must be in the caster's sight to set up the link, once established the range is unlimited (on that plane of existence).

Saving throws are at a -2 penalty, but elves and half-elves have an immunity, as per *charm person*

Actions inimical to the target or against its nature allow another immediate saving throw at +4

Duration is as per *charm person*, giving the target a chance to make another saving throw based on a time period determined by their intelligence.

Mass Forbid Action

Enchantment/Charm
Level: 4
Range: 1"
Duration: 1 round/level
Area of Effect: One creature/level
Components: V
Casting Time: 1 segment
Saving Throw: Neg.

This works the same as *forbid action*, except it works on one creature per level of the caster and a greater spell length.

Mass Grovel

Enchantment/Charm
Level: 4
Range: 6"
Duration: 1 round/level
Area of Effect: One creature/level
Components: V
Casting Time: 1 segment
Saving Throw: None

This works the same as the spell *grovel*, only it affects one creature per level of the caster

5th Level

Cloak of Dreams

Enchantment/Charm
Level: 5
Range: Centered on caster
Duration: 1 round/level
Area of Effect: 1/2" around caster
Components: V,S
Casting Time: 1 segment
Saving Throw: Neg.

The caster is surrounded by a soporific aroma that causes living creatures within 5 feet of the caster to fall asleep for 1 round. Creatures must save each time they are within the cloak of dreams, even if they have previously saved against the effect.

Sleeping creatures are helpless but can be awakened normally. Creatures with excellent smell have a -4 penalty on their saves.

Eternal Slumber

Enchantment/Charm
Level: 5
Range: 1" per level
Duration: Permanent
Area of Effect: One creature
Components: V,S
Saving Throw: Neg.

This spell causes the target to fall into a deep, coma like sleep from which it cannot be awakened by any means (short of a *dispel magic* or *wish* like spells).

It will sleep forever without need for food, air, water, etc. Attacks will damage (and possibly kill) but will not awaken the target.

When cast, the caster must specify one condition upon which the target will awaken.

Serenity

Enchantment/Charm

Level: 5

Range: 30"

Duration: 1 round/level

Area of Effect: One creature/level

Components: V,S

Casting Time: 1 segment

Saving Throw: Neg.

The caster fills the targets' minds with feelings of tranquility. Those attempting to commit violence become stricken with wracking pain and take 3d6 points of subdual damage each round they attempt to harm another creature. If attacked, affected individuals can defend themselves and may participate in combat by doing subdual damage to opponents.

6th Level

Eternal Love

Enchantment/Charm

Level: 2

Range: 3"

Duration: Permanent

Area of Effect: Two creatures

Components: S,M

Casting Time: 1 round

Saving Throw: Neg.

This is similar to the 2nd level *matchmaker* spell, save the duration is permanent, unless dispelled by a *limited wish*, *wish*, *alter reality*, or *dispel charm* spell.

Wave of Ecstasy

Enchantment/Charm

Level: 6

Range: 1" per level

Duration: 1 round/level

Area of Effect: Special

Components: V,S

Saving Throw: Partial

This spell causes a wave in a cone beginning with the caster's hand and extending 1/2" per level of the caster. Any creature caught in the area experiences a burst of ecstasy causing them to be stunned for one round. Those that fail to make a saving throw suffer an -2 penalty on attack rolls for the duration of the spell.

7th Level

Dominate Monster

Enchantment/Charm

Level: 7 (Magic-User 9)

Range: 1"

Duration: 1 day/level

Area of Effect: One Creature

Components: V,S

Casting Time: 3 segments

Saving Throw: Neg.

This spell is similar to dominate person, only it applies to any creature and has a fixed duration, not relying on repeated saving throws.

Eternal Slumber, Mass

Enchantment/Charm

Level: 7

Range: 1"/level

Duration: Permanent

Area of Effect: One Creature/level

Components: V,S

Saving Throw: Neg.

Similar to Eternal Slumber, only it affects one target per level of the caster

Euphoric Tranquility

Enchantment/Charm

Level: 7

Range: Touch

Duration: 1 rounds/level

Area of Effect: One creature

Components: V,S,M

Casting Time: 1 segment

Saving Throw: None (Partial)

A creature under the effect of this enchantment enters a state of euphoria. The target treats all creatures as dear friends and abhors violence, but may rise up to protect itself if violence is perpetrated against it. Until the end of the spell's duration, the creature's speed is halved, and it cannot make attacks or cast spells. If the creature is attacked, it gets a saving throw. If the saving throw succeeds, the creature can make act normally for 1 round. If the saving throw fails, the creature moves half its speed away from the attacker on its next round.

Furthermore, if the creature is interacted with, or questioned while under the effects of this spell, it is considered to be helpful, though any advice or answers it gives may be disjointed or stream of consciousness due to its euphoric state.

The material component is a poppy flower.

Overwhelming Presence

Enchantment/Charm

Level: 7

Range: 3" + 1" per level

Duration: 1 round/level

Area of Effect: 1 creature/level

Components: V,S,M

Casting Time: 5 segments

Saving Throw: Neg

The caster's presence inspires incredible awe in those nearby. A creature that fails a save against this spell falls to the ground and prostrates itself before the caster, believing it bows before a divine presence. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are considered to be helpless for the duration of the spell.

