

## Chapter 2

# Character Classes



lack magic and witchcraft have always been the tools of dark spirits and those mortals they subvert. The denizens of Infernus are especially adept in this area, for they represent an even older magic. Although forgotten along with Infernus itself, this magic of old is now resurfacing with the return of the elder powers. Cults of mortal worshipers have sprung-up throughout the multiverse, and with them, covens of witches, dark knights, and unholy priests.

This chapter focuses on those classes that represent and are unique to these ancient elder gods. What follows is information on the *Warlord*, a dark knight similar to a paladin, who subverts the physical world by conquering lands and expanding dark empires; the *Warlock*, a powerful priest and proxy who subverts the heart and the mind through temptation, deception, and suffering; and the *Witch*, a wizard/chemist who subverts the peace, pleasures, and realities of man. ☞

*"They ain't noth'n like wizards or priests—they folks are special. And even you bloods had better watch ya'selves 'round them warlocks and witches, 'cause they've 'got powers... Powers not like anything ya've seen before..."*

*"Why, I once saw one 'them folks take a blood an' put 'em in the dead book with a bunch of chains like he was conjur'in right out of Jangling Hiter!"*

*—Overheard at a bar in Sigil.*

# The Warlord (New Character Class)

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*To: His Majesty, King Raiden*

*My King, our troops have fallen back once again—this time to the river's edge. Per your decree, I have sent a second group of messengers to meet with the warlord at his castle. They returned, blinded.*

*With my greatest respect to his majesty, I do not believe the warlord will listen to reason of peace. I respectfully request more troops, as our forces have been depleted greatly.*

*If we cannot repel the warlord's advances by tomorrow's end, I fear his armies will reach his majesty's outer townships and villages.*

*Furthermore, although I have steadied my men for now, I must inform his majesty of a terrible deed: The warlord now commands the forces of black magic. He has sent his witches to cast spells upon my men, and raises their fallen bodies to turn against us. I therefore humbly request the assistance of the church, as we have no defense against such machinations of evil.*

*Although I would never question his majesty's wisdom, in this most desperate hour, I must ask of him to gather all remaining troops as well as the city guards, to aid us now.*

*My best hopes and wishes,  
General Brightstorm*

## Introduction

Warlords are dark knights or villains bent on domination, slavery, and twisted honor. They differ from the concept of the anti-paladin, in that they believe in strict (though dark) laws, as well as honor and courage. Where an anti-paladin would lie and cheat his comrades as well as flee from danger in order to save his own skin, a warlord would stand with courage and honor among his allies and against his foes.

Warlords actually share many traits with paladins of good alignment. They are both strictly lawful and will lose their special abilities if they commit a chaotic act. Likewise, they are bound by a strict code of honor and any word or oath they should swear.

Where they differ, is in their morals. Where a paladin protects the innocent, fights for others, and donates to the poor, a warlord enslaves the innocent, fights to increase his power, and conquers others.

Like paladins, warlords also worship a religious faith and must honor that faith's values and priests. A warlord gains his special abilities from his elder Prince, and must therefore do as his elder god commands of him.



## Warlords and the PC

The material presented for this class can serve two primary purposes. First, it can provide the DM with a powerful villain type as well as a focus for dark kingdoms and warfare.

Second, it allows for players wishing to play darker knights, enough ethics and values to prove useful to a party of adventurers. That is, a warlord's code of honor can benefit players with such an evil character by

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“forcing” them to cooperate with a party, rather than working against one.

## Becoming a Dark Knight

In addition to the standard methods for determining ability scores, race, and other statistics, a player character warlord can select a number of special abilities, or dark “gifts” in order to further tailor his character.

This tailoring is accomplished using a character point system of similar fashion to fighter, paladin, and ranger classes detailed in *PLAYER’S OPTION™: Skills and Powers*.

These options are detailed throughout the following pages and are meant to replace the point system described in the aforementioned tome. That is, although a player may select skills and traits for his character normally using the point systems described therein, he may not select the abilities or optional restrictions listed in the Character Classes section of that book, as these are provided here.

### Ability Scores

Like their good counterparts, warlords must meet strict requirements in order to qualify for the warlord class. They must possess superior wisdom, leadership, and appearance as well as a strong and healthy body.

Warlords represent handsome, suave, and deadly leaders of men. They defeat their enemies with wit and trickery in addition to the blade.

Therefore, only characters with at least a Strength of 15, Constitution of 12, Wisdom of 14, and Charisma of 17 stand a chance of becoming a warlord. His Strength and Charisma are of the greatest importance to this class, and hence are his prime requisites.

### Race

Only humans and drak elves may become warlords. This is primarily due to the qualifications insisted upon by the elder powers.

### Experience Level Advancement

Warlords are a sub-class of Warriors, and advance in level like any other warrior class outlined in the *Player’s Handbook*. In addition, if a warlord should have a Strength of 16 or higher and a Charisma of 18 or higher (his prime requisites), he will gain a 10% bonus to experience points earned.

Warlords gain ten-sided dice for their hit points and use the table on the opposite page (Table 4) for experience point, Hit Dice, as well as spell and saving throw progression.

### Alignment and Ethos

Warlords are strictly lawful evil. The elders do not tolerate any change in ethos, so if that alignment should ever waver, he will lose all of his special abilities and become a regular fighter.

Furthermore, warlords are governed by a strict code of honor. This code requires them to uphold their word, and honor any promise or oath they swear, regardless of the alignment of whom their word was given.

If the warlord does not follow the letter of his word or oath, he will lose all of his special abilities and dark gifts. Whether or not this loss is temporary or permanent, depends upon the significance of the promise.

Obviously, the more minor the promise, the less impact upon the warlord. For example, failure to honor a minor promise to sharpen a henchman’s sword on a specific day as one of the routine monthly benefits for serving the warlord, will likely have little or no impact whatsoever (though, several such failures may add-up).

Likewise, failure to make every possible effort to show up at a specified place on a given time and day in order to face a challenger as sworn unto him, would result in the warlord being stripped of all special abilities and dark gifts. This kind of loss would be temporary until the warlord atoned for his misdeeds by performing a quest as directed by a 12th level warlock, or by a designated elder. The warlord would receive no experience points for completing this quest but, after having done so, would be restored to his original ability, much in the same way as a paladin.

A sworn oath to deliver-up possession of a kingdom if the warlord were to lose a fight to his challenger (who likewise swore to surrender his lands if he lost), would carry much greater weight. A warlord who failed to honor this promise would permanently lose all of his abilities, and become a fighter forever. In addition, if this oath also carried religious significance (thereby involving an elder’s honor), he would most likely be slain by some netherworld horror bent on claiming his soul.

On the other hand, warlords do not easily give their word unless the stakes are very high, or unless some clear advantage for the warlord exists. Also, warlords are very adept at wording their agreements

with loopholes and vague clauses—because, like the elders themselves, the warlord is bound by the letter of his word and not the spirit of an agreement. In fact, this form of trickery is actually encouraged by the elders, as it benefits their purposes.

## Proficiencies

Although warlords are not allowed to take a class kit, they do receive the following bonus proficiencies: *etiquette*, *intimidation*, and *netherworld knowledge*.

## Limitations

Like his good counterpart, the warlord must abide by a number of restrictions and, because of his dark gifts, is further limited as well.

He may be turned by priests of good alignment in the same manner as an evil priest would turn a paladin.

Warlords may not be dual or multi-classed.

Because of their sense of honor, warlords refuse to use missile, throwing, or ranged weapons. Though, at higher levels, they will use ranged spells, where appropriate.

Warlords are also very proud and will not back down from a formal challenge unless grossly out-

matched. A formal challenge would be any duel or fight demanded by another warrior or certain monsters such as giants, ogres, trolls, and other intelligent humanoid beings. And, if a warlord should ever back down from a far superior foe, he will always do so in the most suave manner possible, throwing a comment of masterful wit as to why his opponent is not worthy of such a challenge.

Warlords refuse to be dominated by or follow other warrior leaders, as they are themselves leaders. Warlords will always attempt to take charge of a situation and will also never serve another warlord.

Finally, a warlord cannot fight unarmed foes or the innocent. That is, he would never enter into combat against unarmed women and children, nor would he attack another warrior who was unarmed. Note that this limitation does not prevent him from harming such persons, just not fighting or killing them outright (torture for information or as a demonstration is, of course, permissible).

Likewise, an unarmed fighter is still an opponent, and a warlord would just as soon offer him a fair weapon, than stoop to taking prisoners. Also, all wizards and priests are, by definition, “armed” with their magic, and so he will not hesitate to attack them.

**Table 4: Warlord’s Experience Advancement, Spells, and Level Improvements**

Level	Experience	Hit Dice	THAC0	Casting	Warlock Spells			Proficiencies		Saving Throws				
		(d10)		Level	1	2	3	W	NW	PPDM	RSW	PP	BW	S
1	0	1	20	-	-	-	-	4	3	12	14	13	15	15
2	2,250	2	19	-	-	-	-	4	3	12	14	13	15	15
3	4,500	3	18	-	-	-	-	5	4	11	13	12	14	14
4	9,000	4	17	-	-	-	-	5	4	11	13	12	14	14
5	18,000	5	16	-	-	-	-	5	4	9	11	10	11	12
6	36,000	6	15	-	-	-	-	6	5	9	11	10	11	12
7	75,000	7	14	-	-	-	-	6	5	8	10	9	10	11
8	150,000	8	13	-	-	-	-	6	5	8	10	9	10	11
9	300,000	9	12	1	1	-	-	7	6	6	8	7	7	9
10	600,000	9+3	11	2	2	-	-	7	6	6	8	7	7	9
11	900,000	9+6	10	3	2	1	-	7	6	5	7	6	6	8
12	1,200,000	9+9	9	4	2	2	-	8	7	5	7	6	6	8
13	1,500,000	9+12	8	5	2	2	1	8	7	3	5	4	3	6
14	1,800,000	9+15	7	6	3	2	1	8	7	3	5	4	3	6
15	2,100,000	9+18	6	7	3	2	1	9	8	2	4	3	2	5
16	2,400,000	9+21	5	8	3	3	2	9	8	2	4	3	2	5
17	2,700,000	9+24	4	9	3	3	3	9	8	2	3	2	2	4
18	3,000,000	9+27	3	9	3	3	3	10	9	2	3	2	2	4
19	3,300,000	9+30	2	9	3	3	3	10	9	2	3	2	2	4
20	3,600,000	9+33	1	9	3	3	3	10	9	2	3	2	2	4



## Granted Powers and Dark Gifts

Warlords receive a number of special abilities from their elder deities. These powers are chosen by the player using the Character Point System described in the *PLAYER'S OPTION™: Skills and Powers* book. That is, players may save any unused points from this section and apply them towards additional proficiencies and traits described therein. The abilities section that follows is meant to replace the same section in the aforementioned tome, and operates in the same manner.

Warlords receive 40 character points with which to purchase class abilities. Each of these abilities cost 5 or more character points and is described below:

**BUILDING (5)** The warlord gains the knowledge to construct heavy war machines, siege engines, and siege towers.

**CIRCLE OF POWER (5)** If the warlord has an unholy sword (q.v.), he can project a circle of power 10-feet in diameter. This circle dispels hostile magic at a level equal to the experience level of the warlord.

**FAITHFUL MOUNT (10)** The warlord can summon a lifebonded steed at 4<sup>th</sup>-level. This mount is usually an albino or pure-white warhorse of greatest size (near 20 hands at the withers), having red eyes, and crimson

fetlocks. This mount also conforms to the following statistics: 4+4 Hit Dice (reroll all 1s, 2s, and 3s), AC 5, Move 18, MR 50%, +3 to all saving throws, and Morale: Elite. In certain situations, if the DM feels another type of steed would be appropriate, an alternate mount may be chosen.

**FIRE RESISTANCE (5+)** This power allots the warlord an additional +2 to saving throws versus fire attacks. If 15 points are spent instead of 5, then the warlord takes only half-damage from all normal and magical fire attacks (save for ¼ damage).

**POISON RESISTANCE (10)** The warlord gains an additional +2 bonus to saving throws vs. all poisons.

**PROTECTION FROM GOOD (5)** The warlord has a natural aura with a 10-foot radius. Within this aura, summoned or good creatures suffer a -1 penalty to all attack rolls. Creatures affected by this aura know the warlord to be the source of their discomfort.

**SPECIAL MAGIC RESISTANCE (20)** This ability protects the warlord from magic, in varying degrees: The warlord gains a 5% Magic Resistance per experience level versus wizard spells, a 3% resistance per level versus priest or witch spells, and no resistance versus a warlock's witchcraft. In addition, it offers a 2% resistance per level versus innate magical abilities possessed by monsters and extraplanar beings (except those that duplicate witchcraft).

**SPECIAL MOUNT (20)** This ability allows the warlord to summon a special mount that will serve him indefinitely. The mount so summoned will be a *nightmare* and must be cared for and bribed with at least 200 gp worth of platinum flakes each month, else it will return to the lower planes. Also, the warlord must be at least 5<sup>th</sup>-level in order to summon such a steed. Note: Although the nightmare serves the warlord faithfully, low-level warlords may have difficulty controlling such a creature, as its own desires often usurp those of the rider's.

**WEAPON SPECIALIZATION (10)** This warlord can specialize in a particular weapon. The character point cost must be met in addition.

**UNDEAD IMMUNITY (10)** Undead of any type (excluding vampires and liches) will not attack or harm the warlord unless controlled by a non-undead intelligent force, vampire, or lich. Furthermore, the warlord is immune to the special attacks of the undead he is protected from (e.g., paralyzation, level and strength draining, etc.), but only when delivered by such undead. That is, a wight's touch would not drain energy levels from a warlord (even if controlled by a vampire), though the vampire's touch would.

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## A Warlord's Domain

All warlords strive to better themselves and their holdings. Their main goal is to create a vast empire whose forces subjugate all neighboring kingdoms.

As soon as a warlord reaches fifth level, he must begin construction of a small keep. He must spend all available monies on its construction and will continue to pour all additional wealth into its expansion. Thus, as the warlord increases in level, he is expected to upgrade his keep to a stronghold, then to a castle, a palace, and eventually a citadel of magnificent proportions.

As the warlord constructs such structures, he must also expand his domain—usually conquering at least one town or holding each level. When he reaches higher levels, he is expected to conquer entire cities and, eventually, whole kingdoms.

To help the warlord in this task, he will begin to attract followers as soon as he completes construction of his first keep. Initially, a fifth-level warlord with a small keep may attract only a few dozen men-at-arms, goblins, kobolds, or other appropriate soldiers. Later, he will begin to attract experienced infantry (1<sup>st</sup>-level fighters), orcs, etc.

Generally, a warlord's title and domain will attract at least five times his level in Hit Dice of followers, including a "Captain of the Guard," "Military General," etc., who is a warrior of no greater than two-thirds the warlord's level. These followers come of their own free will and seek the glory of battle, or the chance to gain wealth.

Such followers must be paid and treated well (as well as an evil lord would be expected to treat them). Otherwise, he will begin to lose these followers.

Warlords who are especially generous (a rare thing indeed) or those that are powerful and whose name carries great weight or legend, may attract significantly greater amounts of followers.

Legends tell of some high-level warlords that gathered mighty armies of ten-thousand strong, who wreaked unspeakable destruction and conquered entire continents—though, these may only be stories.

### Warlords, Warlocks, and Witches

Warlords, like any elder, must follow a specific chain of command. Generally, warlords serve no others of their own world, but must heed the calling of those nether-world fiends that guide them.

Although it is a rare thing indeed for an elder to call upon a warlord, such events do typically occur at

least once in the warlord's career. Such a calling cannot be ignored and usually involves some sort of diabolical quest.

Also, warlords will sometimes come into contact with other elder servants, the most common of which, are witches. Almost without question, warlords despise witches to no end. They rarely employ their services and, if they do, it is they who subjugate the witch. The reverse is simply not tolerable to a warlord.

Occasionally, warlords will encounter warlocks (though the reverse is generally the case, in actuality). Because of the domineering nature of the warlord, warlocks will avoid outright commands, even though it is they who speak with the power of *Infernus*.

Even so, warlords do not appreciate the presence of a warlock, and will never show one respect if in the company of others (especially a warlord's own men). Warlords do, however, fear warlocks to some degree—not just because of their powerful and deadly repertoire of spells, but also because nearly every word spoken by a warlock may just as well have come from an elder lord.

Much to the chagrin of the warlord, warlocks are often sent to "guide" warlords, when necessary. Such warlocks are often amused by the short tempers and proud nature of their warrior cousins. In fact, warlocks generally prefer to avoid using direct commands as this may invoke real retribution, but will instead use suggestions. These suggestions often take the form of blatant hints and masterful insults designed to outwit the warlord and embarrass him in front of others (especially his own men), while leaving him in a position to defend himself verbally and where physical reprisal would be inappropriate (usually to no avail, due to the higher intelligence and wisdom of the warlock).

If a warlord should ever overstep his bounds and attack a warlock, the warlock will waste no time in an attempt to subdue the warlord with *polymorph*, *chains of suffering*, or other powerful spells (of which, the warlord has little or no protection from).

If unsuccessful, the warlock may either invoke *divine presence* in order to shake the warlord's rage, or flee. If a warlord should ever kill a warlock, he will be immediately stripped of all special powers and dark gifts permanently.





# An Introduction to the Warlock

The rest of the body, badly bitten, clawed, and cruelly distorted, was flung across the well top—draining its lifewater into the heart of the community.

I had seen such carnage before, for it was the mark of a beast that destroyed my home so long ago. But this was not the work of any ordinary beast. It was undeniably the heinous crime wrought by a being not of this world—a demon whose immortal presence chills the soul and corrupts the mind. This I did know, for I was forever tainted by the mere glimpse of its form—a form so obscene that, to look upon it, depraves one's innocence forever.

Powerful had I become—no longer a little girl with wild fantasies, but a powerful sorceress—and so the community called to me. Their cries may have gone unanswered, but one among them showed the courage to stand by my side; his name was Kurn, a noble knight of the old order.

This act alone dispelled my hesitation, and so we embarked upon the journey together. And when we did, it was as if the skies themselves bowed to the call of that dark spirit, for thunder-showers befell us.

For a while, the talon-clawed prints were shown prominently in the rain-soaked mud. But, as they filled with water, we began to lose sight of the demon's track.

Then, with sinful glee, we rushed towards the sound of tormented screams that came from the belly of an ancient cave. The cave swallowed us with darkness, and forced us down a twisted path to an iron door within.

With but a word of my power, the door swung free. The room beyond stank of acrid copper. Barbed and bladed chains hung from the cavern ceiling, tightly clenching small bits and pieces of torn flesh. Other bodies formed piles of gore, like the discarded trimmings of a slaughterhouse. Splatters of crimson saturated the walls and small rivers of bile ran circles about shards of broken bone protruding from pools of crimson.

Kurn's chest heaved as he fought to control his distress, and even I was overcome with nausea. The essence alone of such death would drive even the foulest of beasts from these walls. Indeed, I felt that the demon had departed—its hateful presence no longer here—nevertheless, I found my eyes scanning the cavernous ceilings and rocky shadows for signs of unholy life.

Suddenly, a form squirmed along the far wall. A young man, half-naked and barely conscious, was hanging from barbed shackles and iron chains. His restraints bit deeply into his flesh and countless trickles of blood flowed down his body.

As I approached him, he lifted his head. His face was twisted with terror and he gasped for air he could not take. Shaking with convulsions, he soon realized that I was not the demon he feared. He stared at me, his eyes studying my form carefully.

I moved forward and gently stroked his hair. Wiping the blood from the poor sod's face revealed a dashing young man—a boy who barely escaped with his life.

Kurn cut him free of the embrace, and he stepped forward only to fall upon the ground, having not stood for some time. We then knelt to his side.

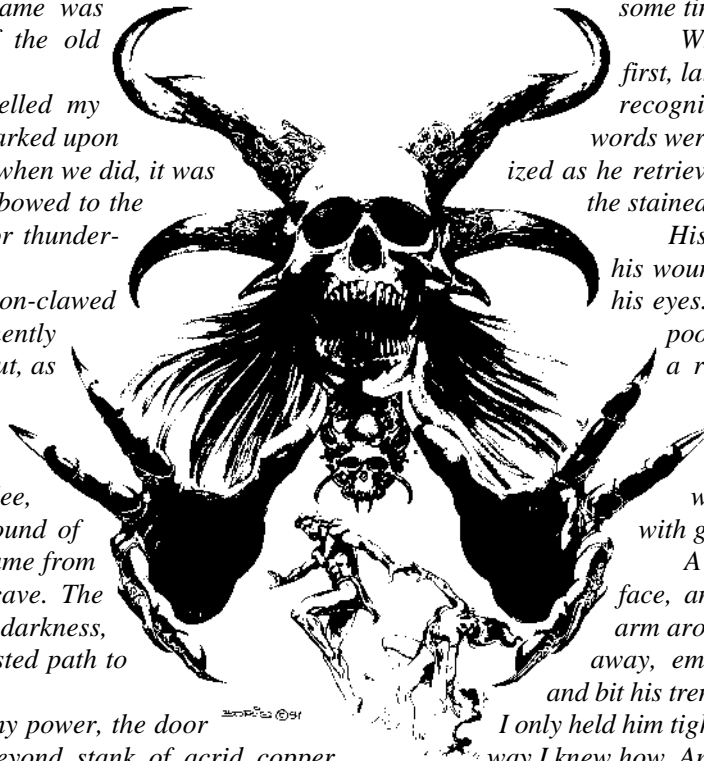
What were only mumbles at first, later became speech—speech I recognized as magic, though his words were unfamiliar. A priest, I realized as he retrieved a symbol most holy from the stained floor.

His words and gestures closed his wounds and wiped the pain from his eyes. He then stood, though with poor balance and with a limp as a reminder of the suffering he had endured. He tried to straighten his back and regain his composure, but he was frightened and overcome with grief.

A tear trickled its way down his face, and I wrapped my cloak and arm around him. He turned his head away, embarrassed by his emotions, and bit his trembling lip to still it. With this, I only held him tighter, comforting him the only way I knew how. And, despite our surroundings, I felt a certain closeness to him. When he later tucked his head beneath mine, I felt a beautiful innocence and warmth about him—something I would never myself feel again as a demon had stolen this from me.

Although he shook when he spoke, he told us of the demon's motive to force him, as a priest, to bear witness to its sins, and of its plans to massacre the neighboring town of Bridgewater.

