

MAZES & PERILS

THE VILE WITCH



WILD GAMES
PRODUCTIONS

MAZES & PERILS: VILE WITCH

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The Vile Witch

On the fringes of the civilized world lie things wishing for the way things were... before. In the dark days prior to the dawn of the humanoid races, it was kill or be killed. And survival of the fittest was the only rule of law. Back then, the shadows swelled with terrifying beasts using anything they could to spread the taint of fear to every dark corner.

Those things are still out there. Plotting. Planning. Scheming. Struggling to find a foothold in the light of day.

Vile Witches and Warlocks or whatever you choose to call them have come to spread their particularly nasty form of corruption to the world. And they have come to stay...

Extra Classes

Though we included six main classes in *Mazes & Perils Deluxe Edition*, there is plenty more to explore, so we'll be releasing a new class now and then to expand the world. Whether they expand the reach of the things in the dark or the things in the light is up to you!

An Overview...

In a world of plenty, there is a ton of refuse. Trash, filth, dregs, and oddments litter the streets, flow downstream, and fill the dark, wet nooks and crannies we'd rather choose to forget. Some folks, however, call those spaces home.

Originally created by the primitive, goblinoid races to celebrate the scum and leavings of the upper worlds, Vile Witches and Warlocks have chosen to embrace these discards as treasures. They may be dirty and lacking in the finer social graces, but there is power to be had among the dross.

Though the earliest of these witches may have been primitives on the outskirts, there are many now among the poorest parts of cities and towns, quietly gathering power for themselves. These are the penniless, the destitute, and the paupers left out in the cold, cruel world. But in those surroundings they have found a simple grace among the waste of the world.

Even so, these vile, wretched spellcasters will shun anything new, choosing instead to reuse that which others have thrown away. They have become scavengers

of the highest order, picking through the remainders of each day to find the nuggets and pearls tossed aside. They see others who waste resources upon expensive gear and fine clothing as ignorant and frivolous, blind to the fate of the less fortunate right under their noses.

The treasures these individuals find become quite useful in the rituals they use to cast their spells. Most adore the use of small blades for their day-to-day survival, choosing to rely on their magic as a way to give them time to escape when the need arises. If pressed into combat, they will usually avoid melee unless absolutely necessary. And then they will use small, finger-length blades to slash and open wounds in their opponents so they may break away and attack from a distance.

These witches of waste typically avoid metal armor, which makes them bulky and slows them down. But they are known to collect trinkets and baubles which have meaning to them.



Basic Features

Like the Magic-User and Enchanter, a Vile Witch uses a d4 for their hit dice if the "Variable Hit Dice" optional rule is in play. Or a standard d6 otherwise.

They are limited to Human, Elf, and Halfling races and must be any non-Good alignment.

Vile Witches are limited to cloth armor and small bladed weapons.

Special Abilities

Vile Witches have two main special abilities at their disposal: Summon Filthy Familiar and Toxic Blood.

Summon Filthy Familiar

Duration: Permanent

Though Vile Witches spend much of their time on the edges of the world, they are hardly ever alone. They can call all sorts of vermin and pests to help them in their cause.

See the [Appendix](#) detailing the new rules for magical Familiars.

To attract a familiar, the witch will summon them to their aid with a song, odor, or vibration.

Roll on the table to randomly determine the type of vermin drawn to the character when this power is used (or negotiate with your GM).

1d6	Familiar*
1	Large Black Centipede
2	Rat
3	Large Crypt Beetle
4	Small Skull (Possessed)
5	Mangy Coyote
6	Giant Tick

* Be sure to confer with your GM on whichever Familiar you choose.



