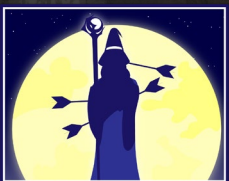


INTO THE BREACH



The Witch



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

*Witchery is merely a word for
what we are all capable of.*

-Charles de Lint

Into the Breach: The Witch

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About Into the Breach

Into the Breach is a series of crunch-focused books intended to expand the options available to the Base Classes (the alchemist, cavalier, gunslinger, inquisitor, magus, oracle, summoner, and witch).

For our fourth installment, we tackle the witch. With nearly a dozen new archetypes, two prestige classes, and a new alternate class, you're sure to find a fascinating and fun way to play a witch or torment your players in your next game. There are also plenty of new hexes, patrons, and even some feats for witches included.

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New Archetypes

Bailiwick Hermit

Due to historic persecution and superstition some witches eschew the comforts of even a thorp and instead live on the outskirts of society. The hostile lands they typically call home are a source of both power and imprisonment as the increasingly become dependent on the land they protect. Villages nearby often refer to bailiwick hermits as witches of the wood or swamp witches. Such villagers only trespass when times are dire and a desperate request to such a being is the last resort.

A bailiwick hermit has the following class features.

Home Terrain (Ex)

Starting at 1st level a bailiwick hermit selects a home terrain within which she gains a +2 to the DCs of her spells and the ability to speak with animals that are native to the terrain. The terrains available for selection match the ranger list with the exception of urban, which the bailiwick hermit may not select. In addition she leaves no trail and difficult terrain does not inhibit her as long as she is in her home terrain.

At 3rd and 5th level she may designate neutral terrains that are not counted as home or unfamiliar terrain.

Unfamiliar Terrain (Ex)

In Unfamiliar terrain the Bailiwick Hermit gets a -1 to concentration check and Will saves. In urban environments this penalty is increased by an additional -1 for each size category beyond small town. The bailiwick hermit also must make a concentration check to cast a spell in any settlement. The DC of the check equals 10 + the level of the spell.

Familiar Place (Su)

Table 1.1

Master Class Level	Hardness and Hitpoints	Intelligence	Special
1st–2nd	5 / 55	6	<i>Alarm</i> , portable, protection +1
3rd–4th	8 / 70	7	
5th–6th	11 / 85	8	Arcane lock, independent movement
7th–8th	14 / 100	9	Protection +2, sustaining sleep Chest
9th–10th	17 / 115	10	of holding
11th–12th	20 / 130	11	Spell reflection
13th–14th	23 / 145	12	Protection +3
15th–16th	26 / 160	13	—
17th–18th	29 / 175	14	Greater Chest of holding Protection
19th–20th	32 / 190	15	+5

In place of a familiar the bailiwick hermit is bonded to an intelligent construct that functions as hut, wagon, boat, or treehouse. The configuration of items and runes painted or carved into the walls act as her spell book.

Alarm (Su): Mimics the effects of either iteration of the *alarm* spell at all times.

Portable (Ex): The familiar place may change into a cloth like item and folded up as per the *shrink item* spell.

Protection (Ex): The witch gains a luck bonus to AC and saves when within her familiar place.

Arcane Lock (Sp): Mimics the effects of *arcane lock* according to will of the familiar.

Independent Movement (Ex): Can move half the master's base speed independently. If carried or towed it weighs half as much.

Sustaining Sleep (Su): Creatures sleeping within the familiar place are treated as though they are wearing a ring of sustenance.

Chest of Holding (Su): The item is treated as dimensional storage equal to a type II bag of holding. At 17th level, it becomes as a type IV bag of holding.

Spell Reflection (Ex): The familiar place is treated as having *spell reflection* cast on it permanently.

Bog Builder

All alone on the outskirts of civilization, some witches turn to their own creations for companionship. A bog builder crafts a construct from natural materials at hand and her patron imbues it with semi-life.

A bog builder has the following class features.

Patron

A bog builder usually has a patron with a theme related to nature or the elements.

A bog builder replaces her patron spells with the following: 2nd—mending, 4th—make whole, 6th—magic weapon, greater, 8th—stone shape, 10th—transmute rock to mud, 12th—flesh to stone, 14th—polymorph, greater, 16th—polymorph any object, 18th—shapechange.

Constructed Familiar (Ex)

At 1st level, a bog builder may create a small or smaller construct from mud, stone, weeds, or wood in a ritual that takes 8 hours to complete. This construct follows the rules in Paizo's Advanced Race Guide for building a construct race with a maximum of 20 RP and assumes a Constitution score of 10 for purposes of rolling die or buying points when generating ability scores. Typical constructed familiars use the point buy system with 15 points (subject to GM discretion). At 4th level and every four levels thereafter, the constructed familiar gains +1 to the ability score of your choice.

This ability modifies the witch's familiar class ability.

Spells

A bog builder must spend 1 hour working on her familiar to prepare her spells for the day. She must still get 8 hours of sleep.

This modifies the witch's spells class ability.

Ceaselessly Tinkering (Ex)

At 3rd level, a bog builder gains the Craft Construct feat even if she does not meet the prerequisites. A bog builder can add any materials of mud, stone, weeds, or wood to her construct familiar a number of times per day equal to 3 + her Intelligence modifier. Doing this repairs 10 hit points. Every five levels past 3rd the construct familiar grows one size category from the added material to a maximum of Huge at 18th.

Animated Hexes (Su)

At 10th level, a bog builder can cast any two of her hexes into her construct familiar. Her construct familiar can hold the hex and deliver it at any time throughout the day. Casting a hex with limited daily allotment of targets into a construct familiar does not count against the number of active targets the bog builder may have at any given time. Any unused hexes are lost after 24 hours. Every two levels after 10th, a bog builder can cast an additional hex into her construct familiar.

This ability replaces her 10th level major hex. She can still learn a major hex every two levels past 10th.

Bog Built (Su)

At 20th level, a bog builder may turn into a construct version of herself made from mud, stone, weeds, and wood as a swift action for a number of minutes equal to her level. The minutes do not need to be used consecutively but must be used in increments of 1 minute. She gains all construct traits but retains all her abilities, skills, spells, and ability scores. She can change back to her normal form as a swift action.

This ability replaces her 20th level grand hex. She can still learn a grand hex every two levels past 20th.



Bulwark Theurgist

Bulwark Theurgists devote themselves to a ward they believe serves the greater good. Be it a noble, hero, peasant, or any intelligent creature the bulwark theurgist acts as a guardian angel to their wards. These devoted protectors are particularly skilled at thwarting fell magics.

A bulwark theurgist has the following class features.

Requirements

Alignment: A bulwark theurgist must be good aligned and have at least one good aligned ally designated as a ward. If at any point the bulwark theurgist or her ward loses her good alignment she must atone per atonement or lose all her class features except proficiencies.

Ward (Su)

Starting at 1st level the bulwark theurgist can designate a good aligned creature as her ward. The ward is treated as a familiar for the shared spells element of an arcane bond but does not gain any other abilities of a familiar.

This ability replaces witch's 1st-level hex.

Abjuring touch (Ex)

At second level when adjacent to her ward she may give her ward a second attempt when the ward fails saving throw using her modifier. If the second save fails she also suffers the effect of the spell even if it is a single target effect. She still needs to save for herself should the affect target both parties.

This ability replaces the witch's 2nd-level hex.

Defensive Bulwark (Ex)

Starting at 6th level the bulwark theurgist gains a +2 sacred bonus to AC for each ally adjacent to her. This is a passive ability. In addition, as a standard action, she can grant a +2 to sacred bonus to AC to these same allies. She may use this ability for two rounds for every level she has in bulwark theurgist. These rounds need not be consecutive.

This ability replaces the witch's 6th level hex.

Disciple of the Bloody Hand

While most witches have a familiar invested with the power of their patrons, a disciple of the bloody hand is a witch that invests her patron's power into her own hand, granting it the ability to move on its own and channel her power.

A disciple of the bloody hand has the following class features.

Familiar Hand (Ex)

At 1st level, the disciple imbues one of her hands with her patron's power. It grows a single red eye, and can detach and move around, acting as the witch's familiar. It is treated as a familiar using a crawling hand (Bestiary 2) as the base creature, though it loses the mark quarry ability and is an undead creature, rather than a magical beast. While the familiar hand is active, the witch has only a raw red stump where her hand should be. The familiar hand grants the witch a +2 bonus on Fortitude saves. If the familiar hand is killed while acting as a familiar the witch loses her hand, but if it is restored through the Grim Trophy ability she regains the use of this ability immediately.

At 1st level, the familiar hand can be treated as the source of a hex that the witch uses, as long as it is within 30 feet of her. Calculate range, line of sight, and other effects from the location of the familiar hand, rather than from the witch's location. This replaces the share spells ability.

At 3rd level, the familiar hand's ability to deliver touch spells is enhanced compared to a normal familiar. The witch and the hand do not need to be in contact for her to designate the hand as the "toucher" for a touch spell, merely within 30 feet of each other. This modifies the deliver touch spells ability.

At 5th level, the witch can share the senses of the familiar hand, allowing her to perceive the area around it (including the familiar hand's darkvision and blindsense) for up to one minute per level per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This ability can be used as long as the hand is within one mile of the witch. The witch can use her own senses as normal while this ability is active.

At 7th level, if the familiar hand confirms a critical hit with its claw attack, the target begins taking 1d4 points of bleed damage per round. While this bleed effect is active, the target suffers a -1 penalty on all saves against the witch's spells and hexes. This replaces the speak with animals ability normally gained at 7th level.

The familiar hand does not gain the scry on familiar ability normally gained at 13th level.

This ability replaces Familiar.