With that news, we left immediately for Bridgewater, which was only a candlemark's walk from there. En route, the three of us saw smoke rising from the town square, and when we arrived, dozens of small diabolic gargoyles ran about the grounds in complete frenzy. There was only



# The Warlock (New Character Class)

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**He has the face of an angel,  
the charm of the devil, and  
the powers of a god...**

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*madness to their chaos, and they moved as if they too feared some greater demon. Some ran for housing, others clung feverishly to nearby trees, and some rushed toward us with claws outstretched and eyes wide with bloodlust.*

*Kurn readied his sword and I began showering the battlefield with lightning and storms. Piercing inhuman screams could be heard as one-by-one the abominations fell lifeless to the ground, cut by sword and spell. There were so many, but I could not gather where they had come from, nor where the master demon lurked.*

*When the battlefield was entirely bloodied and the fiends no longer stirred, Kurn and I turned toward the young priest in utter disbelief, for we heard him howl a sinister laugh. With the wave of the young man's hand, the magic was dispelled and the true nature of the battlefield was then revealed. Slashed and lightning-charred bodies of men, women, and children were strewn across the town, their bodies laying where the fiends had fallen.*

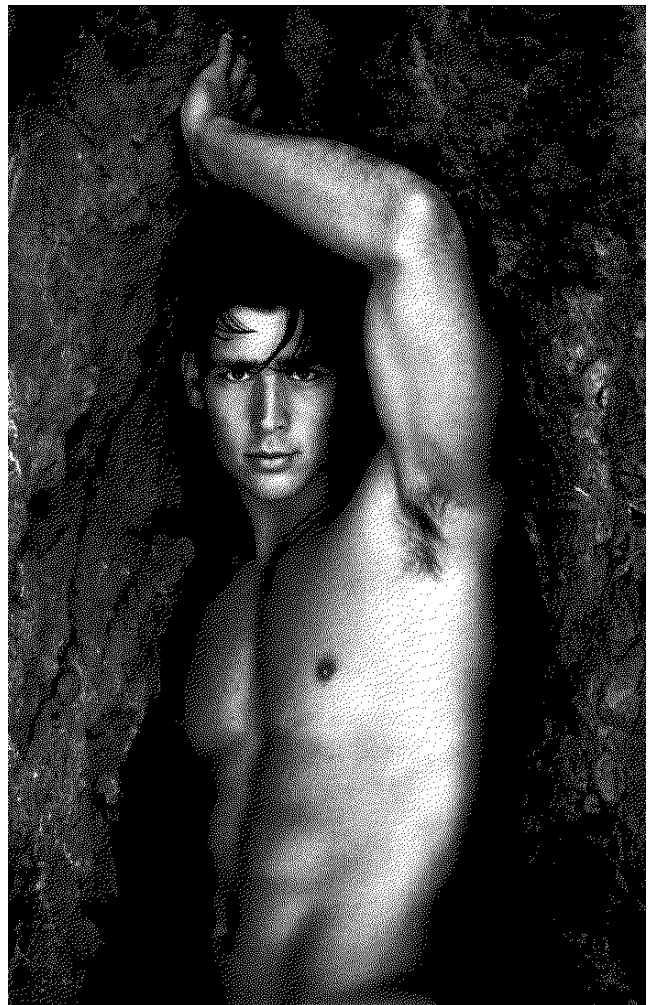
*The foul, black blood that coated Kurn's sword turned red, and when the unholy realization of what had actually transpired hit me, I nearly collapsed in disbelief, weakened with sorrow: There were no demons this time—there never were.*

*My mind was still clouded, Kurn had fallen limply to the ground, leaning over the headless corpse of a child, and I had not the power to continue fighting. I felt overwhelmed with woe and despair as the young warlock summoned-up the very hellfires of Baator. The ground split to belch forth clouds of sulfurous ash and heat.*

*The warlock raised his hand in command of dark energies as dreadful barbed and hooked chains streaked forth from the pit in search of flesh, striking Kurn. He screamed as more chains imbedded themselves, and he quickly began begging for death. Then, the warlock turned towards me and I possessed no more lightning to cast. He raised his hand to call forth more chains of torment, and I knew that I could not save us both. Before the chains bound me, I cast my final spell—a teleportation to safety.*

*But, before my spell took affect, I heard the last of Kurn's muffled screams drowned-out by the sound of rending flesh.*

—Sholessa, despondent sorceress of Haven.



## Introduction

For some mortals, sin is a path that leads to death and eternal damnation. To the warlock, sin is his sustenance, his life, and his salvation. How the mortal spirit is corrupted is of the warlock's greatest interest. The deception and corruption of good as well as the pleasure and excitement gained from suffering, misery, and tormented sorrow feed the warlock, though he is never sated.

He is not without the law, albeit a law so twisted that it is often mistaken for chaos. However, despite this inclination to distort meaning, a warlock does cherish honor as a cornerstone of his alignment. This honor always binds him to any oath he should swear so long as the words themselves cannot be twisted.

A warlock is nothing short of a proxy in service to any one of the great elder Kings or Princes. His purpose is to tempt other mortals into committing unspeakable



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sin and, like a priest, must further the cause of his god's faith. His quests and goals can include the corruption of a single priest or paladin, or the collapse of an entire faith.

Warlocks are extremely adept at achieving their goals and have many powers to aid them in their efforts. They are masters of deception and will even join lawful good adventurers, partaking quests and actually performing noble acts of kindness and pure gestures, only to later turn on everyone and everything in order to achieve heinous crimes. On the other hand, they have also been known to employ the services of necromancers, evil priests, intelligent undead, and the unholy spirits of Infernus to accomplish their ends. Furthermore, they are charged with establishing (and sometimes guiding) cults and covens of witches to further their evil life-long quests.

Essentially, this class of character is the be-all and end-all of law and evil. In many instances, his connection with his elder deity is similar in form and function to both a priest and a paladin though, as a proxy, he is much closer to his god and what that god would have of him.

## Witchcraft and the PC

In general, the material presented in this section is for use by the Dungeon Master (DM) as an aid for creating new villain types and unusual campaign settings. Normally, Player Characters (PCs) operate by a completely different set of rules than what is presented here. In most instances, PC warlocks only serve to unbalance the game as they are usually working against the actions of typical character parties. In rare circumstances, or when character parties comprise primarily evil alignments (a rare thing indeed), the addition of a warlock could prove most interesting.

Bear in mind that you—as DM—must monitor game balance carefully when employing PC warlocks, especially once they achieve 9th level and later gain access to their highest level spells. Such a character in the hands of a player could easily upset the delicate AD&D game balance, so it is important to take into account game balance as well as role-playing potential

before making a final decision. Provided such a character can be kept in check by an alert DM, warlocks will undoubtedly add a surprising twist to the campaign that most PCs are not fully prepared for. *PLANESCAPE™* adventures, in particular, are a great avenue for exploring the role of a warlock, whether as a non-player character (NPC) or PC, alike. Their supernatural origins make them ideal liaisons for evil character parties in such realms and a powerful nemesis to good ones.

## The Standard Warlock

As with all characters (see *Player's Handbook* [PHB]), the DM or player must first determine the warlock's ability scores, race, proficiencies, and spells which will be expanded on throughout this section.

### Ability Scores

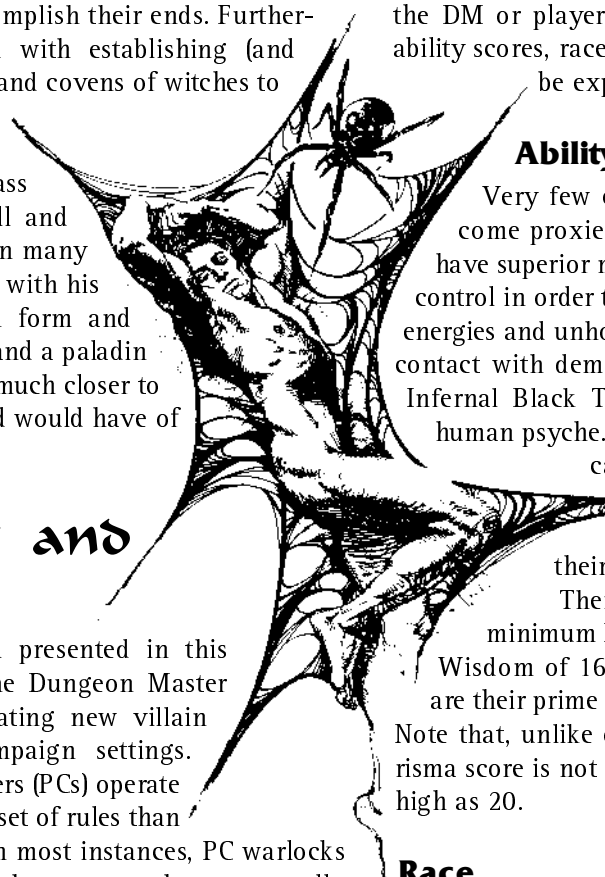
Very few characters have the potential to become proxies in service of the elders. They must have superior minds governed by the utmost in self control in order to house and control the supernatural energies and unholy powers at their disposal. Frequent contact with demons and the desired lifehood of the Infernal Black Tongue exact their toll on the frail human psyche. In addition to the mind, only physically superior specimens stand a chance of effectively delivering the unholy deceptions called for by their elders.

Therefore, only characters possessing a minimum Intelligence of 15, Constitution of 15, Wisdom of 16, and Charisma of 17 (the latter two are their prime requisites) may qualify for a warlock. Note that, unlike other characters, the warlock's Charisma score is not limited to 18 and may initially be as high as 20.

### Race

The elders have taken a strong interest in humans, both clueless and planar. Humans are by far the most qualified race for a proxy of the elders for they are short-lived, have no experience level restrictions, are the most common race throughout the multiverse, and are the most easily corrupted.

Warlocks must therefore be human. In addition to being human, the warlock has one other sub-genus requirement that better enables him to achieve additional goals set-forth by the elders: he is not only required to be human, he must also be male.



One of the primary reasons for this, is that the warlock will spend much of his time spreading his seed throughout Plane Prime in an effort to reproduce his everlasting evil among the mortal populations. In addition, succubi and witches already exist to tempt mortal man, and so he fills the much needed niche of tempting mortal females—a majority sub-race of greater number than their male counterparts and, hence, offering more souls to corrupt.

It is for these reasons, as well as for the delivery of deception, that he must be able to beguile his opponents (hence the requisite for Charisma), as well as defeat them.

## Charisma

Although warlocks age like any human, they never lose their youth and unearthly beauty. A warlock's high Charisma coupled with a supernatural gift always results in a most perfect physical specimen to be admired and respected by all. He will actually be considerably more stunning, possessing far greater comeliness and appeal than other humans and humanoids with similar Charisma scores.

If using the *PLAYER'S OPTION™* system, the warlock character must make his Appearance subability as high

as possible. For example, if the warlock started with the minimum Charisma score of 17, he would have 34 points to divide between the subabilities Leadership and Appearance. Such a warlock would place 20 points on Appearance (his special class/racial maximum), and 14 points on Leadership.

This unnatural beauty can make the warlock's role of deception and temptation almost too easy. The beauty of the warlock will cause heads to turn and hearts to race.

Individuals of the opposite or favorable sex will always have positive reactions unless their Wisdom exceeds two-thirds of the warlock's Charisma (Appearance) score. Individuals of the same sex will do likewise unless their Wisdom totals at least 50% of his Charisma.

If a member of compatible sex is actually consciously sought by the warlock, that individual will be effectively *enthralled* unless his or her Wisdom score exceeds the warlock's Charisma (Appearance) score. All other groups of people can be enthralled by the warlock's appearance at the warlock's option, but are allowed a saving throw as per the spell of the same name.

Please note that the enthrall power of the warlock is only temporary; once a warlock is known to other

**Table 5: Warlock's Experience Advancement, Spells, and Level Improvements**

Level	Experience	Hit Dice		Warlock Spells							Saving Throws				
		(d6)	THAC0	1	2	3	4	5	6	7	PPDM	RSW	PP	BW	S
1	0	1	20	1	—	—	—	—	—	—	9	11	10	16	12
2	1,500	2	20	2	—	—	—	—	—	—	9	11	10	16	12
3	3,000	3	20	2	1	—	—	—	—	—	9	11	10	16	12
4	6,000	4	18	3	2	—	—	—	—	—	8	10	9	15	10
5	13,000	5	18	3	3	1	—	—	—	—	8	10	9	15	10
6	27,500	6	18	3	3	2	—	—	—	—	8	10	9	15	10
7	55,000	7	16	3	3	2	1	—	—	—	6	8	7	14	8
8	110,000	8	16	3	3	3	2	—	—	—	6	8	7	14	8
9	225,000	9	16	4	4	3	2	1	—	—	6	8	7	14	8
10	450,000	9+2	14	4	4	3	3	2	—	—	5	7	6	13	6
11	700,000	9+4	14	5	4	4	3	2	1	—	5	7	6	13	6
12	950,000	9+6	14	6	5	5	3	2	2	—	5	7	6	13	6
13	1,200,000	9+8	12	6	6	6	4	2	2	1	4	5	5	12	5
14	1,450,000	9+10	12	6	6	6	5	3	2	1	4	5	5	12	5
15	1,700,000	9+12	12	6	6	6	6	4	2	1	4	5	5	12	5
16	2,000,000	9+14	10	7	7	7	6	4	3	1	3	4	4	11	4
17	2,400,000	9+16	10	7	7	7	7	5	3	2	3	4	4	11	4
18	2,800,000	9+18	10	8	8	8	8	6	4	2	3	4	4	11	4
19	3,200,000	9+20	8	9	9	8	8	6	4	2	2	3	3	10	3
20	3,600,000	9+22	8	9	9	9	8	7	5	2	2	3	3	10	3

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characters or creatures, its effect is negated, and normal Charisma modifiers and reactions are used to determine behavior. In this way, the warlock may attract interest, but not long-term followers and allies (his beauty being only skin deep). Also note, however, that his high Charisma (and Leadership) will still play a favorable role after the enthrall has ended. Obviously, if the warlock should become hostile, the *enthrall* power is immediately negated.

**"Tell me, do you intend on using that?  
I have a far better idea..."**  
—A grinning Warlock to a half-orc fighter  
poised with a heavy battle-axe.

## Experience Level Advancement

Warlocks advance in level like any other character as outlined in the *PHB*, however, because the warlock is a special sub-class of the priest (and, to some extent, a paladin), they use a unique experience progression table (Table 5, previous page). They gain six-sided dice for their hit points as they are not as physically geared for combat as are most priests, but their magical nature grants them superior saving throws in most categories. As noted above, a warlock's prime requisites are Wisdom and Charisma, and he will gain a 10% bonus to experience points earned should these both be 17 or higher.

## Alignment

All warlocks are of Lawful Evil alignment and should that alignment waver, he will have to atone as would a paladin. Warlocks also must follow an extraordinarily rigid ethos (see sub-section Ethos, towards the end of this section).

All warlocks share the same unholy symbol of Infernus: An inverted pentagram encircled by a single band of gold. Not all warlocks carry their unholy symbols with them at all times, however, it is a necessary component for a few of their spells.

## Proficiencies

The warlock begins with two weapon and four non-weapon proficiencies at first level plus the bonus proficiencies *etiquette*, *intimidation*, and *netherworld knowledge*. Thereafter, he gains one additional weapon proficiency every four levels, and one additional non-weapon proficiency every three levels.

As a specialized priest sub-class, he may select from any of the priest, rogue, and general proficiencies at normal cost. It is quite important for the DM or player to select proficiencies that are useful to the warlock by aiding him in his deceptions. Furthermore, because of the warlock's focused nature, he cannot waver in form or ability; and thus, is not allowed to take a class kit.

If the *PLAYER'S OPTION™* system is being used, the warlock may spend character points on proficiencies in the same manner as a priest.

## Limitations

In addition to a great number of special abilities and dark gifts, the warlock's elderlike nature carries with it the consequences of an evil soul.

Foremost, the warlock maintains a special connection with his elder god and, hence, is often visited by the telepathy, omens, and rituals of that power in an effort to exact services from the warlock. As a general rule of thumb, a warlock stands a cumulative 1% chance per level per month of being called upon by his deity. Thus, a tenth level warlock would have a 10% chance during the first month, a 20% chance the second month, etc., until a maximum of 100% after ten months, of being called. Once the call is made and the quest completed, this cumulative percentage chance begins again. As the warlock is a proxy of his god, any call to duty must be obeyed regardless of whether or not the service is perilous or benign. Failure to comply not only ensures an inability to receive future spells via prayer, it also generally implies death by the hunt.

Unlike most priests, warlocks may not don armor of any kind—this is partially because they do not have the time to learn how to properly wear armor, and also because the elder powers forbid it.

The weapons employable by the warlock are always small knives, hooks, barbs, and other cruel torture implements—they are also quite fond of chains. Should the warlock elect to wield a non-standard weapon, he will do so with a -5 non-weapon proficiency penalty.

He may use any magic items employable by either a wizard or a priest, however these items may not always function properly [see below, Granted Powers] in the hands of a warlock.

All warlocks radiate an unnatural aura that will, in effect, act as a spook spell versus normal, non-magical animals within one yard of the warlock per level. This aura even works through and up to a *polymorph* spell,

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however, if the warlock is *shape changed*, the aura is negated. This aura is entirely undetectable by humanoids and other sentient life.

The warlock suffers 1d3 points of damage from contact with holy water (per vial full). He will also suffer 2d6 damage per round of immersion in holy water. Although this damage is not permanent and thus may be healed normally by spell, device, or rest, it is excruciatingly painful to the warlock.

All warlocks are effectively warded from making physical contact with any creature protected by a *protection from evil* spell, to the same extent that other extraplanar creatures would be, as soon as the warlock reaches seventh level of ability. Note that unlike extraplanar denizens, warlocks may make peaceful contact with creatures protected by a *protection from evil* spell in order to further their deceptions.

Spells such as *dispel evil*, *spirit wrack*, *cacofiend*, *holy word*, *banishment*, *true name*, and similar magic will affect a warlock as they would any other extraplanar being whose home plane is Infernus, specifically.

Warlocks cannot be turned, nor are they affected by other religious paraphernalia, such as holy symbols, consecrated or hallowed land, temples, or the like, and furthermore delight in feigning damage or pain from these objects in a playful tease of twisted humor.

## Granted Powers

Warlocks receive more special abilities and dark gifts than any other character type. This is because they are true proxies and often speak with the power of Infernus. Anyone attempting to influence or control a warlock is likely to end-up the recipient of such influence or control.

**"Tell me my lady, have you ever seen a living man's face peeled from his skull?"**

**—A Warlock to a noble woman and her two guards.**

Because of the warlock's incredibly focused mind, spells such as *ESP* (and other powers of scrying) will reveal only what the warlock wishes the caster to see 50% of the time, plus or minus 5% for each point and level of difference between the caster and warlock's combined Intelligence, Wisdom, and skill level. Warlocks are affected by psionics, however, psionic devotions and sciences duplicating the effects listed above



will fail as indicated.

The power of the warlock's deception does not end with basic scrying. This is only the beginning. Warlocks are masters of deception and are, by their very nature, protected from other magic, psionics, and devices that would reveal their nature outright. Respectively, *know alignment*, *detect lie*, *detect evil*, and similar magic as well as other abilities (such as a paladin's ability to detect evil intent), will yield false results at the option of the warlock. Generally, the results are entirely up to the warlock insofar as what these spells will actually reveal to their caster. Thus, a warlock chooses to portray a lawful good alignment when attempting to deceive a paladin, and true neutral when attempting to mislead a druid. Though, in the latter case, the ability to speak the druidic tongue is another matter entirely. Likewise, a magic item or artifact that injures evil beings would indeed hurt a warlock, assuming, of course, that he failed his magic resistance check (see below). This ability to deceive detection even works against minor extraplanar beings (possibly as powerful as devas).

All warlocks are somewhat to very magic resistant (depending on level), and have a cumulative magic

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resistance of 10% plus 5% per level of the warlock to a maximum of 70% at 12th level. Because of the power of the enchantment, he must first fail his own magic resistance every time he attempts to use a magic item or device. If the resistance roll is successful, then the item expends a charge (if applicable) and simply fails to take effect. This effect is similar to the dwarven resistance to magic and, hence, is not applicable to items that maintain a constant effect (e.g., a magic weapon, a ring of regeneration or protection, etc.).

Mindless undead will completely ignore a warlock of any level unless controlled by an intelligent force, or if so desired by the warlock.

In addition, all warlocks can turn singular undead (one at a time) as a priest four levels lower than themselves. They can, however, turn a paladin and *special* as would a priest of the same level.

The following powers are gained one at a time, as the warlock increases his experience level:

Upon reaching third level, the warlock is permanently encircled by a *protection from cantrips* spell.

At sixth level, the warlock gains the innate ability to *detect invisible* (always active). This power requires no concentration and is always in effect unless temporarily dispelled in the same manner as would be a magic item of his level.

Upon reaching seventh level, the warlock sustains only half damage from magic fire attacks (save for ¼ damage). He also becomes entirely immune to non-magical fire (including Greek fire).

At eighth level, he gains the ability to innately cast *polymorph self* twice per day into a humanoid form only (note that this power effectively renders the warlock immune to *polymorph other* as a natural shape-shifter).

At tenth level, the warlock does not suffer damage from non-magical (non-silver) physical attacks and requires a silver or +1 or better weapon in order to score actual damage. Silver weapons will always score damage whether magical or not. He also becomes immune to all poisons.

At 12th level, the warlock is now entirely immune to magical fire. He likewise sustains only half damage from cold-based attacks (save for ¼ damage).

At 15th level, the warlock becomes immune to death spells, symbols, severing (much like a troll), life and energy level loss (whether from undead, spell, or device), and domination (including all mind-altering/affecting spells—see list for high Wisdom scores).

As warlocks gain in power, they become more desired by the elder lords as servants in their realms.

Therefore, all warlocks stand a cumulative 10% chance per level over 16th of being recalled to Infernus forever.

Finally, high-level warlocks do not automatically attract followers, though they can construct castles, of course. If one should so desire, he could employ the services of soldiers, mercenaries, bounty hunters, and the like, but will usually first attempt to deceive warlords and other dark knights and kingdoms into doing his bidding.

## Ethos

All warlocks must obey a rigid code of honor. They are also bound by the laws of Infernus much in the same way as are elders, and as similar to baatezu.

Warlocks that swear an oath or give their word (regardless of the recipient's alignment) must adhere to their word. The trick is, it's their word and not the spirit of an agreement that counts. Therefore, warlocks are hesitant at giving their word or swearing oaths, for when they do, they are compelled to follow through on their word.

Any warlock who cannot find a preferred logical interpretation in the letter of his word (not the spirit of an agreement), is utterly *forced* to comply. That is, he will make absolutely every possible effort, including all cunning, powers, and deceptions at his disposal, to follow through on a promise, no matter what the cost—even benevolence or death. This is not because of any matter of punishment that forces his compliance, it's because this *is* his nature, and he sincerely *wants* to comply—the thought of not complying can never be a possibility within his mind.

For more information on dark contracts and their wording, or for information on the Laws of Infernus and how they bind demons and warlocks, see The Forbidden Arts section and Infernus chapter of this book.

## Spells

The magic granted by the elder gods and their empowered servants is quite different from what is normally bestowed to evil priests. Warlocks are, in fact, granted very few of the spells normally available to other priests. There are, however, a number of new spells which they do have access to that are more precisely tailored to the warlock's profession. These spells are identified by *italics* and are explained at the end of this section.