Toxic Blood

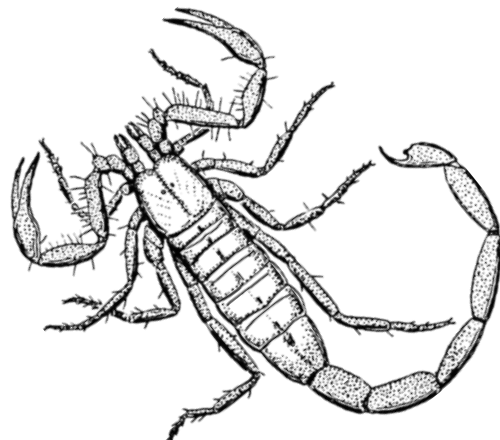
Duration: Permanent

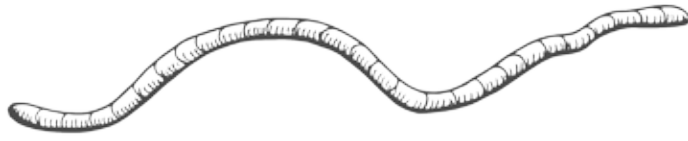
At second level, the Vile Witch or Warlock must undergo a permanent transformation which turns their very lifeblood to a foul and putrescent substance. It goes from red and vibrant to a sickly green, viscous black rotten slime.

Animals and creatures with an enhanced sense of smell always react negatively to a Vile Witch due to the sick taint of their blood that can be smelled at a distance of 15 feet.

The fetid spoilage in their veins gives these witches an immunity to all forms of disease, both natural and magical. They are also immune to all but the most powerful poisons and toxins, being as they themselves have toxins flowing in their veins. Creatures with toxic bites and stings such as scorpions, serpents, spiders, and so on, will still do physical damage; but their poisons will have no effect. As a result, these witches surround themselves with this type of creatures as familiars and pets to keep others at a distance.

Vile Witches can also cut themselves and coat their weapons with their poisoned blood. If they use that weapon to cut another, it acts as a poison (Save vs. Poison); and the victim begins sweating and grows ill on a failed save, taking -1 to their Str and -2 to their Con until healed.

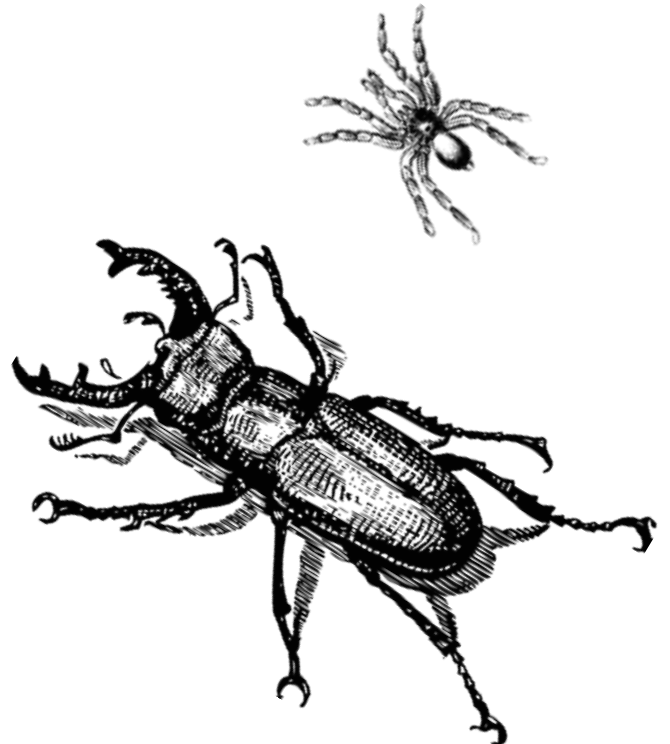
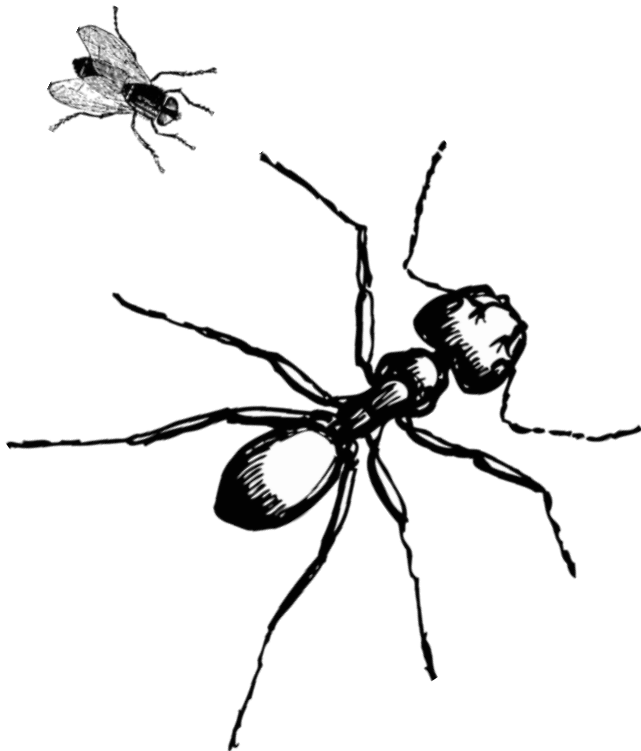