Each round on its turn, a target of this spell may attempt a new saving throw to end the effect

The material component is a swan feather

Sample Enchantresses

Sekaneferat 1st Level Human Enchantress

Str 11 Int 12 Wis 10 Dex 17 Con 15 Cha 18; AL N
hp 4 +1 = 5; AC 7(13); Attack 1-4 (dagger)

Seka (for short) is a beautiful Neferan (Ancient Egyptian) woman in her late teens with glossy black hair and tasteful, if heavy, eye makeup.

She knows she can manipulate people, but is unsure of herself, other than she knows she wants to be more than just an object of desire.

Ylsa, 6th Level Elf Fighter/Enchantress

Str 12 Int 11 Wis 12 Dex 19 Con 17 Cha 19; AL NE
hp (40+18)/2 + (18+12)/2 = 44; AC 1(19) (+3
Leather, -4 Dex); Attack 1-8+2 (+2 Long Sword))

With pale skin, light blue eyes and blonde hair, Ylsa is the classic ice queen. But she very much enjoys manipulating people with her beauty and her magic.

Callieach 12th Level Human Enchantress

Str 12 Int 10 Wis 10 Dex 18 Con 16 Cha 18; AL NG
hp 33 + 22 = 55; AC -2(22) (Bracers AC2, -4 Dex)

Callie (also for short) is a red headed woman in her late 20s who uses her enchantress powers as a matchmaker, as well as helping relations in marriages for political or convenience purposes

Design Notes:

Back in the day, Peter Aronson changed things up by introducing the Illusionist class, essentially focused on illusion magic.

This was changed when 2e (and later) came around where you had specialist mages that still had almost all the original spells, just one or two prohibited schools. From a game mechanic point of view, it made some sort of sense, but a lot of flavor was lost.

My idea (and hardly the first one to do so) is to take the idea of specialist mage, but turn them into actual separate classes like the original Illusionist. But giving them a couple of additional abilities on top of just different spells. For instance, I also let my illusionists use rapiers/short swords and can do pick pockets/hide in shadows/open locks like a thief.

Most of the new spells are taken from the 3rd edition of the game. I would recommend NOT letting magic-users be able to cast them, with a few exceptions.

In 3e, some spells were also shifted to "Enchantment" from other schools, most notably the "Power Word" spells, but I agree with the change.

To a certain extent, the enchantress is perhaps not a great adventuring or PC class, but has a lot of villain potential or in urban/intrigue campaigns.

The "beguile" ability is essentially the fascinate spell/effect of high comeliness and also dates back to Brian Asbury's "Hour" class

Credits:

PC17 - Old School Rules Enchantress is copyright 2019 by Jeremy Reaban

Cover art is by Jacob Blackmon and actually represents a billionairess. There's (surprisingly) very little sleazy hand drawn stock art, so it's the best I could do.

This is inspired by the Hour class by Brian Asbury in the 13th issue of WD. Most of the new spells are taken from the 3.5 and 3.75 edition of the game

Appendix: Two Additional Focuses for Witches

These are meant for my witch class as described in **PC13 - The OSR Witch**

Desire Witch

Witches by their very nature are alluring, but desire witches take this one step beyond, being almost unnatural desirable.

The primary focus power gives the desire witch the ability to beguile as per an enchantress of the same level.

The secondary power gives the desire witch an immunity to charm spells and magical effects.

Lastly the tertiary power gives the desire witch the ability to reduce the saving throw of a target of her spell by 4 with a kiss, or entirely though a more intimate encounter.

Dream Witch

Dream witches often have a sleepy or faraway look, as if they aren't quite there, but nothing could be further from the truth, as they see dreams and reality as the same.

The primary focus power of the dream witch allows her to go into a state of suspended animation for up to 10 years per level.

The secondary focus power of the dream witch gives them a complete immunity to magical sleep effects

Lastly, the dream witch is they no longer require sleep, or rather, a continuous stretch of sleep. Instead, they constantly go in and out of sleep.

Desire Witch Focus Powers

Focus Level	Powers
Primary	Beguile as Enchantress
Secondary	Immunity to Charm
Tertiary	Reduced Saves

Dream Witch Focus Powers

Focus Level	Powers
Primary	Suspended Animation
Secondary	Immunity to Sleep
Tertiary	Sleepless

Desire Witch Additional Spell List

Spell Level	Spell
1st	Detect Charm
2nd	Unnatural Lust
3rd	Shamefully Overdressed
4th	Loathing/Infatuation
5th	Matchmaker
6th	Dominate Person
7th	Wave of Ecstasy
8th	Eternal Love
9th	Euphoric Tranquility

Dream Witch Additional Spell List

Spell Level	Spell
1st	Dream Talk
2nd	Sleepwalk
3rd	Deep Slumber
4th	Serenity
5th	Cloak of Dreams
6th	Eternal Slumber
7th	Power Word: Stun
8th	Symbol (Sleep)
9th	Eternal Slumber, Mass

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