In addition, warlocks have access to a few select wizard and witch (q.v.) spells that are “in-tune” with their nature. These ‘wizard’ spells are granted by the warlock’s deity as would be any other spell. Finally, due to the warlock’s strong connection with his deity, four individual spells are granted earlier (i.e., at lower spell levels) than what is listed in the *PHB*, and are indicated with an (\*).

The table below outlines all of the spells available to the warlock for each spell level. Quest spells are also available to the warlock in the same manner as they are to a priest.

Unless otherwise noted, standard spells listed in the *PHB* and *Tome of Magic*<sup>TM</sup> (TOM) operate as described therein and require the same material components as for the priest or wizard version of the spell in question.



## Warlock Spells

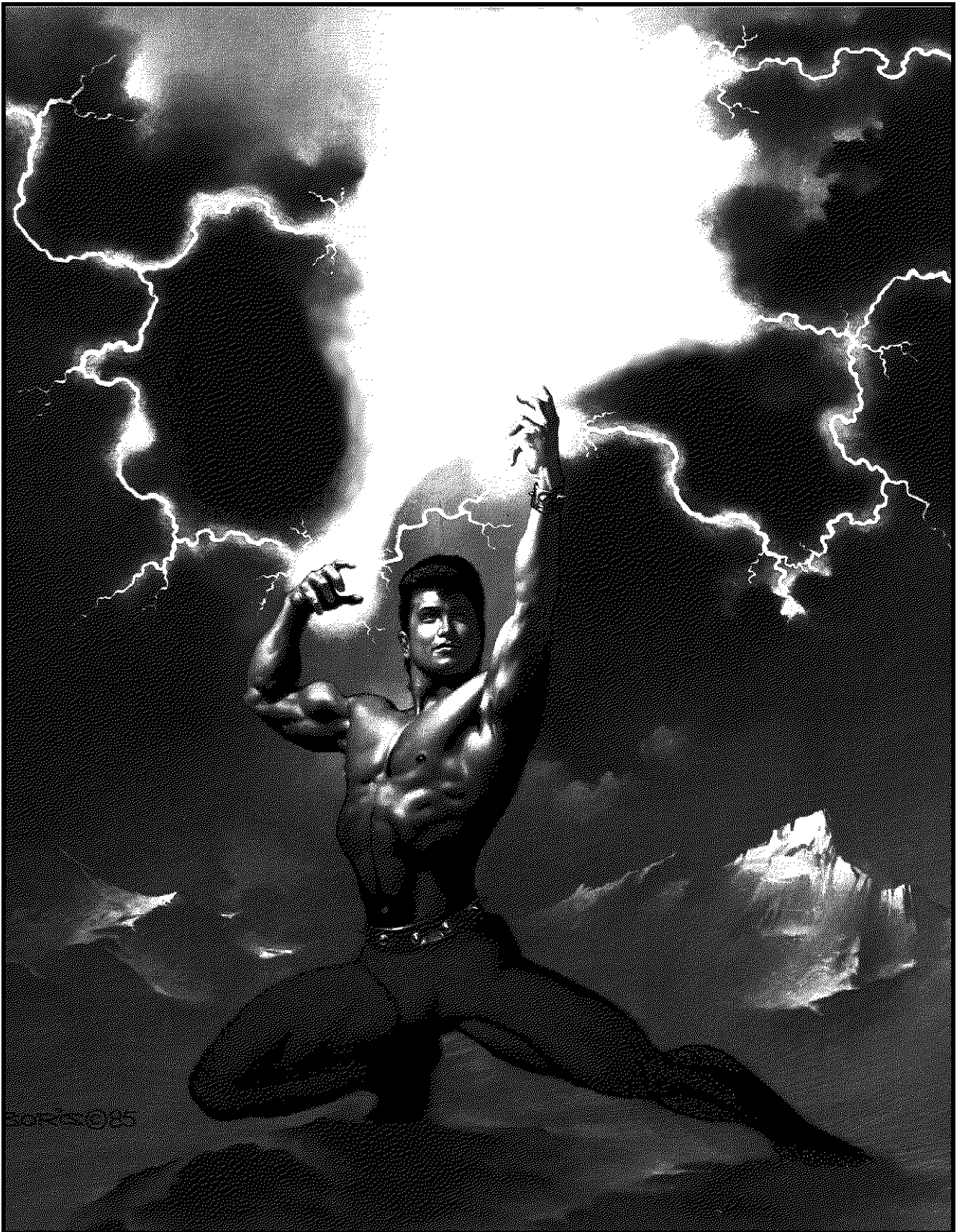
1st Level	2nd Level	3rd Level	4th Level
1 <i>Agonize</i>	Alter Self <sup>†</sup>	Astral Window <sup>TOM</sup>	Abjure
2 <i>Bleed</i>	Animate Dead*	<i>Brand</i>	<i>Chains of Suffering</i>
3 <i>Blister</i>	<i>Boil Flesh</i>	<i>Conjure Rot Grub</i>	<i>Cloak of Torment</i>
4 Calm Animals <sup>‡</sup>	Charm Person	Create Food and Water	<i>Dark Storms</i>
5 Change Self <sup>†</sup>	<i>Comfort</i>	<i>Decay</i>	Detect Lie
6 Cure Light Wounds	<i>Control Fluid</i>	<i>Demonic Presence</i>	Dimensional Anchor <sup>SM</sup>
7 Curse	<i>Demonic Face</i>	Dispel Magic	<i>Disembowel</i>
8 <i>Decompose</i>	Detect Illusion	<i>Feral Blight</i>	Free Action
9 Defile* (Sanctify) <sup>TOM</sup>	ESP <sup>†</sup>	<i>Fester</i>	Hallucinatory Forest <sup>‡</sup>
10 Detect Good	Magic Mouth <sup>†</sup>	Fly <sup>†</sup>	<i>Infernal Ingestion</i>
11 Detect Magic	Maximilian’s E. Grasp <sup>†TOM</sup>	Lightning Bolt <sup>†</sup>	<i>Mutilate</i>
12 <i>Demonic Voice</i>	<i>Present</i>	<i>Mangle</i>	Polymorph Other <sup>†</sup>
13 <i>Lesion</i>	<i>Protection from Chaos</i>	<i>Mark of the Beast</i>	Protection from Holy Water <sup>‡</sup>
14 Metamorph Liquids <sup>†TOM</sup>	<i>Refuse</i>	Maximilian’s S. Grasp <sup>†TOM</sup>	Reflecting Pool
15 <i>Pestilence</i>	<i>Spoil</i>	<i>Nightmare</i>	<i>Rot Flesh</i>
16 Sanctuary	<i>Summon Minion</i>	<i>Radiant Discharge</i>	<i>Wasting</i>
17 Strength <sup>†*</sup>	Undetectable Charm	<i>Summon Ghoulie</i>	
18 <i>Vomit</i>	<i>Weakness</i>		
19 <i>Wilt</i>			
5th Level	6th Level	7th Level	Quest Spells
1 <i>Dismember</i>	Animate Object	Forbiddance	<i>Eternal Night</i>
2 Dispel Good	<i>Call Nightmare</i>	<i>Imprison Soul Forever</i>	Preservation <sup>TOM</sup>
3 <i>Gangrene</i>	<i>Damn Other</i>	<i>Maelstrom of Armageddon</i>	<i>Revelations</i>
4 Lower Resistance <sup>TOM</sup>	<i>Demon Seed</i>	Reincarnate	Storm of Vengeance <sup>TOM</sup>
5 Plane Shift	<i>Divine Presence</i>	Succor/Call	Undead Plague <sup>TOM</sup>
6 <i>Rusting Touch</i>	<i>Hell Storm</i>	<i>Summon Demon Lord</i>	
7 Slay Living	<i>Maximum Carnage</i>	Unholy Word	
8 <i>Tears of Blood</i>	<i>Possession</i>		
9 Veil <sup>†*</sup>	<i>Summon Demons</i>		

<sup>†</sup>Indicates a Wizard Spell described in the *PHB*.

<sup>‡</sup>Indicates a Witch Spell (q.v.).

\*Indicates a spell bestowed one level lower than for the priest or wizard version.

<sup>TOM</sup> / <sup>SM</sup>Indicates a Priest or Wizard Spell located in the *Tome of Magic* or *Spells & Magic*, respectively.



# Black Magic

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## First-Level Spells

### Agonize (Necromancy)

Sphere: Unique  
Range: 5 yards/level  
Components: S  
Duration: 1d4 rounds  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: Neg.

This spell is designed to allow the warlock to wrack a victim's body with great pain. In order to cast the spell, the warlock must be able to see the intended victim. Only one creature may be affected, and that victim is allowed a saving throw versus magic to avoid the effect.

If the save is successful, the victim feels only a slight pain in his or her body. Should the victim fail the save, then he or she will experience great pain throughout his or her body for 1-4 rounds. Affected creatures suffer a -2 loss in dexterity and a -4 penalty to attack rolls for the duration of the spell.

### Bleed (Necromancy)

Sphere: Unique  
Range: 4 yards/level  
Components: V  
Duration: Special  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: None

This spell causes a single existing wound of the caster's choice upon a creature to begin bleeding profusely. This bleeding will cause an additional 1 point of damage per round and will bleed for a number of rounds equal to the level of the caster.

A successful *dispel magic* or *remove curse* will stop the bleeding. The wound cannot be healed by magic or otherwise, and it cannot be effectively bound until the bleeding stops (either by spell or this spell's expiration), though damage from other wounds could be healed normally.

### Blister (Alteration)

Sphere: Unique  
Range: 5 yards/level  
Components: S  
Duration: Permanent  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Special

This spell causes the hands of the intended victim to blister as if burned by fire. The blisters are not actually caused by heat, so creatures protected from fire are still affected.

All creatures are affected to some degree, the victim being allowed a saving throw versus magic. If the save is failed, then the victim's hands are covered with third-degree burns which develop immediately causing any objects held to be dropped. In addition, the victim sustains 1d4+1 points of damage from the attack. Furthermore, victims will continue to take one additional point of damage for every round in which they attempt to use a weapon or hold a heavy object, until their hands are properly bandaged.

Victims that make their save, sustain only 1-2 points of damage from minor first-degree burns and will not drop held objects.

### Decompose (Alteration)

Sphere: Unique  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 1  
Area of Effect: 3 cubic feet +1/level  
Saving Throw: None

When cast, *decompose* will cause dead animal or vegetable matter to quickly rot away. Undead and the like are not affected. Up to 3 cubic feet plus 1 cubic foot per level can be affected. Typical objects are human and demihuman corpses, dead trees, and the like.

After being touched, the affected object will quickly rot, either turning to dust or draining away within four rounds. Humanoid corpses will be reduced to skeletons, while trees and most vegetable matter will decompose into a slimy brown and translucent liquid that will rapidly drain away.

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### **Demonic Voice (Alteration)**

Sphere: Unique  
Range: 0  
Components: V  
Duration: 1 turn/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None

By means of this spell the caster causes a change in his voice tone, making it deep, commanding, and impossible to ignore. For the duration of the spell, the caster can speak with a majestic countenance or roar with the volume and ferocity of a great lion.

The warlock can alternate between his natural voice and the *demonic voice* at will for the duration of the spell. *Demonic voice* does not interfere with spellcasting requiring verbal components.

This spell has no magical effect on listeners such as *fear* or *deafness*, though natural fear or apprehension may result. *Demonic voice* is not illusionary as it causes actual changes in the vocal chords of the caster.

### **Lesion (Necromancy)**

Sphere: Unique  
Range: Touch  
Components: S  
Duration: Permanent  
Casting Time: 2  
Area of Effect: Creature touched  
Saving Throw: Neg.

This spell enables the warlock to touch a single creature and bestow a puss-filled lesion the size of a small peach upon the skin's surface where touched. The victim is allowed a saving throw to avoid the affect.

If the spell is successful, the lesion will lower the victim's charisma by 3 until the lesion is removed by a *cure disease* or *heal* spell. Furthermore, if the lesion is not removed within 1 month, the growth will continue to increase in size (filling with puss) until it bursts. After this occurs, the lesion will heal naturally, except that it will leave a permanent scar as a diabolical reminder. This scar may permanently lower the victim's charisma by 1 point and, in such a case, can only be removed by a *regenerate*, *heal*, or *wish* spell.

### **Pestilence (Conjuration/Summoning)**

Sphere: Unique  
Range: 5 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: 2 sq. yards/level  
Saving Throw: None

By means of this spell, the warlock is able to point at an area and infest it with all manner of pestilence. The effect is automatic and permanent until cleaned, cleared, abandoned, or similar such actions are taken. Creatures cannot be affected.

The affected area will become infested with appropriate vermin (rats and roaches in a kitchen; grasshoppers and aphids around a crop; maggots and larvae in food, etc.) within 1d4 days. The infestation will remain until sterilized in the usual manner. That is, the *pestilence* is drawn to the affected area to wreak havoc naturally, assuming such vermin are present within a 1-mile radius per level of the caster. Thereafter, the vermin may leave of their own accord, or otherwise be removed.

### **Vomit (Abjuration, Conjuration/Summoning)**

Sphere: Unique  
Range: 5 yards/level  
Components: S  
Duration: 1 round  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: Neg.

This spell forces any single creature that fails its saving throw to immediately turn and retch for one round during which time it can do nothing else (AC bonuses from high dexterity are temporarily lost).

The creature so affected will *vomit* violently, spewing a hoard of bloody, maggot-filled bile and other gastric secretions up to 3-feet in range. In addition, the spell recipient will also take 1d4 points of damage from suffocation and internal bleeding.

The resulting vomit will carry an unusually potent stench. These foul vapors will drift rapidly, consuming an area equivalent to a 30-foot wide cloud. Those caught within the cloud must make a constitution check or they will be forced to retch (in the normal sense of the word, i.e., there is no magical affect other than the potency of the vapors). Retching creatures automatically



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loose initiative and suffer -2 to their attack rolls for one round, but are otherwise able to act normally.

### **Wilt (Alteration)**

Sphere: Unique  
Range: 5 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 3  
Area of Effect: 10 square yards/level  
Saving Throw: None

When a *wilt* spell is cast, all normal plant life and vegetation in the desired area, up to the maximum area of effect, will immediately wilt.

Wilted vegetation is affected as if severely dehydrated or partially rotten. Such vegetation is not destroyed, and so with a little TLC, can be nursed back to health. If, however, the plant life is left unattended for another day or two, it may either die or recover (50%/50% chance of either).

The material component for this spell is a rotten leaf or a bit of mold.



## **Second-Level Spells**

### **Boil Flesh (Alteration)**

Sphere: Unique  
Range: 5 yards/level  
Components: None  
Duration: Permanent  
Casting Time: 4  
Area of Effect: 1 creature  
Saving Throw: Special

Except as noted above, this spell is identical to the warlock's first-level spell: *blister*. The only major differences are that damage is 1d6+4 points instead of 2-5, and should the save be successful, all actions using the victim's hands are at -1 (-5%).

The spell therefore causes the hands of the intended victim to blister violently as if burned by a hot fire. The boils are not actually caused by heat, so creatures protected from fire are still affected normally. If the save is failed, in addition to the 1d6+4 points of damage, the victim will drop any items held. Furthermore, damage will continue at the rate of one point for every round thereafter in which the victim attempts to use his hands.

If the save is successful, the victim sustains 1d4+1 damage from second-degree burns and is at -1 (-5%) to any actions requiring use of his hands until healed.

### **Comfort (Enchantment/Charm)**

Sphere: Unique  
Range: 4 yards  
Components: None  
Duration: 24 hours  
Casting Time: 1 round  
Area of Effect: Up to 10 creatures  
Saving Throw: None

By use of this spell, the warlock is able to help earn the trust and admiration of others. Although the purpose of this spell is for deception, its effects are quite real.

Recipients benefitting from the *comfort* spell feel no pain, heat, cold, hunger, thirst, or exhaustion and need not eat nor rest for the duration of the spell. The spell does not negate normal damage taken (e.g., the recipient does not feel the damage or hypothermic effects from cold and so is not aware of any damage he or she may be taking), but it does negate the effects of a *wand of fear*, *drums of panic*, any similar magic item,



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and *sleep* spells. Recipients receive a +1 bonus to all saving throws for the duration of the spell (except for Illusion/Phantasm or Enchantment/Charm attacks which are made at +4).

This spell cannot be cast a second time on the same individual without an equal amount of time passing without the spell's benefit. That is, although the spell lasts 24 hours, any single creature can only be a recipient of this spell once every 48 hours. Warlocks often use this magic to comfort their victims who have unsuspectingly been ailed by the warlock. They may also use the spell on themselves in order to deceive others by handling dangerous or painful magic items or artifacts of good alignment without apparent peril.

### **Control Fluid (Alteration)**

Sphere: Unique  
Range: 2 yards/level  
Components: S  
Duration: Up to 3 turns  
Casting Time: 2  
Area of Effect: 1 cubic foot/level  
Saving Throw: None

A warlock using this spell may control an amount of liquid equal to one cubic foot for each level of experience he has attained. For a maximum duration of three turns, the liquid may be made to move at the warlock's directions at a movement rate of 3. The warlock may himself move about while this spell is in effect, but he may not begin casting other spells until this spell ends or is ended.

Only non-living liquids can be so manipulated and magical fluids are allowed a saving throw. Fluids moved have no strength of their own, other than to allow movement along a surface (i.e., the fluid cannot force its way out of a stoppered jar, though it could escape a mug of ale).

### **Demonic Face (Alteration)**

Sphere: Unique  
Range: 0  
Components: V  
Duration: 1 turn/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None

This spell is similar to the first-level wizard spell *change self* except that it causes the warlock's face and head to

take on any of several diabolic traits for the duration of the spell. The spell incorporates the first-level warlock spell *demonic voice* as well. The caster can alternate between his real and *demonic face* at will.

Diabolic traits chosen can include the changing of the caster's eyes to red; growth of small horns; a fanged grin, etc. Unlike the *change self* spell, this spell is not illusionary.

### **Present (Alteration)**

Sphere: Unique  
Range: 1 yard/level  
Components: S  
Duration: 1 round  
Casting Time: 3  
Area of Effect: 1 object  
Saving Throw: Special

This spell is cast from the warlock's outstretched hand. Any object or small creature weighing less than 2 pounds per level of the caster can be *presented* to the warlock via a telekinetic force. That is, a coin, a book, or possibly even a sword would fly into the warlock's hand if it lies within spell range.

Only one object can be affected per round and casting of this spell. Held objects cannot be *presented* to the warlock by means of this spell unless the creature holding the object openly surrenders it.

### **Protection from Chaos (Abjuration)**

Sphere: Law  
Range: Touch  
Components: V, S  
Duration: 3 rounds/level  
Casting Time: 6  
Area of Effect: 1 creature  
Saving Throw: None

This spell creates a magical barrier which protects against creatures of chaotic alignment. Except as noted above and herein, this spell has the same effect as a *protection from evil* spell except with regard to chaotic opponents.

When this spell is cast, it creates a magical barrier around the recipient at a distance of one foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by chaotic (or chaotically enchanted) creatures against the protected creature

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suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a magic jar attack) or to exercise mental control over (as by a chaotic creature's domination ability) the protected creature is blocked by this spell. Note that the protection does not prevent domination itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents bodily contact by creatures of a chaotically-aligned extraplanar or conjured nature (such as aerial servants, tanar'ri, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the warlock.

This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature. To complete this spell, the warlock must trace a three-foot-diameter circle on the floor (or ground) with powdered gold or platinum. This spell is not reversible.

### **Refuse (Alteration)**

Sphere: Unique  
Range: 1 yard/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 3 rounds  
Area of Effect: 1 cubic foot/level  
Saving Throw: None

With this spell, the warlock is able to create *refuse* in the area pointed at. One cubic foot of awful smelling trash, rotten food-stuffs, and dung per level of the caster instantly boils up from the ground in the area desired.

The spell cannot be cast where there is already objects occupying the same space intended for the refuse, and it must be cast so that the materials are upon the ground (i.e., the trash cannot be dumped upon a creature). The material component is a drop of urine.

### **Spoil (Alteration)**

Sphere: Unique  
Range: 3 yards/level  
Components: V, S  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 5 cubic feet/level  
Saving Throw: None

This spell causes a specific amount of food stuffs and/or water to be spoiled, rotted, and poisonous in the same manner as the first-level priest spell *putrefy food & drink*, though the area of effect is much greater. The spell spoils even holy water, but has no effect on creatures or magical potions.

### **Summon Minion (Conjuration/Summoning)**

Sphere: Unique  
Range: 4 yards/level  
Components: V, S  
Duration: Special  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None

A summon minion spell has two functions. 1) It may be cast to permanently summon a minion elder (q.v.) into the service of the warlock; 2) It can be used to summon 2-5 minion elders to fight for the spell-caster for a duration of 1 round/level.

If the latter is chosen, the minion elders will arrive within 1-2 rounds and will begin attacking the warlock's opponents until killed or the spell duration expires. These demons can also be commanded to perform other duties if desired. If at least 13 such horrors are present, they can combine to form a single figure (q.v.).

If permanent service is desired, a single minion elder will arrive within 1 turn and will serve for up to a maximum period of 1 year until killed, or dispelled via a *dispel evil* spell or the like. The warlock may have a maximum of two such minions in service of him at any one time for each level of experience he has attained.

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## Weakness (Necromancy)

Sphere: Unique  
Range: Touch  
Components: S, M  
Duration: 1 turn/level  
Casting Time: 2  
Area of Effect: 1 creature  
Saving Throw: None

This spell cuts the victim's strength in half (fractions rounded up) for the duration of the spell or until dispelled. A strength of 18/01–18/100 is reduced to 10. Giant-type strengths are reduced by four points (e.g., 19 becomes 15, 24 becomes 20, etc.).

This spell weakens a creature's muscles, and so creatures possessing supernatural strength such as certain undead, demons, and angels are not affected, though ogres, trolls, and giants would be.

The material component of this spell is a lock of hair from a giant.



## Third-Level Spells

### Brand (Alteration)

Sphere: Unique  
Range: 2 yards/level  
Components: V, S  
Duration: Permanent  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Neg.

In order to cast a brand spell, the warlock must stare and point at one creature within spell range. This creature must make a saving throw versus magic at -2. If the save is successful there is no effect.

Should the victim fail his or her saving throw, the spell will brand (i.e., place a symbol or letter upon) the location desired on the victim's body. The size of a brand is always proportionate to the size of the spell recipient (i.e., it will be big on a larger than man-sized victim, and small on a smaller than man-sized victim). A man-sized victim's brand will be approximately 1½–2-inches in diameter, while a hill giant's brand might be four inches.

The brand may be any symbol or letter of the caster's choice and is permanent. It cannot be healed by normal magic means; only a *heal*, *regeneration*, or *wish* spell can remove the effect. The strength of the magic is such that even if the victim were to die and be *reincarnated*, the creature's new form would possess the brand in the same or equivalent location. Furthermore, the brand is even evident while a victim is *polymorphed*, though, a *shape change* spell will effectively disguise the mark.

