



CLASSIC FANTASY ADVENTURES



Classic Fantasy Review

November 9, 2006

Volume 1, Issue 2

The *Classic Fantasy Review* is a periodical produced by **Goblinoid Games** to provide additional material for your OSRIC™ gaming needs. A typical issue will consist of 4 to 8 pages. Whether you crave new monsters, treacherous traps, or a few fresh ideas for your next gaming session, an issue of the *Classic Fantasy Review* will be there to offer suggestions.

OSRIC™ is a free roleplaying game written by Stuart Marshall and is trademarked by Stuart Marshall and Mathew Finch. OSRIC™ is produced under the Open Game License to recreate the "old-school" feel of 80s fantasy gaming.

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. "OSRIC™" and "Oldschool System Reference and Index Compilation™" are trademarks of Stuart Marshall and Mathew Finch and may be used only in accordance with the OSRIC™ license.

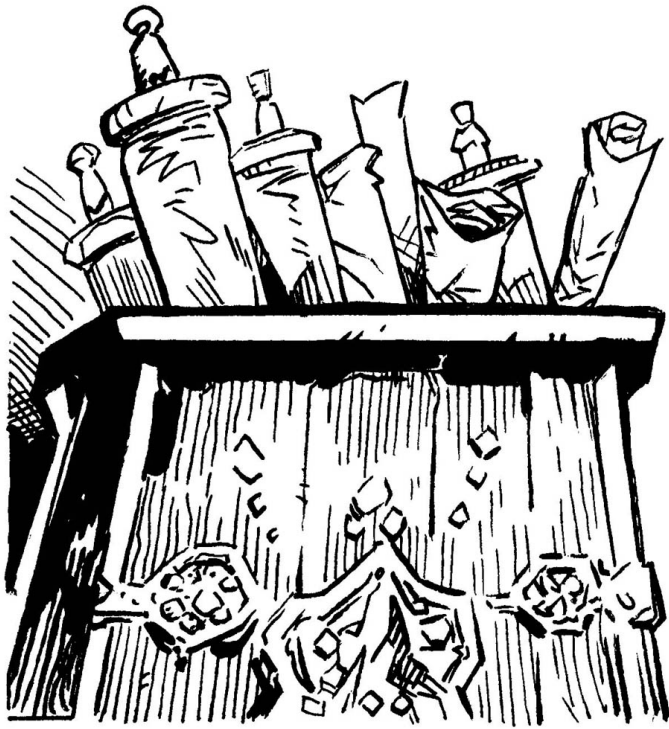
This Issue: A new character class for OSRIC...the Diabolical Witch!

Diabolical Witch

The diabolical witch is a new character class for OSRIC and other compatible advanced first edition fantasy roleplaying games. By their very nature, diabolical witches (female) or diabolical warlocks (male) are evil characters. For this reason, diabolical witches should be employed with discretion in a campaign. At the GM's option, this class could be limited to NPCs. However, with some fundamental adjustments this class could be given corresponding good-aligned saintly witches, or even neutral witches. This interpretation of the witch for OSRIC does not in any way reflect "real" witches, either historically or in modern times. This interpretation is purely fictitious and within the context of the OSRIC roleplaying game.

The diabolical witch class is most akin to the cleric class. However, while the cleric receives all spell casting ability through divine study and divine energy, the diabolical witch casts spells through a combination of divine energy and magical energy like that which a magic user employs.





The diabolical witch worships a demonic or devilish power, i.e. a demon or devil lord or prince. Although these beings are incredibly powerful, they do not have the same divine power as gods or even demigods. In order to achieve greater spell casting ability, the diabolical witch combines prayer, pacts, and obedience to her diabolical master in combination with infernal arcane arts.

The alignment of the diabolical witch is always evil, but will be either chaotic or lawful depending on whether a demonic or devilish power is worshipped. The diabolical witch progresses in combat like a thief and in saving throws like a cleric. She has hit dice of 1d6 rather than the 1d8 of a cleric, but is unrestricted in her choice of weapons. Diabolical witches use the Cleric To Hit Table and Cleric Saving Throw Table in the OSRIC rules.

At 9th level the diabolical witch may establish a stronghold. The dwelling may be a combined place of worship and laboratory for the infernal arts. She will attract a small following, initially, of 1d4 x 10 who will worship their demonic/devilish lord. The diabolical witch will be able to select 1d4 apprentices. Further, the witch will be able to receive 4 sp per follower per month.

Additional details of the diabolical witch are described below.