Grim Trophy (Su)

At 4th level, the disciple of the bloody hand learns to animate

the severed hands of her foes, using them as assassins and guardians. To use this ability, she must sever the hand, paw, or other similar forelimb from a fallen opponent, and perform a ritual that takes one minute. At the end of the ritual, the hand becomes a crawling hand (Bestiary 2) under the witch's control as if using the spell control undead. If the witch has other methods of controlling undead, these crawling hands count against that limit. She may animate a number of crawling hands at a time equal to half her witch level with this hex. If the witch desires, one of these crawling hands can replace her own hand while the witch's hand familiar is active. Should the disciple's hand familiar die, one of these crawling hands can replace the familiar 1 week later through a specialized ritual that costs 200 gp per witch level. The ritual takes 8 hours to complete.

This replaces the normal hex gained at 4th level.

Swarm of Hands (Sp)

At 14th level, the disciple of the bloody hand learns to call forth a swarm of severed hands to attack her foes. This functions as the summon swarm spell, except she summons a swarm of crawling hands, as detailed below, and she requires only a swift action to concentrate on it each round. This ability may be used once per day at 14th level and one additional time at 17th and 20th.

This ability replaces the hex gained at 14th level.



Crawling Hand Swarm

A swarm of crawling hands, all operating as a single entity, is a terrifying sight, a carpet of severed limbs and grasping, tearing fingers. It swarms over its victims and rips at them, leaving nothing alive in its wake.

XP 1,200 CR4

NE Diminutive undead (swarm)

Init +4; Senses blindsense 30 ft., darkvision 60 ft.;

Perception +8

DEFENSE

AC 16, touch 14, flat-footed 16 (+2 natural, +4 size)

hp 67 (9d8+27)

Fort +5, Ref +5, Will +8

Defensive Abilities swarm traits; Immune weapon damage, undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee swarm (2d6 plus bleed)

Space 10 ft.; Reach 0 ft.

Special Attacks bleed (1d6), distraction (DC 16), mark quarry

STATISTICS

Str 13, Dex 11, Con --, Int 2, Wis 11, Cha 14

Base Atk +6; CMB —; CMD —

Feats Improved Initiative, Improved Iron Will, Iron Will,

Lightning Reflexes, Toughness

Skills Climb +13, Perception +8, Stealth +12, Survival +4;

Racial Modifiers +4 Perception

SQ swarm traits

SPECIAL ABILITIES

Mark Quarry (Su)

A crawling hand swarm is assigned a quarry by anointing the hands with a drop of the intended quarry's blood. If the swarm has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The swarm gains a +1 bonus on the DC of its distraction ability against the quarry, and all damage rolls and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Dweomer Weaver

There is myth and wonder in the art of weaving, as cloth lets man settle where nature is harsh. The loom, spindle, and distaff are more than tools to some however; they are symbols of power and fate. Long have these secrets been known to womankind, the greatest secret being that some women may create far more than mundane cloth from their efforts.

A dweomer weaver has the following class features.

Requirements

Restriction: Only female witches may take this archetype.

And while in the past rogue women have taught these secrets to males, such teachers and students quickly meet an untimely doom, for the loom of fate will not be profaned by the hands of men.

Patron: A dweomer weaver witch's patron is normally one with a wisdom, creation/transformation, or fate theme.

Skills: Dweomer weavers are granted an extra skill point at 1st level that must be put into the Craft (weaver) skill and a dweomer weaver gains a +2 bonus on all Craft (weaver) skill checks.

Woven Witch's Familiar (Su)

A dweomer weaver may, when acquiring a familiar, choose an item of medium size or less that is woven of cloth to act as her witch's familiar. For general sizing cloaks and similar sized clothing are medium size, shirts and similar sized clothing are small size, and accessories like hats, scarves and gloves tiny size. The item functions as a construct (animated object) of the correct size and material, except where modified by the level dependant changes of the familiar ability table and familiar rules. Also the object must be worn by the dweomer weaver for at least one hour per day in order for her to prepare spells for that day.

Rather than gaining the Improved Evasion ability at 1st level, a woven familiar grants it's master the Uncanny Dodge ability when worn. Also speak with animals of its kind changes to speak with woven materials. This "speech" takes the form of the woven familiar being able to discern what a woven material is made from, how it was made, and basic details about the creature that last wore or used the cloth item. Because cloth has no intelligence, the answers gained are similar to the results of speak with plants, only very basic information can be gleaned. Lastly the ability to Scry on Familiar work differently for a woven familiar. A tiny mundane item that has been in the

pockets of or wrapped up in a woven familiar for 24 hours or more may be used as the scrying focus of this familiar ability, otherwise this ability functions as normal.

A woven familiar may be used to deliver touch spells, making a touch attack as normal. A medium woven familiar has a 10 ft. maximum reach, while small woven familiars have a 5 ft. reach. A woven familiar of size tiny or smaller has a reach of 0 ft. on its own, and uses the dweomer weavers reach when worn.

As long as the familiar item is worn, the dweomer weaver receives a +1 miscellaneous bonus to their Armor Class. This stacks with any other armor that the dweomer weaver may wear.

Also a dweomer weaver may share the nails and prehensile hair hexes with her woven familiar if she possesses them. The familiar gains the use of the hexes, however they affect the woven familiar is if it were the dweomer weaver, using her size to determine damage and for any other special or feat based effects.

This ability modifies the Witch's Familiar class feature.

Spell Loom (Su)

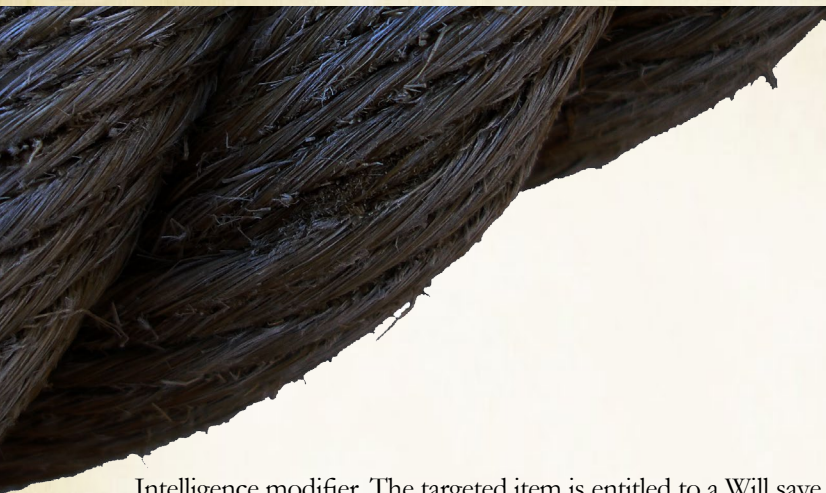
At 2nd level the dweomer weaver is able to actually weave two spells together and combine their effects. Using this ability is a full round action, uses up both spells, and leaves the dweomer weaver vulnerable, as she gains the fatigued condition for 1d4 rounds. If the dweomer weaver uses spell loom again while still under the effects of fatigue she is instead exhausted for 1d4 rounds. Use of spell loom while exhausted causes the dweomer weaver to be stunned for one round.

When using spell loom both spells must target the same area or creature. Spells with different areas of affect must both be able to reach the same target creature or five foot square. Both spells must have the same range type and a casting time of one standard action or less. The target saves against each spell separately. Weaving two spells costs arcane energy, forcing the dweomer weaver to sacrifice an additional prepared spell of at least the highest level spell used with the spell loom ability.

This replaces the witch's hex gained at 2nd level.

Unravel the Weave (Su)

At 8th level the dweomer weaver understands both the weaving of magic and the weaving of cloth so well that she may temporarily cause the enchanted cloth items of her foes to cease functioning. The target item must be within 30 ft. of her. Any one magic item made of cloth that is located in either the body, shoulders, or chest slots becomes inert (grants no bonuses, no abilities can be accessed) for one round per two class levels. She may use this ability a number of times per day equal to 3 + her



Intelligence modifier. The targeted item is entitled to a Will save, made using the wearers Will save bonus if it is higher, to avoid this effect.

This replaces the witch's hex gained at 8th level.

Sever the Thread (Su)

At 14th level a dweomer weaver can not only see the thread of life that all living beings possess on the loom of fate, but gain power over it as well. By winding a thread between a spindle and distaff and touching it to a target, the dweomer weaver may then cut the thread and thereby sever the targets connection the powers of fate. Any mythic, bloodline, and hero point abilities are suppressed for one round per two class levels of the dweomer weaver. The target is entitled to a will save DC 10 + 1/2 class level + Intelligence modifier to avoid this effect. No matter whether the target saves successfully or not they cannot be the target of this ability again for 24 hours.

This replaces the witch's hex gained at 14th level.

Feybound Crone

Some witches commune with entities that are known but surrounded by an air of mystery and otherworldly thoughts. The feybound crone seeks out those from the First World, the mysterious fey, as her patrons.

A feybound crone has the following class features.

Class Skills

A feybound crone replaces heal and profession with disguise and stealth as a class skills.

Patron

A feybound crone usually has a patron with deception, light, spirits, or trickery theme.

Feybound (Ex)

At 1st level, a feybound crone may select a fey familiar or 2 fey familiars whose total CR does not exceed 1 instead of a normal familiar. A fey familiar advances in racial hit dice every other level, to a maximum of 10 hit dice. A fey familiar gains ability points, feats, skill points, and spells normally when advancing a monster through racial hit dice. A fey familiar learns spells as a spontaneous caster and is a Charisma based spellcaster. A fey familiar learns a new spell-like ability every 3rd hit dice from the sorcerer spell list. The fey familiar must qualify to cast the spell chosen to replicate with its spell-like ability.

This ability modifies the witch's familiar class ability.

First World Magic (Sp)

Starting at 1st level and every other level thereafter, a feybound crone only learns 1 new spell that is not from her patron.

Instead of learning cantrips the feybound crone can use any spell-like ability her familiar possesses. A feybound crone learns spells from her fey familiar, scrolls, and spellbooks.

