

# The WITCH DOCTOR

**Alignment:** Any

**Abilities:** Wisdom and Charisma are the primaries for a Witch Doctor

**Hit Dice:** d6

**Races:** Aboriginal Humans are the only known race to become Witch Doctors

## Class Skills

Concentration (Con)	Intimidate (Cha)	Knowledge Religion (Int)	Perform (Cha)
Craft (Int)	Knowledge Arcana (Int)	Handle Animal (Cha)	Spellcraft (Int)
Diplomacy (Cha)	Knowledge Nature (Int)	Listen (Wis)	Spot (Wis)
Heal (Wis)	Knowledge Planar (Int)	Use Magical Device (Cha)	Survival (Wis)

**Skill Points at 1st Level:** (4 + Int Modifier) x 4

**Skill Points at Each Additional Level:** 4 + Int Modifier

## Class Features

### Weapon and Armor Proficiency

Witch Doctors are proficient with all simple weapons (including the blowgun in the Dungeon Master's Guide). They are also proficient with Medicine Mojos. Witch Doctors are not proficient with any type of armor or shield. Armor of any type interferes with a Witch Doctor's gestures, which can cause his Rituals and Spells to fail.

### Spells

A Witch Doctor may only choose spells from the Witch Doctor spell list, absolutely no exception can be made in this regard. His spells per day of each level are equal to half of his spells known, rounded down. A Witch Doctor must meditate for one hour everyday and speak with the spirits to retain the knowledge of his spells. Spell do not need to be memorized, every time a spell is cast the Witch Doctor may choose among his list of known spells.

**Table 1-1: Witch Doctor Spells Known**

Level	Spells Known					
	1st	2nd	3rd	4th	5th	6th
1st	2	-	-	-	-	-
2nd	3	-	-	-	-	-
3rd	4	-	-	-	-	-
4th	5	2	-	-	-	-
5th	6	3	-	-	-	-
6th	6	4	-	-	-	-
7th	6	5	2	-	-	-
8th	6	6	3	-	-	-
9th	6	6	4	-	-	-
10th	6	6	5	2	-	-
11th	6	6	6	3	-	-
12th	6	6	6	4	-	-
13th	6	6	6	5	2	-
14th	6	6	6	6	3	-
15th	6	6	6	6	4	-
16th	6	6	6	6	5	2
17th	6	6	6	6	6	3
18th	6	6	6	6	6	4
19th	6	6	6	6	6	5
20th	6	6	6	6	6	6



### Spirits and Superstitions

All of the Witch Doctor's spells are granted by the spirits, some good some bad. All of the spirits are revered by the Aborigines and must be appeased often. If a Witch Doctor stops his communication with the spirits, he begins to lose his

abilities and eventually, his levels in Witch Doctor. Aborigine tribes rely on the Witch Doctors for good medicine, sometimes bad medicine and spiritual knowledge and guidance. Every tribe has at least one in the village.

### **Craft Primitive Item and Brew Potion**

At 1st level a Witch Doctor automatically gains the feats Craft Primitive Item and Brew Potion as bonus feats. Craft Primitive Item is required for a Witch Doctor to craft a Voodoo Doll and Brew Potion is required for a Witch Doctor to apply poisons and make War Paint.

### **Hoodoo Vestige**

At 1st level a Witch Doctor gains the ability to don a spirit mask. While wearing a spirit mask, the spirits of Mbwiru Eikura can find the Witch Doctor and grant him spells. A Witch Doctor must wear a spirit mask for at least 1 hour prior to being able to cast any spells (giving time for the spirits to find him). A spirit mask can also have unseen mystic properties that may grant bonuses to a Witch Doctor's abilities. The spirit mask acts as the Witch Doctor's focus for casting spells and using spell-like abilities. The spirit mask requires no free hands to use as the Witch Doctor's focus as long as it is worn. It is also used as a sign of his office amongst the tribe.

### **Voodoo Ritual**

At 1st level a Witch Doctor gains the ability to perform Voodoo Rituals. Many of the Witch Doctor's core abilities rely on successful Rituals. Different rituals demand different kinds of targets. Some rituals require you to direct them at a specific person other than yourself, some can only be used on yourself, and others are targeted at certain items or locations. A standard Ritual takes thirty minutes to one hour and involves sacrificial components, dancing around a large fire, and chanting in Mumbo Jumbo. The Hex Ritual for instance must be performed in order to imbue a Voodoo Doll with the ability to use Hex. This requires five drops of blood from the Witch Doctor, a Voodoo Doll crafted by the Witch Doctor, and roughly thirty minutes of tribal dancing and chanting with the Voodoo Doll in hand. In order for a Ritual to succeed, the Witch Doctor must make three consecutive Perform Ritual checks (one per twelve minutes of the Ritual). The DC for each Ritual is listed in the Rituals document.

