A BAKER'S DOZEN OF WITCH HEXES



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A BAKER'S DOZEN OF WITCH HEXES Credits

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A Baker's Dozen of Witch Hexes is published by eGDC Ltd under the Open Game License v 1.0a Copyright 2000 Wizards of the Coast, Inc. The witch class from the Advanced Player's Guide has strange abilities, magic tricks unrelated to spellcasting, that can strengthen them or weaken foes. This is a collection of a baker's dozen (thirteen) new hexes to expand the range available to the witch class. Some enhance the witch whilst others damage or hinder their foes.

Cry Wolf (Su): The witch can affect a creature in her sight and within 30 feet with this hex. The target of this hex is often believed to be lying, even when they are telling the truth, by creatures to whom they speak. The target suffers a penalty of -4 to Charisma-based skill checks that require dealing with all creatures that have an Intelligence of 4 or more, namely Bluff, Diplomacy, Disguise and Intimidate, but not the skill Perform, or those skills that require interactions with creatures with an Intelligence of 3 or below, namely Handle Animal, or those that do not involve living creatures at all, namely Use Magic



Gary Dupois

Device, for the duration of the hex. This hex lasts for a number of rounds equal to the witch's Intelligence modifier +3. A Will saving throw reduces this to just 1 round. A creature cannot be targeted again by this hex for 1 day, whether or not the save was successful.

Familiar's Senses (Su): This hex enables the witch to see, hear and smell what her familiar does, as long as it is within 20 feet per class level. The witch can only use her familiar's own senses, subject to the familiar's abilities or limitations. For example, the witch will benefit from a bat's hearing but also suffer the limitations from its eyesight - just because the witch has better eyesight will not mean that this can be used when seeing through her familiar's eves.

Glimpse the Future (Su): With this hex the witch gains a brief glimpse into the immediate future, allowing her to have an increased chance of making the right decision to avoid negative consequences. The hex grants an insight bonus of +2 on any appropriate action that requires a roll for the next round and the witch cannot be surprised for the duration of the hex. At 8th level and at 16th level the duration of the hex is extended by one round.

Inconsequential (Su): This hex causes creatures within eyesight of the witch to overlook them. The witch is neither invisible nor inaudible - they can still be seen and heard, and they will still leave tracks in substances such as mud or snow, but observers judge them as just not worthy of notice. The hex fools senses but not spells; any spells that detect intruders such as alarm will still be triggered and any trap spells will function as normal. The hex gives the witch a + 5circumstance bonus on her Stealth checks and she can even make a Stealth check while directly observed, which is not

normally the case. The bonus increases to +8 at 8th level and +12 at 16th level. The effect lasts for a number of rounds equivalent to three times the witch's Intelligence modifier, increasing to five times the Intelligence modifier at 8th level and ten times at 16th. If the witch triggers a trap or a spell which is activated when it detects a creature or is automatically activated by creatures under certain conditions, including trap spells such as symbols, which can be detected or heard in the appropriate manner by a creature who has overlooked her presence at this point, each creature may make a Will saving throw in order to break the hex's effect. This is a mind-affecting effect.

Klutz (Su): The witch can cause a creature in her sight and within 30 feet to have to reroll any failed attack roll. If the second roll is a natural 1, the hex's target will drop anything held in either hand, otherwise the hex does nothing. The hex lasts for a number of rounds equal to 5 rounds + 1 for every 2 class levels. The duration of this hex is extended by another 5 rounds at 8th level and a further 5 rounds at 16th level. A Will save reduces the effect to just one round. Whether the save is successful or not, a creature cannot be the target of this hex again for 1 day.

Magic Mirror (Su): This hex enables the witch to use a mirror as a primitive scrying device. The hex is blocked by all normal means of preventing scrying, such as lead sheeting or magical protection. The witch may only use the mirror on creatures on the same plane as her, but they can be any distance away, and she must have a mirror to use. She may ask three questions regarding the target of the scrying attempt, reduced to 1 on a successful Will save, but does not actually get to see or hear the target. The questions must be related to the target, and their location, and must be something that would be easily discovered by a person with them, such as the target's appearance, activity or location, but not hidden information. "What are they wearing" is a suitable question; "What are they thinking about" is not."Whether the save is successful or not, a creature cannot be targeted again by this hex for 1 day.