Vile Witch - Experience and Spells Per Level

Level	Experience	Hit Dice	Spells Per Level					Special Abilities
			1	2	3	4	5	
1	0	1	-	-	-	-	-	Summon Filthy Familiar*
2	2,000	2	1	1	-	-	-	Toxic Blood*
3	4,000	3	2	1	-	-	-	
4	8,000	4	2	2	-	-	-	
5	16,000	5	2	2	1	-	-	
6	30,000	6	2	2	2	-	-	
7*	60,000	7	3	2	2	1	-	
8	120,000	8	3	3	3	2	1	
9	240,000	9	4	3	3	3	2	

* See the [Special Abilities](#) for a description.



Vile Witch Spells

1st level Spells	2nd level Spells
Opportunist Pustule Taint	Acidic Spew Foul Diet Glide Night's Companion
3rd level Spells	4th level Spells
Digger Hideous Hide Tonguelashing	Living Death Doll Scent of Fear Wretched Form
5th level Spells	
Infectious Kiss Old Wounds Scorpion's Kiss Song of Insanity Spike Syphon Vile Spike	

Acidic spew

Level: 2

Duration: Instant

Range: Caster height in feet (round down)

Damage: 1d6 +2 points for each level of caster

Casting Acidic Spew causes the witch's stomach to churn and erupt in a toxic stream of bile, rot, and foul intent directed at a single target. The stream causes 1d6 base damage +2 points of damage for each level of caster.

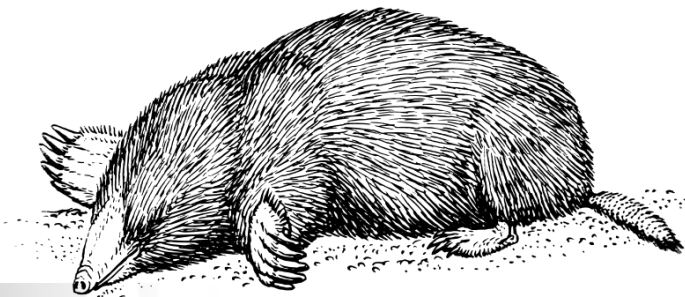
Digger

Level: 3

Duration: 10 Minutes

Range: Self

When Digger is cast, the witch's hands become like the hardened claws of a large mole, perfectly suited for digging into the earth at a speed of 2 feet per turn. These new claws may also be used in combat as improvised weapons causing 1d4 damage.



Foul Diet

Level: 2

Range: Self

Effect: Heals 1d4+1 HP up to 1/2 their full HP value

One of the main virtues of a Vile Witch is their knack for survival. In dire situations, the witch can consume dirt, carrion, or any sort of refuse to regain 1d4+1 HP up to half of their full hit point value.

Glide

Level: 2

Duration: The length of one "glide" from one point to another

Range: Self

In critical situations, a Vile Witch can seemingly detach and stretch their skin to form rudimentary wings like those of a flying squirrel. This allows them to glide from one point to the next without harm but does not grant them the power of flight. Note that the witch may not fight or be weighed down with gear while gliding.

Hideous Hide

Level: 3

Duration: 1 hour per level of caster

Range: Self

Effect: Adds +3 (-3) to caster's natural AC value

This spell grants the caster a temporary layer of thick, crusty warts and calcified growths to increase their armor class substantially. They gain +3 (-3) to their natural AC.