### **Poison Ritual**

At 1st level, a Witch Doctor learns the Poison Ritual. This Ritual works as the Assassin's Poison Use ability but requires a Ritual to be performed during the application.

### **Hex**

At 1st level, a Witch Doctor may establish a powerful spiritual connection with any being it can comprehend, but this is still limited by the Witch Doctor's physical form. As long as the Witch Doctor has at least one Voodoo Doll and is able to perceive his target (within a range of 100ft + 10ft per level of the Witch Doctor), he may take a standard action to cast a Hex upon his target, linking the creature to the inanimate doll which resides in the Witch Doctor's hand. A Use Magical Device Check must succeed or the attempt fails, DC10 + Target HD + Target Wisdom modifier. He may now deliver certain spell-like abilities against the doll to which the effects will be immediately delivered to the chosen target. No actual damage is dealt to the doll itself, and so long as no action is taken to destroy the figment itself, it remains in perfect condition. The doll may not be used by any other than the Witch Doctor for the purpose of establishing a Hex or dealing damage to the target. The target may negate the Hex with a Will Save of DC 10 + ½ Witch Doctor level + Wisdom modifier. The Hex duration in rounds is equal to the Witch Doctor level + Wisdom modifier. Once the duration is over, all effects applied to the target end.

### **Pins and Needles**

If Hex is chosen at 1st Level, a Witch Doctor carries around a set of small, handmade pins and needles made of bone which he himself has granted magical powers. If the Witch Doctor sets up a successful Hex with a target then he may spend a standard action to stick pins into his target's Voodoo Doll, dealing 1d4 damage against the target creature. There is no save to negate this damage. If the Witch Doctor is to change the target of his Hex, then he must remove all pins as a free action and designate his victim again as a standard action. This damage bypasses all damage reduction, this is not subject to spell resistance. If the Witch Doctor decides to continue using Pins and Needles on his target, he must take a standard action. If the Witch Doctor takes a full round action, the damage increases by one additional die. This increase continues by one each time the Witch Doctor uses a full round action to continue doing damage to his Hexed target with Pins and Needles. If the Witch Doctor takes damage prior to but in the same round as his next Pins and Needles attempt, he must succeed at a Concentration check (DC equal to the damage dealt to the Witch Doctor) or waste a full round action. Every fourth level, the damage die of Pins and Needles increases by one. The damage die caps at 1d12.

### **Deafen Doll**

With the Hex ability, as a standard action a Witch Doctor may use two bone needles to stab his Voodoo Doll in both sides of the head, thus effectively deafening his Hexed target as if effected by the Deafen spell. The effect lasts until the Hex duration is over or until the needles are removed from the Voodoo Doll. Will Save DC10 + ½ Witch Doctor level + Wisdom modifier negates the effect.

**Table 1-2: The Witch Doctor**

<b>Level</b>	<b>BAB</b>	<b>Fort</b>	<b>Ref</b>	<b>Will</b>	<b>Special</b>
1	+0	+0	+0	+2	Poison Ritual, Hex w/ Pins & Needles 1d4 and Deafen Doll
2	+1	+0	+0	+3	Steal Memories
3	+1	+1	+1	+3	Spirit Walk 1/day, Guardian Spirit
4	+2	+1	+1	+4	Primitive War Paint, Poison Dart Frogs, Blind Doll
5	+2	+1	+1	+4	Pins & Needles 1d6, Consume Doll, Strong Hex, Raise Zombie
6	+3	+2	+2	+5	Fetish Familiar, Quick Hex
7	+3	+2	+2	+5	Improved Primitive War Paint, Poison Dart Frogs II, Spirit Walk 2/day
8	+4	+2	+2	+6	Burn Doll, 2nd Fetish Familiar, Manifest Guardian
9	+4	+3	+3	+6	Pins & Needles 1d8, Haunting Hex
10	+5	+3	+3	+7	Melt Doll, 3rd Fetish Familiar
11	+5	+3	+3	+7	Greater Primitive War Paint, Poison Dart Frogs III, Spirit Walk 3/day
12	+6/+1	+4	+4	+8	4th Fetish Familiar, Silence Doll
13	+6/+1	+4	+4	+8	Pins & Needles 1d10, Black Magic Hex
14	+7/+2	+4	+4	+9	5th Fetish Familiar, Poison Dart Frogs IV, Paralyze Doll
15	+7/+2	+5	+5	+9	Spirit Walk 4/day
16	+8/+3	+5	+5	+10	6th Fetish Familiar
17	+8/+3	+5	+5	+10	Pins & Needles 1d12, Poison Dart Frogs V
18	+9/+4	+6	+6	+11	7th Fetish Familiar
19	+9/+4	+6	+6	+11	Spirit Walk 5/day
20	+10/+5	+6	+6	+12	8th Fetish Familiar

