

Witch Doctor Prestige Class

There is an old saying that good will always prevail. But evil will always put up a damn good fight. And with the assistance of the dark arts, evil can give the good a run for its money. The harnessers of these dark magics are the witch doctors, renowned for their mysterious dark powers. They are feared wherever they go, and any who doubt their frail figure are soon begging for mercy. Evil churches devoted to dark gods usually have a witch doctor in their service, and some witch doctors can be found in adventuring parties. However, witch doctors are always the wild card in a party whose members have diversified alignments.

Classes: Evil clerics and paladins are the most suited to carry the demands of this class to their fullest. Evil spellcasters, however can make even more formidable witch doctor than a cleric. Fighters, monks, rogues, rangers, and barbarians, evil or not, all fear this class, and furthermore cannot meet the requirements to become a witch doctor. Good paladins are the sworn enemies of the witch doctors, and always seek chances to kill them. Humans and half-elves, are always suited to carry this class with great ease. Half-orcs, who have a heritage of evil in their blood, take on this class as easily as humans. Halflings and gnomes are not known to revere witch doctors, but stumbling upon them is not unheard of. Few elves are seen taking on this prestige class, however their cousins, the drow, are more commonly noted worshiping under a witch doctor. Dwarves, the anti-magic race, hate witch doctors and can't wait to smash their skulls in with a reliable warhammer.

Hit Die: 1d4

Requirements

To qualify to become a witch doctor, one must fulfill all of the following criteria:

1. 5th level spellcaster
2. Feats: Silent Spell, Spell Focus (Necromancy OR Evocation), Iron Will
3. Alignment: Any evil
4. Deity: Any evil god

Class Skills

The Witch Doctor's class skills are Alchemy (Int), Concentration (Con), Heal (Wis), Knowledge Arcana (Int), Knowledge Religion (Int), Scry (Int), and Spellcraft (Int).

Skill Points per Level: 2 + Int modifier

Game Rule Information

Intelligence is essential for many of the witch doctor's class skill's and keeps him focused on his studies. Witch doctors gain bonus spells based on Intelligence. Wisdom provides the witch doctor with a higher Will save to resist other spells. A high Constitution score provides the frail witch doctor with much needed hit points.

The Witch Doctor

<i>Level</i>	<i>B.A.B.</i>	<i>Fort</i>	<i>Ref</i>	<i>Will</i>	<i>Special</i>
1	+ 0	+ 0	+ 0	+ 2	Tattoo, Yoga, Spells
2	+ 1	+ 0	+ 0	+ 3	Still Mind
3	+ 1	+ 1	+ 1	+ 3	Spit Fire (1/day)
4	+ 2	+ 1	+ 1	+ 4	Teleport
5	+ 2	+ 1	+ 1	+ 4	Call Denizen
6	+ 3	+ 2	+ 2	+ 5	Spit Fire (2/day)
7	+ 3	+ 2	+ 2	+ 5	Souls of the Damned
8	+ 4	+ 2	+ 2	+ 6	Control Mind
9	+ 4	+ 3	+ 3	+ 6	Spit Fire (3/day)
10	+ 5	+ 3	+ 3	+ 7	Voodoo Doll

Class Features

Weapon and Armor Proficiency: Witch doctors are proficient with all simple weapons. They are not proficient with any armor or shields. Note that armor check penalties for armor heavier than leather (or studded leather masterwork) apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Swim checks also suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Tattoo: When his place of worship deems him worthy, the new witch doctor gets a large tattoo that covers the majority of his back. It is usually the symbol of the god he worships (pages 91-92 of the *Player's Handbook*). The witch doctor also shaves his head bald and paints three thick red stripes on his scalp to distinguish himself as a witch doctor.

Yoga: Witch doctors of all deities practice yoga. It is a ritual that enables them to clear their mind before the start of the day. Every morning, the witch doctor must perform his yoga routine for an hour in order to use his magical abilities, much like a wizard studies their spellbook every morning. Witch doctors also eat very little, leaving their bodies frail and more flexible.

Still Mind: By being spellcasters themselves, witch doctors are less susceptible to the adverse effects of mind-altering magic. Starting at 2nd

level, witch doctors gain a +2 bonus to all Will saves. This bonus stacks any other bonuses (ex. Iron Will, magical effects).

Spit Fire: By studying yoga, witch doctors can learn to harvest the hatred and anger deep in their souls, and transmute it to its natural state, fire. Starting at 3rd level, the witch doctor can spit this internal fire once a day, dealing 2d6 fire damage to the target hit. The witch doctor can spit fire twice a day at 6th level, and three times a day at 9th level. The target is entitled a Reflex save (DC 20 + Number of Witch Doctor levels) for half damage. After spitting fire the witch doctor, cannot speak for one hour and cannot use this ability again until he is fully healed. A *Heal Moderate Wounds* spell shortens this time to a half an hour.