Warlocks often use this spell to taint victims by causing their fellows to look upon the branded character as a sign or minion of evil. It is also a good way to recognize one's enemy (regardless of the form they may occupy).

If a brand is ever removed, the warlock instantly takes 1d4 hit points of damage regardless of the distance or number of planes separating the spell recipient from the warlock. The warlock is also able to 'feel' the identity of the creature having a brand so removed.

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## Conjure Rot Grub (Conjuration/Summoning)

Sphere: Unique  
Range: 0  
Components: V, S, M  
Duration: Special  
Casting Time: 3  
Area of Effect: Special  
Saving Throw: None

This spell causes a Rot Grub (*MONSTROUS MANUAL™* [2140] {*MM*}) to appear in the hand of the caster. The grub will not attack the caster, but the caster must immediately throw the grub as a grenade-like missile. If the monster is not thrown or fails to contact its target within one round, it will die.

If the thrown grub hits its target, it will attack as outlined in the *MM* under the heading *Worm, Rot Grub*.

The material component of this spell is a bit of refuse where such trash transforms into the grub when held by the caster.

## Decay (Alteration)

Sphere: Unique  
Range: 5 yards/level  
Components: V, S, M  
Duration: Permanent  
Casting Time: 4  
Area of Effect: 100 yard cube/level  
Saving Throw: None

Except as noted above, this spell is identical to the warlock's first-level spell: *wilt*. The only major difference is that the vegetation is decayed (destroyed) instead of wilted 50% of the time. That is, half of the affected plant life is automatically destroyed, while the other half is affected as if smitten by a *wilt* spell, except that if the plant life recovers, only 25% of it will actually survive.

The material component for this spell is a termite taken from a rotting log, which is eaten during the casting.

## Demonic Presence (Alteration)

### Reversible

Sphere: Unique  
Range: 0  
Components: V  
Duration: 2 rounds/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None

By means of this spell the caster undergoes a rapid transformation into a demonic form. The spell is similar to the second-level wizard spell *alter self* in that the caster may physically alter his form (such as sprouting wings), however the caster may also take-on other changes as well.

Changes may include the color or brilliance of the caster's eyes, growth of horns, sprouting a tail, cloven hooves, up to a 25% increase in height, pointed ears, red skin, etc.

Other effects are also possible such as a change in the warlock's voice per the first-level warlock spell *demonic voice*. In addition, the warlock's shadow can be made to disappear, move about irregularly, or take on a different shape than the warlock's current form.

The warlock may choose one, several, or all of the above changes but cannot change the form once selected. However, the warlock can freely alternate between his real and chosen form for the duration of the spell, the change taking one round to complete.

Although wings or webbed-feet, for example, can provide enhanced or new forms of movement, this change does *not* bestow any further abilities or resistances such as increased strength, better armor class, etc.

Thus, a warlock confronted by a band of ogres could transform into a 7'-tall muscled demon with huge bat wings, crimson skin, white eyes, snaky tail, cloven left hoof, massive horns, a disproportionately large head with steaming flared nostrils, and a giant fang-toothed maw dripping liquid fire and spatting thunderous roars. In his new form, the warlock could most likely frighten the ogres away.

This spell is not illusionary and so should the warlock take any damage in his new form, he will be affected fully—his new form suffering cuts and bruises the same as his real form would.

The reverse of this spell, *Angelic Presence*, causes the warlock to assume the visage of a celestial being complete with halos and a warming nimbus of light.

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### **Feral Blight (Enchantment/Charm)**

Sphere: Unique  
Range: 1 yard/level  
Components: V, S, M  
Duration: 1 hour/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Neg.

If the victim of this spell fails his or her saving throw vs. death they are overcome by bloodlust. For the duration of the spell the sight of blood becomes a powerful intoxicant that they must save vs. spell to resist. If they fail, they must drop anything they are holding and drink until sated, which is a number of rounds equal to their constitution unless they have recently fed, in which case it only requires half that time. If a victim is allowed to drink their fill they must save vs. paralyzation or go temporarily mad, acting like a mindless beast for a number of turns equal to their fill.

During this time the afflicted creature is under the DM's control. The act of drinking blood will cause a paladin to lose his abilities until he seeks atonement for his foul deed.

Note: It is also possible for disease or poison to affect the drinker should they be present in the blood supply.

The material component for this spell is a drop of the caster's blood.

### **Fester (Abjuration)**

Sphere: Unique  
Range: 0  
Components: V, S  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: 1 weapon  
Saving Throw: Neg.

This spell allows the caster to inflict festering wounds with one of his physical attack forms. The attack can be a natural weapon such as claws or bite or a melee weapon but the spell only affects one attack which must be chosen when the spell is cast.

For the duration of the spell, whenever the caster successfully inflicts damage with the chosen attack form, the victim must save vs. poison or the wound will *fester*. A festering wound sprouts tendrils and blackened puss that causes 1d4 additional points of damage and

makes the wound impossible to *cure* with magic, and the wounds must be allowed to heal normally.

A *cure disease* spell will make all of a creature's festering wounds curable magically if cast within 1 turn of the attack.

An alchemical solution to the withering effects of this particular enchantment is also possible. If the festering wounds are washed out with the combined contents of a healing potion and a vial of holy water within ten minutes, curative spells and potions will be effective at half their normal potency.

### **Mangle (Necromancy)**

Sphere: Unique  
Range: Touch  
Components: V, S  
Duration: Permanent  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Special

By means of this spell, the warlock is able to affect a victim's appendage of the caster's choice so as to mangle it. The affected appendage (a hand, a foot, an eyestalk, etc.) is immediately mangled as if it were briefly placed in a meat grinder.

This attack, in and of itself, causes 2d6 points of damage. The victim must also make a saving throw vs. death magic or be unable to use the affected appendage until it is magically healed.

If allowed to heal normally, the damage will be restored, however, the appendage will remain crippled. Only a *wish*, *limited wish*, *regenerate*, or *heal* spell will restore the appendage's usefulness after normal healing.

### **Mark of the Beast (Alteration)**

Sphere: Unique  
Range: 1 yard/level  
Components: V, S  
Duration: 1 day/level  
Casting Time: 3  
Area of Effect: 1 person  
Saving Throw: Neg.

The mortal dread of the demonic can be turned against them if torment is more important than triumph by use of this spell. Usually used to torment virtuous opponents, this spell inflicts its victim with symptoms of demonic taint. If the target fails a save vs. spell they will acquire one or more affliction. Some of the more



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common afflictions are minor physical transformations such as claw-like hands, tiny horns, red eyes, or magical effects such as the repellence of birds and beasts.

If the victim is a player character the DM may make an effort to make the player believe their character is a half demon. Spells such as *detect evil* or *know alignment* will react as though the character is evil regardless of actual alignment. In time, this affliction could attract the unwelcome attention of Slayers and Warriors of the Light and could easily make them an outcast in their own lands. Only a *remove curse* will break the spell and put an end to the victim's persecution.

### **Nightmare (Conjuration/Summoning)**

#### **Reversible**

Sphere: Unique

Range: 5 yards/level

Components: V, S

Duration: 1d4+1 nights

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: Special

When this spell is cast, the warlock conjures a *nightmare* from the demi-plane of dreams within the mind of the chosen victim. Nightmares, even if cast during the day, can only manifest themselves when a victim is sleeping, so no saving throw is made until that time.

If the saving throw is *successful*, the victim will experience a series of bad dreams over the next several nights for the duration of the spell. These dreams will be especially 'real' and detailed. Furthermore, the victim will be able to recall 90% of the dream events that occurred. Victims may see this as an omen of sorts.

Should the victim fail his or her saving throw, the effect is much more serious. On the first night the victim will experience intense nightmares which are extremely detailed and 'real'. The creature so affected will be able to remember these events 100% of the time and, although easily distinguished as dreams, will be vivid enough to have been a part of the victim's living past.

On the second night, the nightmares will increase in intensity causing the victim to awaken often throughout the night screaming from terror. Such victims will also be mentally and physically exhausted resulting in a -1 to strength, constitution, dexterity, and intelligence. Furthermore, the victim will receive a -1 penalty to all attack rolls.

If the *nightmares* continue, the victim will receive additional penalties cumulative with that of the first to a maximum of -4 to attributes (no score below 3) and attack rolls at the end of the fifth night.

A successful *dispel magic*, *remove curse*, *dispel evil*, *heal*, or *wish* spell can remove the nightmares from the victim's mind.

When the spell ends (either by duration or *dispellment*), the *nightmares* depart from the victim's mind, however, if the victim had previously failed his or her saving throw (experiencing nightmares instead of bad dreams) then a subsequent saving throw must be made every following night until it is successful. For every night in which the subsequent roll is failed, the victim is too terrified to sleep and will go without rest. Any attribute penalties acquired up to this point will remain (but will not increase) for every night the victim fails to sleep. When the saving throw is finally made, the victim is again able to sleep normally, and will awaken the following morning from 'normal dreams' and refreshed (i.e., all penalties are recovered at a rate of 1 per day or 2 per day of complete rest or fully upon the casting of a *heal* spell).

Typical nightmares involve situations where the victim is helpless and being hunted by exotic and horrific creatures only moments away from making their kill. Because the spell attacks the victim's subconscious mind, even victims that are normally fearless in battle are affected fully.

The reverse of this spell, *pleasant dreams*, causes the spell recipient to experience warm and comforting dreams (usually involving the warlock as the comforter) for 1d4+1 nights.

Such dreams can be remembered 100% of the time and often involve situations where the warlock comforts or defends the spell recipient. Typical dreams also involve amorous, romantic, and sometimes sexually explicit activities (where appropriate or desirable by the spell subject) between the recipient and the warlock.

There are no unusual side affects of this spell during the first night, however, after each subsequent night (for the duration of the spell) the recipient must make a saving throw versus spell or be *charmed* in the same manner as the *charm person* spell. Bonuses for high wisdom apply normally. In addition, should the spell recipient be romantically and/or physically attracted to the warlock then all saves are made at -4 on the die.

Another side effect of this spell is that the recipient will obtain maximum rest and relaxation during the

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course of this spell. Such creatures will recover from normal damage at twice the standard rate and, moreover, the recipient of the spell will be affected as if *blessed* for the length of the entire day following each night visited by *pleasant dreams*. *Blessed* individuals receive a +1 bonus to morale, saving throws against *fear*, and to all of their attack rolls.

A successful *dispel magic* will remove the effects of a *pleasant dreams* spell, though any charm effects are not dispelled. A second *dispel magic* will remove the charms, though the victim may still react favorably toward the caster unless subsequently betrayed.

### **Radiant Discharge (Evocation)**

Sphere: Unique

Range: 0

Components: S

Duration: Special

Casting Time: 1

Area of Effect: Special

Saving Throw: Special

This spell causes the caster's body to become a receptacle for a build-up of radiant energy received from the Quasi-Elemental Plane of Radiance. This energy is received immediately and will remain within the caster's body for a period of 1 turn per level of the caster. Energy not used during this period of time dissipates harmlessly. The amount of energy acquired is also dependent on the caster's ability and is equal to 5 points per level. These points constitute the 'pool' of available energy.

Available energy can be cast forth in the form of a streaming blast from the caster's hand during the round the spell is cast or during any other round before the expiration of the spell. Up to half of the original total pool can be cast forth in any single round or in any other combination desired.



For example, a sixth-level caster would pool a total of 30 points of radiant energy. He could then fire forth up to 15 points during the same round the spell is cast (or later round, assuming enough points remained), 7 more on the following round, cast a different spell on the next round, and then the remaining 8 on the fifth round (or any other combination thereof not-to-exceed the total of 30 points over a 6-turn period of time).

These searing blasts of radiant energy take the form of shafts of intense light that are fired forth from the palm of the caster's outstretched hand or hands to a maximum range of 60-yards plus 10-yards/level. The color of the shafts can be an electrical white, a fiery red or an electrical blue as desired by the caster. Radiant energy is explosive in nature and will cause 1 point of damage for each point cast forth by the caster (i.e., an 18-point blast causes 18 points of explosive damage to whatever is hit).

These shafts may be directed upon only one creature or object at a time. If desired, the energy shaft can be directed to the ground or upon a wall or other such structure instead. The surface struck must make the appropriate saving throw against screw or drill at -4 as described under *Siege Damage*, in the *DUNGEON MASTER'S GUIDE™ (DMG)*. Failure will indicate damage as described in that section of the *DMG*. In any case there will be an explosion that may affect others in the area of effect. The size of the blast is equal in diameter feet to the amount of damage directed at the ground or structure (e.g., an 18-point blast would be 18-feet in diameter). Creatures caught within the blast radius will suffer 1d4 points of damage from flying debris and scatter energy for every 10 points of damage inflicted (rounded to the nearest 10).

For example, if a creature was caught within the above described blast, it would take  $2d4$  points of damage ( $18 \div 10 = 1.8$  rounded to 2  $[xd4] = 2d4$ ).

Although there is no saving throw when this spell is directed at a living target, the target can attempt to dodge the incoming blast. A dodge can only be attempted if the target has not yet acted during the round in which the blast is fired. If a dodge is attempted, no other action can be performed during that round. In such a case, the target may attempt to dodge the blast by making a successful dexterity check at a penalty equal to half the level of the warlock (e.g., an 8th-level warlock would force the target to make his or her dexterity check at -4). If the check is successful, the target has completely dodged the blast (although he or she may be subject to blast damage, as described above,

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if there is a structure close behind him or her). If the check is failed, the victim receives full damage. A struck victim is also left prone (has fallen or was forced backwards to the ground) unless he or she makes a successful saving throw vs. paralyzation.

Note that beings from the Quasi-Radiant Material or Positive Material Planes are not affected by means of this spell. All other forms of life are affected fully, and because this spell conjures raw radiant energy, *magic resistance does not apply*. Undead life dependent upon or associated with the negative material plane automatically suffer double normal damage from direct hits.

### **Summon Ghoulie (Conjuration/Summoning)** **Reversible**

Sphere: Unique  
Range: Special  
Components: V, S, M  
Duration: Special  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None

This spell enables the warlock to summon ghoulies (q.v.). A ritual must be performed, the size and complexity of which is dependent on the type of ghoulie desired. The spell will permanently summon into service 2-12 water ghoulies, 2-8 ground ghoulies, 1-6 swamp ghoulies, 1-4 air ghoulies or a single death ghoulie. An absolute maximum of one death ghoulie may serve any one master at one time. Up to 9 other ghoulies of various types per level of the caster may be bound into service by one or more uses of this spell at any given time.

The ghoulies so summoned are loyal to their summoner so long as he is the most powerful warlock in the immediate area. These foul little creatures will always waver in loyalty towards the most powerful warlock should another become present. If their summoner should die, the ghoulies will wander about wreaking havoc until destroyed or until another warlock is found.

Although these creatures otherwise serve faithfully, they will often twist the words and intent of their master's will in order to suit their own needs and to wreak additional evil.

The reverse of this spell, *banish ghoulie*, will dispel (i.e., send the target back to Baator) an alike number of ghoulies (no save, determine randomly) within a range of four square yards per level.

## **Fourth-Level Spells**

### **Chains of Suffering (Conjuration/Summoning)**

Sphere: Unique  
Range: 5 yards/level  
Components: S  
Duration: 1 turn + 1 round/level  
Casting Time: 1  
Area of Effect: Special  
Saving Throw: None

*Chains of suffering* is an unusually cruel and wicked spell similar to a *kyton's* ability to control chains via *the gift of chains* (see *PLANES OF LAW™*, [2607]), though the existence of chains is not required as they are conjured by means of this spell.

This spell enables the warlock to conjure up to 1 chain (described below) plus an additional chain for every two levels of experience (i.e., 5 at 8<sup>th</sup>, 6 at 10<sup>th</sup>, etc.) *each round* for the duration of the spell. A combined maximum of 2 such chains per level of the caster may be conjured over the course of the entire spell. Thus, a 10<sup>th</sup>-level warlock could conjure a total of 20 chains over a 2-turn period of time and only up to 6 such chains in any given round.

Chains so conjured are non-magical but are animated and possess magical properties. They can hit creatures requiring +3 or better weapons to hit, but cannot be *dispelled* (though, the animation can be ended).

While this spell is in effect, the caster may either conjure chains or animate previously conjured chains or do neither while engaging in other combat or spell activities (doing so does not end the spell—only the spell's activity for that round is suspended in which other actions are taken).

The caster has several options with regard to the conjuration of chains. They may be anchored or unanchored; may attach themselves to a victim or object by sprouting cruelly-barbed demonic hooks and horned blades; entangle a victim or object by wrapping around it/them; or flail a victim.

Whether anchored or unanchored, all chains streak through the air toward their target during the same round in which they are conjured. Chains unerringly hit their targets and will either embed their demonic hooks into a target's flesh for 1-2 points of damage (or in the case of objects, burrow the hook into the surface—even stone), or entangle their victim by warping themselves

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around an appendage. Optionally, they may be used to flail a victim for 1d4 points of damage.

A chain's point of origin (the surface from which the chain magically sprouts-forth from when conjured) may be anchored to any solid surface of stone, dirt, or thick wood, and if none of these surfaces are available, then the chains must be unanchored. Anchored chains must be attached to a surface no farther than 10 yards from their intended target. Anchored chains are firmly imbedded in the surface from which they shoot forth (e.g., if anchored in stone, treat as if the chain continued one- to two-feet deep into or below the surface—like concrete hardened about steel), and so are quite strong. Chains anchored in dirt could be more easily pulled free.

Unanchored chains are only 6-feet long (2 yards) instead of the usual maximum of 30 feet. They remain suspended in the air tugging at their hooked or entangled victim. The point of origin of an unanchored chain will spark with an electrical charge (this is actually the point where the chain touches an extra-dimensional space, and so this version of the spell is not usable in the Astral Plane or similar realms where the absence of an 'extra-dimension' holds true). Unanchored chains will simply drop to the ground limply at the expiration (not inaction) of the spell's duration (but are still attached to a victim, if applicable).

In the case of burrowed hooks, victims may remove one such hook per round for an additional 1-2 points of damage, or pull loose two such hooks each causing an additional 2-5 points of damage each.

Chains can be cut or broken by non-magical weapons normally able to affect iron and steel by inflicting 13 points of damage with one or more blows to the same chain or by a successful bend bars/lift gates roll. Broken chains that have 'hooked' their targets are still embedded but are, however, no longer subject to manipulation by this spell.

If entanglement is preferred, the victim is allowed a saving throw to avoid the effect. Chains used in this manner will wrap themselves around an arm, leg, door knob, chair, etc., several times and then latch onto their own links in such a way that they cannot be pulled free.

Should even a single chain be successfully wrapped about a victim's leg, arm, or body, that victim is held fast (although he could move anywhere the chains allow because, although the chains are initially taught, unless they hold from opposing angles, the chain will act more like a leash) until it is cut away or the character can make a successful bend bars/lift gates roll.

In addition to conjuring new chains, previously conjured chains may be manipulated by the caster so long as the spell is still in effect. The number of chains that can be manipulated is equal to the number of chains that can be conjured in a single round.

Chains can be manipulated in any way desired; made to dance about or flail wildly. They can untangle a snared victim or object or they can partially or fully retract into the surface they are anchored to (or, for unanchored chains, into the dimension which pulls upon them).

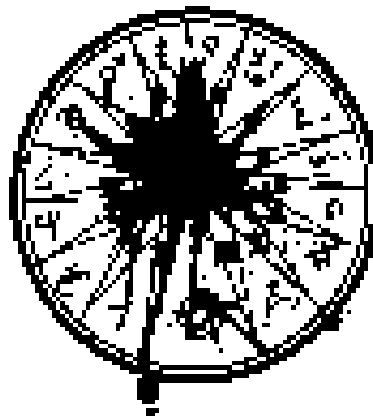
When chains are directed to untangle an object or victim there is no effect other than the release of said. However, when a chain is retracted, there are number of disastrous effects.

Retracting a chain that is currently embedded in a victim will cause 2-5 points of damage per hook. Should a great number of chains be retracted simultaneously, victims may find themselves literally shredded by this effect.

Retracting a chain that has wrapped about an object or victim can only pull the object/victim as far as the chain's point of origin and is done so with a 19-equivalent strength. Should these chains have been cast down from the ceiling or from the high-point of a wall or tree, then the victim may find himself hanging—suspended in mid-air. Maximum weight is 500 lbs per chain, and such chains must be securely wrapped and fastened around their victim's body or appendage, or the chain will simply pull free of their flesh.

As noted previously, these chains are non-magical and are being specially manipulated by means of this spell. Thus, magic resistance does not apply.

The somatic component of this spell is to either point or look at each chain's point of origin when conjuring new chains. Previously conjured chains may be manipulated with but a glance.



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## **Cloak of Torment** (Conjuration/Summoning, Necromancy)

Sphere: Unique  
Range: 0  
Components: V, S  
Duration: 2 rounds/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: None

This spell conjures a shield of bound souls that has 1d6 hit points for every two levels of the caster (3d6 at 7<sup>th</sup>, 4d6 at 8<sup>th</sup>-9<sup>th</sup>, 5d6 at 10<sup>th</sup>-11<sup>th</sup>, etc.). The shield manifests itself as a shimmering wall of ghostly images and twisted humanoid faces constantly moaning and wailing, though no sound is transmitted.

Any attacks directed at the protected creature are resolved normally but any damage they inflict will first wound the shield instead until it reaches 0 hit points at which point it is 'killed' and the cloak comes undone. A *dispel magic* will not automatically destroy the spell but it will cause damage to the shield equal to the caster's level. A *dispel evil* will destroy the cloak by forcing the souls back to their plane origin.

Many warriors and priests of the Light are loath to participate in the torment of the damned and will vigorously pursue any available alternative, but direct confrontation is sometimes unavoidable. Legend has it that a sword that has been painted white is proof against the ghostly shield. If this precaution is taken, the weapon's effectiveness decreases (-1 to hit and does -2 damage) but will do half of the damage it inflicts directly to the warlock and half to the tormented dead that protect him.

## **Dark Storms (Alteration)**

Sphere: Weather  
Range: 0  
Components: V  
Duration: 1 turn/level  
Casting Time: 1  
Area of Effect: 1-mile radius  
Saving Throw: None

*Dark storms* is a glamour spell designed to frighten the warlock's enemies. The spell is cast quickly, only requiring a simple word to trigger the effect. This word is often a curse or damnation that is shouted for best effect. At the moment the word is spoken, a great thunderclap will sound overhead.

Over the course of the next round, dark thunderclouds will gather with amazing speed. Frequent thunder accompanied by constant flashes of brilliant lightning will saturate the skies in a 1-mile radius. The effect is curved such that the skies will appear dark across the horizon, seemingly filling the skies for many miles when, in actuality, only a 1-mile area is affected. Creatures viewing from outside the 1-mile area will see the localized phenomenon as a distant storm.