This ability modifies the witch's spells and teaching a familiar spells class abilities.

Tricky Walk (Ex)

At 5th level, a feybound crone adds her Intelligence bonus to her Disguise and Stealth checks in addition to those skills' normal modifier.

Bound to the First World (Sp)

Starting at 10th level, a feybound crone may choose to become a fey creature with a CR equal to her level or lower for a number of minutes per day equal to her level.

At 20th level, a feybound crone may become any two separate and complete fey creatures, each having a CR equal to her level or lower. Both creatures are independent and possess all abilities and spells listed in its stat block. Both creatures act on the feybound crone's initiative. If one is killed then the feybound crone reverts to her natural form immediately and she is unable to use this ability for 1 hour. The amount of time spent as 2 fey creatures counts as double the time used for that day. For example, if a 20th level feybound crone chooses to become a CR 18 Norn and a CR 14 Ankou for 1 minute then it counts as 2 minutes used for the day.

This ability replaces the major hex gained at level 10 and the grand hex at level 20. Major hexes can still be gained every 2 levels past 10th and grand hexes every 2 levels past 20th.

Foul Temptress

The thrill of the hunt and the sweet taste of her victims drives the foul temptress to use her powers of seduction to abuse her natural or magically altered beauty and use it as a tool to get what she wants. The foul temptress uses soft words and beguiling suggestion to lower the defenses of her prey before striking, seeking to gain information, poison a mark, convince the weak willed to change their minds, or to end her victim's life.

A Foul Temptress has the following class features.

Patron

Amorous: A foul temptress replaces some of her patron spells with the following: 2nd – innocence, 4th – confess, 6th – grace, 8th – stay the hand, 10th – foe to friend, 16th – euphoric tranquility,

Pleasing Figure (Ex)

At 1st level, the foul temptress gains a +2 to all Charisma-based skill checks. This bonus increases to +4 at 8th level and to +6 at 18th level.

This ability replaces the witch's hex gained at 1st level.

Beguiling Gaze (Su)

Starting at 4th level, the foul temptress casts her eyes upon a creature or person as a standard action and lowers their desire to do her harm. The target takes a -2 to attack rolls and to skill checks made against the foul temptress. At 8th level the foul temptress is able to target up to one creature per level with this ability as a full round action. A successful Will save at the same DC used for hexes prevents the effect.

This ability replaces the witch's hex gained at 4th level.

Deadly Kiss (Su)

Beginning with 18th level, as a melee touch attack, the foul temptress gently presses her lips against those of her victim, sealing their doom. The target will die 1 day later regardless of health or location. This curse can be removed with break enchantment, limited wish, miracle, remove curse, or wish. A failed removal of deadly kiss causes the creature attempting to remove the curse to suffer from it.

This ability may only be used once per day.

This ability replaces the witch's grand hex gained at 18th level.

Gluttonous Crone

The gluttonous crone is motivated by a single, simple emotion; hunger. Her hunger, if not satiated, drives her to insanity and so she must constantly feed or feast upon those ensnared by her wicked powers.

A Gluttonous Crone has the following class features.

Insatiable Hunger (Ex)

At 1st level, the gluttonous crone possesses a deep, undeniable hunger that gnaws at her very being. Once a week the gluttonous crone must consume an intelligent (Intelligence score greater than 3) creature either living or dead. Preparing such a meal takes 1 hour. If the gluttonous crone fails to do so she suffers from starving madness (see below). After the gluttonous crone has consumed an intelligent creature she gains a +2 morale bonus to all saves and a +2 morale bonus to her Intelligence score for 1 hour per caster level.

This ability replaces the witch's hex gained at 1st level.

Starving Madness (Ex)

The gluttonous crone takes a -2 penalty to all saves and cannot make Wisdom-, Charisma-, or Intelligence-based skill checks (much like a barbarian's rage). The gluttonous crone does however deal an additional 3d6 of damage on all successful melee attacks, but not touch attacks, in her desperation to secure her next meal. This condition ends once the gluttonous crone has consumed an intelligent creature. If she suffer from starving madness for more than 24 hours she gains the fatigued condition. If the gluttonous crone goes for a number of days equal to her Constitution modifier after that week she suffers a form of insanity. The GM will roll in secret to determine what form of insanity the gluttonous crone suffers (GMG, "Sanity and Madness").

Finger Food (Su)

At 2nd level, the gluttonous crone may take a single small part from her victims prepared according to the insatiable hunger ability and keep them on her person. As a move action the gluttonous crone may consume one of these body parts to gain 1d4 temporary hit points. These stack if more than one is eaten.

This ability replaces the witch's hex gained at 2nd level.

Unhinge Jaw (Ex)

At 8th level, the gluttonous crone may as a swift action unhinge her jaw. She loses the ability to communicate and to cast any spell with verbal components but gains a natural bite attack that can be made as a move action. The gluttonous crone deals 1d4 + her Strength modifier of slashing and piercing damage. The gluttonous crone has the grab monster special ability with her

bite attack. At any time the gluttonous crone may spend a move action to reattach her jaw.

This ability replaces the witch's hex gained at 8th level.

Unnatural Consumption (Su)

At 12th level the gluttonous crone gains the swallow whole ability.

This ability replaces the witch's hex gained at 12th level.

Marjara Bound

Among the common folk it is often spoken that a black cat crossing your path is ill luck. Many laugh at this, seeing only superstition. However this caution is not without merit, as there truly are witches for whom a black cat is not just appearance, it is power and it is sacred.

A marjara bound has the following class features.

Patron: A marjara bound witch's patron is normally one with an animal or nature theme.

Soul Bound Witches Familiar (Su)

A marjara bound witch is always served by a black cat, which acts as her familiar. However this familiar becomes increasingly more powerful as the witch herself does the same. Other than where noted this familiar uses the normal familiar rules.

At 1st level the familiar gains a +1 to hit and damage when attacking a target that is under the effects of a hex or witch spell.

At 3rd level the familiar may once per day take the form of a small wild cat (margay or lynx), using the animal's physical stats but keeping its own mental stats, alignment, and hit points (modified by Constitution change if any). This change lasts one minute per level of the witch.

At 5th level the familiar's hit points are calculated as 3/4 of the witch's rather than half. Also the familiar gains Multiattack as a bonus feat which applies in its natural and shape changed forms.

At 7th level the familiar may now shape change twice per day and may also take the form of a medium great cat (leopard, cheetah, snow leopard, jaguar, or mountain lion).

At 10th level the familiar's hit points are now equal to the witch's and the hit and damage bonus the familiar receives when attacking a target under the effect of a hex or witch spell increases to +2.

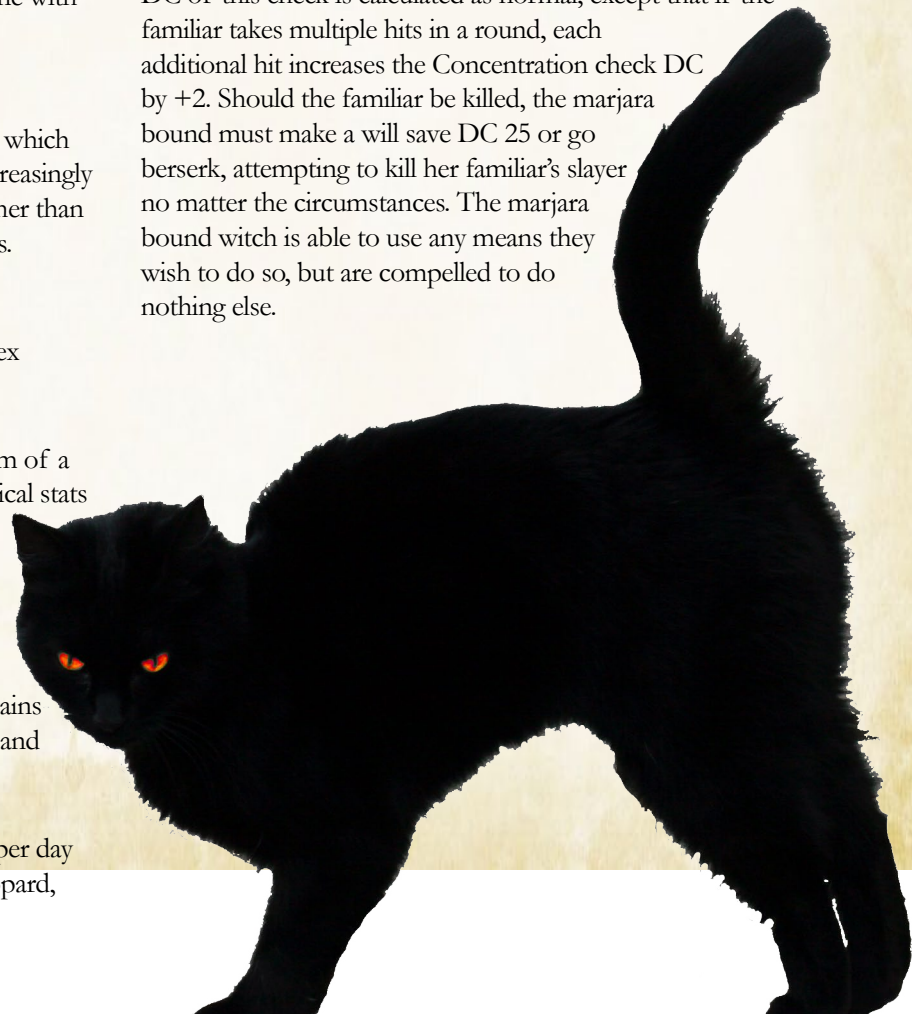
At 12th level the familiar may now shape change three times per day and also take the form of a large great cat (lion or tiger).

At 15th level the familiar receives a +2 to its Constitution and Wisdom scores.

At 17th level the familiar may shape change four times per day and also take the form of a dire great cat (spotted lion or smilodon).

