

## 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.