Infectious Kiss

Level: 5

Duration: Permanent (until Cure Disease is cast)

Range: Touch

Effect: Special

A primary goal of every Vile Witch is to spread their vile nature to those polluting the world. They do this through a particularly nasty "kiss" after a successful grapple attack. The witch puts their mouth somewhere on their victim's body and sprouts an ovipositor used to inject its toxic brew. Think of it as if the witch were a mosquito but injecting their victims instead of draining them dry.

This toxic injection causes severe issues for the victim unless they seek attention quickly. Without the benefit of a Cure Disease spell or potion, the victim will suffer severe rashes all over their body and sweat profusely,

suffering 1d4-1 damage. Any food or drink consumed is vomited immediately and they can only heal back to half their full HP.

After that first 1-3 days without a cure, their organs begin to burst and liquify, causing 1d10+3 damage each day until it eventually kills them. Even after death, the liquification process continues until all that's left is a gelatinous puddle of skin, feces, and ichor. The victim remains somewhat conscious all the way to the end, experiencing excruciating pain but unable to do anything about their impending doom.

Living Death Doll

Level: 4

Duration: 1 combat or 5 minutes per level

Range: Self

Effect: Special

When cast, the witch becomes a living, breathing voodoo doll. Any damage inflicted upon the witch reflects back on the combatant who dealt the damage. Each attack results in the witch only taking 1 point of damage unless more damage is dealt than the witch's current HP value. If that occurs, the witch is dropped to zero and rendered unconscious.

Night's Companion

Level: 2

Duration: 10 minutes per level

Range: 1 mile radius

For the duration of the spell, the witch can see through the eyes of any local, nocturnal, vermin within a 1 mile radius. The witch's own eyes become covered in a white film, and the witch can temporarily connect to any vermin within the spell radius. The witch may only use one creature's senses at a time but cannot control them in any way. However, the witch may jump from one creature to another at any time within the duration of the spell.

Old Wounds

Level: 5

Duration: Until healed

Range: 30ft.

Damage: 1d8+2

Old Wounds is a stronger version of the Opportunist spell. Casting this spell can open an old wound on an opponent, causing 1d8+2 damage even if it was healed long ago. If the opponent has an open wound (i.e. has taken any damage during the current battle), the witch can cause those wounds to fester and boil for each round (1d8+2) until they are healed or the victim dies.



Opportunist

Level: 1

Duration: Until healed

Range: 20ft.

Damage: 1d4+1 damage (requires extra healing)

This spell enables the Vile Witch to cause an existing wound on an opponent to bleed further (1d4+1). Any wound affected in this way becomes infected and will take double the amount of points to heal it. For example, if the witch causes 4 points of damage, that will take an additional 4 points to heal for a total of 8.

Pustule

Level: 1

Duration: 1 hr

Range: 20 feet

Damage: 1d4 acid damage plus special

This spell causes a large, fluid-filled sac to form on the caster. The witch can then rip that sac from their body and hurl it at a target. When the sac hits a target, it will stain and burn the victim with 1d4 acid damage, as well as marking them with a horrible odor, removable only through bathing in milk.

Scent of Fear

Level: 4

Duration: 15 minutes

Range: 20 foot radius

With this spell, the witch emits an aromatic cloud of fear and panic causing all within a 20 foot radius to see the caster as a large, predatory threat. In response, any affected will flee in a pheromone-induced panic unless they Save vs. Will.

Scorpion's Kiss

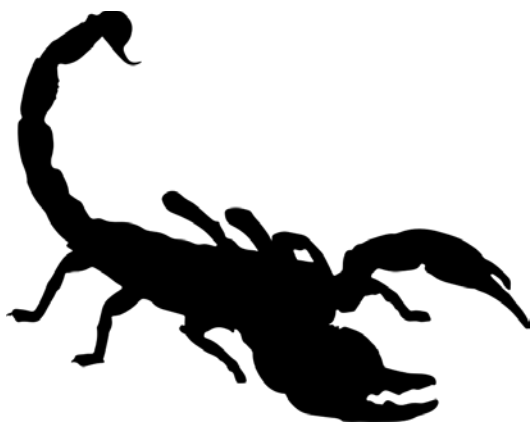
Level: 5

Duration: 1 hour

Range: Self

This spell enables the witch to summon the powers of chaos and meld with the physical properties of a scorpion. Roll on the table below to see what random property the witch gains.

