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ABANDONED ARTS[©] PRESENTS:

CLASS ACTS: WITCH ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the Pathfinder[®] Roleplaying Game: Advanced Player's Guide [™], archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE DESERT WITCH (WITCH ARCHETYPE)

The desert witch wields otherworldly power which stems from the ancient magics of the desert. Though closely associated with warm, dry regions, these witches might be encountered anywhere, weaving searing spells and dire hexes.

A desert witch has the following class features.

Familia: Desert witches must choose a familiar that is native to warm desert climates, even if they themselves operate in other regions. Traditionally, this limits desert witch familiar choices to the bat, greensting scorpion, hawk, lizard, owl, rat, raven, or viper. A desert witch who gains the Improved Familiar feat can select any familiar save for those with the cold subtype.

Cantrips: A desert witch adds *flare* to her spell list, but does not automatically learn this cantrip.

Patron: A desert witch must choose her patron from one of the following patron themes: agility, ancestors, death, deception, elements, endurance, portents, strength, time, transformation, trickery, or wisdom.

Desert Magic (Ex): When a desert witch casts a spell with the fire descriptor, the save DC of the spell increases by +1. A desert witch cannot learn or cast spells with the water descriptor at all.

Fevered Flesh (Ex): At 1st level, a desert witch gains *endure elements* as a constant spell-like ability, but only against warm temperatures. At 4th level, she gains fire resistance 5, making her comfortable in extremely hot temperatures. At 9th level, this increases to fire resistance 10, and at 14th level, it becomes immunity to fire.

This ability replaces the hex gained at 4th level.

Hexes: A desert witch can select the following hexes:

Desert Bloom (Sp or Su): The witch can use goodberry as a spell-like ability once per day, except that the maximum number of hit points any creature may regain from the witch's goodberries in a single day is equal to the witch's class level. Furthermore, the witch is not required to have any berries or fruits on hand when using this ability; rather, berries grow from even the most barren sand or soil as a part of the casting of this spell-like ability. Each time the witch gains a new hex, she also gains another daily use of this spell-like ability. The caster level for this spell-like ability is equal to the witch's class level.

At 8th level, the witch can expend a number of *goodberries* to create a *potion of cure light wounds* as though she had the Brew Potion feat. The berries are expended along with the usual components and expenses of brewing such a potion, and the number of *goodberries* required is equal to the caster level of the potion. The witch may not brew any other potion in this way.

At 12th level, the witch may expend and prepare all daily uses of her *goodberry* spell-like ability in order to prepare a *heroes' feast* with a caster level equal to her class level instead.

Seek Water (Sp): The witch can attempt to locate the nearest source of drinkable water as a standard action, at will. This spelllike ability functions like a *locate object* spell, except that the witch locates the nearest source of healthy water. Poisoned or corrupted water is never detected by this ability, making this hex a useful way to detect fouled water when the location of the nearest source is known. The caster level for this spell-like ability is equal to the witch's class level.

THE GRISLY FETISHIST (WITCH ARCHETYPE)

A haggard, ghastly creature, and the subject of many a campfire horror story, the grim fetishist consorts with the dead and delights in the dying screams of those fools who dare to trespass upon her domain or meddle in her gruesome affairs.

A grisly fetishist has the following class features.

Class Skills: A grisly fetishist adds Knowledge (religion) and Stealth to her list of witch class skills.

Weapon Proficiencies: A grisly fetishist is proficient with simple weapons, and with the heavy pick, the light pick, and the scythe.

Corpse Poppet (Ex): A grisly fetishist consorts with a ghastly corpse poppet, and her spells come from the evil will of the spirit or power inhabiting it. The corpse poppet is a preserved carcass of Tiny size or some preserved bit of a humanoid corpse. The grisly fetishist can telepathically commune with the corpse poppet, but no one else can. The poppet otherwise functions as a witch's familiar, except that the corpse poppet, as a thinking but inanimate entity, does not gain the empathic link, improved evasion, deliver touch spells, speak with master, or speak with animals of its kind special abilities.

This ability replaces the witch's familiar.

Terrorize (Ex): The grisly fetishist can use the Intimidate skill to demoralize opponents that cannot clearly see her. Opponents to be affected must be able to hear the grisly fetishist, who might taunt or scare them with hateful tirades, eerie moaning, or startling sounds. Creatures gain no bonus on Perception checks made to pinpoint the grisly fetishist's location for being able to hear her. Furthermore, the grisly fetishist gains a bonus on weapon damage rolls and on Intimidate and Sense Motive skill checks equal to her class level against shaken, frightened, and panicked creatures.

This ability replaces the hex gained at 1st level.

Terrifying Entrance (Ex): At 4th level, the grisly fetishist gains the ability to apply the weapon damage and Intimidate and Sense Motive skill bonuses granted by her terrorize class feature against any flat-footed opponent, and against any opponent denied its Dexterity bonus to Armor Class. If the grisly fetishist wields and presents her corpse poppet against such an opponent, she gains an additional +2 bonus on any Intimidate skill check made against that creature.

This ability replaces the hex gained at 4th level.

THE MALEFICIUM (WITCH ARCHETYPE)

While most witches favor manipulation and subtlety over more obvious schemes, the maleficium is satisfied to see her enemies writhing in agony at her feet, defeated and overwhelmed with pain.

A maleficium has the following class features.

Spells: A maleficium removes all spells with the (healing) subtype from her witch spell list. Conversely, the maleficium casts *inflict* spells and the *harm* spell at a caster level one level higher than usual.

Wracking Blight (Su): A maleficium can cause a single creature within 60 feet to be wracked with pain as a standard action. The creature takes 1d4 points of nonlethal damage, and is entitled to a Fortitude saving throw for half damage. A creature that fails its saving throw experiences an excruciating magical side effect, as any previously-trivial bruises or injuries that the creature might have recently suffered bloom into painful gashes and sores. In addition to receiving nonlethal damage, a creature that fails its saving throw against the wracking blight converts an amount of preexisting nonlethal damage equal to the nonlethal damage received by this ability into lethal damage. Once a creature has succeeded on a saving throw against the wracking blight, it cannot be affected by this ability again for 24 hours. This ability is a pain effect.

At 3rd level and again at every odd-numbered level thereafter, the amount of damage dealt by this ability is increased by 1d4, to a maximum of 10d4 at 19th level.

This ability replaces the hex gained at 1st level.

Wrack and Ruin (Su): At 8th level, whenever a creature within 60 feet fails a saving throw against one of the maleficium's hexes, the witch may subject that creature to her wracking blight ability as a free action. A creature that has succeeded on a saving throw against her wracking blight within the past 24 hours may not be subjected again in this way.

This ability replaces the hex gained at 8th level.

Harm (Sp): At 16th level, a maleficium can cause any creature within 60 feet that is currently affected by of one of her hexes to suffer the effects of a *harm* spell as a standard action. Doing so ends the duration of any of the maleficium's hexes currently affecting the target. Whether or not the save is successful, a creature cannot be the target more than once per day. This is a spell-like ability with a caster level equal to the maleficium's class level.

This ability replaces the hex gained at 16th level.

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