The Diabolical Witch Character

Minimum scores:	Str 6, Dex 9, Con 6, Int 9, Wis 9, Cha 3
Hit Die Type:	d6
Hit Die Type:	d4 (max 11)
Alignment:	Any
Experience Bonus:	Wis 16+
Armor/shield Permitted:	Any
Weapons Permitted:	Any
Weapon Proficiencies:	2 + 1 every 3 levels
Penalty to hit for non-proficiency:	-3
Weapon Specialization:	N/A

Diabolical witches gain bonus spells for having high intelligence. Use the equivalent wisdom bonus but

Diabolical Witch Level Advancement			
Level	Base Experience Points Required	Hit Dice (d6)	Notes
1	0	1	Witch/Warlock
2	2,050	2	
3	3,400	3	
4	6,500	4	
5	13,750	5	Infernal Minion
6	28,000	6	
7	57,000	7	
8	100,000	8	
9	180,000	9	Diabolist
10	350,000	9 + 2	Con HP adj. no longer applies
11	575,000	9 + 4	
12	850,000	9 + 6	
13	1,200,000	9 + 8	
15	1,650,000	9 + 10	
16	2,100,000	9 + 12	
17	2,550,000	9 + 14	
18*	3,000,000	9 + 16	

*18th level is the maximum level for diabolical witches. They cannot gain experience points beyond 3,000,000.

Character Level	Spell Level							
	1	2	3	4	5	6	7	8
1	1	-	-	-	-	-	-	-
2	2	-	-	-	-	-	-	-
3	2	1	-	-	-	-	-	-
4	3	2	-	-	-	-	-	-
5	3	3	1	-	-	-	-	-
6	3	3	2	-	-	-	-	-
7	3	3	2	1	-	-	-	-
8	3	3	3	2	1	-	-	-
9	4	4	3	2	1	-	-	-
10	4	4	3	3	2	-	-	-
11	5	4	4	3	2	1	-	-
12	5	5	5	3	2	2	-	-
13	6	6	5	4	2	2	-	-
14	6	6	6	5	3	2	1	-
15	7	7	6	6	4	3	1	-
16	7	7	7	6	5	3	1	-
17	8	7	7	6	5	4	2	1
18	8	8	7	6	5	4	3	2

substitute the intelligence score.

Diabolical Witch Class Abilities

Poison: The use of poison is considered a despicable, dishonorable art. Naturally, diabolical witches employ this knowledge to further their ends. Like assassins, they tend to have a better grasp on knowledge and use of poisons compared to other classes.

Scroll Use: This class can use both clerical and magic user scrolls.

Race	Level Limit
Dwarf	Na*
Elf	11
Gnome	Na*
Half Elf	10
Half Orc	5
Halfling	Na*
Human	Unlimited

*not available

Spell Casting: Diabolical witches have different spells available to them than clerics, reflecting the combined divine and arcane nature of their spell casting abilities.

Thief Abilities: Deceit and subterfuge are key elements to the corrupt motivations of diabolical witches. As such, they have the ability to *hide in shadows* and *move silently* as a thief two levels lower than the witch's level.

Turning Undead: Diabolical witches command divine power that is not as potent as the worshipers of true gods. As a result, they turn or command undead as a cleric of two levels lower.

Shape shift (7th): When 7th level or higher members of this class may change their form. However, The form must be approximately the same size as the witch and the witch must be wearing an animal skin of the same animal that the witch is to become. The change is limited to two times per day. In the process of shape shifting, the witch recovers 1d6 x 10 percent of any hit points he or she might have sustained as damage.

Spell Use: Refer to the Diabolical Witch Spell tables for the spells available to this class (at the end of this issue). Most spells are the same as the equivalent cleric spell levels, but a few clerical spells are either unavailable to diabolical witches or are available at a later level. Several additional spells which are not part of the cleric repertoire are the equivalent of magic users spells.



Notes on Infernal Worship

The material presented in this article applies to the “generic” witch worshipping an infernal power. The GM may want to customize this character class depending on which specific demon or devil prince is worshipped. Further, some powerful lords may require regular sacrifices so that worshippers can maintain favor. Alternatively (or in addition), worshippers of infernal powers may be required to turn as many souls over to their masters as possible. To this end, worshippers of infernal powers will attempt to seduce or trick others into committing evil acts. Below are a few possibilities for specific demonic and devilish powers.

Worshippers of Demogorgon, Prince of Demons

Worshippers of Demogorgon follow the diabolical witch class identical as presented. However, when *find familiar* is cast, diabolical witches who worship Demogorgon will always attract a reptilian familiar. Consult the table below rather than the table presented in the spell description from OSRIC.