D4	Effect
1	Left hand turns into a Pincer (1d6 damage)
2	Right hand turns into a Pincer (1d6 damage)
3	The witch's body is covered with a scorpion-like carapace. +4 (-4) to AC
4	The witch gains a scorpion's tail from the base of their own spine. (1d6 damage + poison)



Song of Insanity

Level: 5

Duration: until Victim saves

Range: 30 foot radius

With the Song of Insanity, the Vile Witch calls upon the twisted dark and speaks a language not meant to be heard by mortal ears. A cacophony of vermin chirps, slurps, clicks, and wails fill the air as the witch sings, causing all within range to be driven into a stunned panic and eventually a mind bending madness.

Victims must Save vs. Will or be stunned. A successful save allows victims to escape from earshot.

Spike Siphon

Level: 5

Duration: special

Range: 8 feet

After a successful casting of Vile Spike, the Vile Witch can use this spell to siphon life from their victim. The victim is drained of 1d4 HP per round, and it lasts as long as the connection is kept between witch and victim. A victim may Save vs. Strength to rip the spike free of their flesh or to pull the witch towards them to somehow sever the connection themselves.

Taint

Level: 1

Range: Touch

This spell enables the witch to taint a single vessel of liquid, turning its contents into a foul-smelling ichor. If ingested, the consumer must Save vs. Poison or take 1d4 damage. If not healed in the first 10 minutes, the victim will take an additional 1d4+2 damage. If not healed in the next 10 minutes, they will take another 1d6+2 damage.

Tonguelashing

Level: 3

Duration: 10 minutes per level of caster

Range: 10 feet

When cast, Tonguelashing grants the witch a whip-like tongue like a frog that can be used to damage and entangle an opponent in combat. It does 1d4 damage and has a 25% chance of tripping the target on each attack.

Vile Spike

Level: 5

Duration: Instant/2 combat rounds

Range: 8 feet

This spell fires a calcified bone spike from the witch's palm, hurling it at a target. Upon a successful hit, the spike embeds itself in the victim, essentially tethering the victim to the witch. The spike itself causes 1d4+2 physical damage to the victim, but the witch can then use the Spike Siphon spell in the next attack.

Wretched Form

Level: 4

Duration: 1 hour

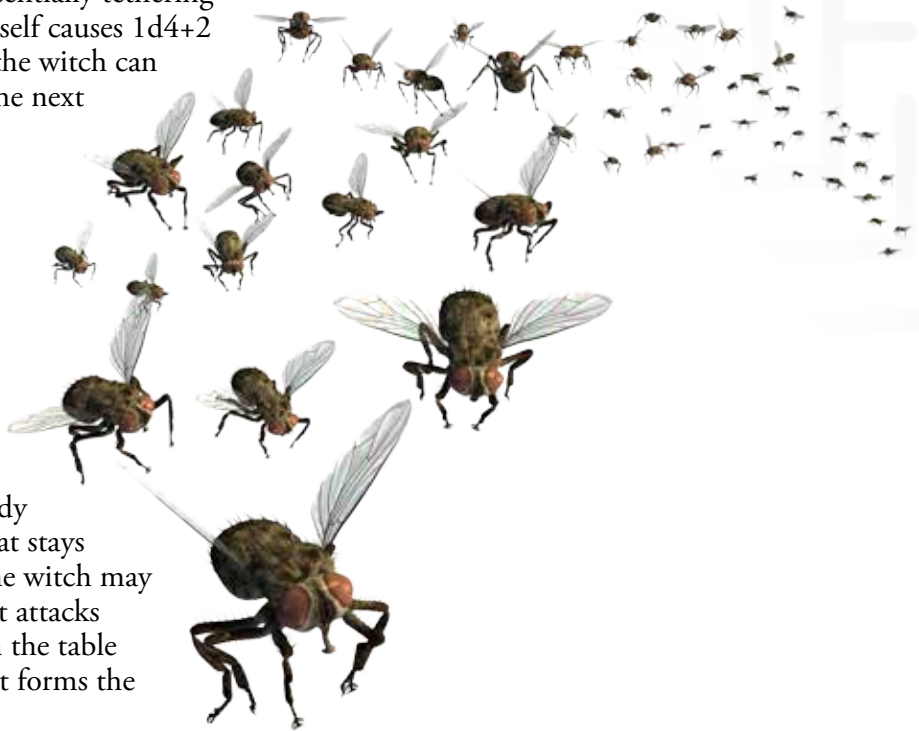
Range: Self

When the witch takes on a Wretched Form, he has become one with the vile magics and filth he has embraced. This causes his body to divide into a swarm of vermin that stays roughly in the shape of his body. The witch may not swing a weapon in this form but attacks as a Small Creature, Swarm. Roll on the table to determine the type of vermin that forms the swarm.