At the warlock's option, gale-force winds can also rush through the area of effect. These winds will drive man-sized and smaller flyers from the skies and make sailing treacherous. The winds do not actually cause damage to structures, trees, or otherwise, and flying creatures will be able to land safely.

Neither airborne nor ground-based creatures are subject to any damage from either the lightning, wind, or thunder. The spell cannot be *dispelled*, though it can be countered by other weather summoning or controlling magic.

Although this spell does not create an illusion, its glamour effects make the storm appear more ominous and dangerous than it actually is. The lightning and thunder effects can be controlled by the caster in any manner desired, though the lightning cannot be brought down to the ground, nor is it precise enough to be directed at airborne flyers.

This spell can be ended at any time and, at its expiration, the storm will retreat in its entirety within one round, though the caster can cast other spells without ending this one.

## **Disembowel (Necromancy)**

Sphere: Unique  
Range: 2 yards/level  
Components: S  
Duration: Instantaneous  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Special

When this spell is cast the warlock must point at the intended target. The victim must then make a saving throw versus death magic. If the save is successful, the victim sustains only 1d4 points of damage.

Should the victim fail his or her save, the victim will be *disemboweled*. The spell causes a magical +2 blade of force to cut across the victim's abdomen (or equivalent) spewing forth some of the victim's intestines and/or other organs. The spell does not cause a com-



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plete disembowelment, and so death is not instantaneous. The victim does sustain damage equal to 25% of its original hit point total (regardless of its current hit point status) with a minimum of 4 points of damage. Furthermore, the resulting pain is so great that the victim is affected as if smitten by a *symbol of pain* (-2 to dexterity and -4 on all attack rolls). In addition, the victim will continue to lose 10% of its original hit point total every three rounds until properly bandaged or healed (as outlined below). The intense pain effects will last for 1-4 rounds after bandaging. Finally, some magical healing is required before normal healing is possible. At least half of the damage inflicted by means of this spell must be healed by any of the various *cure* spells or potions. If this is not performed, the victim will again start losing 10% of its original hit points per day until death or until magical healing is performed.

For example, a creature with 6 hit dice and 41 hit points is chosen as a victim for this spell. The victim currently has 32 hit points left as it has suffered some damage from the warlock's minions. The creature fails its saving throw and sustains 10 points of damage (25% of 41 = 10) and now has 22 hit points left. If not bandaged, the victim will lose another 4 hit points every 3 rounds (10% of 41 = 4) until death or healing takes place.

### **Infernal Ingestion (Alteration)**

Sphere: Unique  
Range: Touch  
Components: V, S  
Duration: 1 round/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Neg.

This hideous spell mingles the body of the caster with that of his chosen prey. For the warlock, the physical body is a mere manifestation of the spirit, but most mortals believe it defines their entire existence. Corrupting the mortal form is usually more effective than destroying it.

The intended victim must save vs. death at -2 or their body is absorbed into that of the caster. For the duration of the spell the victim cannot take any action. Damage inflicted on the caster is divided equally with the victim. If an attack against the caster does 8 points of damage the caster takes 4 and the ingested victim takes 4. When the duration runs out or the victim or warlock is killed, the victim's body is automatically

disgorged at which time the victim (if he survived) must save vs. spell or lapse into a cataleptic state that lasts a number of rounds equal to twenty minus their intelligence.

A *dispel magic* or *remove curse* cast on a warlock who has absorbed a victim will allow the victim another save vs. death. If this save is successful, he is immediately disgorged.

Physical absorption is a terrifying experience that can drive even the most valorous of mortals to an untimely demise even if they survive the experience, as madness and suicide often follow disgorgement.

Fortunately, there are limits to what the corpus diabolus can endure. If the target of this spell has consumed holy water in the past seven hours, his body is less digestible. Any warlock employing this spell must 'steel' himself (save vs. poison) to absorb a mortal who has taken this precaution. Even then, the warlock is wracked with pain (takes 2-12 damage per round) until he releases his captive, expelling the holy water from his system.

### **Mutilate (Necromancy)**

Sphere: Unique  
Range: 3 yards/level  
Components: V, S  
Duration: Permanent  
Casting Time: 4  
Area of Effect: 1 creature  
Saving Throw: Special

Except as noted above, this spell is identical to the third-level spell *mangle* and that the damage is greater and the saving throw is made at -3 for the spell.

Thus, the warlock is able to affect a victim's appendage of the caster's choice so as to mutilate it. The affected appendage (a hand, a foot, an eyestalk, etc.) is immediately mutilated as if it were briefly placed in a meat grinder.

This attack, in and of itself, causes 3d6 points of damage. The victim must also make a saving throw vs. death magic at -3 or be unable to use the affected appendage until it is magically healed.

If allowed to heal normally, the damage will be restored, however, the appendage will remain crippled. Only a *wish*, *limited wish*, *regenerate*, or *heal* spell will restore the appendage's usefulness once normal healing takes place.

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## Rot Flesh (Abjuration)

Sphere: Unique  
Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Neg.

Anyone struck by this spell suffers from a horrible rotting disease. This rotting or leprosy causes the person to die within a short time (2-12 days) unless proper medical care can be obtained.

Twenty-four hours after the infecting blow, the character loses 1 point from his strength and constitution due to the effects of the rotting tissues in his body. Further, they lose 2 points of charisma as their skin begins to flake and whither like old parchment. These ability losses are cumulative and occur each day until death.

No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting (somatic components) or memorization impossible for the character.



Only one form of magical healing has any effect—a *regenerate* spell will cure the disease and restore lost hit points, but not ability scores. All other healing spells are wasted. A series of *cure disease* spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability scores is not possible through any means short of a *wish*.

The body of a creature who dies from this rot begins to crumble into dust as soon as death occurs. The only way to resurrect a character who dies this way is to cast both a *cure disease* and a *raise dead* spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) are lost forever.

The material component of this spell is a piece of a mummy's linen wrapping.

## Wasting (Alteration)

### Reversible

Sphere: Unique  
Range: 5 yards/level  
Components: V, S, M  
Duration: 1 day/level  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Neg.

This spell is similar to the sixth-level priest spell *age creature* as detailed in the *TOM*, however the subject is aged 3 years per level of the caster instead of one, but the effect is only temporary as opposed to permanent, and as described below.

This spell ages the targeted creature three years per level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *wasting* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the warlock's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell cannot cause a subject to die.

Human and humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach certain age levels. These are summarized under *Aging Effects* in the *PHB*. The *PHB* also provides rules for determining a charac-

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ter's base age. The material component is a pinch of powdered emerald.

The reverse of this spell, *youth*, temporarily restores age that has been lost over time or as a result of magic (such as an *age creature* spell). *Youth* reduces the age of the targeted creature by three years per level of the caster. Subjects who become younger regain the lost ability scores described above. The material component is a pinch of powdered ruby.



## Fifth-Level Spells

### Dismember (Necromancy)

Sphere: Unique  
Range: Touch  
Components: S  
Duration: Permanent  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: Special

This spell is best used innocuously, such as when shaking hands. The victim of the spell must save vs. death magic at -4 or his hand (or arm or leg, if touched) will soon shrivel, rot, and drop off in a period of one turn. The spell inflicts 4d6 points of damage in such a case.

A dismembered victim is permanently maimed by means of this spell and only a *regenerate* spell will restore the lost limb or appendage.

### Gangrene (Abjuration)

Sphere: Unique  
Range: 2 yards/level  
Components: V, S  
Duration: Permanent  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: None

By means of this spell, the warlock is able to select a single existing wound upon a creature as a target. The spell is similar to the third-level spell *fester*, however, a number of differences exist.

Like the aforementioned spell, *gangrene* causes the target wound to erupt with bloody puss and tendrils that are very painful. At this point the wound cannot be healed by any means short of a *heal* or *wish* spell. Otherwise, the infection will continue to spread. If the gangrenous wound is located on an appendage, the entire limb may be amputated within 1 day to stop the infection. If allowed to continue, the creature will begin to grow sick, losing 1d4 hit points a day until healed or death occurs. A *cure disease* spell cast by a 12th-level priest will halt the infection.

If the spell is cast on a wound located on the main body of the creature, then it is allowed a saving throw to avoid the affect. Otherwise, if cast on a limb or appendage, no saving throw is allowed.

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## Rusting Touch (Alteration)

Sphere: Unique  
Range: Touch  
Components: V, S  
Duration: 1d6+1 rounds  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: Special

This spell affects ferrous metals as if they had been touched by a rust monster, and can affect as many items as the warlock can touch within the duration of the spell.

Magical items made of metal are also affected in the same manner as they are by a rust monster (i.e., each plus equals a 10% chance of *not* being affected; a +3 sword is 30% likely to *not* be affected). All metals affected by rust immediately and break into pieces, falling to dust within one round.

## Tears of Blood (Necromancy)

Sphere: Unique  
Range: 1 foot/level  
Components: S  
Duration: 1 round/level  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: Neg.

To cast this spell, the warlock must only stare briefly into the eyes of his victim. The victim must save vs. death or on the following round they begin to weep tears of blood. Each round this bleeding causes 1d4 damage and the victim must save vs. death or they are blinded.

Once blind the bleeding does 2d4 damage a round and the victim must save vs. death or their eyes are destroyed and the bleeding causes 3d4 damage a round.

Mundane healing cannot stop the bleeding. Only a *dispel magic* or *remove curse* can close the unseen wounds. Once the bleeding has stopped the victim is merely blind and their sight can be restored by *cure blindness* or *heal*. If the victim's eyes were destroyed they must be restored by a *regeneration* spell before *cure blindness* will have any effect.

# Sixth-Level Spells

## Call Nightmare (Conjuration/Summoning)

Sphere: Unique  
Range: 5 yards  
Components: V, S, M  
Duration: Permanent  
Casting Time: 1 turn  
Area of Effect: Special  
Saving Throw: None

This spell is similar to the third-level spell *summon ghoulie*. It will summon a single nightmare (see *PLANESCAPE™ MONSTROUS COMPENDIUM® APPENDIX, Nightmare* [2602]) into permanent service as the warlock's steed. Only one such steed may serve a warlock at any given time. Furthermore, should the nightmare be killed, another cannot be called for 1 year's time.

For nightmares, it is considered an honor to serve a being of such evil, and so such steeds will serve faithfully until killed or driven off by appropriate means.

## Damn Other (Abjuration, Conjuration/Summoning)

Sphere: Unique  
Range: 4 yards  
Components: V, S  
Duration: Permanent  
Casting Time: 1  
Area of Effect: 1 creature  
Saving Throw: None

To cast this spell the warlock must first point at a victim within range and then utter the curse of this spell in a language that the victim can understand. If the victim cannot understand the utterance of this curse the spell will fail.

Should a victim hear this curse, he or she will be *damned forever* (no saving throw). All damned victims share two things in common.

One, the victim is permanently at -3 to all dice rolls unless the curse of this spell can be undone.

Two, the victim becomes the hunted prey of a minion elder (q.v.). This little horror will painstakingly stalk the victim over a period of time until the moment is right for the kill. Should the victim succeed in killing this minor atrocity, then another elderkind of the next greater power level will take its place. This demon will substitute planning for haste, often taking weeks or

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months to position and construct the perfect trap. In the interim, this elder will not hesitate to make periodic appearances or to send its minions to slow or foul the victim's plans (or, often just to make the victim's life miserable). If this demon is ever killed, then the victim will attract the attention of an even greater elder, and so on. The most powerful creature that can become the hunter of the *damned* is a battlelord (q.v.).

Upon casting this spell, the warlock must permanently surrender 1 point of his constitution as payment to his lord.

This spell cannot be dispelled, nor is it affected by *remove curse* or other such magic. Although a *wish* spell can remove this damnation, it is the only magic capable of doing so.

Only one ritual course of action can effectively remove the effects of this spell. A potion must be brewed containing at least three drops of blood from the warlock who cast this spell; mixed with blood from a baatezu or elder, and then brought to a boil in the sanctum of a holy temple. If the potion is then consumed while bathing in holy water under the open sky with a new moon, the curse is lifted. Of course, this potion of lethal to any humanoid who consumes it, and so the victim is merely dead. A *neutralize poison* cast before the potion has run its course will destroy the ritual, but save the life of the victim who is, of course, still *damned*.

### Demon Seed (Alteration)

Sphere: Unique  
Range: 6 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 3 or 1 round  
Area of Effect: 1 creature  
Saving Throw: Special

Perhaps the most wicked and ghastly of all spells, *demon seed* actually causes demonic pregnancy in a chosen victim, regardless of whether the victim is male or female.

The warlock must first implant his semen into the victim in one of two ways. He may either implant it via sexual relations (no saving throw, regardless of gender), or he may implant it with a mental command (female victims must save vs. death at -2 to avoid implantation, males save at +2). If implanted via sexual relations, the spell must be completed within a 24 hour period. If the latter method is chosen, the implantation attempt is

made during the casting of this spell. To complete the latter version of this spell takes only one round requiring verbal and somatic components—the former method is cast more quickly. Upon completion, a diabolus fetus will begin to grow rapidly within the host body reaching infant-size in three rounds. During the third round, the victim's move is reduced by half.

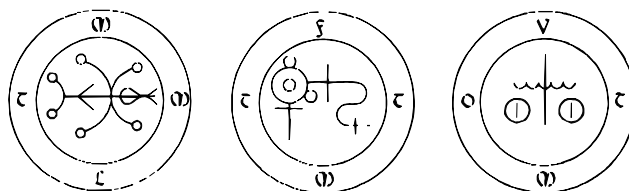
On the fourth round, the victim will go into labor, during which time he or she can take no action. At this time (or any time prior) the developing fetus can be terminated (removed) via either a *wish* spell or a *resurrection* spell cast upon the victim. After this time, the birth cannot be prevented short of a *wish*.

On the fifth round, the victim will give birth in one of two ways. If the victim is female, the birth will take place in the usual manner, although it will be excruciatingly painful and destructive (the victim will lose 25% of her original hit point total if a save vs. paralyzation is successful—if it fails, she will take 50%). If the victim is male, the infant demon will claw and tear its way out of his abdominal cavity (the victim will lose 50% of his original hit point total if a save vs. paralyzation is successful—if it fails, he will die).

On the sixth round, the infant (always an elder demon locust [q.v.]) will grow to full size and strength in one round. Also during this round, the victim (if still alive) will be unable to take any action as he or she recovers from this ordeal.

On the seventh round, the demon thus born will attempt to devour its 'mother' as quickly as possible (ignoring any attacks made against it by any other persons present). If this elder is able to fully consume its parent within the next six rounds it is freed from the boundaries of Hell and may venture forth as it desires. If it fails to fully consume its parent within the six rounds (consumption taking only one round after the victim is dead), then the fiend withers and dies on the following round.

If the victim should survive this attack, he or she must then make a successful wisdom check or go insane from the trauma of birth.



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### Divine Presence (Alteration)

Sphere: Unique  
Range: 0  
Components: V  
Duration: 1 turn/level  
Casting Time: 1  
Area of Effect: The caster  
Saving Throw: None

This spell is perhaps the ultimate of glamour magic in that it changes both the warlock and his environment in such a way as to mimic the darkest of the divine.

The spell includes the effects generated by a *dark storms* spell, as well as those changes brought about by *demonic presence* and *demonic voice*. Thus, with the utterance of a single word or curse, the caster can transform into a diabolic nightmare while surrounding himself in violent storms.

In addition, the warlock can, at his option, take-on one or more additional properties as well, as outlined below:

- 1) He may walk with the effects of a constant *wilt* spell thereby rotting plant life as he moves about.
- 2) He may cause the ambient temperature to drop 10 degrees in a 10-yard radius.
- 3) He may cause the ground to split at his heels, releasing steam from such crevices.

Like other glamour magic, this spell is not illusionary and, furthermore, cannot be *dispelled*. The storms can, however, be countered by other weather summoning or controlling magic.

### Hell Storm (Alteration)

Sphere: Unique  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 1 round  
Area of Effect: Special  
Saving Throw: None

This spell is dreaded by friend and foe alike, for it opens a Planar Rift (q.v.) into the heart of Baator. While the gate is present, any number of denizens may wander through. Typically, 1-3 random baatezu will come through the gate every turn it remains open. Optionally, the Rift may be directed to Infernus, allowing a similar number of elders or elderkind through.

Anyone foolish enough to enter the Rift will eventually wind-up somewhere in Hell. However, like a

natural Rift, it is not always possible to tell which way is which. Thus, for every round creatures remain in the Rift they are 25% likely to venture into Hell.

This spell is also particularly dangerous for the warlock, as with a natural Planar Rift, aasimon are likely to take notice of the imbalance and will attempt to close the Rift. If the warlock is present when a deva or planetar arrives, he will be the subject of immediate attack.

This spell is otherwise identical to a natural Planar Rift, except that it is controlled and much smaller in size.

### Maximum Carnage (Alteration, Conjunction/Summoning)

Sphere: Unique  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 round/level  
Casting Time: 1 round  
Area of Effect: 100 square feet/level  
Saving Throw: None

This spell is designed to cause *maximum carnage* by ruthlessly slaying all life within the spell's area of effect. To accomplish this task, the spell has several sub-components each designed to wreak miserable havoc and the greatest suffering.

One, this spell acts as a *chains of suffering* spell requiring no concentration (i.e., chains automatically seek out their targets randomly and in the most devastating manner possible).

Two, it will animate small items less than one-cubic foot in size throughout the area of effect, turning them into deadly weapons as per the *animate object* spell. A maximum of one such object for every two levels of the caster is affected.

Three, it will rain acid blood within the area of effect. Acid blood is similar in all respects to humanoid blood, however, it is searing hot to the first object it falls upon. Creatures will suffer 2d4 points of damage per round of open exposure to the rain, though, damage from existing coverage does not continue as the acid becomes normal blood after impact.

After the spell's expiration, all spell manipulation ceases leaving chains hanging/laying and impaled objects strewn about a blood-soaked battlefield. This sight is so terrible and ghastly that on-lookers must save vs. death magic or be afflicted with *vomit*, as per the first-level spell of the same name.



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## Possession (Necromancy)

Sphere: Unique  
Range: 10 yards/level  
Components: V, S, M  
Duration: 1 turn/level  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: Neg.

This spell enables the warlock to take possession of another creature's body. The victim is allowed a saving throw to avoid the effect.

If the spell is successful, the warlock's spirit occupies both his own body and that of the victim, though his spirit is primarily strongest in that of the victim. Therefore, the warlock can move his own body, can engage in simple physical activities, or make conversation, but cannot cast spells or fight.

While simultaneously aware of his own surroundings, the warlock can also move, fight, and cast some spells from the victim's body as if it was his own. The warlock is limited to third-level and lower spells while *possessing* a victim and, although the victim is aware of what his body is doing, the victim cannot interfere with the warlock's actions.

Once *possession* has taken place, the warlock may move the victim's body up to 1-mile per level of the caster from the warlock's actual body while maintaining control. Should this distance be exceeded, or if the *possessed* victim should be *teleported* away, be *plane shifted*, etc., then the *possession* is instantly broken, and the warlock is forced back to his own body.

If the warlock attempts to use the victim's body in such a way as to guarantee the certain death of the victim, then the victim is allowed another saving throw to end the possession. Otherwise, if the victim's body is killed, the possession ends and the warlock's spirit returns to the warlock's body.

## Summon Demons (Conjuration/Summoning)

Sphere: Unique  
Range: 40 yards  
Components: V, S, M  
Duration: 6 rounds + 1 round/level  
Casting Time: 8  
Area of Effect: Special  
Saving Throw: None

Except as noted above, this spell is identical to the seventh-level wizard spell *monster summoning V*,

however, it always summons denizens of Baator be they baatezu or elders.



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## Seventh-Level Spells

### **Imprison Soul Forever** (Conjuration/Summoning)

Sphere: Unique  
Range: 0  
Components: V, S, M  
Duration: Permanent  
Casting Time: Special  
Area of Effect: 1 creature  
Saving Throw: None

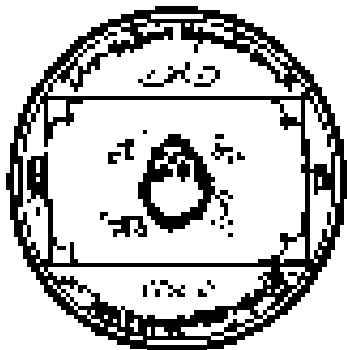
This unusual spell allows the warlock to construct a special amulet to act as a receptacle for a life force.

To construct such an amulet, the warlock may select any small item of great value. The only restriction is that it must be made partially or wholly of gold. In order to infuse the item with the necessary power, the warlock must first surrender a point of his own constitution forever. Second, the warlock must obtain a small piece of flesh from the intended victim. The fashioning of this device takes 6 hours of uninterrupted meditation.

After the amulet has been constructed, the warlock need only give it to the potential victim. There is, however, a rule: The victim must ask for the amulet, freely and willingly. If this is done, the victim's life force (body and soul) are swallowed-up by the amulet instantly (no save). There, the victim will remain trapped in a state of temporal stasis, forever.

The only way to free a victim, is to douse the amulet in the warlock's blood who created it. If this is done, the victim is freed, appearing in the same condition as he or she was prior to becoming trapped in the amulet.

Finally, this amulet cannot be destroyed, except by dropping it in Abryimoch on Phlegethos or Kör on Infernus in which case the victim is freed. Also, this item is only useful against the creature it was created for. The item always radiates a strong magical aura.



### **Maelstrom of Armageddon** (Evocation, Conjuration/Summoning)

Sphere: Unique  
Range: 20 yards/level  
Components: V, S, M  
Duration: 1 round/2 levels  
Casting Time: 1 round  
Area of Effect: 100 yard cube/level  
Saving Throw: None

This malevolent spell causes a massive maelstrom of wind and debris to encircle the area of effect. Such storms are often accompanied by thunder and lightning. The actual maelstrom takes only one round to reach maximum speed, after which creatures are barred from entering or leaving the area of effect due to the walls of wind. Creatures able to leave via magical means may do so.

Once the walls are in place, the ground at the center of the storm will split open revealing a descent into Hell. On the following round, 2d4 scourge (q.v.) will ascend from the depths to do battle with all living creatures in the area of effect. Those victims who are killed or incapacitated by the scourge are carried or thrown into the fissure in order to claim their rightful tribute and take it back to Hell for torment eternal.

On the final round of the spell's duration, the scourge will return whence they came, the fissure will close and the wall will dissipate.

The material component for this spell is a deva's tooth dipped in honey and then crushed.

### **Summon Demon Lord** (Evocation/Alteration)

Sphere: Unique  
Range: 10 yards  
Components: V, S, M  
Duration: Special  
Casting Time: 1 round  
Area of Effect: 1 creature  
Saving Throw: None

Except as noted above, this spell is identical to the seventh-level priest spell *exaction*, however, the spell always calls upon a greater elder and (rarely, an elder lord).

Thus any elder up to a maelash could be called upon by means of this spell. Although elder lords are quite concerned with the success of their warlocks, they do not take kindly to the means of this spell and are best left alone. Other greater elders are affected fully.