### **Steal Memories**

At 2nd Level, whenever a creature is killed by Hex, the Witch Doctor gains access to all of the slain creature's memories (such as the password to a gate etc.) but not feats, skills, or spells. The Witch Doctor only has a number of rounds equal to his Wisdom modifier to spot information he is looking for in the slain creature's memories.

### **Spirit Walk**

At 3rd Level, a Witch Doctor can retract his physical body through a shift in the material plane and enter the Spirit World. As a standard action the Witch Doctor may enter the Ethereal Realm as if using the Ethereal Jaunt spell. This ability lasts a number of rounds equal to the Witch Doctor's Wisdom modifier and may not be split up amongst multiple uses. When Spirit Walk is used, any Hexed targets are released from the Hex. Also, any Raised Zombies immediately fall prone (not dead) when the Witch Doctor uses Spirit Walk until he returns to the Material Realm. The Witch Doctor may return to the Material Realm as a free action. Every third level hereafter, the number of times per day that the Witch Doctor may use Spirit Walk increases by one.

### **Guardian Spirit**

At 3rd Level, a Witch Doctor can choose a Guardian Spirit. The spirit will be that of one of his forefathers, and it will have the same alignment as he. The spirit can be summoned at will, and may give important information to the Witch Doctor. The Guardian Spirit can also sense the effects of voodoo magic (such as an animal under the effects of a Possess Animal Ritual) or the presence of other incorporeal creatures.

### **Primitive War Paint**

At 4th level, a Witch Doctor gains the knowledge to brew and apply Primitive War Paint upon himself and one ally. This requires colored clays usually collected from the Jungle by tribal children. A maximum of one War Paint may be applied to one creature. The War Paint requires the Primitive War Paint Ritual to be performed in order for the Witch Doctor to apply the War Paint and for the spirits to enchant it. The duration of the War Paint in days is equal to the Witch Doctor level. The two spirit enchants available through this ability are listed below:

1. Primitive War Paint of the Elephant Spirit, grants a +4 shield bonus to AC. (Does not stack with worn armor)
2. Primitive War Paint of the Energy Spirit, grants 10 Resistance to one chosen energy type.

### **Poison Dart Frogs**

At 4th level a Witch Doctor may summon a swarm of poison dart frogs as the Summon Swarm spell. This ability can be used a number of times per day equal to  $\frac{1}{2}$  Witch Doctor level. Except for Poison Dart Frogs III, IV and V, the poison affects have a 1 round incubation period. Poison dart frog swarms are described below:

Diminutive Vermin (Swarm) Giant Leaf Poison Dart Frogs

Hit Dice: 4d8-6 (10 hp)

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 16 (+4 size, +2 Dex), touch 18, flat-footed 12

Base Attack/Grapple: +6/-

Attack: Swarm (1d8 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 1, Dex 15, Con 8, Int  $\emptyset$ , Wis 10, Cha 2

Skills: Climb +8, Jump +8

Feats: Weapon Finesse

Poison (Ex): Contact, Fortitude DC 16, subject takes 1d3+1 Con damage and becomes Sickened for 4 rounds.

### **Blind Doll**

With the Hex ability, as a standard action a Witch Doctor may use two bone needles to stab his Voodoo Doll in the eyes, thus effectively blinding his Hexed target as if effected by the Blind spell. The effect lasts until the Hex duration is over or until the needles are removed from the Voodoo Doll. Will Save DC10 +  $\frac{1}{2}$  Witch Doctor level + Wisdom modifier negates the effect.