See the [Appendix](#) on Swarms for details.

If the witch takes 1/2 of her full HP in damage, the swarm will disband and the witch will revert to her original form.

D4	Swarm Consists Of...
1	Rats
2	Beetles
3	Leeches
4	Serpents
5	Flies
6	Bats



Appendix 1: Familiar Rules

The following works as a 1st level Magic-User spell and a 1st level Vile Witch ability.

Familiar Companion

Level: 1

Duration: Special

Range: Special

The caster of this spell may cast this once to summon a magical animal and/or creature companion to aid them in their work. The caster becomes the master of their familiar, and the creature will obey every command, short of harming itself.

The familiar itself is usually small animal or creature. It cannot be used to attack, but may be used as a distraction. Familiars are normally used to fetch things, scout ahead for their master, and keep watch as the need arises. There is a special bond between the familiar and his master, one that allows the master to see through its eyes and use its other senses if available.

For the character to use these abilities, he must concentrate and achieve an almost meditative state. The character is not aware of his surroundings while in this state, so he could easily be attacked or surprised. If disturbed, the character's connection is severed and he must meditate again to reconnect with his familiar. The character may use this ability freely for as long as he'd like with no side effects.

The process of initially summoning a familiar is a ritual that takes 8 hours of uninterrupted meditation with the desired creature or animal as the focus. (It can also be random.) The player and GM will decide if the familiar is random (based on the chart of common familiars) or one they have agreed upon. Either way, within 24 hours the familiar will find the character and make itself known.

Since the character and the familiar share a special magical link or bond, the familiar understands everything the

character wants it to do at the time. On the other hand, the familiar can only communicate with simple thoughts like "enemy over here" or "found it".

If the familiar is killed, the character feels the pain of the loss and suffers a 25% loss of hit points. This causes them to pass out for an hour due to the shock. When they awaken, they will feel sorrow for their loss for at least a week. They may not attempt to cast the

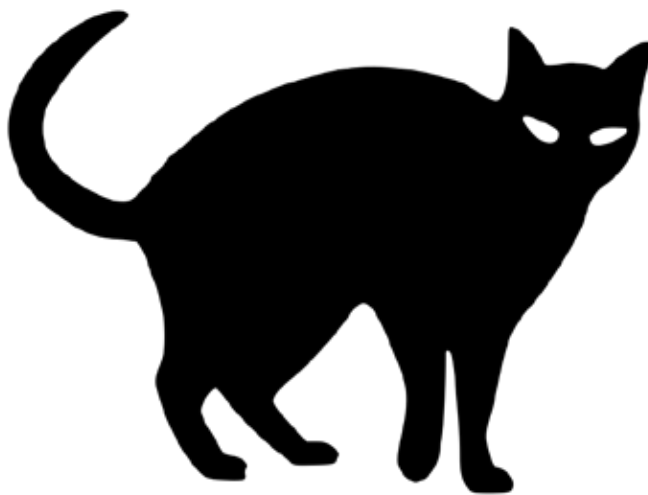
Common list (d6 roll)

1d6	Familiar
1	Bat
2	Bird (DM fiat)
3	House cat
4	Dog
5	Frog or Toad
6	Rodent (mouse or small rat)

* Be sure to confer with your GM on whichever Familiar you choose.

spell again until this period has passed. The lost hit points can be healed over time naturally or magically.

Once the spell is cast, the familiar will always want to remain near its master. Depending on the familiar, the character may have to tell it to go hide occasionally. If not called upon in 8 hours time, the familiar may start to seek its master due to loneliness.



Appendix 2: Swarm Rules

The following rules define swarms for use with the 4th level spell "Wretched Form."