At 20th level the familiar receives a +4 to its Strength and Dexterity scores.

There is a cost to this bond however, as each time the familiar is hit in combat; the marjara bound witch must make a Concentration check if casting a spell in the same round. The DC of this check is calculated as normal, except that if the familiar takes multiple hits in a round, each additional hit increases the Concentration check DC by +2. Should the familiar be killed, the marjara bound must make a will save DC 25 or go berserk, attempting to kill her familiar's slayer no matter the circumstances. The marjara bound witch is able to use any means they wish to do so, but are compelled to do nothing else.



While without a familiar, a marjara bound witch cannot cast any spells, use any special class abilities, and receives a -4 to all will saves.

This ability modifies the witches' familiar class feature.

Nine Lives (Su)

At 2nd level the marjara bound witch receives a +1 luck bonus to all saving throws, due in no small part to their deep bond with their feline familiar. This bonus increases by +1 for every four levels beyond 2nd.

This replaces the witch's hex gained at 2nd level.

From Whiskers to Tail (Su)

At 8th level the marjara bound witch's bond to her familiar runs so deep that she may call on many of its feline attributes to enhance her own. The marjara bound may once per day take on a hybrid form much like that of a weretiger, save the marjara bound's is always black. This shape change effect lasts for one round per level, and otherwise functions in all ways as the lycanthrope template, except there is no loss of control, lycanthropy cannot be transmitted to those damaged, and only the hybrid form of the weretiger is possible. Additionally any power given to only true lycanthropes is not available and the DR 5/silver changes to DR 5/bronze or Elysian bronze

This replaces the witch's hex gained at 8th level.

Swarm of Blackest Night (Su)

At 14th level a marjara bound witch can summon forth a swarm composed of hundreds of common black cats. The cat swarm lasts for one round per class level or until reduced to 0 hit points, at which time the cats scatter to the four winds. The marjara bound may call a cat swarm a number of times per day equal to 3 + her Intelligence modifier. The swarm has the following statistics:

Black Cat Swarm

Muscular tiny felines bare teeth and claw as a vicious pack of cats attack as one.

XP 1,200 CR 4

N Tiny Animal (Swarm)

Init +5; Senses low light vision, scent; Perception +7

DEFENSE

AC 17, touch 17, flat-footed 12 (+3 Dex, +2 natural, +2 size)
hp 34 (6d8+6)

Fort +5, Ref +8, Will +4 (+6 vs fear)

Defensive Abilities swarm traits

OFFENSE

Speed 15 ft., climb 15 ft.

Melee swarm (3d6)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13)

STATISTICS

Str 8, Dex 17, Con 10, Int 2, Wis 14, Cha 9

Base Atk +4; CMB —; CMD —

Feats multiattack, toughness, weapon finesse

Skills Acrobatics +9, Climb +5, Perception +7, Stealth +10

The cat swarm is also able to calm and fascinate those within its occupied squares. A Will save is required to avoid gaining the fascinated condition. The DC of this save is calculated as normal for a hex. The cat swarm lasts for one round per class level or until reduced to 0 hit points, at which time the cats scatter to the four winds.

This ability replaces the witch's hex gained at 14th level.

Scorned Heart

Those seeking redress after being spurned travel to the forgotten places of the world to make oaths of revenge. There, dark beings of ancient power offer a pact that grants them the ability to wreak the vengeance they seek.

A Scorned Heart has the following class features.

Hampered Casting:

A scorned heart witch's abilities come at the cost of her spellcasting. She cannot cast any spells until she reaches 5th level and her effective caster level to determine what spells she may cast and any effects of her spells is equal to her witch level -4.

Vengeance Incarnate (Su):

At 1st level, a scorned heart can transform herself into a savage avatar of retribution. While transformed, she gets a +1 morale bonus on attack and damage rolls and a +2 natural armor bonus; at fourth level and every four levels thereafter (8th, 12th, 16th and 20th level), the morale bonus increases by +1 and the natural armor bonus increases by +2 every four witch levels she gains. She also gains a vengeance pool equal to a summoner of the same level's eidolon evolution pool, which she can use to buy evolutions for herself as if she were an eidolon of the bipedal base form. She can only select evolutions for which she'd qualify as if she were the eidolon of an equal level summoner (she must be fifth level to select flight, for example), and only gains the benefits of these evolutions while transformed. She is also limited to improving physical

attributes (Strength, Dexterity and Constitution) if she takes the ability increase evolution. A scorned heart can reallocate her vengeance pool by getting 8 hours of sleep and spending 1 hour communing with her familiar; preparing spells requires a separate hour of communing.

A scorned heart can transform for a number of rounds per day equal to 3 + her Intelligence modifier. At each level after 1st, she can transform for 2 additional rounds. Transforming, which is considered a transmutation (polymorph) effect, takes a standard action and can be ended as a free action. At 7th level, she may transform as a move action, and at 13th level she may transform as a swift action. A scorned heart may take the Extra Evolution feat to increase her vengeance pool.

Punitive Hex (Su):

At 3rd level, a scorned heart who is hit by an attack that requires an attack roll, including weapon-like spells, may as an immediate action hex her attacker. The witch must be aware of the attacker, who must be within range of her hex. She must use a hex she knows; this ability follows all other restrictions and limitations for using her hexes. The hex is resolved after the triggering attack. A scorned heart may use this ability a number of times per day equal to 3 + her Intelligence modifier.

Dying Wrath (Su):

At 8th level, a scorned heart who is reduced to below 0 hp by an attack or a targeted spell may as an immediate action curse her attacker as the spell bestow curse. She must be aware of the attacker, as with retributive hex.

This ability replaces the witch's 8th-level hex.

Voodoo Crafter

Whittlings and sticky resins adorn the wrists of calloused and gnarled hands. Whittling knives, hand planers, and brushes for glues flash their presence every once in a while. Curiously familiar baubles and dolls give off an unsettling feeling as she talks to her gris-gris. Crafting and cursing are the voodoo crafter's tools for every situation.

A voodoo crafter has the following class features.

Class Skills

A voodoo crafter replaces Fly, Knowledge (history), and Knowledge (planes) with Bluff (Cha), Sleight of Hand (Dex), and Stealth (Dex) as class skills.

Gris-Gris (Ex)

Starting at 1st level, a voodoo crafter may create a number of gris-gris equal to 3 + her Intelligence bonus (if any) per day. The size of the gris-gris may be no bigger than her hand. Crafting a gris-gris takes 10 minutes. When she creates each gris-gris she may cast any one of her hexes or spells with a range of touch into it. She must be touching the gris-gris to cast a spell or hex into it. Casting a spell or hex into a gris-gris counts against any uses per day to those abilities. A gris-gris does not count as a target for hexes with limited active targets, such as Ward or Scar.

The method of activation for the hexes or spells is decided at the time it is cast into the gris-gris. The hexes or spells are activated by the voodoo crafter or by the bearer of the gris-gris as a swift action that does not provoke. The hex or spell can be activated mentally by the voodoo crafter with a range of 60 ft. The target must have the gris-gris in their possession to be affected by the hex or spell (worn or carried). When the hex or spell is activated it consumes the gris-gris it was cast into.

At 3rd level, she can attempt to convince a creature with an Intelligence greater than 1 to take one of these gris-gris as though using the Deceptive Exchange feat.

Additionally, the voodoo crafter has a small gris-gris charm for each spell they know. When they learn a new one they prepare the gris-gris and make any needed Spellcraft checks. When preparing their spells for the day, the voodoo crafter must spend at least one hour per day working on her gris-gris. This act allows her to commune with her patron and divine that patron's will by the shape and design the gris-gris takes.

This ability replaces the witch's familiar.

Quickly Crafting (Ex)

At 4th level, a voodoo crafter can create each gris-gris in 1 minute when using her gris-gris ability.

At 8th level, a voodoo crafter can create each gris-gris as a full-round action when using her gris-gris ability.

This ability replaces the witch's 4th and 8th level hexes.

Caught Off-Guard (Ex)

At 10th level, a voodoo crafter adds her Intelligence bonus (if any) to a Sleight of Hand check to place a gris-gris created from her gris-gris ability on another creature. This bonus is in addition to the Sleight of Hand's normal ability modifier.

Voodoo Craft (Sp)

At 12th level, a voodoo crafter can cast her hexes and spells into any non-magical item that is not a weapon or armor. Attended items receive a Reflex save equal to $10 + \frac{1}{2}$ the voodoo crafter's caster level + her Intelligence bonus (if any). Unattended items receive no save. Each use of the voodoo craft ability counts against her total uses of crafted gris-gris for the day .

This ability replaces the witch's 12th level major hex.

A Mind of Its Own (Sp)

At 20th level, a voodoo crafter can create an animated object from one of her gris-gris made using her gris-gris ability. This functions like an object created by animate objects and uses all the stats appropriate to its type. After animation it is given a target to plant itself on, and it attempts to do so using the voodoo crafter's Stealth and Sleight of Hand skill modifiers. The gris-gris remains animated until it has successfully planted itself on its target or failed to do so three times.

The voodoo crafter decides at the time of creation if any hexes or spells she casts into the animated gris-gris activates when it successfully plants itself on its target or upon command.

This ability replaces the witch's 20th level grand hex.



Alternate Base Class



Sèvitè

The sèvitè is a worshiper of a distant, uninvolved creator god, Bondye. Bondye does not intercede on behalf of mortals so his worshipers request aid and intercession from his servant spirits, the loa. Sèvitè can be translated as "servant of the spirits."

Alignmnet: Any

Hit Dice: d8

Starting Wealth: $3d6 \times 10$ gp (average 105 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills: The sèvitè's class skills are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Knowledge (Planes) (Int), Knowledge (Religion) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int.

[illegible]



Class Features

Weapon and Armor Proficiency

Sèvitè are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sèvitè's gestures, which can cause her spells with somatic components to fail.