### **Consume Doll**

With the Hex ability, at 5th level as a full round action a Witch Doctor may devour the doll which he is currently using to cast a Hex upon a subject and by doing so use the powerful spiritual link to convert the victim's pain into positive healing energy which revitalizes himself. All damage dealt to the subject via Pins and Needles and only that damage dealt from the establishment of the Hex until the point of consumption heals the Witch Doctor for that exact amount. In the process however the Voodoo Doll is destroyed and the Witch Doctor must make another one and perform the Hex Ritual if he wishes to enact another Hex.

### **Strong Hex**

With the Hex ability, at 5th level if a Witch Doctor crafted his Voodoo Doll to possess any piece of the physical body of a creature (such as a lock of hair, a fingernail or blood) this particular creature take a -4 penalty to Will Saves for the purpose of resisting a Hex. Something once worn by the subject can also serve as a piece of the physical body.

### **Raise Zombie**

At 5th Level a Witch Doctor has the power to affect undead creatures by channeling the power of both good and bad ancestral spirits through his Hoodoo Vestige. A Witch Doctor can raise slain creatures as Zombies for a total number of HD equal to  $\frac{1}{2}$  his Witch Doctor level times his Charisma modifier. The maximum number of raised creatures cannot exceed the Witch Doctors charisma modifier +1. He is unable to raise a creature of higher HD than his Witch Doctor level. All raised creatures take on the Zombie subtype. The duration of Raise Zombie for each creature raised is one hour per Witch Doctor level, or until slain, or if the Witch Doctor and his Raised Zombies go beyond within 50ft + 10ft per Witch Doctor level from one another. Once a zombie has been slain, the Witch Doctor is unable to ever raise that creature again. Other necromatic affects can be used in conjunction with this ability.

### **Fetish Familiar**

At 6th Level, a Witch Doctor gains the ability to use Craft Primitive Item to make a foot and a half tall Fetish Warrior. The materials for a Fetish are easily found as they are usually made of wood, stone, and other natural materials. A spirit mask resembling the Witch Doctor's must be carved into the Fetish's face and clays to paint the Fetish are often required by Mbwiru Eikura to allow spirits to possess them. Once the Fetish is crafted, the Fetish Ritual must be performed to animate

the Fetish with a spirit. There is no duration on how long a Fetish remains animated. Once killed however, the spirit returns to Mbwiru Eikura. The only way a Witch Doctor and his Fetish can communicate is through Mumbo Jumbo. The only weapons a Fetish may wield is a wooden dagger and a blowgun which must be crafted with the Fetish. These weapons do piercing damage and also secrete Curare leaf extract. Every two levels hereafter, the Witch Doctor gains the ability to have an additional Fetish. One Fetish Ritual can animate a number of Fetishes equal to the Witch Doctor's Charisma modifier. The base attack bonus for a Fetish is always equal to the Witch Doctor's +1. Every two levels beyond 6th the Fetish gains a more potent poison imbued into his weapons that increases the save DC by 1. A Fetish also gains power when occupying the same square as another Fetish. In melee only, for each additional Fetish occupying a square, they gain +1 to melee attack and damage, and +1 to all of their saves. When three or more occupy the same square, they may all take a standard action to make one trip attempt at their base attack bonus + combined Dex modifier + 2 bonus for each Fetish. If tripped, any action by the tripped creature to no longer be prone provokes an attack of opportunity from each Fetish occupying it's square. The statistics for an individual Fetish are listed below:

Tiny Undead

Hit Dice: Witch Doctor level + Charisma modifier x2

Speed: 20ft (4 squares)

Armor Class: 16 (+4 size, +2 Dex)

Base Attack/Grapple: +4/+2

Attack: Dagger +6 (1d2 plus Curare leaf extract) Blowgun +7 (1+1 plus Curare leaf extract)

Saves: Fort +0, Ref +3, Will +5

Abilities: Str 6, Dex 14, Con  $\emptyset$ , Int 6, Wis 12, Cha 6

Skills: Climb +10, Escape Artist +3, Gather Information +6, Hide +7, Jump +10, Move Silently +7

Space/Reach: -/-

Special Attacks: Poison

Special Qualities: Darkvision 60 ft, turn immunity

Feats: Weapon Finesse (Dagger), Point Blank Shot, Rapid Shot

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1 Con. The save DC is Constitution-based.

### **Quick Hex**

With the Hex ability, at 6th level if a Witch Doctor is struck in melee combat and he does not already have a Hexed target, he may make a Hex attempt on his attacker as a free action at the start of his next turn. This ability cannot be used against melee attacks that have not struck the Witch Doctor or against ranged attacks of any kind.