# The Witch (New Character Class)

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*After confronting them at the falls, we pursued the goblins into the eastern swamp. Those little abominations managed to kill a couple of my men before we could close in. And I swore that was going to be the last time any of them would ever raid our towns again.*

*Tales were told of a coven of three witches that dwell in a hut of bones and clay at the heart of the swamp. Their magic was said to be strong and their temperament foul. They were also the brainchild behind the goblins' treachery, and so they would be our target.*

*We slew four more goblins by arrow before reaching their sanctum. It was a large hut and a red glow could be seen within. I cautioned my men to advance slowly, but the swamp suddenly came alive. Vines strangled us from above while the mud swallowed us from below. Then, three crones of twisted flesh emerged from the hut and chanted in unison.*

*That's when the real terror began. One after another, my men fell to the powers of witchcraft. Some were transformed into worms as others were stricken blind with fear or impaled by their own hand and sword. More were turned to stone or made to battle or love one another while the goblins surrounded us all.*

*In the hopelessness I called for a retreat, though I was the last. I made it across the river before my wounds from blade and thorn forced rest upon me. I heard the goblins searching the forest and knew they would find me soon.*

*But that's when I saw her. A woman so beautiful with honey golden hair, sapphire eyes, and an angelic gown appeared unto me. In whispered tones, she held her finger to her lips to quiet me. Then, glittering dust blew forth from her hands causing the approaching goblins to lose sight of me.*

*When I later saw my wounds close before my very eyes, I thought for sure she was from the heavens. But it was then that she dispelled my beliefs. She sung to me a beautiful song telling of her quest to dispel black magic and the doings of misguided witchery.*

*"Misguided" I did not understand, as all witchcraft is the work of demons. However, she proclaimed that one must judge a witch by her heart and not by her role. Again, I could not comprehend until she herself claimed that very role—a witch who is just and good.*

*In a shimmer of light, her form became a glowing mist in the air and her warmth left my side. I watched her essence rise into the evening sky as if to join the very stars.*

*From that night forward I never again saw a witch, nor would I judge one so quickly.*

*—Captain of the guard to the town court and wrongly accused.*

## Introduction

For the witch, there is no good, no evil, and no neutrality—there is only the heart. And whether that heart is white or black depends upon how one initially becomes a witch.

Those who led shameless or empty lives can be tempted by dark spirits while those who are pure of heart and valorous are sought by good ones. Black witches serve the elder powers of the netherworld while the white witch seeks to halt such actions and to right the wrongs wreaked by evil beings everywhere. Whatever the case, nearly all witches live lonely lives—at least initially.

Black magic and its casters are not unlike the ways of the warlock (q.v.) or the necromancer. Its power is meant to curse, weaken, and destroy without reason. Conversely, white magic and witches are often mistaken for druids and benevolent spirits.

Witches, whether black or white, often work in groups of three—giving them more power. Rarely, black witches will form covens. A coven is an assembly of 13 such witches who, when gathered into one force, can wreak unspeakable crimes. Sometimes a warlock will also oversee either a group or coven, but this is rare. Likewise, white witches will sometimes form circles. Such circles will comprise 12 witches who are gathered during times of great despair.

Black witches maintain a strict hierarchy within their own culture and because of their close working relationship with their deities, these witches regard themselves as superior to all other classes of characters (save the warlock [q.v.]). Black witches tolerate no masters save their deities, warlocks, or higher-level witches, and they insist upon governing all underlings with absolute authority. Witches who have become mortal consorts to their deities or high-level warlocks are especially dangerous and intolerant of all rivals. Anyone who attempts to control or give orders to a witch invites disaster.

Essentially, witches bring out either the best or worst of mankind. They harness and control powerful energies including both wizard and priestly spells.

## The Witch and the PC

The PC witch is nothing more than a tailored wizard. She has access to five of the eight schools of magic as well as access to the necromancy-type of priestly magic. Her character follows the guidelines presented in the



*PLAYER'S OPTION™: Skills and Powers* [2154] for the optional wizard character using the point system.

What follows is a listing of those powers and how the witch uses them, as well as a specialized kit complete with gifts and limitations appropriate to her role. Also, at the end of this section is a listing of new spells tailored specifically for the witch character class and not normally available to other wizards.

Of course, the PC witch is well played as a white witch, while black ones are generally best left as NPCs. Normally, Player Characters operate by a completely different set of rules than those that govern black magic. Such magic only serves to unbalance the game as it usually works against the actions of typical character parties, though the DM has the final word, of course.

## The Birth of a Witch

The witch, like all characters, must first start with ability scores, race, proficiencies, and spells that will be expanded on throughout this section. Later, an appropriate background can be created.

Countless works of fiction and literature can provide excellent sources for a witch's background. Legend shrouded in mystery around the witch can add flavor to any campaign. Stigma, such as the birth of a witch always resulting in the death of her mother, can also add spice to a character's background.

## Ability Scores

There are three requirements for the witch: Intelligence of 15, Wisdom of 15, and Charisma of 14. The two former are a witch's prime requisites, and if both are 17 or higher she gains a 10% bonus to experience points earned.

The character's actual ability scores may be determined using any of the standard or optional methods listed in the *Player's Handbook* (PHB) or *PLAYER'S OPTION™: Skills and Powers* [2154].

## Race

Several factors determine the allowable races for a witch. Those who study black magic are nearly always human as the race is among the shortest lived and, therefore, provide more souls for the dark spirits. Occasionally other races such as the drak (q.v.) can also be well suited for a witch.

White witches can be human, half-elven, elven, and sometimes swanmay. Other races can rarely be white witches, and those that are of darker origins (goblins, orcs, ogres, gnolls, etc.) as well as tribal races (wemic, thri-kreen, etc.) can never be witches.

## Alignment

All witches are lawfully aligned. Black witches that stray to chaos are hunted down and destroyed by the dark spirits they follow. White ones will slowly become normal wizards, thereby losing the ability to cast spells that are exclusive to the witch (q.v.).

Witches are not required to carry holy or unholy symbols, though it is a necessary part of many rituals involving dark powers.

## Charisma

Witches are often very beautiful or horridly ghastly (see below). Good witches have a minimum starting Charisma of 14 and also receive a bonus of 1 point to her Charisma score every six experience levels she gains.

Black witches also have a starting Charisma of at least 14, however there are a number of black magic rituals that permanently drain Charisma points from their caster. In other words, depending on what types of magic a black witch decides to cast, she may either remain beautiful or slowly transform into a hideous abomination often characteristic of an evil witch.

## Experience Level Advancement

Witches advance in level like any other character outlined in the *PHB*, however, the witch is a special subclass of the wizard and therefore has a number of specialized gifts and limitations (some available by level). These are described in the following sub-sections.

Again, witches with scores of 17 or better in Intelligence and Wisdom gain a 10% bonus to experience points earned.

**Table 7: Witch's Experience Table & Spells**

Level	Experience	HD (d4)	1	2	3	4	5	6	7	8
1	0	1	1	-	-	-	-	-	-	-
2	2,500	2	2	-	-	-	-	-	-	-
3	5,000	3	2	1	-	-	-	-	-	-
4	10,000	4	4	2	-	-	-	-	-	-
5	20,000	5	4	2	1	-	-	-	-	-
6	40,000	6	4	2	2	-	-	-	-	-
7	60,000	7	4	3	2	1	-	-	-	-
8	90,000	8	4	3	3	2	-	-	-	-
9	135,000	9	4	3	3	2	1	-	-	-
10	250,000	10	4	4	3	2	2	-	-	-
11	375,000	10+1	4	4	4	3	3	-	-	-
12	750,000	10+2	4	4	4	4	4	1	-	-
13	1,125,000	10+3	5	5	5	4	4	2	-	-
14	1,500,000	10+4	5	5	5	4	4	2	1	-
15	1,875,000	10+5	5	5	5	5	5	2	1	-
16	2,250,000	10+6	5	5	5	5	5	3	2	1
17	2,625,000	10+7	5	5	5	5	5	3	3	2
18	3,000,000	10+8	5	5	5	5	5	3	3	2
19	3,375,000	10+9	5	5	5	5	5	3	3	3
20	3,750,000	10+10	5	5	5	5	5	4	3	3
21	4,125,000	10+11	6	6	6	5	5	4	3	3
22	4,500,000	10+12	6	6	6	6	5	4	3	3
23	4,875,000	10+13	6	6	6	6	5	4	4	3
24	5,250,000	10+14	6	6	6	6	6	5	4	3

## Proficiencies

The witch begins with one weapon and four non-weapon proficiencies at first level. Thereafter, she gains one additional weapon proficiency every sixth level, and three additional non-weapon proficiencies every three levels.

Like a wizard, the witch may choose proficiencies from the general and wizard categories, however, she may also select from the priest category at normal cost.

The witch gains three bonus proficiencies at first level: *Ancient History*, *Herbalism*, and *Netherworld Knowledge* (*The Complete Necromancer* [2151], pages 22-23).

## Limitations

Except for her closest friends, most creatures will assume a witch is malevolent regardless of her actual alignment once they have witnessed a witch's rituals or spellcasting. And, although her friends may look kindly upon her after she has proven herself in life-or-death situations, she is still likely to be shunned by superstitious or uneducated characters.

Furthermore, a witch who lingers in superstitious or culturally unsophisticated societies for very long after public spellcasting or rituals will stand a chance of being confronted by a mob bent on running her out of town, imprisoning her, or executing her. Assume a cumulative 20% chance per day of a 4d6 mob forming.

Witches are burned by holy (unholy) water for 1d3 points of damage per vial full and 2d6 per round of immersion. They are *not*, however, affected by consecrated ground, salt, or other religious paraphernalia.

No witch can ever be multi-classed though they may be dual classed. In addition, witches never gain access to ninth-level spells.

One of the most important aspects of a witch is how she must rely on spirits to teach her new spells as she gains experience levels. A black witch must offer periodic sacrifice and perform elaborate rituals in worship of the netherworld spirits that guide her. Likewise, a white witch must complete quests against evil and remain faithful to her law in order to protect the weak and innocent from that which is unjust. Therefore, all witches must spend at least twelve hours per week practicing rituals and prayer. Characters who stray from this regimen may be punished (either physically and/or by having her powers and abilities stripped) until she atones for her negligence.

## Granted Powers

All witches, whether black or white, have powerful abilities and gifts at their disposal. They also have tailored saving throws to match their unusual nature:

**Table 8: Witch's Saving Throws**

Level	PPDM	RSW	PP	BW	S
1-3	13	11	13	16	11
4-6	12	10	12	15	10
7-8	11	9	10	13	9
9-12	10	7	9	12	8
13-15	9	6	8	11	7
16-18	8	5	7	10	5
18+	7	3	5	8	4



In addition to the specialized spells at the end of this section, a witch may choose *one major* and *two minor* abilities from the following list. Obviously, abilities chosen should be in agreement with the particular ethos of the witch. The granted powers and dark gifts are as follows—

**ANIMAL FORM:** The minor form of this ability allows the witch to transform into a chosen animal form up to three times per day and for up to 1 turn per level. The transformation is similar to a *polymorph self* spell in that she gains the size, physical attributes, and mode of locomotion, but not the attack forms, or special abilities. The chosen animal form cannot be changed and it must be a “real world” animal and not a magical or extraplanar form. Furthermore, the animal cannot be smaller than a mouse or larger than a horse and black witches must always choose some form of natural predator. The major form of this ability is the same as noted above, however, the witch may transform into any of *three* chosen animal types and she gains the special abilities and attack forms of the animal (reptile, bird, or mammal) form taken. For example, a witch could choose a tiger, a falcon, and a snake as her forms, and could change into each form once (or one form three times in a day) for up to 1 turn per level. Furthermore, as a falcon she could fly and would have superb vision (unlike the lesser form of this ability where she could fly but would have only normal vision), and as a tiger she

could attack with her claws and bite (unlike the lesser form of this ability where she could climb trees, leap, and run quickly, but not attack). A witch that chooses this as her major ability attracts at least one non-magical animal to her whereabouts in a friendly manner. Finally, some DMs may allow witches with the major form to assume a hybrid form as well (part humanoid, part animal).

**CONTROL WINDS:** The minor form of this ability is identical to the third level wizard spell *gust of wind* and may be used up to three times per day. The major form of this power is identical to the fifth-level priest spell *control winds*, though the duration is only 1 round per level instead of 1 turn. A witch that chooses the major form of this power may use the minor form in its place for any of her allotted uses per day, should she choose to do so. In addition, those choosing the major form are always accompanied by a light zephyr.

**DANGER SENSE:** This major power causes a slight tingling sensation at the back of the witch’s neck whenever a hazard or threat is near. No details regarding the type of danger or exactly when the danger will strike are learned, though the witch does receive the warning approximately one round prior to when the witch enters the area of effect or attack range of the said danger. A witch with this ability must sleep (rest) an average of 2 hours longer than what is typical for her species each day.

**DOMINATION:** The minor form of this ability may be used twice per day and allows the victim a saving throw vs. spells to avoid the effect (bonuses for high Wisdom apply). Essentially, the witch influences the actions of the chosen subject by the utterance of a few words—phrases or a sentence or two—suggesting a course of action desired by the witch. The subject must be able to understand the language the witch uses, of course. Furthermore, the suggested action must be of a

“Welcome, my pretty...”  
—Anonymous Black Witch

reasonable action; asking a creature to stab itself, dive onto a spear, or immolate itself, etc., automatically negates the power. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a dragon to stop attacking the witch’s allies so that they could jointly loot a rich treasure elsewhere is likewise a reasonable request. This form of the domination lasts until the



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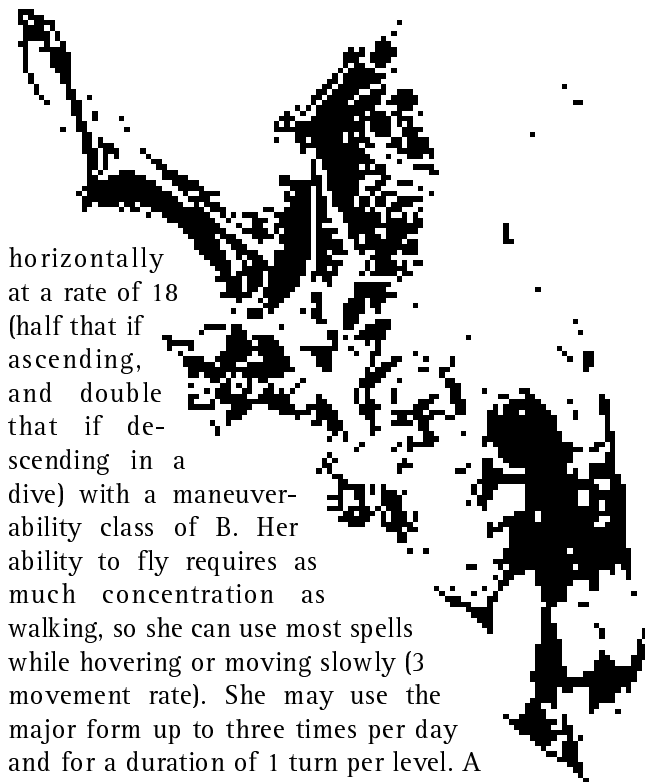
suggested course of action is completed or for up to 1 turn per level, whichever is *less*. The major form of this ability also allows the victim a saving throw, but can be used up to three times per day. With it, the witch projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the witch's will, so he is forced to do nearly anything the witch desires. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses—assuming the witch knows about it and is short of spell casting, innate abilities, or psionic abilities. Domination does not reveal facts or secrets about the victim. Furthermore, this form of the ability lasts only one round per level of the witch, and if used by a witch less than seventh level, the victim can be allowed a second saving throw if the domination forces him to do something against his alignment or involves certain death. A witch who has the major form of this ability may use the minor form in its place (1 use for 1 use) at her option. Finally, choosing the major

form of this ability results in a permanent -4 penalty to the witch's reaction adjustment.

**ENHANCED VISION:** The minor form of this ability grants the witch *infravision* similar to an elf's to a range of 60' thereby allowing her to see the glow of warm-blooded creatures. The major form allows the witch to see in total darkness to a range of 30 feet (even underground), with *infravision* (as described above), and with *ultravision* above ground (the witch can see in moon-lit or total darkness as if it were dusk) to a range of 120 yards. This ability functions constantly and independent of conscious thought. Any witch choosing the major ability will have either yellow or cat-like eyes (Player's option).

**FLY:** The minor form of this ability allows the witch to *levitate* as per the wizard spell of the same name for a duration of up to 1 round per level and can be used as a *feather fall* if she so desires. The entire ability may be used three times per day. The major form of this power enables the witch to fly vertically or





horizontally at a rate of 18 (half that if ascending, and double that if descending in a dive) with a maneuverability class of B. Her ability to fly requires as much concentration as walking, so she can use most spells while hovering or moving slowly (3 movement rate). She may use the major form up to three times per day and for a duration of 1 turn per level. A witch choosing the major form is always accompanied by a light zephyr.

**MAGIC RESISTANCE:** This major power grants the witch a resistance to all forms of magic. The witch's base magic resistance is 10% plus 3% per level to a maximum of 60%. Thus, a 15<sup>th</sup>-level witch would have a 55% magic resistance. Note that this magic resistance operates continuously, but can be voluntarily lowered by the witch if she so desires. It also does not adversely affect the witch's ability to cast spells or employ magic items of any kind. The major form of this ability causes a character's eyes to sparkle as if reflecting the stars, whether or not there is an open sky.

**MIST FORM:** This major power allows the witch (along with anything she is carrying or wearing) to assume gaseous form at will up to three times per day and for a duration of up to 1 turn per level. The change takes only one round for either form. The gaseous form is often smokey for a black witch or sparkling for a white one. While in this form, the witch is able to flow at a based speed of 3 per round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous witch at air speed.) The gaseous form is transparent and

insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A *whirlwind* inflicts double damage to a witch in this form. A gaseous witch is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a witch in mist form. Characters with this major ability will appear shadowy or partially translucent when in shadows or twilight conditions.

**REGENERATION:** The minor form of this power causes the witch to regenerate lost hit points at a rate of 1 per turn as long as the witch remains alive. The major form causes the witch to regenerate at a rate of 1 hit point per *round* unless killed. In certain instances, a DM may allow a witch with the major power to regenerate damage even after death (thereby restoring life like a *ring of regeneration*) as long as the witch was not burned by acid or fire. In any event, the regeneration is automatic and occurs regardless of the witch's actions or desire. The major form of this ability causes the character's blood to appear black when spilled even from a minor cut or scratch.

**WEAPON IMMUNITY:** Because of their affiliation with extraplanar powers, certain witches may lose their ability to be harmed by mundane weapons. In the minor form, the witch can only be harmed by magical weapons, or non-magical slashing or thrusting weapons of cold iron or silver. This minor form is usable three times per day and each use lasts for 1d3 turns. The major form operates the same as noted above for witches below seventh level in ability, except that it operates constantly and independent of conscious thought. In addition, once the witch reaches seventh level or higher, she can only be struck by +1 or better weapons. Choosing the major form of this power causes the character's eyebrows to be scaled or feathered (depending upon alignment).

"Thou art handsome, my prince. I assure ye that we hast cometh only to acquire from thine merchants at fairest price whilst in thy majesty's audience. Shalt ye wisheth us to leave, we wilt abide by ye... Though, we could maketh it worth thou while... Dost thou majesty fancy our humble company, my prince?"

—Three Black Witches

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## Covens

Witches sometimes form Groups, Covens, or Circles to gain more power. Also, certain spells specific to the witch class may only be cast by groups, covens, or circles.

**GROUPS:** Groups of black witches always involve one dominant witch of at least seventh level and two subordinate ones no higher than two-thirds the level of their leader. This is due to the competitive and controlling personas of all who serve the dark spirits.

White witches almost never form groups, and gain no special benefits from doing so except for increased spellcasting abilities (see below). Nor must they construct a unified dwelling.

Once a black witch reaches seventh level, she must construct a permanent dwelling and seek-out apprentices in order to form a group.

Such dwellings are typically small huts or cabins in remote or treacherous areas, including swamps. They often compete with hags when establishing territory, whom all witches hate and will destroy given the chance.

Once the witch has gathered two apprentices and formed a group she will attract followers if she so desires. In such cases, use the following chart to determine the exact type of followers attracted:

**Table 9: Witch's Followers**

Roll percentile dice once on the following table to determine the number and type of followers attracted:

Die Roll	Followers
01-30	5d6 Kobolds led by one sergeant with 8 hit points and a 50% chance of a +1 spear.
31-60	4d6 Goblins led by one goblin sub-chief with 1+1 Hit Dice, and armed with a +1 battle axe.
61-80	2d10 Orcs led by one sub-chief with 11 hit points and a +1 long sword (50%) or +1 polearm (50%).
81-90	2d10 Hobgoblins led by one sub-chief with 16 hit points, AC3, and armed with a +1 long sword.
91-00	2d6 Gnolls (Flinds) led by one Flind leader with 3+3 Hit Dice, and armed with a +1 flindbar.

In order to keep followers, the witch must constantly reward them with at least 50% of what they loot for her and make good on promises of power and glory. Powerful witches may sometimes avoid these costs by ruling with fear alone, though they often reward their

followers anyway in times of low morale or overwhelming opposition.

Witches operating in a group (i.e., all three witches are within 10 yards of one another) automatically gain a 50% increase to all of their spells' ranges and durations. Spells without durations or ranges are unaffected.

Sometimes a warlock (q.v.) of at least seventh level will oversee the activities of such a group. Witches are especially annoyed by this as they prefer to work directly with the netherworld spirits and not their proxies. Because of this, warlocks rarely usurp a group except when absolutely necessary to complete an important task, and then only for short periods of time.

Although witches dare not betray a warlock outright, they will often question his motives. Whether



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or not the warlock divulges information regarding his activities depends largely upon whether or not he wishes to further annoy the witches. Some warlocks particularly enjoy dropping-in on unannounced visits in order to harass witches. In such instances, or when warlocks exceed their welcome, witches will often plot to undermine a his actions or embarrass him to no end. But such things are always minor, for most witches deeply fear warlocks equal or greater in level than they. Furthermore, witches that interfere with a warlock on a quest invite disaster and retribution from the dark spirits themselves.

**COVENS:** A coven is a gathering of 13 black witches who typically meet only once per month to discuss strategy and plot the downfall of their next victim(s). The coven consists of only group leaders—those witches of seventh-level or higher who travel from their dwellings to the regional meeting place (always secret and well-guarded). The highest-level witch in any given region assumes the title of Priestess of the High Secret Order (or High-Priestess) within her coven.

The High-Priestess takes on a role similar to a warlock (q.v.), in that she becomes a proxy in service to one of the great elder Princes or Kings, though she does not gain any special abilities for doing so. Her role is simply to ensure that the coven she governs is instructed in the best interests of her Prince or King.