Swarms

A swarm is a mass of tiny creatures working in concert. Individually, each creature represents little threat to a character, but together they present a deadly challenge. Though these creatures may resemble those existing in nature, these are not your normal vermin.

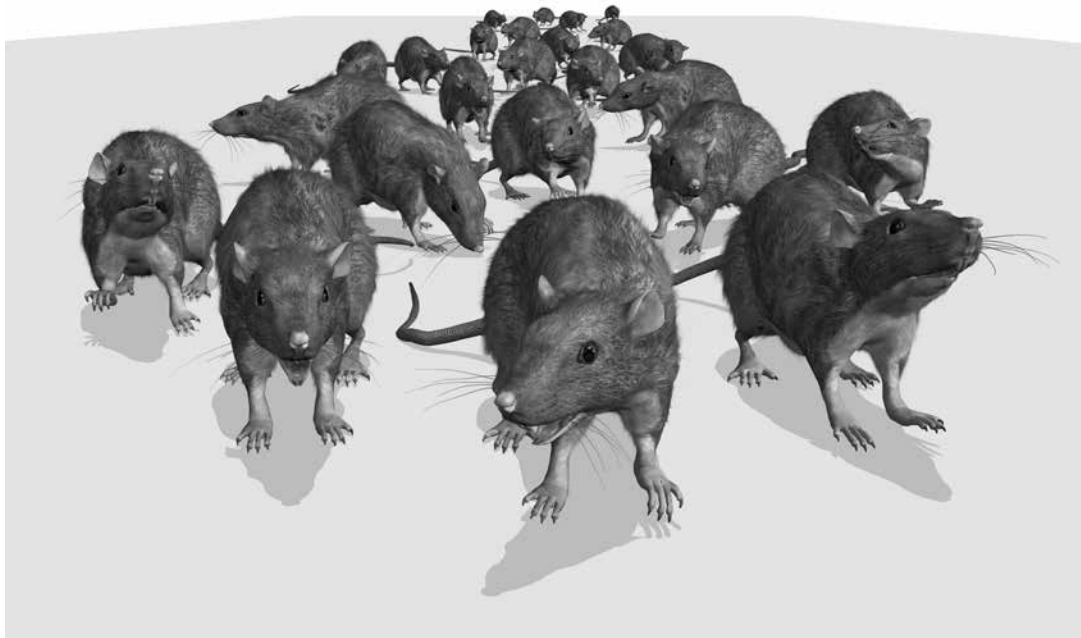
En masse, the swarm can take the form of another, larger creature. The swarm will follow the general outline of the creature and act as one entity.

If it is another creature such as a wizard or magical animal that has turned into the swarm, they lose any melee or ranged attacks the intelligent creature had in its normal form. Instead the swarm has a "Swarm" attack and a better AC due to the difficulty in hitting such a mass of smaller creatures.

Movement is reduced to half the caster's normal speed due to the focus required to keep all the independent members of the mass coordinated.

Each type of creature does a slightly different type of damage.

- Rats (Dmg: 2d6 + disease) (AC: +2/-2)
- Beetles (Dmg: 1d6) (AC: +3/-3)
- Leeches (Dmg: 1d6 plus ongoing bleeding damage of 1 point per round until healed) (AC: +2/-2)
- Serpents (Dmg: 2d6 + poison) (AC: +1/-1)
- Flies (Dmg: 1d4) (AC: +4/-4)
- Bats (Dmg: 2d6 + disease) (AC: +2/-2)



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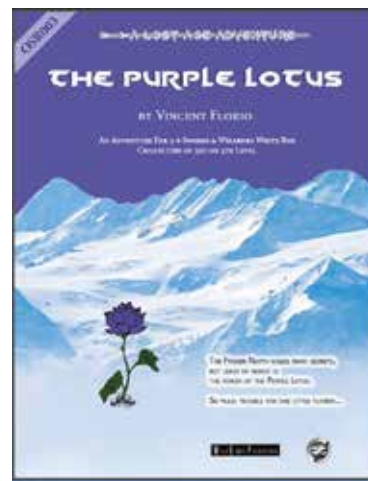
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System- and genre-neutral and ready to roll!

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