### **Improved Primitive War Paint**

Expanding upon the Primitive War Paint ability, at 7th Level a Witch Doctor gains the knowledge of two Improved Primitive War Paint enchantments. A maximum of one Improved Primitive War Paint may be applied to one creature. This may stack with the one applied Primitive War Paint enchantment for the Witch Doctor only. The two spirit enchants available through this ability are listed below:

1. Primitive War Paint of the Hippopotamus Spirit, grants a +2 bonus to subject's Str, Dex, and Con.
2. Primitive War Paint of the Monkey Spirit, grants a +2 bonus to subject's Int, Wis, and Char.

### **Poison Dart Frogs II**

With the Poison Dart Frogs ability, at 7th level a Witch Doctor's frogs become Splash-backed poison dart frogs.

Diminutive Vermin (Swarm) Splash-backed Poison Dart Frogs

Hit Dice: 6d8-6 (18 hp)

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 17 (+4 size, +3 Dex), touch 18, flat-footed 13

Base Attack/Grapple: +6/-

Attack: Swarm (1d8 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Saves: Fort +4, Ref +6, Will +4

Abilities: Str 1, Dex 17, Con 8, Int  $\emptyset$ , Wis 10, Cha 2

Skills: Climb +10, Jump +10

Feats: Weapon Finesse

Poison (Ex): Contact, Fortitude DC 16, subject takes 1d3+1 Dex damage and is Confused with Blurred vision for 4 rounds.

### **Burn Doll**

With the Hex ability, at 8th level a Witch Doctor gains the ability to burn his Voodoo Doll into ash with a full round action. When the Voodoo Doll undergoes being burned, the target of the Witch Doctor's Hex takes d6 fire damage equal to his Witch Doctor level + 2/ Witch Doctor level. No save can negate this damage. After this ability is used, the Voodoo Doll is destroyed and a new Voodoo Doll must be crafted by the Witch Doctor and imbued through a Hex Ritual.

### **Manifest Guardian**

At 8th level, a Witch Doctor can take a free action to call his Guardian Spirit to manifest itself into the Witch Doctor's body. This can be done once per day. While the Guardian Spirit possesses the Witch Doctor, he is granted power and abilities far beyond what he is normally capable of. This lasts a number of rounds equal to the Witch Doctor's Charisma modifier (minimum 1 round). If the Witch Doctor uses Spirit Walk while his Guardian Spirit is manifested, the Guardian Spirit immediately returns to the Ethereal Realm. Once possessed, the Witch Doctor assumes the Undead subtype but retains his current hit dice and Constitution. While still human, the Witch Doctor gains Turn Resistance to keep his Guardian from being sent back to the spirit world. The Guardian also acts as a barrier to the Witch Doctor's body, granting him spell resistance as the necromantic powers disrupt magic around him with its constant flow of negative energy. With his body shifted between the material realm and the spirit world, he is granted his Charisma modifier to his Armor Class as a deflection bonus. At higher level, this affect also causes incorporeal distortion and grants a 20% miss chance against attacks. This can be overcome as normal with a ghost touch weapon. The modifications that a Witch Doctor receives strengthen every six levels. The table below shows the details of these affects as the Witch Doctor grows stronger.

**Table 1-3: Manifest Guardian Bonuses**

Level	Uses/ day	Turn Resistance	Spell Resistance	Spell and Hex DC bonus	AC Bonus	Miss Chance
8th	1	+4	+14	+2	+ Char Mod	0%
14th	2	+6	+17	+3	+ Char Mod + 1	20%
20th	3	+8	+20	+4	+ Char Mod + 2	50%

### **Haunting Hex**

With the Hex ability, at 9th level whenever a subject is the target of a Hex, they may not cast defensively or take any form of defensive stance as the sensation that their very skin crawling manifests itself as a physical result of his soul being tortured slowly by malicious spirits.

### **Melt Doll**

With the Hex ability, at 10th level a Witch Doctor gains the ability to melt his Voodoo Doll with a full round action. When the Voodoo Doll undergoes being melted, the target of the Witch Doctor's Hex takes d6 acid damage equal to his Witch Doctor level + 2/ Witch Doctor level. No save can negate this damage. After this ability is used, the Voodoo Doll is destroyed and a new Voodoo Doll must be crafted by the Witch Doctor and imbued through a Hex Ritual.