Spells

A sèvitè casts arcane spells drawn from the witch spell list. A sèvitè must choose and prepare her spells ahead of time.

To learn or cast a spell, a sèvitè must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sèvitè's spell is 10 + the spell level + the sèvitè's Wisdom modifier.

A sèvitè can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Sèvitè. In addition, she receives bonus spells per day if she has a high Wisdom score.

A sèvitè may know any number of spells. She must choose and

prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with Papa Legba (see below). While communing, the sèvitè decides which spells to prepare.

Cantrips

Sèvitè can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Syncretism (Ex)

Sèvitè are used to being regarded as heretics or blasphemers because of their unorthodox religion. They often mask their worship under the guise of a more traditional god. Choose a deity whose alignment is within one step of the alignment of the sèvitè on the good-evil axis and the law-chaos axis. The sèvitè gains one domain associated with that deity and adds the bonus spells to her spells known and may use the domain powers using her sèvitè level as her effective cleric level. The sèvitè gains a +2 bonus on diplomacy and bluff checks with other worshippers of that deity.

Papa Legba (Su)

Papa Legba is an intercessory loa and his permission is needed for any communication between mortals and the loa. The sèvitè must spend 1 hour communing with Papa Legba to prepare her spells and activate any class ability which calls upon the loa. At each new sèvitè level, she adds two new spells of any spell level or levels that she can cast to those she can prepare during this communion.

During this period of communion, a sèvitè can ask Papa Legba for guidance. At 1st level this manifests as an augury spell with 90% effectiveness. At 8th level, this takes the form of a divination with 90% effectiveness. At 12th level, this manifests as a casting of commune with no material component required.

Possession Vulnerability

Because of her closeness to the spirit realm, the sèvitè is vulnerable to possession. She takes a -2 penalty on saves against haunts and spells and abilities which attempt to possess the body of the sèvitè like magic jar, marionette possession, etc. Incorporeal enemies get +2 to attack rolls against the sèvitè.

Loa (Sp)

At 1st level, the sèvitè gains the ability to request the aid of a loa. Each loa grants the sèvitè one or more spell-like abilities. The sèvitè may also, as a standard action, allow the loa to "ride" her. While ridden, the sèvitè loses access to her skills, spells and the spell-like abilities granted by other loa but gains more powerful abilities. The sèvitè may be ridden once per day at 1st

level and an additional time per day every four levels thereafter. The riding may be ended with a move action. At second level and every 4 levels attained after 2nd level, the sèvitè may choose an additional loa from whom they may request aid.

Agwé: Agwé is a loa of sea, fish and aquatic plants. This loa grants the sèvitè the ability to cast create water at will. At 3rd level she may cast hydraulic push three times per day. At 7th level, she may also cast hydraulic torrent three times per day. At 9th level, she may cast water shield three times per day. At 15th level she may cast seamantle once per day. Finally, at 17th level, she may cast tsunami once per day.

While ridden, the sèvitè can breathe normally in water and gains a swim speed equal to her land speed. As long as she is fully immersed in water, uses of her spell like abilities do not count against her normal daily limit.

Ayida-Weddo: Ayida-Weddo is a loa of fertility, rainbows, wind, water, fire, and snakes. This loa grants the sèvitè the ability to cast light at will. At 3rd level she may cast color spray three times per day. At 7th level, she may also cast mass dazzling blade three times per day. At 13th level, she may cast prismatic spray once per day. At 15th level she may cast prismatic wall once per day. Finally, at 17th level, she may cast prismatic sphere once per day.

While ridden, the sèvitè is surrounded by patterns of shifting colors. This functions as the blur spell. She gains a ranged touch attack of bright light that deals 1d6 damage per three sèvitè levels (minimum 1) with a 30-foot range. This attack overcomes damage reduction of any type. At 7th level, she is also treated as though under the effect of air walk.

Baron Samedi: Baron Samedi is a loa of the dead and a giver of life. It is said that no one can die if Baron Samedi refuses to dig his grave. This loa grants the sèvitè the ability to cast stabilize at will. At 3rd level she may cast cure light wounds three times per day. At 7th level, she may also cast cure serious wounds three times per day. At 11th level, she may cast Breath of Life three times per day. At 13th level she may cast raise dead once per day. Finally, at 17th level, she may cast resurrection once per day.

When ridden, the sèvitè gains Baron Samedi's control over who dies. She gains fast healing 1, which increases by 1 at 5th level and every 5 levels thereafter. She may cast inflict light wounds at will. This improves to inflict moderate wounds at 7th level, inflict serious wounds at 13th level and inflict critical

wounds at 19th level. At 11th level she may cast phantasmal killer once per riding.

Belie Belcan: Belie Belcan is a loa of protection and justice. This loa grants the sèvitè the ability to cast virtue at will. At 3rd level she may cast sanctuary three times per day. At 7th level, she may also cast magic vestment three times per day. At 9th level, she may cast lesser globe of invulnerability three times per day. At 15th level she may cast protection from spells once per day. Finally, at 17th level, she may cast mage's excellent enclosure once per day.

While ridden, the sèvitè grants all allies a +1 sacred bonus to armor class. This bonus increases by 1 at 5th level and every five levels thereafter. At 7th level she is treated as though under the effects of a constant archon's aura. At 14th level, this improves to repulsion.

Ghede Doubyé: Ghede Doubyé is a loa of the dead associated with clairvoyance. This loa grants the sèvitè the ability to cast detect poison at will. At 3rd level she may cast anticipate peril three times per day. At 7th level, she may also cast clairaudience/clairvoyance three times per day. At 11th level, she may cast prying eyes three times per day. At 15th level she may cast moment of prescience once per day. Finally, at 17th level, she may cast foresight once per day.

While ridden, the sèvitè becomes aware of the many paths of fate and can tweak those paths for the best result and may use the Fortune witch hex but doubles the listed duration. At 11th level she may affect two creatures with each use of the hex. In addition, all allies within 30' benefit from the sèvitè's twisting of fate and gain a +1 bonus on ability checks, attack rolls, saving throws, and skill checks while in the area. This bonus increases to +2 at 11th level.

Grans Bwa: Grans Bwa is a loa of nature associated with trees and plants. This loa grants the sèvitè the ability to cast purify food and drink at will. At 3rd level she may cast entangle three times per day. At 7th level, she may also cast spike growth three times per day. At 9th level, she may cast arboreal hammer three times per day. At 15th level she may cast vinetrapp once per day. Finally, at 17th level, she may cast shambler once per day.

While ridden, the sèvitè can speak with plants as though under the effect of that spell and gains DR 5/slashing. At 11th level, when the sèvitè becomes ridden a tree within 30-feet is affected by liveoak. The created treant becomes a normal tree

rooted in place when the riding is ended.

Kalfu: Kalfu is the loa of the crossroads and he usually only allows the crossing of bad luck, deliberate destruction, and misfortune. This loa grants the sèvitè the ability to cast acid splash at will. At 3rd level she may cast ear-piercing scream three times per day. At 7th level, she may also cast pain strike three times per day. At 9th level, she may cast malicious spite three times per day. At 15th level she may cast orb of the void once per day. Finally, at 17th level, she may cast meteor swarm once per day.

While ridden, the sèvitè can use the Misfortune witch hex but doubles the listed duration. At 11th level she may affect two creatures with each use of the hex. In addition, all enemies within 30' suffer further bad luck and suffer a -1 penalty on ability checks, attack rolls, saving throws, and skill checks while in the area. This penalty increases to -2 at 11th level.

Nago Shango: Nago Shango is a loa of fire, lightning and thunder. This loa grants the sèvitè the ability to cast jolt at will. At 3rd level she may cast burning hands three times per day. At 7th level, she may also cast lightning three times per day. At 9th level, she may cast wall of fire three times per day. At 15th level she may cast storm bolts once per day. Finally, at 17th level, she may cast ride the lightning once per day.

While ridden, the sèvitè gains resist fire and resist electricity 5. This increases to 10 at 11th level. Use of her 1st level or higher spell-like abilities are accompanied by peals of thunder which causes creatures that fail their saves to be staggered for 1 round. The sèvitè may also change the descriptor and damage dealt of the spell-like abilities granted by Nago Shango from fire to electricity and vice versa as a free action when casting. At 11th level, the sèvitè is treated as though under the effects of a constant elemental aura spell, though only fire and electricity can be chosen.

Ogoun: Ogoun is a loa of iron and war. This loa grants the sèvitè the ability to cast root at will. At 3rd level she may cast break three times per day. At 7th level, she may also cast greater magic weapon and keen edge once per day each. At 9th level, she may cast telekinetic charge three times per day. At 13th level she may cast battlemind link once per day. Finally, at 17th level, she may cast winds of vengeance once per day.

While ridden, the sèvitè gains +2 to armor class as well as attack and damage with melee weapons. In addition, willing allies within 30' are affected as though by the Barbarian's rage

class feature. At 11th level, her bonus to attack, damage, and armor class improves to +4 and her allies are affected by greater rage. When this riding ends allies affected by rage are exhausted for 1 minute.

Sousson-Pannan: Sousson-Pannan is a terribly ugly loa covered in weeping sores. This loa grants the sèvitè the ability to cast haunted fey aspect at will. At 3rd level she may cast touch of gracelessness three times per day. At 7th level, she may also cast disfiguring touch three times per day. At 9th level, she may cast monstrous physique II three times per day. At 15th level she may cast frightful aspect once per day. Finally, at 17th level, she may cast transmute blood to acid once per day.

While ridden, the sèvitè gains a ranged touch attack that deals 1d6 damage per three levels (minimum 1) with a range of 30-feet. Anyone who takes at least 1 damage from this attack is sickened for 1 round as the wound erupts in weeping pustules and sores unless they pass a fortitude save (DC10 + half the sèvitè's level + her Wisdom modifier).