Warlocks never interfere with the activities of an assembled coven or their High-Priestess, as they are accorded the same respect and knowledge as he. During situations involving a warlock and coven, the warlock will advise the High-Priestess when necessary (and only if the warlock is of greater level than the Priestess).

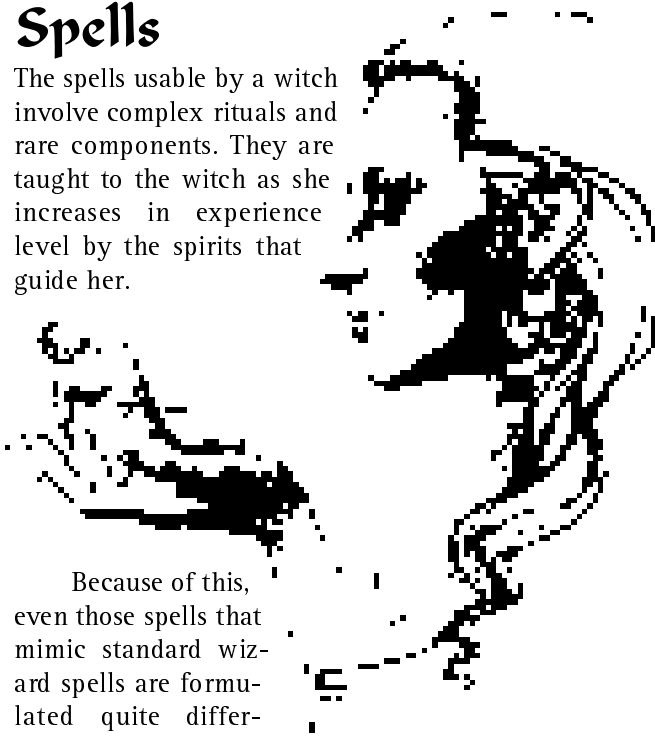
A coven of 13 witches gain the ability to cast certain spells that can wreak unspeakable havoc. In addition, individual witches also gain a 100% (double) increase to their spells' ranges and durations, but all 13 witches must be within 60 yards of one another when casting. Furthermore, victims of their spells receive a -5 penalty to all of their saving throws.

**CIRCLES:** Circles are formed when at least 12 white witches gather in times of great despair. They are typically summoned together by a movanic deva.

A circle of 12 white witches are able to cast specialized "circle" magic and are sometimes granted powerful magic including the ability to summon high-level celestial beings. Likewise, range and duration is doubled for all of their spells and victims receive a -5 penalty to all saving throws.

## Spells

The spells usable by a witch involve complex rituals and rare components. They are taught to the witch as she increases in experience level by the spirits that guide her.



Because of this, even those spells that mimic standard wizard spells are formulated quite differently. Therefore, a witch

cannot gain spells by copying them from a mage's spellbook or through standard research (nor can a wizard learn from a witch's spellbook). She must follow the teachings of her extraplanar guides in order to effectively gain levels. Like the wizard, a witch may research new spells, but only with the assistance of her spirit guide. Such research may also involve travel to the spirit's home plane.

The witch has access to five schools of magic: Alteration, Conjunction/Summoning, Enchantment/Charm, Illusion/Phantasm, and Divination. In addition, they have access to the priest's necromancy-type magic. They can never learn spells from the schools of Abjuration or Invocation/Evocation.

The list of spells on the opposite page shows all of the magic available to a witch. Most are spells that duplicate the effects of various wizard spells. Also, some of the spells duplicate priestly magic of the Necromantic and Healing Spheres, which witches have major access to. A few spells are actually warlock spells (q.v.) and are noted as such.

Spells that are identified with *italics* are new spells exclusive to the witch class and are explained at the end of this section.



## Witch Spells

1st Level	2nd Level	3rd Level	4th Level
1 Affect Normal Fires	Alter Self	Animate Dead <sup>†</sup>	<i>Animate Plant</i>
2 Audible Glamer	Bind	Delude	Charm Monster
3 <i>Calm Animals</i>	Blindness	Explosive Runes	Confusion
4 Cantrip	Comfort <sup>‡</sup>	Feign Death <sup>†</sup>	Cure Serious Wounds <sup>†</sup>
5 Change Self	Control Fluid <sup>‡</sup>	Fly	Detect Scrying
6 Charm Person	Detect Good/Evil	<i>Glamour III</i>	Dimension Door
7 Cure Light Wounds <sup>†</sup>	Detect Invisibility	Haste	<i>Enchant Crystal Ball</i>
8 Dancing Lights	ESP	Hold Person	Enchanted Weapon
9 Detect Undead	<i>Fire Arrows</i>	Item	Evard's Black Tentacles
10 Enlarge	<i>Fist of the Adder</i>	Maximilian's Stony Grasp <sup>™</sup>	Fear
11 Erase	Forget	Monster Summoning I	Fumble
12 <i>Find Special Familiar</i>	<i>Glamour II</i>	Nightmare <sup>‡</sup>	Hallucinatory Terrain
13 <i>Glamour I</i>	Improved Phantasmal Force	Non-Detection	Illusionary Wall
14 Hypnotism	Irritation	Phantom Steed	Magic Mirror
15 Identify	Knock	Secret Page	Monster Summoning II
16 Light	Know Alignment	<i>Seduction</i>	Polymorph Other
17 Metamorphose Liquids <sup>™</sup>	Magic Mouth	Sepia Snake Sigil	Polymorph Self
18 Mount	Maximilian's Earthen Grasp <sup>™</sup>	Slow	<i>Protection from Holy Water</i>
19 Phantasmal Force	Misdirection	Speak With Dead <sup>†</sup>	Remove Curse
20 Protection From Evil	Present <sup>‡</sup>	Spectral Force	<i>Shadowstrike</i>
21 Sleep	Protection from Cantrip	Suggestion	Solid Fog
22 <i>Spectral Imp</i>	Rope Trick	Tongues	Summon Lycanthrope <sup>™</sup>
23 Spider Climb	Scare	Water Breathing	Vacancy
24 Spook	Summon Swarm	Watery Double <sup>™</sup>	Wasting <sup>‡</sup>
25 Unseen Servant	Wizard Lock	Wraithform	

5th Level	6th Level	7th Level	8th Level
1 Advanced Illusion	<i>Animate Blood</i>	Banishment	Binding
2 <i>Brew Love Potion</i>	Enchant an Item	Charm Plants	Glassteel
3 Chaos	Ensnarement	Drawmij's Instant Summons	Mass Charm
4 Cure Critical Wounds <sup>†</sup>	Eyebite	<i>Lifeproof</i>	Monster Summoning VI
5 Dream	Geas	Monster Summoning V	Permanency
6 False Vision	Heal <sup>†</sup>	Power Word Stun	Polymorph Any Object
7 Feeblemind	Invisible Stalker	Regenerate <sup>†</sup>	<i>Purify</i>
8 Hold Monster	Mass Suggestion	Simulacrum	Screen
9 Monster Summoning III	Mirage Arcana	Steal Enchantment <sup>™</sup>	Sink
10 Passwall	Monster Summoning IV	<i>Subvert</i>	<i>Summon Diabolical Wyrms</i>
11 Rusting Touch <sup>‡</sup>	Permanent Illusion	Teleport Without Error	Symbol
12 Seeming	Programmed Illusion	Vanish	Trap the Soul
13 Stone Shape	Raise Dead <sup>†</sup>	<i>Water Form</i>	<i>Windtomb</i>
14 <i>Tattoo of Vengeance</i>	Stone to Flesh		
15 Teleport	Veil		
16 Transmute Rock to Mud			

<sup>†</sup>Indicates a Priest Spell described in the *PHB*.

<sup>‡</sup>Indicates a Warlock Spell described in the previous section: *Warlocks and Witchcraft*.

<sup>™</sup>Indicates a Wizard Spell described in the *Tome of Magic*.

## First-Level Spells

### Calm Animals (Enchantment/Charm)

Range: 0

Components: V

Duration: 1 turn/level

Casting Time: 5

Area of Effect: 2-yard radius/level

Saving Throw: None

By means of this spell, the witch calms frightened and *spooked* animals within a 2-yard radius per level of the witch. Such animals must be normal, non-magical animals, free of magical control.

Animals within the area of effect that are normally skittish or uneasy will remain calm and friendly. Note that this does not make the affected animals more friendly, submissive, or open to suggestion. It merely dispels their fear.

Animals that have been magically frightened (e.g., *fear* spell), are not calmed by means of this spell, though animals *spooked* by the natural presence of a warlock would be.

### Find Special Familiar (Conjuration/Summoning)

Range: Special

Components: V, S, M

Duration: Special

Casting Time: 2d12 hours

Area of Effect: 1 familiar

Saving Throw: Special

This spell enables the witch to summon a familiar to act as her aide and companion. Unlike the wizard spell *find familiar*, this spell will call upon creatures from the netherworld (or celestial heavens).

Each familiar will benefit the caster in a different manner (see below). All familiars will permanently bestow an additional 2d4 hit points to the witch as long as the familiar lives. If the familiar should die, the witch suffers a permanent loss of 3d4 hit points and 1d3 points of Constitution.

Familiars also bestow sensory powers to their master and can even communicate via a crude form of telepathy. This communication conveys mostly emotional information, but simple, broken speech can also be transmitted both ways. The witch cannot see out of the familiar's eyes.

Familiars may travel up to 1 mile per level of the witch from the witch's current location. A familiar will not venture beyond this range, and if it is separated from its master, it will grow sick, losing 1 hit point per day until it dies.

If the familiar is within one yard per level of the witch, it will gain the option of using witch's saving throws if attacked. And, if the saving throw is successful, the familiar will sustain no damage. If it fails, it will sustain only half damage.

Once this spell is cast, one familiar will be bestowed to the caster. It cannot be dispelled or driven away by magic means meant to banish or harm extraplanar beings. Nor can the witch be rid of her own familiar. In fact, black witches often have hateful relationships with their familiars as both are dependent upon one another. Also, unlike the wizard spell, there is no chance of not receiving some kind of familiar as the beings of the netherworld eagerly await the opportunity to travel to Plane Prime.

To determine the type of familiar received, consult the following charts. Table 10 indicates the type of familiar most likely to answer a black witch's summons. Table 11, however, notes the types of familiars most often received by white witches. Only one roll may be attempted:

Table 10: Black Witch's Familiars

Die Roll	Familiar	Power Bestowed to Witch
01-24	Draegue (q.v.)	Immunity to disease (whether from undead, spell, or natural).
25-31	Fleshhound (q.v.)	Ability to spit venom up to 20' that causes victims struck to save vs. poison or be blinded for 2d6 rounds.
32-60	Glurp (q.v.)	Ability to leap 10' up or 15' forward.
61-70	Infernal Cat (q.v.)	Ability to fall up to 30' and land on feet without sustaining damage.
71-90	Infernal Imp (q.v.)	Magic Resistance of 25% and +2 to all saving throws.
91-00	Spano (q.v.)	Ability to spider climb at will.

If the casting witch practices white magic, use the following table instead:



**Table 11: White Witch's Familiars**

Die Roll	Familiar	Power Bestowed to Witch
01-20	Brownie	Keen senses, impossible to surprise.
21-40	Sprite	Once per day may turn invisible.
41-00	Sunfly ( <i>Planescape</i> , MC Appendix II)	Once per day may sing a song that acts as a <i>charm person</i> spell.

The material component for this spell is a ritualistic brazier worth at least 1,000 gp and 2d12 hours of prayer and sacrifice.

### Glamour I (Alteration)

Range: 0  
 Components: V, S  
 Duration: 2d6 rounds +2 rounds/level  
 Casting Time: 1  
 Area of Effect: The caster  
 Saving Throw: None

This spell is similar to the first-level wizard spell *change self*, however, it does not allow the witch to change her appearance as far as height, weight, clothing, etc., are concerned. It only allows her to make changes to her face and hair; the rest of her body remains unaffected.

She may appear beautiful with long, silky hair when, in fact, she is a twisted crone. Likewise, she may appear ghastly or even undead, as far as her head is concerned. The change takes place immediately and lasts for the duration of the spell, though the witch can end the spell prematurely. She is allowed only one transformation and can only revert back to her true form (i.e., she cannot transform her appearance to more than one form per casting of this spell).

One decidedly different trait worth mentioning, is that this spell is not illusionary. It causes an actual alteration that can be confirmed via tactile, olfactory, and even taste senses as well.

Should the witch be slain, she immediately reverts to her actual form.

### Spectral Imp (Conjuration/Summoning)

Range: 0  
 Components: V, S, M  
 Duration: 1 turn/level  
 Casting Time: 1  
 Area of Effect: 30-foot radius  
 Saving Throw: None

The spectral imp is a shadowy, winged humanoid approximately 1-foot high. It is similar to an *unseen servant*, though it is much weaker physically and has a visible form.

The imp will carry out its master's instructions perfectly and can perform tasks such as fetching, opening a stoppered vial, untying someone's shoe laces, etc.

The spectral imp can carry a maximum of 5 pounds weight or drag 10 pounds along a smooth surface. It cannot attack, nor can it be attacked via any means short of a *dispel magic*, or after receiving 6 hit points of damage from area-effect spells. If the witch attempts to send the imp beyond the 30-foot radius, it is dispelled.

## Second-Level Spells

### Fire Arrows<sup>†</sup> (Alteration)

Range: 5 yards/level  
 Components: V, S, M  
 Duration: Instantaneous  
 Casting Time: 2  
 Area of Effect: Special  
 Saving Throw: Special

This magic causes a campfire to release fiery arrows on the witch's behalf. The fire source must be within range, but need not be seen by the witch.

When *fire arrows* is cast, the fire extinguishes itself instantly, exploding into fiery missiles. The spell creates one fire arrow per level of the witch (regardless of the size of the original fire source). These short-lived streamers of flame leap from the fire source in a direction determined by the witch. If the witch does not choose a course, the arrows fly outward in random directions. A fire arrow travels up to 30 feet from its source and can set fire to any combustibles it touches ("magical fire" saving throws required).

A being endangered by a fire arrow must make two Dexterity checks. If both are successful, he avoids all

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harm. If one check succeeds, the victim suffers 1d4 points of fiery damage. If both checks fail, he incurs 2d4 points of flame damage. Multiple arrows force multiple checks.

In addition to a fire source, this spell requires a handful of soot, into which a drop of the witch's spittle or tears has been placed. The witch then blows the mixture off her palm.

<sup>†</sup>This spell originally appeared in the *Al-Qadim™* campaign setting and may have been modified to suit this class.

### **Fist of the Adder<sup>†</sup> (Alteration)**

Range: 1 yard/level

Components: S, M

Duration: 1 attack

Casting Time: 2

Area of Effect: Caster

Saving Throw: None

The fist of the adder is a dreaded attack spell practiced most often by black witches. The fist causes the witch's arm to elongate into a serpentine tentacle, tipped by an adder's head.

The arm may attack outward to the range listed above, whipping about wildly and striking with deadly accuracy. The witch attacks with the arm as a fighter of the same level, and the fist of the adder may hit creatures only affected by enchanted weapons. The attack causes 1d4 damage per level of the witch. If the witch is 5th level or more, a successful strike also injects a Type F poison. At 10th level, this becomes a Type E poison. Normal saving throws are allowed against the poison.

The material component of this spell is a shed skin of a poisonous snake, washed in tears.

<sup>†</sup>This spell originally appeared in the *Al-Qadim™* campaign setting and may have been modified to suit this class.

### **Glamour II (Alteration)**

Range: 0

Components: V, S

Duration: 3d4 rounds +2 rounds/level

Casting Time: 2

Area of Effect: The caster

Saving Throw: None

This spell is similar to *Glamour I*, except that it also allows the witch to alter the appearance of her body

much in the same manner as the second-level wizard spell *alter self*.

There are, however, a few differences. First, the transformation is not as diverse as *alter self* in that the witch can only assume a basic humanoid form (i.e., the witch could not grow wings, gills, a tail, etc.).

Second, what the spell does allow is for the witch to assume any standard humanoid form even to the extent of duplicating a specific individual. Though the form does not bestow mannerisms, differences in voice tone, knowledge, etc., it does perfectly imitate the appearance of any humanoid within 2-feet in height and 100 lbs of the witch. Also, she does not gain any adjustments to armor class, hit points, or the like.

Again, the spell is not illusionary, and so can be confirmed via tactile senses. Other senses, such as the olfactory, can be fooled in general, but will not trick tracking hounds or other beasts of the hunt. For example, a witch could assume the form of a half-orc, complete with a musky odor appropriate to the species, but not the identical scent of the individual she intends to mimic.

The witch can end this spell at any time by transforming back into her own form. If the witch dies, she will automatically revert to her true form.

## **Third-Level Spells**

### **Glamour III (Alteration)**

Range: 0

Components: V, S

Duration: 3d4 rounds +3 rounds/level

Casting Time: 3

Area of Effect: The caster

Saving Throw: None

This spell is similar to *Glamour I* and *II*, however, it also allows the witch to mimic voice tone and scent. These traits, along with all physical traits (provided they are within 3 feet in height and 200 pounds of the witch) are matched perfectly.

Although she does not gain the knowledge or mannerisms of her chosen identity, all other means of detection short of a *true seeing* will not penetrate the guise.

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## Seduction (Enchantment/Charm)

Range: 60 yards  
Components: V, S  
Duration: Special  
Casting Time: 3  
Area of Effect: 1 creature  
Saving Throw: Neg.

This spell causes the subject to make a saving throw vs. spell or be taken with the witch. Such an individual will be effectively *charmed* and, if of compatible race and sex, will actually seek carnal relations with the caster.

Furthermore, if the witch's Charisma (Appearance) is above 12, the subject's desire for the witch will automatically increase each day. If the witch does not submit to such relations within 2d4 days, the subject will go from a state of being enamored and infatuated to one of static lust. In such a case, the subject will stalk the witch, using whatever means are necessary to subdue her. If the witch resists, he may attack or attempt to rape her. This form of *seduction* ends if the witch submits to carnal relations, or if the subject or witch is slain. Otherwise, only a *dispel magic*, or similar spell will end the seduction.

If the witch's Charisma is below 12, the subject is allowed another saving throw to thwart the above effects. If he fails, he will desire the witch as described above.

Should the witch's Charisma be below 6, the subject will be affected as if seduced by a witch with a Charisma below 12, however, should the witch submit to carnal relations, the seduction will end, but the recipient will be horrified and will be compelled to attack the witch immediately in an effort to destroy her.

## Fourth-Level Spells

### Animate Plant (Alteration, Necromancy)

Range: 30 yards  
Components: V, S  
Duration: 1 round/level  
Casting Time: 4  
Area of Effect: Special  
Saving Throw: Special

*Animate plant* allows the witch to imbue inanimate, non-intelligent, living plants with movement and the semblance of life. One plant, a tree, or a group of vines may be affected (see below) per casting of this spell.

Thus, an affected tree could bend over and grab or pummel a victim with its branches; A clump of grass could wind and tie itself around a creature's foot; and vines could strangle creatures from above.

The size and type of plant that the witch is able to affect as well as the maximum amount of damage the animated plant can inflict depend upon the level of the caster and are detailed below:

**Table 12: Plant Types and Damage**

Witch's Level	Largest Type of Plant Affected	Maximum Damage
below 9th	Bushes, Shrubs, Vines, and other plants below 5' in height or width.	2d6 points of cutting, scraping, and strangulation/round.
9-14	Small Trees and other plants below 12' in height or width.	2d10 points of bludgeoning or tearing damage per round.
15+	Large Trees and other plants below 20' in height or width.	4d10 points of bludgeoning or constricting dmg/round.

Vines are able to bind opponents with less than 12 Strength that they hit, while small trees may hold creatures with less than 16 Strength. Large trees can hold any creature with less than 19 Strength.

Note that held creatures may have limbs free from this entrapment. For each appendage, there is a 50% chance of it being free. Free limbs may be used normally, if the situation permits.

### Enchant Crystal Ball (Enchantment)

Range: Touch  
Components: V, S, M  
Duration: Permanent  
Casting Time: 6 hours  
Area of Effect: 1 crystal ball  
Saving Throw: None

This spell enables the witch to enchant a regular, non-magical crystal ball, thereby manufacturing a *crystal ball*, as per the magic item of the same name.

To complete this spell successfully, the witch must spend 6 hours of uninterrupted meditation to correctly imbue the ball with the proper energies. Any disturbance ruins the spell and cracks the crystal ball.

In addition, the witch must use some of her own being when empowering the crystal ball. She must surrender 1 point of Constitution per casting of this spell and there is a 50% chance that the loss is perma-

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ment. Otherwise, the lost Constitution returns in 1d3 days.

The type of crystal ball manufactured depends upon the craftsmanship of the material component. The crystal must be of very high quality and worth at least 1,000 gp. If the ball to be manufactured will have additional powers, such as *clairaudience* or *ESP*, then the ball must be worth at least 2,000 gp instead.

### **Protection from Holy Water (Necromancy)** **Reversible**

Range: Touch  
Components: V, S  
Duration: 1 turn +1 round/level  
Casting Time: 4  
Area of Effect: 1 creature  
Saving Throw: Neg.

By means of this spell, the black witch causes the creature touched to be protected from the damaging effects (if any) of holy water. Unwilling subjects are allowed a saving throw to avoid the effect.

For the duration of the spell, the protected individual (whether undead, a witch or warlock, or other creature) will suffer no damage from the burning affects of holy water. Furthermore, the holy water will react as if it were normal water upon touching the subject and

onlookers will not notice any strange effects. Even complete immersion in holy water does no harm.

The reverse of the spell, *susceptibility to holy water*, causes the victim to make a saving throw vs. spell. If he fails, he will become susceptible to holy water as if he were an appropriate evil or undead creature. Affected creatures will sustain 1d6 points of damage per vial full that hits them, and 2d6 points per round of immersion.

This version of the spell makes for an excellent deception against those who incur a black witch's wrath. On more than one occasion, a paladin or knight has found himself the victim of angry mobs bent on his destruction after the good "priest" (actually a witch in disguise) burned him with holy water before a crowd.

The reverse of this spell does not function versus extraplanar beings of good alignment.

### **Shadowstrike<sup>†</sup> (Necromancy)**

Range: Touch  
Components: V, S  
Duration: 1 attack  
Casting Time: 4  
Area of Effect: 1 creature's shadow  
Saving Throw: Neg.

This spell is used by witches to attack someone through their shadow. The spell is cast by the witch, who then thrusts a dagger into the shadow of her opponent or victim. Shadows are always AC 10.

If the shadow of the target is hit, the target takes damage just as if he were stabbed with the dagger, +1 point/level of the witch.

DMs should note that the shadow must be attacked as soon as the spell is cast, otherwise the spell loses power and becomes ineffective. Remember too, that in order for a steady shadow to be cast there must be a strong, relatively stationary light source. Torch light or a swinging lantern will not provide light enough to form a shadow that could be affected by this spell, though a large bonfire would. The light source may shine from any direction as long as the target's shadow is cast toward the attacking witch.