### **Greater Primitive War Paint**

With the Primitive War Paint ability, at 11th Level a Witch Doctor gains the knowledge of two Greater Primitive War Paint enchantments. A maximum of one Greater Primitive War Paint may be applied to one creature. This may stack with either one applied Primitive War Paint enchantment or one applied Improved Primitive War Paint enchantment for the Witch Doctor only, but not both. The two spirit enchants available through this ability are listed below:

1. Primitive War Paint of the Crocodile Spirit, grants a +2 bonus to subject's Attack and Damage rolls.
2. Primitive War Paint of the Sloth Spirit, grants a +2 bonus to subject's Fort, Ref, and Will Saves.

### **Poison Dart Frogs III**

With the Poison Dart Frogs ability, at 11th level a Witch Doctor's poison dart frogs are not a swarm but instead become one large sized Kokoe Poison Dart Frog.

Large Animal, Kokoe poison dart frog

Hit Dice: 7d8+25 (53 hp)

Speed: 40 ft. (8 squares), climb 40 ft.

Armor Class: 18 (-1 size, +5 dex, +4 natural armor), touch 14, flat-footed 9

Base Attack/Grapple: +4/+12

Attack: Bite +9 melee (2d8 plus poison) or tongue +9 ranged (grapple plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, Improved Grab, Swallow

Special Qualities: Amphibious, Great Leap, Darkvision 60 ft

Saves: Fort +11, Ref +9, Will +1

Abilities: Str 20, Dex 20, Con 20, Int 1, Wis 13, Cha 10

Skills: Climb +16, Hide +16, Jump +20, Listen +5, Spot +5, Swim +16

Feats: Alertness

Poison (Ex): Contact, Fortitude DC 16, Initial and secondary damage 1d3+1 Str.

Improved Grab (Ex): The giant frog must hit with its tongue attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold with its tongue.

Swallow (Ex): If a giant frog has established a grapple with another creature, it makes another grapple check on its next turn in order to draw that creature into its mouth. A creature starting its turn inside a giant frog's mouth is automatically dealt damage equal to that of the giant frog's bite attack and its poison damage every round, until it or the giant frog is dead, or until it is released. The giant frog may swallow a creature of up to Medium size.

Great Leap (Ex): Giant frogs possess incredibly powerful hind legs that allow them to make Jump checks without getting a running start at no penalty.

### **Silence Doll**

With the Hex ability, at 12th level the Witch Doctor may take a standard action to stab a bone needle into his Voodoo Doll's mouth. The Hexed target must make a Will Save DC 10 + ½ Witch Doctor level + Wisdom modifier to negate the affect. Once active, the target is no longer able to speak - including the use of the verbal component of a spell - without causing sharp pain to themselves. Any round in which the target speaks, the damage from the Witch Doctor's Pins and Needles is maximized (except spells using the Silent Spell feat) and will have the damage affect them during the casting of their spell and therefore force them to make a concentration check as they cannot cast defensively whilst being the victim of a Hex as a result of Haunting Hex.

### **Black Magic Hex**

With the Hex ability, at 13th level a Witch Doctor as a standard action useable once per 24 hours, may swap the soul of a fallen ally for that of an expendable foe or other and have their essence restored on the material plane. The subject to be revived must be able to be perceived by the Witch Doctor. The victim to be sacrificed must be under the Witch Doctor's Hex in order to start the ritual and must have at least ½ the HD of the ally being revived. The victim must make a Will Save DC 10 + ½ Witch Doctor level + Wisdom modifier or die and furthermore unable to be resurrected. The chosen ally will be revived from the dead with hit points equal to the Hit Dice of the creature killed. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any magical or non-magical means.

### **Poison Dart Frogs IV**

With the Poison Dart Frogs ability, at 15th level a Witch Doctor gets Phantasmal poison dart frogs.

Diminutive Vermin (Swarm) Phantasmal poison dart frogs

Hit Dice: 8d8-6 (26 hp)

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

Base Attack/Grapple: +6/-

Attack: Swarm (2d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Saves: Fort +4, Ref +7, Will +4

Abilities: Str 1, Dex 19, Con 8, Int ∅, Wis 10, Cha 2

Skills: Climb +12, Jump +12

Feats: Weapon Finesse

Poison (Ex): Contact, Fortitude DC 20, subject takes 1d8+1 Wis damage and becomes panicked for 4 rounds.