The sèvitè is based primarily on Haitian Voudoun, a fascinating religion brought to the Americas by West African slaves. Syncretism is a real thing; many loa became associated with Catholic saints as a way to hide religious practices in plain sight. No offense to practitioners of Voudoun is intended by my work, rather I offer my sincere gratitude for the opportunity to give Voudoun its own little niche in Pathfinder.

Best,
Jason Linker

Prestige Classes

Heathen

Witches in a general sense are misunderstood. They typically have a link to the natural world through a patron of benevolent mien. The minority are truly evil, either tied to a patron of malevolent intent or choose to use their power in a way not necessarily in line with their patron. A rare few are beyond evil in a simple self-serving or hateful way; they study evil, toting tomes of forbidden ancient lore. These are called heathen, and are intentionally anathema to everything good people hold dear. They revel in bloodletting and destruction. They gain power from the sacrifice of innocents. Their souls are promised to evil patrons of the worst kind. For all this they have unmatched power.

Role: A Heathen pours over tomes, wielding cruel weaponry in tandem with profane arts in combat. They work to unearth dark rites and forbidden lore and plumbing ancient libraries for whatever villainous knowledge they contain.

Hit Dice: d8

Requirements

To qualify to become a heathen, a character must fulfill all the following criteria.

Skills: Knowledge (Arcana, History, Planes) 5 ranks

Class features: The Magus Arcana and Patron.

Spells: Able to cast 3rd level arcane spells.

Special: Acquire a tome of ancient dark gods and decipher it, using the profane rites inside for your first sacrifice.

Class Skills: The heathen's class skills are Appraise, Bluff, Handle Animal, Heal, Intimidate, Knowledge (all), Linguistics, Spellcraft, Swim, and Use Magic Device

Skill Ranks per Level: 2 +Int.



Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Heretic, Cruelty 1	-
2nd	+1	+1	+1	+1	Dark Rite, Dark Points	+1 to existing Arcane
3rd	+2	+2	+1	+2	Hex, Magus Arcana	-
4th	+3	+2	+1	+2	Cruelty 3, Dark Rite	+1 to existing Arcane
5th	+3	+3	+2	+3	Hex	-
6th	+4	+3	+2	+3	Dark Rite, Magus Arcana, Horrid Rites	+1 to existing Arcane
7th	+5	+4	+2	+4	Cruelty 5, Hex	-
8th	+6	+4	+3	+4	Dark Rite	+1 to existing Arcane
9th	+6	+5	+3	+5	Magus Arcana	-
10th	+7	+5	+3	+5	Cruelty 7, Dark Rite	+1 to existing Arcane

Class Features

Spellcasting

At the indicated levels, he gains new spells per day as if he had also gained a level in witch and magus before he added the prestige class. He does not, however, gain any other benefits a character of those classes would have gained.

Heretic (Ex)

Heathen enter into an ancient Heretical Rite in exchange for power. This power has some effects on prior class features:

- Arcane Pool gains additional properties: Bane and Unholy. Heathen levels stack with Magus for the effective magus level of the Arcane Pool.
- Familiar changes to an Imp. An Imp familiar doesn't have any skill bonuses, instead being a full-fledged Imp. Heathen levels stack with all other levels that grant a Familiar.
- Heathen levels stack with Witch and Magus levels to determine power of hexes and magus arcana as well as the hexes and magus arcana that the heathen can choose.

Cruelty (Ex)

Heathen learn brutal combat styles based around inflicting an ungodly amount of pain with a small list of weapons: dagger, flail (any), guisarme, knuckle axe, kukri, rhoka, sawtooth sabre, scorpion whip, spiked armor, spiked chain, spiked gauntlets, sickle, triblade katar, and trident. This grants a +1 profane bonus to damage rolls at first level, increasing the bonus by +2 for every three levels thereafter to a max of +7 at 10th level.

Dark Points (Sp)

A Heathen gains access to dark rites as part of their gifts from their patron. This grants them a pool of Dark Points. This pool begins each day with a number of dark points equal to 1/4 the Heathen's class level and cannot increase to exceed double their heathen level under any circumstances. These Dark Points are the main source of power for a Heathen. Any time they cast a spell, they may decide to use Dark Points with that spell. Dark Points have one of the following benefits:

- Cast a spell without using up a daily use. This costs 1 Dark Point per spell level.
- Add a known Metamagic feat to a spell as it's cast. This costs 1 Dark Point per adjusted spell level of the Metamagic feat.
- Increase the DC of an Enchantment or Necromancy spell cast by 1 per 3 Dark Points spent.
- Increase Caster Level by 1 per 5 Dark points spent.
- Gain a +1 profane bonus on a single attack roll, saving throw, or skill check as an immediate action for 3 Dark Points.

Dark Rites (Su)

A Heathen gains a Dark Rite at 2nd level and every even level thereafter. You may choose from the following list of Dark Rites:

Arson: A Heathen can burn things worth at least 500g as part of a ritual to gain 2 Dark Points for every 5 feet the burnt offering takes up. This ritual takes one minute and has to be spectacular, not simply a matter of burning something with magic. The GM may allow objects with strong sentimental value to be used instead, even if they don't meet the normal minimum value.

Bloodletting: A Heathen can harm themselves to gain Dark Points. For every 5 points of damage they deal themselves, they gain 1 Dark Point. They can only gain 1 dark point per day in this way.

Hedonism:

A Heathen can perform acts of hedonism in a night-long ritual. For every humanoid involved, gain 1 Dark Point

Rioting: A Heathen who incites rioting in an area gains 1 Dark Point for every violent act performed by the rioters. They can perform a 1 minute long ritual that grants them a +5 bonus on the next bluff or diplomacy check used to incite a violent, destructive riot.

Lesser Sacrifice:

A Heathen can sacrifice an object or animal to gain Dark Points. The number of Dark Points gained is equal to 5% the gp value of the object, or half the hit dice of the animal. The animal must be helpless for the sacrifice. This ritual requires a full minute to perform.

Horrid Rites (Su)

At 6th level, in addition to dark rites a heathen may select from a list of even more heinous rites to gain dark power from.

Darkchild:

A Heathen can choose to become impregnated by a fiend, bearing a half-fiend infant. This child drains her sanity – she takes 1 point of Wisdom damage for every month pregnant. This can be healed only after the child has been born nine months later. Even heathens without the reproductive organs normally necessary for carrying a child may become impregnated, though this complicates the actual birth. Every day, a Heathen gains access to 4 additional Dark Points for each half-fiend child living.

Demonic Grafting:

A Heathen gains Demonic Graft as a bonus feat. Whenever a Demonic Graft is implanted on another person the Heathen gains 1 Dark Point. Whenever a Heathen grafts an implant onto themselves, they gain 3 Dark Points.

Innocent Sacrifice:

A Heathen can sacrifice a sentient, non-combative humanoid to gain 4 Dark Points per innocent sacrificed. This requires a minute-long ritual that takes all of the Heathen's concentration.

Scarification:

A Heathen can inflict horrible, permanent scars. These scars reduce the Heathen's max HP by 2, gaining 1 Dark Point each time.

The Scarred Shaman



In most cultures scars are a sign of past injury and wounds. In others, the scar could be a decoration, a symbol, or a branding, carefully placed there by a shaman or artist. Some of these shaman love the art of scarification so much that they fight in the front lines of battles to magically scar their enemies, but instead of giving scars of honor they place brands of shame. Often going into a rage doing this, they are vicious to their enemies and a great help to the allies they previously placed their mark on. Those who are branded on the battlefield find the scars to be disfiguring or embarrassing, and the lucky few who survive the battle are always reminded of their cowardice.

Off of the battlefield they are masters of the art. In the tribes they can be found in scars tell much about the individual who wears them. For warriors it can tell of their victories and accomplishments. For leaders the right scars can be a symbol of wisdom and honor. Other scars show who is ready to settle down and start a family, or be brands of past crimes as a warning to merchants. For those who know how to read the scars, it is the scarred shaman that they respect and fear the most, because once they have placed a scar they have power over that individual.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Savage shaman, effective scarring	-
2nd	+1	+1	+1	+1	Thick Scars	+1 to existing Arcane
3rd	+2	+2	+1	+2	New scars	+1 to existing Arcane
4th	+3	+2	+1	+2		+1 to existing Arcane
5th	+3	+3	+2	+3	Sacred battle scars, new scar	-
6th	+4	+3	+2	+3		+1 to existing Arcane
7th	+5	+4	+2	+4	New scar	+1 to existing Arcane
8th	+6	+4	+3	+4	Greater rage	-
9th	+6	+5	+3	+5	New scar	+1 to existing Arcane
10th	+7	+5	+3	+5	Transfer Scars	+1 to existing Arcane

Alignment: Scarred shamans may be of any non-lawful alignment, but chaotic alignments are more common, as they are in the barbarian tribes from which they hail.

Hit Dice: d10

Requirements

To qualify to become a scarred shaman, a character must fulfill all the following criteria.

Special: The scar hex, the rage class ability.

Skills: Knowledge (arcana) 5 ranks.

Spells: Able to cast 3rd-level arcane spells.

Class Skills: The scarred shaman's class skills are Climb (Str), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the scarred shaman prestige class:

Weapon and Armor Proficiency: A scarred shaman gains no proficiency with any weapon or armor.

Spells per Day

At the indicated levels, a scarred shaman gains new spells per day as if she had also gained a level in a arcane spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known

(if she is a spontaneous caster), and an increased effective level of spellcasting. Additionally, this ability stacks with witch levels to determine when patron spells are added to the list of spells known. If she had more than one arcane spellcasting class before becoming a scarred shaman, she must decide to which class she adds the new level for the purpose of determining spells per day.

Savage Shaman (Ex)

A scarred shaman's class level stacks with barbarian and witch levels for determining the effect of her rage powers, hexes, and the scarshield class ability. This does not grant additional abilities.

