

WITCH

Witches are human women who practice black magic and make pacts with demons and devils. They cast a wide range of spells and brew magic potions.

| Level | Title | Exp. Points | Hit Dice | Spells | | | | |
|-------|----------------|-------------|----------|--------|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 |
| 1 | Neophyte | 0 | 1d4 | — | — | — | — | — |
| 2 | Apprentice | 1,500 | 2d4 | 1 | — | — | — | — |
| 3 | Witch | 3,000 | 3d4 | 2 | — | — | — | — |
| 4 | Witch | 6,000 | 4d4 | 2 | 1 | — | — | — |
| 5 | Witch | 12,000 | 5d4 | 2 | 2 | — | — | — |
| 6 | Witch | 25,000 | 6d4 | 2 | 2 | 1 | 1 | — |
| 7 | Witch | 50,000 | 7d4 | 2 | 2 | 2 | 1 | 1 |
| 8 | Witch | 100,000 | 8d4 | 3 | 3 | 2 | 2 | 1 |
| 9 | High Priestess | 200,000 | 9d4 | 3 | 3 | 3 | 2 | 2 |
| 10 | High Priestess | 300,000 | 9d4+1* | 4 | 4 | 3 | 3 | 2 |
| 11 | High Priestess | 400,000 | 9d4+2* | 4 | 4 | 4 | 3 | 3 |
| 12 | High Priestess | 500,000 | 9d4+3* | 5 | 5 | 4 | 4 | 3 |
| 13 | High Priestess | 600,000 | 9d4+4* | 5 | 5 | 5 | 4 | 4 |
| 14 | High Priestess | 700,000 | 9d4+5* | 6 | 5 | 5 | 5 | 4 |

* Constitution adjustments no longer apply.

RESTRICTIONS: Witches use four-sided dice (d4) to determine hit points. They may not wear armour nor use shields and may only use a dagger or staff as a weapon. A Witch must be female, not good or lawful alignment, and have a higher Intelligence attribute than their Strength attribute.

SPECIAL ABILITIES: Witches are able to cast spells in the same manner as an Elf or Magic-User, but may select their spells from both the Cleric spell list as well as the Magic-User and Elf spell list.

Witches are treated as Clerics when making saving throws. Skyclad Witches add their Charisma modifier to their Armour Class and magic-based saving throws.

A Witch may brew one potion per week, which remains effective for one week. The type of potion may be selected from this list of potions in **Part 7: Treasure** (page B48). At 5th level the Witch may pick their potion from the list in the Expert rulebook (page X48). At 10th level the Witch can brew two potions per week.



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