### **Paralyze Doll**

With the Hex ability, at 18th level a Witch Doctor gains the ability to paralyze his Hexed target. This requires a full round action and lasts for the duration of the Hex and an additional four rounds after the target is no longer Hexed. A successful Will save lessens the affect to only last a total of one round, DC equal to 10 + ½ Witch Doctor level + Wisdom modifier.

### **Poison Dart Frogs V**

With the Poison Dart Frogs ability, at 20th level a Witch Doctor's frogs become Golden poison dart frogs.

Diminutive Vermin (Swarm) Golden poison dart frogs

Hit Dice: 10d8-6 (34 hp)

Speed: 20 ft. (4 squares), climb 20 ft.

Armor Class: 19 (+4 size, +5 Dex), touch 18, flat-footed 15

Base Attack/Grapple: +6/-

Attack: Swarm (2d6 plus poison)

Space/Reach: 10 ft./0 ft.

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

Saves: Fort +4, Ref +8, Will +4

Abilities: Str 1, Dex 21, Con 8, Int 0, Wis 10, Cha 2

Skills: Climb +14, Jump +14

Feats: Weapon Finesse

Poison (Ex): Contact, Fortitude DC 22, Initial damage subject takes 1d8+1 Cha damage and becomes Nauseated for 4 rounds, Secondary damage subject takes 1d6+1 Cha damage and becomes Comatose for 10 minutes.

### **Bonus Language**

A witch doctor has long been proxy to the spirits and those of the other world, crossing between the two in his mind easily as one passes through an empty door frame. As a result of his many journeys to the planes, he has gained understanding of the supernatural beyond that of any 'medium' and has developed his own distinct language with which to communicate with otherworldly beings. This language is called Mumbo Jumbo and is understood by all Undead and Outsider creatures regardless of intelligence so long as they are able to comprehend any form of command. As a result all language spoken by undead or outsiders regardless of scarcity or secrecy are understood by the witch doctor so long as they are of the Undead or Outsider type.

**Table 1-4: Witch Doctor Spell List**

<b>Level 1</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Babau Slime	Transmutation	SC	Secrete a body-covering acid that damages attackers.
Bane	Enchantment	PH	Enemies take -1 on attack rolls and saves against fear.
Cause Fear	Necromancy	PH	One creature of 5 HD or less flees for 1d4 rounds.
Doom	Necromancy	PH	Subject takes -2 on attack, damage, saves, and checks.
Inflict Light Wounds	Necromancy	PH	Touch deals 1d8 damage +1/ level (max +5).
Inhibit	Enchantment	SC	Subject delays until next round.
Knock	Transmutation	PH	Opens locked or magically sealed doors.
Lesser Confusion	Enchantment	SC	One creature acts randomly for 1 round.
Omen of Peril	Divination	SC	You know how dangerous the future will be.
Phantom Threat	Illusion	SC	Subject thinks it's flanked.
Tasha's Hideous Laughter	Enchantment	PH	Subject loses actions for 1 round/ level.
<b>Level 2</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Circle Dance	Divination	SC	Indicates direction to known individual.
Cloud of Bewilderment	Evocation	SC	Generates a nauseating 10ft cube.
Dissonant Chant	Abjuration	SC	Concentration checks more difficult within area of spell.
Inflict Moderate Wounds	Necromancy	PH	Touch attack, deals 2d8 damage +1/ level (max +10).
Malevolent Miasma	Conjuration	SC	Cloud of fog deals 1d4 nonlethal damage/ level.
Phantasmal Assailants	Illusion	SC	Nightmare creatures hit subject for 8 Wis + 8 Dex dmg.
Phantom Foe	Illusion	SC	Subject is always flanked by one creature.
Puppeteer	Enchantment	SC	Subject mimics your actions.