Roll (1d6)	Animal	Powers
1-2	Snake	Superior smell
3	Toad	Wider angle of vision
4	Lizard	Telescopic vision
5	Camen	Superior smell
6	Turtle	good vision
7	Salamander	Superior smell
8	Special*	

*Quasit, consult OSRIC or another advanced fantasy source.

Worshippers of Orcus, Demon Prince of the Undead

Due to Orcus’ dominion over the undead, worshippers of Orcus have a greater ability to *command undead*. They *command undead* as a cleric of two levels higher than themselves. This additional ability does not apply to *turning undead*, which remains at the standard of two levels lower than a cleric of equal level. The reason for this is that Orcus’ authority will be recognized and heeded, but his divine energy to turn and/or destroy undead through his worshippers is lower than for a god, as it is for all who worship the infernal powers.

Worshippers of Orcus do not gain the ability to *shape change* at 7th level.

Worshippers of the Arch-Devil Asmodeus

Worshippers of Asmodeus only differ from the standard diabolical witch in that at 7th level they gain the permanently active innate ability of fire resistance as if wearing a *ring of fire resistance*. This ability substitutes for the ability to *shape change* at 7th level.

Worshippers of the Arch-Devil Baalzebul

Followers of Baalzebul gain the innate ability of *insect plague*, twice per day, rather than the ability to *shape change* at 7th level.

All material Copyright 2006 *Goblinoid Games*

Written by Daniel Proctor

Layout by Daniel Proctor

First page artwork by Salem Studios, adapted from Albrecht Dürer.

Some artwork copyright Paul Daly, used with permission

Diabolical Witch Spells

Number	1st Level	2nd Level	3rd Level	4th Level
1	Audible Glamer*	Augury	Animate Dead	Charm Monster+
2	Change Self*	Bless	Continual Light	Cure Serious Wounds
3	Charm Person+	Chant	Clairvoyance+	Detect Lie
4	Comprehend Languages+	Darkness, 15' Radius+	Cure Blindness	Divination
5	Command	Detect Charm	Cure Disease	Exorcise
6	Cure Light Wounds	Detect Invisibility+	Dispel Magic	Fireball+
7	Detect Evil	Find Traps	Feign Death	Hallucinatory Terrain+
8	Detect Magic	Enlarge+	Fly+	Lightning Bolt+
9	Find Familiar+	ESP+	Glyph Of Warding	Lower Water
10	Light	Hold Person	Infravision+	Neutralize Poison
11	Protection From Evil	Know Alignment	Invisibility+	Polymorph Other+
12	Purify Food And Water	Mirror Image+	Levitate+	Polymorph Self+
13	Read Magic+	Resist Fire	Locate Object+	Protection From Evil 10' Radius
14	Remove Fear	Silence 15' Radius	Phantasmal Force+	Speak With Plants
15	Resist Cold	Slow Poison	Prayer	Sticks To Snakes
16	Sleep+	Snake Charm	Remove Curse	Tongues
17	Spider Climb+	Speak With Animals	Speak With Dead	Wall Of Fire+
18	Wall Of Fog*	Ventriloquism+	Suggestion+	Wizard Eye+
19	Write+	Spiritual Weapon		

Number	5th Level	6th Level	7th Level	8th Level
1	Atonement	Aerial Servant	Astral Spell	Cacodemon+
2	Commune	Animate Object	Control Weather	Clone+
3	Contact Other Plane+	Blade Barrier	Death Spell+	Delayed Blast Fireball+
4	Cure Critical Wounds	Conjure Animals	Earthquake	Limited Wish+
5	Dispel Evil	Find The Path	Gate	Mass Charm+
6	Flame Strike	Guards And Wards+	Heal	Mass Invisibility+
7	Insect Plague	Magic Jar+	Holy (Unholy) Word	Resurrection
8	Hold Monster+	Part Water	Regenerate	Trap The Soul+
9	Maze*	Speak With Monsters	Reincarnation+	
10	Plane Shift	Stone Tell	Simulacrum+	
11	Quest	Stone to Flesh+	Symbol	
12	Raise Dead	True Seeing	Wind Walk	
13	Telekinesis+	Word Of Recall		
14	Transmute Rock To Mud+			

*as the illusionist spell

+as the magic user spell

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as

described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of

the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ copyright 2006, Stuart Marshall and Matthew J. Finch, based on the System Reference Document.

DESIGNATION OF PRODUCT IDENTITY: CLASSIC FANTASY ADVENTURES, Classic Fantasy Review, Diabolical Witch, Goblinoid Games, all author names, and all artwork and logos are product identity. All original text in this document is product identity. Permission to use must be granted by Goblinoid Games.

Copyright 2006 Goblinoid Games