Maker's Curse (Su): The witch can use this hex against a single creature. The target of this hex suffers a penalty of -5 to all Craft checks attempted whilst under the effect of the hex. At 8th level, the penalty increases to +8 and at 16th level to +10. The hex lasts for one day and the target must make a Will saving throw to reduce the time to 1 hour. Whether the save is successful or not, a creature cannot be targeted again by this hex for 1 day, whether or not their save was successful.

Mystic Eye (Su): This hex grants the witch a sense encompassing all 360 degrees around her, from a point centred just above her head. The witch is not able to actually see creatures out of her line of sight, but she is able to sense them. This sense gives a penalty of -5 to Stealth checks attempted against the witch and whilst the hex is active the witch cannot be flanked. The witch also has a +5 competence bonus for any skill checks made to avoid being surprised. The effects of the hex last for 1 round for every 2 class levels.

Overgrowth (Su): The witch can cause existing vegetation, such as grass, bushes, trees, vines etc., to grow quickly and become a tangled mess. The hex takes 1 round, during which the witch and her familiar must be in contact with the land. The hex will only work on

existing growth; it will not work if there aren't any plants in the area to affect. The growth is not immediate; the hex starts to take effect on the following day and requires a full week for the plants to finish growing. This time is reduced to five days at 8th level and to three days at 16th. The resulting plants become thick and overgrown, and will entangle any structure in the area. The overgrown plants require creatures to force or hack their way through, dropping speed to 5 feet, or 10 for Large or larger creatures; a druid's Woodland Stride ability does not work in the affected area. The witch can affect an area with a radius equivalent to her class level x 10 feet. The hex can be countered by a diminish plants spell.

See the Unseen (Su): This hex enables the witch to see invisible objects and creatures that are within her range of vision as if they were visible, eliminating any invisibility bonus the creature might have. At 3rd level the witch can see ethereal objects and creatures as well in the same manner. Such objects and creatures are visible as translucent shapes, allowing the witch to determine which are visible, invisible and ethereal. The hex lasts for ten minutes for every class level of the witch.

Sense Poison (Su): This hex allows the witch to detect if any item is poisonous in a 10 foot cube centred on her. She can identify what items are poisonous, whether the poison is an item itself or on or in another item, including weapons and food, but not what the poison is. The hex is instantaneous in effect, rather than ongoing. At 3rd level the area that the hex covers expands to a 20 foot cube and at 8th level the witch can also determine what the poisons are.

Tongue-tied (Su): The witch can cause a creature within 30 feet to have difficulty

speaking. This affects the casting of any spells with a verbal component as well as any speech-related skill checks. For spells, there is an 80% chance of the caster spoiling any spell with a verbal component that he attempts for the duration of the hex. For the skill checks, there is a -5 penalty to all rolls. Skills affected are Bluff, Diplomacy, Linguistics, when it involves speaking, and various Perform skills (Act and Comedy, if they involve speaking, Oratory and Sing). When the target is attempting to speak their normal language, those listening must make an Intelligence check at DC20 to understand what the target is saying, assuming that the listeners would normally comprehend that language. The hex lasts for 2 rounds per class level; a successful Will save reduces the time to 1 round. Whether the save is successful or not, a creature cannot be targeted again by this hex for 1 day.

Ventriloquism (Su): Using this hex, the witch can throw her voice, or any other sound she can normally make, so that it appears to come from another place, although she is unable to speak at the same time. The projected voice can come from a location that is 20 feet plus 5 feet for every two class levels away from the witch. At 8th level the witch can talk normally as well as throw her voice and at 16th level the witch can also cast spells that include a verbal component at the same time as she is using this hex. The hex lasts for 1 minute per class level.

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