If the scarred shaman does not have the scar shield class ability (see Scarred Witch Doctor), they gain it.

Effective Scarring (Su)

At 1st level the scarred shaman can use the scar hex with greater ability. The scarred shaman may maintain an extra number of scars equal to their level. Also, while raging, the scarred shaman does not need to use the Moment of Clarity rage power to cast spells on targets currently under the effects of one of their scar hexes.

At 9th level the scarred shaman can cast spells with a range of touch at a range of close on a target they have used the scar hex on. If the spell requires a touch attack it will instead need a ranged touch attack.

Thick Scars (Su)

At 2nd level scarred shaman's scars are so thick they can lessen the damage she takes from attacks. The scarred shaman gains DR/- equal to half her Scarred Shaman level for a number of

minutes per day equal to her class level. These minutes do not need to be consecutive but she must spend them in 1-minute increments. This ability stacks with any damage reduction gained through the barbarian class.

New Scars (Ex)

At 3rd level, and every other level thereafter (5th, 7th, and 9th) the scarred shaman may select either a new hex or a new barbarian rage power.

Sacred Battle Scars (Ex)

At 5th level, when choosing a new hex or rage power the scarred shaman adds her class level to determine which hexes or powers are available. This does not increase the power or ability of any hex or rage power.

Greater Rage (Ex)

At 8th level, when a scarred shaman enters a rage, her morale bonus to Strength and Constitution increases to +6 and her morale bonus on Will saves increases to +3.

Transfer Scar (Su)

At 10th level the scarred shaman is able to transfer wounds and conditions between those who they have scarred with the scar hex. The scarred shaman is able to heal their allies an amount equal to their caster level, taking that same amount of damage onto themselves, or they may remove one of the following conditions and transfer it to themselves: Blinded, Dazed, Deafened, Fatigued, Shaken, or Sickened. Alternatively, the scarred shaman may transfer either wounds or a single condition in the above list from one scarred target to another scarred target. The save to resist this ability is equal to the DC to resist the scarred shaman's witch hexes. If the shaman is transferring wounds or a condition to themselves they must be within 30 feet of the target. If transferring between two targets, they must be within 30 feet of each other. Whether or not the save is successful, a creature cannot be the target of this ability again for 1 day.



Hexes

Alter Fate (Su)

The witch can change the fate in slight and subtle ways. When an ally fails an attack roll, save, or skill check the witch can, as an immediate action, add +1 to the roll. This bonus increases by +1 at level 8 and again by another +1 at level 16. If the bonus is enough to make the failure a success, the roll succeeds. Once an ally has been a target of this ability they cannot be again for 1 day.

Babble (Su)

The witch can cause a creature within 30 feet to lose the ability to speak. An affected target instead releases a stream of nonsensical syllables whenever they try to talk, making communication more complicated than gestures impossible. Any spells with verbal components or magic items with a command word have a 50% chance of failure while this hex is in effect. Magical means of communication, such as the spell tongues or telepathy, allow the target to communicate normally. This hex lasts one hour per witch level; a successful Will save reduces this to one round. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Boils (Su)

The witch curses a creature up to 30 feet away with sudden boils and rashes, causing pain and sickening the target creature for a round per level. The target is allowed a Fortitude save, and if successful this hex only lasts a single round. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. The cackle hex works on this hex.

Boneless Form (Ex)

The witch's bones and flesh become rubbery and flexible, allowing her to contort her form into impossibly tight spaces or escape from nearly any binding. She gains the compression ability and a bonus to all Escape Artist checks and to CMB rolls to escape a grapple equal to half her witch level.

Curse of Twisted Beauty (Su)

The witch can use this hex to cause the target to be affected by a condition similar to that of the repulsive trait of a thawn. A successful touch attack must be made to use this hex. The target of this hex finds the appearance of themselves and others of their kind revolting. All creatures that share a race, type, or subtype with the target within 30 feet of the uncloaked target must make a Will save or be sickened for 1 round. This repulsion is all the more severe if the target sees its own

reflection. Should the target of this hex be confronted with its own reflection (such as being presented with a mirror) it must make a Will save or be sickened for 1d4+1 rounds. For the purposes of applying this hex a creature belonging to more than one race or type/subtype apply the effect to all races or types/subtypes to which they belong for the purposes of whom their appearance sickens. This hex lasts for a number of rounds equal to the witch's class level. A Will save negates this effect. Regardless of whether or not the save is successful a creature cannot be the target of this hex again for 1 day.

Deathsight (Su)

The witch's eyes glitter with an unnatural light, allowing her to perceive the world of the spirits. She gains blindsight 60 ft. against any incorporeal undead, and is aware of the presence of any haunts within 60 feet. She automatically passes any check required to locate a haunt. By examining a haunt in detail, an action that requires one minute of concentration, she may make a Sense Motive check (DC 15 + the haunt's Challenge Rating) to determine how to lay a particular haunt to rest.

Gain Council (Su)

The witch is able to consult with their patron to know how to deal with their enemies. As a standard action, a witch targets one creature up to 30 feet away and rolls the appropriate knowledge roll to identify them, adding a competence bonus equal to their level to the roll. They are able to make this roll as if they have ranks in that knowledge skill. If the roll succeeds they gain the same information as if they had succeeded on a normal knowledge check, plus they gain a +1 to attack and damage against that creature for one round per level. For every 5 the skill check DC is exceeded by the witch is able to grant that same bonus to one ally up to 30 feet from the target. At 8th level and 16th level the bonus increases by +1. The witch is able to do this a number of times per day equal to their Intelligence modifier.

Healing Earth (Su)

By covering an ally in mud or burying them up to their neck and entering a meditative state that ally gains regeneration at a slow rate of one hit point per hour. The Witch must remain in the trance like meditative state for the entire duration they use this hex. At 8th level the regeneration rate increases to one HP per minute and at 16th level the regeneration rate increases to one HP per round.

Lesser Hedge Talisman (Su)

With an act of will and magic the witch may create a talisman that stores a single spell up to 3rd level. It takes as long to create as the casting time of the spell. This hex acts as the minor creation spell in types of items it is possible to make, except that the duration of the item created is until destroyed or the spell is used. When a witch creates a hedge talisman the spell slot is occupied until the spell is discharged or the item is destroyed.

The talisman may be used by anyone in possession of the talisman, though using the spell typically requires a command word, phrase, or action set by the witch when the talisman is created. It can be as simple as a word of command or as complex as “when a fair maiden bites this apple the spell deep slumber goes off targeting her.”

Unnerving Vision (Su)

The witch is able to quickly catch a creature off guard, sending them a vision of horrors and nightmares that quickly flashes before their eyes. She may target one creature up to 30 feet away

with this vision, and they are allowed a Will save to resist the effects. If they fail they are dazed for 1 round as they recover from the shock of the vision. At 8th and 16th level the duration increases by 1 round. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 minute. This is a mind-affecting effect.

Wicker Ward (Su)

Expertly arranged sticks and twine create a fear effect within a 10ft of the ward which must hang in a visible location. It takes 10 minutes to arrange the sticks and tie them in an appropriate pattern, and a standard action to activate the ward.

Those who view the ward are entitled to a Will save with a DC of 10 + 1/2 the witch's level. Creatures with 4 or more hit dice above the witch or who are immune to fear effects are unaffected. The Witch may designate one creature per level to be immune to the effects of her wicker wards, she may rescind this protection at any time as a standard action.

Major Hexes

Body Swap (Su)

The witch may momentarily trade her consciousness with that of her familiar. The witch and her familiar swap bodies allowing the witch to investigate areas that she couldn't reach normally by using the body and eyes of her familiar. Her familiar in turn gains control of the witch's body. This ability may be used only once per day and lasts for 1 hour per the witch's level. When this ability is used the witch and her familiar maintain their Intelligence, Wisdom, and Charisma score although all physical ability scores are swapped.

Curse of Baleful Irony (Su)

A witch may use this hex to turn the weapons, tools, and possessions of the target against them and their allies. The target creature must be within 30 ft. of the witch to be affected. Weapons deal their damage to either the wielder (50% chance) or the nearest ally within reach (50% chance) on successful attacks, tools give the broken condition to whatever they are used to work or create or apply a -4 to the skill check they modify. Miscellaneous non magical items, excluding clothing, do the opposite of what they are intended to do. Examples of this include, but are not limited to, rope trips or entangle the user, a lantern blinds them, spectacles make things blurry, a backpack opens spilling its contents, etc. The hex lasts a number of rounds equal to half the witch's class level, with a minimum

of 1 round. The effect only applies to items the target tries to actively use during the hexes duration, and that are included in this entry. A successful Will save negates this effect. If magical weapons or tools are wielded or used by the target of this hex, they provide a +4 bonus to the Will save. Armor, magical or not, cannot be affected by this hex. Regardless of whether the save is successful or not a creature cannot be the target of this hex again for 1 day. You must already have the Evil Eye hex in order to take this hex.

Curse of Dust and Ashes (Su)

Whenever the target of this curse attempts to eat or drink, they find anything they consume transformed into choking dust and bitter ashes. They are unable to gain any benefits from food or drink, and will eventually dehydrate and starve (Core Rulebook, p. 444-445) Additionally, they must make a Fortitude save to choke down any magical consumables (such as a potion, alchemist's extract, or the effects of a hero's feast spell). If they succeed, they gain the normal benefits, otherwise the effect is lost. This hex lasts one day per witch level; a successful Will save reduces this to one minute. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day

Heart's Desire (Su)

The witch enchants a touched object so that it fascinates anyone else that holds it, appearing for them to be whatever object it is that they desire most. As a standard action, she can activate this hex and throw the object anywhere within 60 feet. The closest creature to where it lands must make a Will save to resist the urge to retrieve the object as their next action. Anyone who holds the object must make a Will save or become fascinated by it, taking no actions other than admiring the object. This fascinate effect can be broken as normal, but if anyone else takes the object, they must make their own Will save. Once a creature has been affected by the fascinate effect, or successfully saves against it, they are immune to this hex for 1 day. The object retains this enchantment for one hour. This is a mind-affecting compulsion effect.