<sup>†</sup>This spell originally appeared in the *Al-Qadim*<sup>™</sup> campaign setting and may have been modified to suit this class.

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## Fifth-Level Spells

### Brew Love Potion

(Conjuration/Summoning, Enchantment/Charm)

Range: 0

Components: V, S, M

Duration: Special

Casting Time: 1 hour

Area of Effect: Special

Saving Throw: None

There are two parts to this spell. The first is the creation of the potion itself, and the second is its delivery. The witch may make only one such potion per casting of this spell, and must acquire a number of rare and exotic ingredients totaling at least 500 gp.

After the ritual is complete, the potion must be stored in a stoppered vial until used. The love potion so stoppered will lose its potency and become inert after 1 week per level of the caster.

In order to use the potion (effective only against humanoids), the victim must drink the liquid (less than 3 drams) within 1 round per level of the witch after it has been removed from the stoppered vial. If this is not done, the potion becomes inert. If drunk in time, the victim will fall in love with the first humanoid of compatible race (sex, age, and Charisma are irrelevant factors in light of this spell) he or she sees (no save).

A victim who falls in love by means of this potion will be forevermore infatuated with, enamored by, and in love with the subject he or she saw. Because this magic permanently affects the mind, only a *heal*, *limited wish*, or *wish* can undo the effects (a *dispel magic* is incapable of doing so).

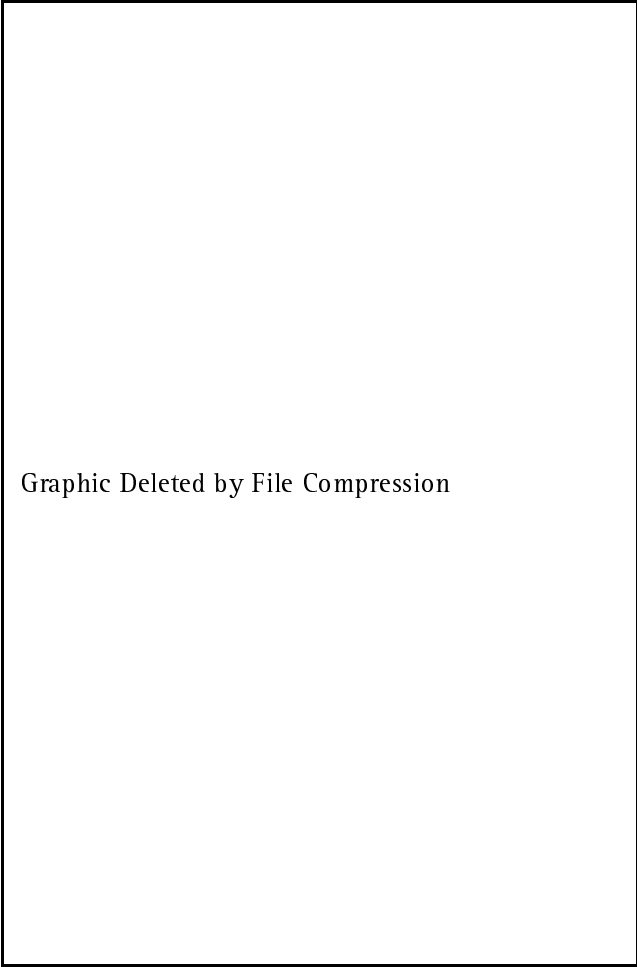
Though love is often “blinding,” this spell does not entirely strip away all common sense and loyalties. Individuals already married or in love with another will not suddenly forget such loves—though they will most surely attempt adultery unless their Wisdom is 18 or higher. In addition, if their alignment or religion specifically condemns such behavior, they may be overcome with guilt and, if their religious beliefs are strong enough, eventually become insane or commit suicide.

Likewise, if the victim falls in love with a subject whose age or sex is inappropriate in light of the victim’s own religious or moral beliefs, he or she may likewise be overcome with guilt or suicide, though he or she will still initially attempt carnal relations regardless of the guilt he or she may be experiencing.

Similarly, situations where the subject’s alignment or morals drastically conflict with that of the victim’s may either provoke self-esteem problems and confusion, or may transform into hatred (in order to justify the immoral and unnatural desires the victim is experiencing).

Subjects that submit to the love of the victim will proceed with a relationship indefinitely—the effects of the potion taking years to wear off (by which time the victim and subject could genuinely be in love).

Subjects that do not submit to the victim’s loves, will be pursued evermore. Regardless of a subject’s lack of interest, the victim will not relent in his or her efforts to capture the subject’s heart (even moving to new lands in order to follow him or her). However, victims of this magic will not suddenly become submissive to all forms of abuse. If the subject of their love rejects them too harshly, the victim may be outraged, embarrassed, severely depressed, or simply not believe the subject. Such emotions invite appropriate reactions,



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including, sometimes, murder.

Finally, although victims become obsessed with their subject and spend a great deal of time day-dreaming about him or her, following their subject around, and, in general, behaving foolishly, they do maintain the same lives, goals, and desires they did before the magic took affect, so long as this does not interfere with their love. Their personalities, alignment, etc., remain unchanged; if they were adventurers, they may be willing to continue adventuring so long as their love interest either accompanies them or can be visited regularly (i.e., they are not away for too long at a time).

This magic takes 1d4 *years* to wear off, after which time the victim returns to normal, though any genuine love or admiration remains, of course. That is, the recipient of this magic will not know that he or she was the victim of a spell, nor can they explain their actions or desires.

**Tattoo of Vengeance**  
(Conjuration/Summoning, Necromancy)  
Reversible

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: None

This spell requires that the witch have a special material component consisting of an elaborate painting or drawing that will become the tattoo she places on a victim. After acquiring such art, the witch must then spend 1 full round imbuing the art with the necessary life. After the spell is cast, she must then touch the victim during any round thereafter, however, the magic loses power after 1 round per level of the witch if not transferred to a victim in time. Unwilling subjects require a successful to-hit roll.

Once touched, the victim will suddenly find himself with a tattoo approximately six-inches in diameter on the location of his body where the witch touched. Once in place, the tattoo cannot be removed short of amputation, the reverse of this spell, *limited wish*, or a *wish* spell.

The tattoo so placed must depict a predatory creature (e.g., a tiger, dragon, snake, etc.). Every round the victim attempts or continues a direct action that is contrary to the *caster's* alignment, the tattoo will spring to life and attack (usually bite) the victim. In such an

instance, the tattoo does not actually separate from the body of the victim nor does it grow in size. Part of it merely becomes three-dimensional and directs its furies toward the victim it rests upon.

Regardless of the predator depicted, the tattoo always inflicts 1 point of damage per attack and may make 1 such attack every other round.

The tattoo cannot be attacked and all damage is actually applied to the victim as the tattoo is an extension of his own being.

For example, if a black witch cast this spell upon a lawful good knight, the tattoo would attack the knight if he attempted to help a peasant woman, or donated money to the poor. Likewise, if he and his party were on a quest to destroy an evil wizard who has dried-up the rivers vital to a nearby village, the tattoo would attack





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only during the battle against the wizard (because of the reason for the battle), and not during any travel, etc. Though, if the party encountered other resistance along the way and the knight “leapt to the rescue,” or generally behaved in an unselfish manner, he would likewise be attacked.

The reverse of this spell, *remove tattoo*, requires one round and allows the witch to peel any tattoo (including this spell) from the victim’s body without harm to him or her. The witch will then have possession of the art which may be usable again during another casting of this spell.

## Sixth-Level Spells

### **Animate Blood<sup>†</sup>** (Necromancy)

Range: 30 yards +5 yards/level

Components: V, S, M

Duration: 1 turn/level

Casting Time: 3 rounds

Area of Effect: 1d6 drops of blood

Saving Throw: None

This necromantic spell is used to create small, animated beings from the blood of the witch. These creatures are linked to the witch such that she can utilize their senses as well as her own.

When the spell is cast, the witch must cut herself, spilling a few drops of blood. These droplets take on the shape of small animals, which move about at the bidding of the witch. Despite their small size, these creatures can move rapidly, covering 60 feet in a single round. They are small enough to move under all but the most secure doors, and they can ooze through any crack that is not watertight (though this reduces movement for that round by half).

The witch sees and hears as if she were where the drops of blood are located. She can shift her perception from one drop to the next at will. This connection is maintained throughout the range of the spell—if any of the blood drops pass beyond this area, they will become ordinary drops of blood and the spell ends.

This spell is often used to spy upon individuals or to see what is beyond a door. This works fine as long as the target is not a prepared wizard or witch. If a *detect magic* spell is cast on an area containing any of the animated blood, the drops will flare brightly and become instantly noticeable to anyone nearby. If a spell is cast upon the drop of blood, it will also affect the witch.

Evil witches may also use these drops of blood as an attack form. The blood may be commanded to leap at a target up to 20-feet distant, striking as a 5th-level fighter. If the attack roll succeeds by four, the drop of blood has landed in the target’s eyes, ear, or mouth. Otherwise, the drop has harmlessly struck armor, or missed entirely, and becomes inert.

If the drop strikes and manages to hit an eye or ear of the target, it does devastating damage. Every round for four rounds, the drop of blood burns like acid, causing 1d6 points of damage to the target. Quenching the burning area with holy water halts any further damage. This also affects the witch, whose own blood sizzles with sympathetic magic, causing one point of damage each round.

<sup>†</sup>This spell originally appeared in the *Al-Qadim*<sup>™</sup> campaign setting and may have been modified to suit this class.

## Seventh-Level Spells

### **Lifeproof<sup>†</sup>** (Necromancy)

#### **Reversible**

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 3 turns

Area of Effect: 1 creature

Saving Throw: Neg.

This powerful incantation enables the witch to safely remove an intangible but vital part of the recipient’s life, transporting it through solid objects if need be. The witch places that part—called the Shadow of the Heart—in a closed glass container or a crystal. Once inside, the “shadow” becomes clearly visible as a translucent image of the recipient’s heart.

No apparent change occurs in the recipient himself, although detect magic reveals a strong necromantic spell in operation, centering on his actual, still-beating heart.

As long as the Shadow of the Heart remains safely within the container, the recipient’s body can endure any amount of physical damage. When reduced to 0 or fewer hit points, the character doesn’t fall unconscious or die; he just keeps on going. His saving throws, attacks, and Hit Dice remain the same. “Negative” hit points can be healed normally, as if the recipient suddenly had an endless supply.

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For every 10 points of damage below 0, the recipient of this spell suffers a -1 penalty to Charisma. With sufficient loss, he looks as horrid as the undead, but he is otherwise unaffected. Charisma returns to its normal value when the individual is healed to a positive level of hit points (that is, 1 or more), save for one point, which is permanently lost.

Although the recipient is effectively immune to magical and natural attacks that cause damage, he's still vulnerable to other types of assaults (such as the death spell). He's also vulnerable to poison. He still can be *polymorphed*. If a part of his body is severed, it still functions independently (as long as the spell is in effect), allowing the recipient to reattach it. (This is similar to a troll's ability.)

The vessel or crystal holding the Shadow of the Heart must be within sight of the witch as she's casting the spell. Thereafter, the vessel can be any distance from the recipient's body, without harm to the recipient. The crystal or glass is never more than 10 hit points in strength, and considered AC 10 (for it to be otherwise would violate the energies of the spell and therefore void it). Destroying the container kills the recipient. Only a full *wish* or similar enchantment can raise him from this grisly death.

The reverse of this spell, revoke lifeproof, brings a body and its Shadow of the Heart back together again. Other than a *wish* or *limited wish*, this is the only way to do so. The recipient must make a system shock roll, and if this fails, he dies. If the recipient's hit points total 0 or fewer when revoke lifeproof is cast, the recipient dies a normal death.

Witches often cast lifeproof on themselves as protection against an attack. Some cast it on others as an "insurance policy"—ensuring that a recipient returns from a quest or mission to reclaim that part of his life which the witch holds. The spell's material component, a glass container or crystal, must be transparent. It also must be at least 1 foot in diameter to contain the Shadow of the Heart.

<sup>†</sup>This spell originally appeared in the *Al-Qadim*<sup>™</sup> campaign setting and may have been modified to suit this class.

### **Subvert (Enchantment/Charm)**

Range: Touch

Components: V, S, M

Duration: Permanent

Casting Time: 4d6 hours

Area of Effect: 1 creature

Saving Throw: Special

This spell changes the alignment of the victim to the opposite (good to evil and/or law to chaos, neutral to some absolute alignment). The effect is permanent and the alteration is mental, so once a victim is affected, the new alignment is desired by the individual changed by the magic. Only a *limited wish*, or *wish* can restore the former alignment, and the affected individual will not make any attempt to return to the former alignment.

In order to cast this spell, the witch must create a potion requiring at least 1,000 gp worth of rare and exotic ingredients. Furthermore, a black witch must permanently surrender 1 point of her Charisma per casting of this spell (if her Charisma is already 3, this magic will not lower it further, though she may [50% chance] lose 1 point of Constitution instead). A white witch must submit 1 point of Constitution (if already 3, she must submit [50% chance] 1 point of Charisma instead).

In addition, the witch must declare the effect of the potion while brewing. The potion may be made to cause an opposite change in morals (good vs. evil), change of ethos (law vs. chaos), or both.

The ritual performed requires 4d6 hours to complete, and once finished, the liquid must be stored in a sealed vial. And, whether exposed to air due to negligence or use, the potion will lose its potency and become inert after 1 round per level of the witch.

For the magic to take effect, the witch must either cause the victim to drink the potion, or she may shower him or her with it. In combat situations, a to-hit roll is required as a grenade-like missile, and a direct splash is required.

Creatures with more levels or Hit Dice than the witch who brewed the potion are allowed a saving throw, though others are not. Also, any creature that consumes the potion (knowingly or not) does not receive a saving throw regardless of levels or Hit Dice. Creatures who have a magic resistance may, of course, check to see if they are unaffected.

This magic affects any creature (undead, dragon, humanoid, etc.), but has no effect on extraplanar beings

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with more than six Hit Dice or levels, nor will it affect those who lack corporeal bodies or forms.

Once affected, the victim's morals and or ethos are changed depending upon how the potion was brewed. For example, a potion meant to change both morals and ethos strikes a paladin. The paladin would change from LG to LE (morals) and from LE to CE (ethos). Obviously, the paladin will lose his abilities, and furthermore, must be forced back to his former alignment (as he now prefers CE), and then must atone for what he has done before reclaiming his knighthood.

Likewise, a druid who drank a potion geared only to change morals would become either NG or NE (50% chance of either). A potion meant to affect only ethos would cause a change to LN or CN, and one that affects both would cause a change to an extreme (LG, CG, LE, CE, 25% chance of each—determine randomly).

Note that any creature changed in alignment still retains all of his former memories, including all of the acts and deeds he performed that now conflict with his new alignment. Although the creature will now see and believe in the "wisdom" of his new ways, he may be truly horrified and appalled at his former actions.

This may cause the creature to feel extremely remorseful and he may then force himself to be the be-all and end-all of his new alignment in order to "atone" for the misdeeds of his past. Or, he may lose tremendous self-esteem and become a recluse afraid of his own actions (or spiteful and full of hate against all those like his former self).

Although there is no reverse to this spell, it may be used again to undo its affects.

### **Water Form<sup>†</sup> (Alteration)**

Range: Touch

Components: V, S, M

Duration: 1 turn +1 round/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: Neg.

This spell transforms the recipient into a sentient creature made of elemental water, enabling her to flow as a liquid.

Only her physical abilities change; her mind remains the same. The recipient no longer needs to eat or breathe. At will, she can seep into cracks and crevices, as well as uphill and around corners. The water form is cohesive, and the recipient can shape herself as desired—even retaining her original shape.

When submerged in a lake or other watery environment, she does not dissipate, but she does become invisible. The recipient can end the effects of this spell whenever she wishes.

The recipient takes half damage from all slashing and piercing weapons—normal or magical. Blunt weapons of all types inflict full damage. Full sunlight inflicts 1 point of damage per round, due to evaporation. Poison and gas-based attacks do nothing; the recipient is immune.

Most magic affects the recipient, although some spells have greater or lesser effects. All fire-based magics inflict -1 point per die of damage. Electrical attacks such as lightning bolt inflict +1 point per die of damage. If targeted by a spell that affects water, the recipient can make a saving throw vs. spells. Spells that transmute water into another substance (such as transmute water to dust) cause the water form to end prematurely. The recipient returns to her original state—provided there's enough room.

If the recipient is in a tight spot when this spell ends (e.g., in a pipe or a sealed bottle) then she automatically returns to normal form the first moment the surrounding space allows it. If part of the water form has been lost, or somehow separated from the whole, then the largest remaining amount transforms back into the individual.

The material component of this spell is an eyedropper, which is broken during the spellcasting.

<sup>†</sup>This spell originally appeared in the *AI-Qadim™* campaign setting and may have been modified to suit this class.

## **Eighth-Level Spells**

### **Purify (Alteration, Enchantment/Charm)**

Range: 0

Components: V, S, M

Duration: 1 year/level of the casting witch only

Casting Time: 1 hour

Area of Effect: ½ mile radius/level (casting witch only)

Saving Throw: None

This spell can only be cast by a full circle of white witches, though only one witch need know the spell. The ritual forces evil creatures out of the area of effect.

The area of effect is one-half mile radius per level of the casting witch, regardless of the power of other witches present in the circle. That is, a circle containing 12 witches ranging from seventh to 16th level, with a

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casting witch of 12th level, would affect an area six-miles in radius of where it was cast.

In order for this spell to be cast successfully, the area of effect must already contain more levels and Hit Dice of creatures of good-alignment than evil. If this is not the case, the spell fails.

For example, if this spell was cast on a town of mostly neutrals, but the ruling body and his guards were of good alignment (total of 55 Hit Dice/levels), and was also overrun by bandits, thieves, and assassins (total of 40 Hit Dice/levels) the spell would function.

Likewise, if the spell were centered on a castle ruled by a vampire and his undead armies (total of 120 Hit Dice/levels) and surrounded by villages (total of 60 Hit Dice/levels), then the spell would fail.

If the spell is successful, all creatures of any evil alignment will feel a powerful urge to leave the area of effect. Those that do not will grow sick and weak (undead and non-corporeal creatures are not immune), losing 1d6 hit points per day until killed.

Once an evil creature has left the area of effect, it is effectively barred from safely re-entering the area. Those who attempt to do so will feel a burning sensation that begins the first round after re-entering the area. On the second round, the creature suffers 1d6 points burning damage (this burning is not caused by fire, and so creatures protected from such are still affected fully). On the third round, the creature will suffer 2d6 points of damage. On the fourth round, the damage increases to 3d6, etc.

Evil creatures new to the area are also affected as described above, taking damage each round until either killed or until they leave the affected area.

The bodies of creatures killed in this manner continue to burn, bursting into flame until reduced to ash.

Creatures with magic resistance must check to see if they avoid the spell's effects *each round* they remain in the area. Powerful extraplanar entities over 12 Hit Dice/levels are not affected.

Finally, the magic of the ritual is such that it cannot be *dispelled*, nor will a full *wish* have any affect. DMs may allow a series of two or three full *wishes* to bring down the effect, but nothing less will do.

### **Summon Diabolical Wyrms** (Conjuration/Summoning)

#### **Reversible**

Range: 80 yards

Components: V, S, M

Duration: 1 turn +1 round/level

Casting Time: 9

Area of Effect: Special

Saving Throw: None

This spell summons a diabolical wyrm (q.v.) to appear in 1d3 rounds within the spell range and attack the witch's opponents, until either she commands it to cease, the spell duration expires, or the wyrm is slain. The wyrm does not need to check morale, and vanishes when slain.

If no opponent exists to fight, the summoned wyrm can, if it is physically capable, perform other services for the witch.

This version of the spell may be cast only by black witches. Upon casting this spell, she stands a base 30% chance minus 1% per level of permanently losing 1 point of Charisma.

The material component of this spell is a dragon's tooth which is consumed in the casting.

The reverse of this spell, *dispel diabolical wyrm*, causes such a wyrm to save vs. spell at -5 or be sent back to Infernus. If the save is successful, the wyrm receives a -7 penalty to attack rolls directed at the casting witch for the duration of the spell.



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## Windtomb<sup>†</sup> (Alteration)

Range: 5 yards/level

Components: V, S, M

Duration: Permanent until dispelled

Casting Time: 9

Area of Effect: 1 item or individual

Saving Throw: Special

This spell can only be cast by the combined efforts of a group of three witches, though only one witch need know the spell.

The casting of this spell creates a virtually impenetrable wall of wind around a person, place, or object. The windy barrier encircles the item and arcs over the top, preventing all entry. It can extend itself into a sphere, thwarting all attempts to dig under the barrier and gain entrance from below. Even if all the material around it is removed, the windtomb remains firmly in place.

A windtomb can entrap one target as small as a dog (roughly 3 feet across) or as large as a keep (roughly 100 yards across). If the target is a building, all those within it are trapped. Living creatures at the heart of a windtomb are placed in a state of suspended animation. (See temporal stasis in the *Player's Handbook*.)

The witch has three options when casting the windtomb. First, she must decide whether the swirling barrier of wind will howl and moan, or be silent as death. Second, she must decide whether the tomb will appear as a swirling mass of color, or whether it will be invisible. In the former case, the contents will be blurred. In the latter, the contents will be as invisible as the barrier itself. Lastly, the witch must choose whether divination magic will reveal the contents of the windtomb, or whether the contents will remain secret.

If creatures try to breach the wall from without, they're picked up, battered for a round, then tossed outside the area of effect, suffering 4d10 points of damage. Those who attempt to escape from within suffer the same fate, landing back inside the tomb. Even creatures in gaseous form, water form, or a similar state are battered and tossed if they attempt to breach the tomb.

Creatures who are partially or wholly shifted into another dimension can escape damage when attempting to cross through the tomb. They still don't succeed, however. This applies to creatures out of phase, as well as those in the astral or ethereal plane.

The windtomb scatters magic. Attempts to teleport or dimension door into or out of the tomb fail miserably; the individual attempting the act is randomly shunted to another location on the same side of the tomb. Similarly, other spells (including *dispel magic*) are bounced off in random directions.

Only the power of a full *wish* or similar spell can bring down the walls of a windtomb. The windtomb serves as the ultimate prison for dangerous creatures, unpopular royal relatives, perilous artifacts, and priceless treasures. Some haggard old witches, weary of heroic interlopers, use the tomb as bait. An adventurer should always try to ascertain what exists at the heart of the storm before breaching the windtomb.

The material component of this spell is a small crystalline or glass figure of the item, person, or place to be entombed. This is custom work, performed by a glass-maker, and costs about 700 gp. The replica must be perfect (something a proficiency check can determine). If the replica is imperfect, a saving throw is allowed for the target—or for all those within the target. Otherwise, only a creature with inherent magic resistance can possibly shrug off the effects of the windtomb.

<sup>†</sup>This spell originally appeared in the *Al-Qadim*<sup>™</sup> campaign setting and may have been modified to suit this class.