Teleport: At 4th level, the witch doctor has learned how to teleport himself small distances, through his study of yoga. This ability works like the spell, *teleport*, but the target is always the witch doctor. The effect is instantaneous; the witch doctor disappears and reappears in another place within seconds. The witch doctor always travels in a straight line in the direction of where he was last looking. The witch doctor may teleport himself anywhere, be the destination a crowded marketplace or a dark portion of the forest, but he may not end his journey inside of a solid object. Teleporting is a means of travel through the Astral Plane, and anything that prevents extraplanar travel prevents teleporting. Teleporting range is 10 feet per every witch doctor level, and a witch doctor may only use this ability once a day per every witch doctor level.

Call Denizen: Starting at 5th level, the witch doctor can call a Hell Hound (*Monster Manual*, pg. 118) to come to his aid, as if he cast the spell *Summon Monster IV* (*Player's Handbook*, pg. 259). The Hell Hound stays for 1d6+1 rounds and dissipates at the beginning of its next turn. If the Hell Hound is killed before it's time is up, it dissipates. The Hell Hound always goes after the witch doctor on the initiative clock. The witch doctor may use this ability once a day per every two witch doctor levels. Every time he uses this ability, a new Hell Hound is summoned.

Souls of the Damned: At 7th level, the witch doctor has developed the power to call forth the souls of the damned that reside in the abyssal planes to empower himself or another. A creature affected by Souls of the Damned gains the following bonuses:

- +4 Natural Armor Bonus to AC
- +2 to Strength
- +2 to attack rolls
- +5 to their save DC against any spells they cast

Good creatures cannot be affected by this ability. Evil creatures affected by this ability get an additional +3 morale bonus to all saves. Souls of the Damned lasts 1d6+1 rounds. This ability can only be used once a day per every two witch doctor levels.

Control Mind: At 8th level, the witch doctor gains the extraordinary ability to possess the mind of any humanoid and control it to do his bidding. The subject must make a Will Save (DC 15 + number of witch doctor levels) or fall under the witch doctor's control. Good creatures get a +2 resistance bonus to this save. A possessed creature's eyes always appear to be glazed over, and the pupils are almost blended with the surrounding eye. The witch doctor telepathically controls his subject's every action, including speech, and can do anything the creature could do, and cannot use any of his spells or abilities. The witch doctor meditates while he has possessed a creature, and sees what that creature would see through his eyes. It is impossible for a witch doctor to move himself during a possession. If his subject is killed, the bond between it and the witch doctor is broken. If the witch doctor is attacked while he has possessed someone, a Concentration check (DC 15 + the character's level or challenge rating) to maintain control. This ability can only be used 3 times a day. The witch doctor holds on to the creature for a base of five minutes. A Concentration check (DC 15+ the character's level or challenge rating) is required to possess the creature for one more minute. Control mind can be treated as a mind affecting ability.

Voodoo Doll: At tenth level, the witch doctor can now forge the thing he is most feared for: the voodoo doll. Voodoo dolls take one full day's worth of work to make. Voodoo dolls look almost exactly like normal stuffed dolls that peasants may carry. Only one voodoo doll crafted by an individual witch doctor may be in existence at any one time. Before the final stitch is sewn, the witch doctor must take a small object that belongs to the one he wishes to curse and attach it to the doll somehow. After the doll is made, he must cast the spell *bestow curse* on the voodoo doll and pay 2,000 XP. This action officially makes the otherwise normal doll, cursed with voodoo. Witch doctors can use the voodoo dolls to harm the subject, but *not* to kill him or bring him below 0 HP. If a damage roll would bring the voodoo subject to less than 0 HP, it brings the subject to 0 HP instead. Pins, twisting, and beating the doll may be used to harm the subject, dealing 1d8 points worth of damage every time a harmful action is done to the doll. Heating and freezing the doll work against the cursed person as well. However, the spell *remove curse* (and only that spell) turns it back into a normal doll. The physical destruction of the doll (ripping off parts, splitting the stitching, removing the stuffing, etc.) also removes the curse from it without penalties to the cursed person. In combat, the witch doctor can torture the doll on his turn only. A harmful act on the doll counts as a full-round action.

Spells

1st Level- *Burning Hands, Cause Fear, Chill Touch, Ray of Enfeeblement*

2nd Level- *Darkness, Ghoul Touch, Scare, Spectral Hand*

3rd Level- *Bestow Curse, Fireball, Flame Arrow, Vampiric Touch*

4th Level- *Contagion, Enervation, Fear, Deeper Darkness*

Spells per Day

Witch Doctor Level	1st	2nd	3rd	4th
1	0	-	-	-
2	1	-	-	-
3	1	0	-	-
4	1	1	-	-
5	1	1	0	-
6	1	1	1	-
7	2	1	1	0
8	2	2	1	1
9	2	2	2	1
10	2	2	2	2

A witch doctor with zero in a certain spell level can only cast bonus spells in that spell level. A witch doctor gets bonus spells based on Intelligence.