Scale Weakening	Transmutation	SC	Subject's natural armor weakens.
Scare	Necromancy	PH	Panics creatures of less than 6 HD.
Stone Bones	Transmutation	SC	Corporeal undead gains +3 natural armor.
<b>Level 3</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Bestow Curse	Necromancy	PH	-6 on an ability score, -4 on attacks, saves, and checks.
Confusion	Enchantment	PH	Makes subject behave oddly for 1 round/ caster level.
Contagion	Necromancy	PH	Infects subject with chosen disease.
Crushing Despair	Enchantment	PH	Subject takes -2 on attacks, damage, saves, and checks.
Dispel Magic	Abjuration	PH	Cancel magical spells and effects.
Dominate Person	Enchantment	PH	Controls Humanoid Telepathically.
Fear	Necromancy	PH	Subjects within cone flee for 1 round/ level.
Inflict Serious Wounds	Necromancy	PH	Touch attack, deals 3d8 damage +1/ level (max +15).
Nauseating Breath	Conjuration	SC	Exhale a cone of nauseating gas.
Stinking Cloud	Conjuration	PH	Nauseating vapors, 1 round/ level.
Wither Limb	Necromancy	LM	Causes enemy's limbs to wither.
<b>Level 4</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Blight	Necromancy	PH	Withers one plant or deals 1d6/ level to plant creature.
Death Throes	Necromancy	SC	Your body explodes when you die.
Fire in the Blood	Transmutation	HH	Your blood becomes a potent acid that burns attackers.
Graymantle	Necromancy	SC	Inhibits ability to heal or regenerate for 1 round/ level.
Greater Reduce Person	Transmutation	SC	Subject remains reduced for 10 minutes/ level.
Inflict Critical Wounds	Necromancy	PH	Touch attack, deals 4d8 damage +1/ level (max +20).
Memory Rot	Evocation	SC	Spores deal 1d6 Int damage plus 1 Int drain per round.
Phantasmal Killer	Illusion	PH	Fearsome illusion kills subject or deals 3d6 damage.
Spectral Touch	Necromancy	LM	Your touch bestows one negative level per round.
Wail of Doom	Evocation	SC	Deal 1d4 damage/ level, plus subject panicked or shaken.
Wrack	Necromancy	SC	Renders creature helpless with pain.
<b>Level 5</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Acid Fog	Conjuration	PH	Fog deals acid damage.
Evil Glare	Necromancy	SC	Paralyze creatures with your glare.
Eyebite	Necromancy	PH	Target becomes panicked, sickened, and comatose.
Greater Dispel Magic	Abjuration	PH	As Dispel Magic, but +20 on check.
Insanity	Enchantment	PH	Subject suffers continuous confusion.
Jungle's Rapture	Transmutation	SC	Curse causes 1d6 dexterity drain.
Mass Contagion	Necromancy	SC	As Contagion but 20ft radius.
Miasma	Evocation	SC	Gas fills creature's mouth, suffocating it.
Opalescent Glare	Necromancy	SC	Kill creatures with a look or make them very afraid.
Phantasmal Disorientation	Illusion	SC	Fools sense of direction, making movement difficult.
Symbol of Fear	Necromancy	PH	Triggered rune panics nearby creatures.
<b>Level 6</b>	<b>School</b>	<b>Book</b>	<b>Description</b>
Dominate Monster	Enchantment	PH	As Dominate Person, but any creature.
Greater Bestow Curse	Necromancy	SC	As Bestow Curse but more severe penalties.
Hindsight	Divination	SC	You see into the past.
Horrid Wilting	Necromancy	SC	Deals 1d6 damage/ caster level within 30ft.
Maddening Scream	Enchantment	SC	Subject has -4 AC, no shield, Reflex save on 20 only.
Maddening Whispers	Enchantment	SC	You induce confusion and madness in subjects.
Swamp Lung	Conjuration	SC	Fluid in lungs makes subject helpless, diseased.
Symbol of Insanity	Enchantment	PH	Triggered rune renders nearby creatures insane.
Weird	Illusion	SC	As Phantasmal Killer. But affects all within 30ft.

PH = Player's Handbook, SC = Spell Compendium, LM = Libris Mortis, HH = Heroes of Horror

This class is inspired by Blizzard's Diablo III Witch Doctor. Also some content from the references below gave helpful thought into this Witch Doctor's creation.

Voodoo – For Dungeons and Dragons 3.5 by Jonas Wæver

Witch Doctor (3.5e Class) by EhSteve [http://dnd-wiki.org/wiki/Witch\\_Doctor\\_\(3.5e\\_Class\)](http://dnd-wiki.org/wiki/Witch_Doctor_(3.5e_Class))

Witch Doctor (3.5e NPC Class) [http://www.dandwiki.com/wiki/Witch\\_Doctor\\_\(3.5e\\_NPC\\_Class\)](http://www.dandwiki.com/wiki/Witch_Doctor_(3.5e_NPC_Class))

This document was created by Sam Houg with the help of Taylor Schultz on 02/04/2013 and is meant for open use using Dungeons and Dragons 3.5e. It should also be used in conjunction with the Rituals document.