Hedge Talisman (Su)

This hex functions as lesser hedge talisman except the spell level limit is 6th level.

Karmic Fate (Su)

The witch may use this hex to reward a karmic boon to those she stands with, or a karmic punishment to those who spurn her and her beliefs. Thus an ally who is the target of this hex receive a +4 insight bonus which they can apply to a total number of d20 rolls equal to half of the witch's class level, these normally being attacks, saving throws, skill checks, and ability check rolls. These bonuses must be used within 24 hours of becoming the target of this hex. The target loses these bonuses if they commit any actions that violate their alignment. Conversely, enemies of the witch suffer a -4 penalty to a number of d20 rolls equal to half the witch's level. The same types of dice rolls can be affected as with an allied creature. As long as the target is affected by this hex the witch can choose what rolls take the -4 penalty, although the witch must be aware of the action the target is taking which he or she wishes to penalize. As with allied creatures these penalties must be used within 24 hours of the target being affected by this hex. A Will save negates this effect, though the effect on allies is harmless. Regardless of whether or not the save is successful a creature cannot be the target of this hex again for 1 day.

Negate Scrying

The witch is able to use her power to hide a person or item from scrying and divination spells for 24 hours. She may only have one target of this hex at a time, and if she picks a new target the old one no longer benefits from this hex. It is a full-round action to use this hex and the witch must touch the target. The witch may target herself with this hex. The item

or creature cannot be hidden from divination or scrying from those with two or more caster levels higher than the witch.

Scent

The witch has a strong sense of smell, and gains the scent special ability. They must have the child-scent hex before choosing this one.

Spirit Walk (Su)

A witch with this hex has learned to step out of her physical body and move as a spirit. While using this ability, the witch's spirit resembles a ghost, and is incorporeal. She cannot use any supernatural or spell-like abilities in this form, and cannot cast spells or use any of her items. This spiritual form moves at the witch's normal speed, and can move any distance from the witch's physical body. Any damage dealt to the witch while she is using this ability, either to her physical body or spirit form, is subtracted from her normal hit points. If the witch ends the hex or is knocked unconscious while using this ability, her spirit form dissipates and she is returned to her body. While using the spirit walk hex, the witch's body is helpless and effectively unconscious. This hex can be used for ten minutes per witch level. These minutes do not need to be consecutive, but they must be spent in 10-minute increments.

Uncontrollable Retching

The witch is able to use her power to twist and squeeze the stomach of an already sickened creature, causing them to become nauseated. The creature must be up to 30 feet away and is allowed a Fortitude save. If they fail they become nauseated for 1 round. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Grand Hexes

Alter the Land (Su)

The witch has the power to radically change the landscape around her. This is done at a radius of 1 mile, centered on the witch, and lasts for 1 day per level. This hex takes an hour to use, and may only be used once per day. The witch may choose one of the following changes:

- Seasons: The area changes to the conditions appropriate to one of the seasons, changing the weather and temperature to be appropriate to that season and climate.
- Feral: The landscape becomes choked with overgrowth and thrones. Highways become roads, roads become trails, and trails become trackless wilderness. Traveling in the wilderness slows down the base speed of travel by an additional 10 feet. Food is hard to come by and all DCs to find it are doubled.
- Pristine: The area is amazingly beautiful. The weather is perfect, and the plants in the area appear well kept. Trails act as road and roads as highways to calculate travel conditions. Additionally, food is plentiful and no check is needed to find it while in the area.

Only one change can be over an area at a time, and if this hex is used on the same area twice the previous change disappears and is replaced by the second one. The witch may completely dismiss a change at any distance with a full-round action that does not provoke an attack of opportunity. The GM may allow this hex to have additional effects if using the kingdom management rules.

Grand Hedge Talisman (Su)

This hex functions as lesser hedge talisman except the spell level limit is 9th level.

Heartless (Su)

The witch performs a magical ritual that allows her to remove her heart and a portion of her vitality and hide it, ensuring that she cannot be killed by most injuries unless the heart itself is destroyed. A witch with this hex cannot die from hit point damage - if her body is damaged enough that she would die, she gains regeneration 5 until she would merely be unconscious, and is automatically stabilized. Lost body parts also regrow while the witch is in this regenerative state. Additionally, the witch cannot die from starvation, thirst, or suffocation while heartless, though they render her unconscious normally. Effects that don't deal hit point damage, such as death effects, negative levels, and so on, can kill her normally. If the witch travels too far from her

heart, the lost vitality weakens her - she gains a negative level if more than twenty miles from her heart, and two negative levels if it is on another plane. The witch's heart itself is a Diminutive object that radiates overwhelming necromantic magic, and has 0 hardness and a number of hit points equal to the witch's level. When damaged, the heart heals one hit point per hour. If her heart is reduced to 0 hit points, the witch immediately dies.

Karmic Justice (Su)

The witch may use this hex to reward those she sees as having good karma or bring those with what she conversely sees as bad karma the terrible consequences they have earned through their deeds. An ally that is the target of this hex is affected by the spells heal, greater restoration, and resurrection if dead. Conversely an enemy creature that is the target of this hex is affected by the harm, bestow curse, and destruction spells. The target must save against each spell individually and the save is as noted in the spells description. Regardless of whether or not any of the saves were successful a creature cannot be the target of this hex again for 1 day.

Witch Royalty (Su)

All hags are considered at least indifferent to the witch and will refuse to attack her. Once per day the witch may, as a standard action, show off her majestic and terrible power, forcing all foes who can see her to bow before her. They are allowed a Will save to negate the effects of this hex. If they fail the save they drop prone and prostrate themselves before the witch just as if they were under the effects of the spell overwhelming presence, becoming helpless and prone for as long as the witch is within sight and staggered for 1d4 rounds afterwards. Those affected are allowed to save each round to end the effects of this hex, taking 1d6 points of Wisdom damage and become staggered for 1d4 rounds if they succeed. If they succeed at the initial save they are only staggered for 1 round.

Patrons



Karma: 2nd—*doom*, 4th—*early judgment*, 6th—*fractions of heal and harm*, 8th—*terrible remorse*, 10th—*serenity*, 12th—*joyful rapture*, 14th—*resonating word*, 16th—*polymorph any object*, 18th—*imprisonment*.



Savage: 2nd—*enlarge person*, 4th—*instrument of agony*, 6th—*rage*, 8th—*enlarge person, mass*, 10th—*righteous might*, 12th—*heroism, greater*, 14th—*resonating word*, 16th—*frightful aspect*, 18th—*heroic invocation*.



Royalty: 2nd—*command*, 4th—*enthrall*, 6th—*suggestion*, 8th—*aura of doom*, 10th—*command, greater*, 12th—*suggestion, mass*, 14th—*repulsion*, 16th—*demand*, 18th—*overwhelming presence*.



Unnatural: 2nd—*call animal*, 4th—*summon swarm*, 6th—*mad monkeys*, 8th—*cape of wasps*, 10th—*insect plague*, 12th—*conjure black pudding*, 14th—*creeping doom*, 16th—*control plants*, 18th—*summon frogbemoth*.



Feats

Croaking Cackle

You can extend the effects of your cackle hex at the cost of your voice.

Prerequisite: Cackle hex

Benefit: When you use the cackle hex, you may extend the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by you for 2 rounds. During this time, you suffer the effects of the caster croak spellblight and lose the ability to cackle.

Normal: Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Special: You can gain this feat multiple times. Each time, you can extend the effects of the cackle and inability to speak for one round.

Disrupt Arcane Connection

Your hexing powers create a disruption between those affected by them and arcane energy.

Prerequisite: Accursed Hex, Distracting Hex

Benefit: Whenever a creature is subject to one of your hexes they gain spell resistance against all arcane spells cast on them by allies or themselves. This spell resistance is equal to 5 + the level for the class that grants the hex class ability. The creature cannot voluntarily lower this spell resistance.

Distracting Hex

Your hexes weaken the concentration of spell casters, making them prone to mistakes while casting.

Prerequisite: Accursed Hex

Benefit: While under the effect of one of your hexes, spellcasters suffer a -4 to concentration checks.

Extra Hex Use

Prerequisite: Accursed Hex, Major Hex class ability

Benefit: Pick one hex you know that can only be used once per 24 hours on each targeted creature. You may now use that hex twice in 24 hours on each targeted creature.

Special: You may pick this feat multiple times. Each time you do you must pick a new hex to apply it to. You may not apply this feat to the same hex multiple times.

Hexing Blow

You can imbue a melee attack with the power of a hex.

Prerequisite: Arcane Strike, Hex class feature, Weapon Focus.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If you make a successful strike against an opponent with a melee weapon that you have Weapon Focus with, you can use a swift action to deliver the effects of the chosen hex to that opponent in addition to any damage. Doing so does not provoke attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying hex.

Hexing Shot

You can imbue a ranged attack with the power of a hex.

Prerequisite: Hexing Blow.

Benefit: When you gain this feat, choose one hex that you can use to affect no more than one opponent. If you make a successful strike with a ranged weapon against an opponent within 120 feet, you can use a swift action to deliver the effects of the chosen hex to that opponent in addition to any damage. Doing so does not provoke attacks of opportunity.

Special: You can take this feat multiple times. Each time you take it, you apply it to a different qualifying hex.

Reach Hex

Prerequisite: The hex class ability

Benefit: Pick one hex you know that has a range of at least 30 feet. The range that you can use that hex is extended by 10 feet.

Special: You may pick this feat multiple times. Each time you do you must pick a new hex to apply it to. You may not apply this feat to the same hex multiple times.

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