

# Book of Magic

A woman with blonde hair in a braid, wearing a dark vest over a white shirt and dark pants, is shown in a dynamic pose, casting a spell. A glowing, intricate white magical symbol or orb is visible behind her hands. The background is a dark, textured wall with a doorway visible on the right.

## Patron Hexes

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# Introduction

This book originated because of you or someone just like you asking for it. Well, I was not asked to write it specifically, but rather, people started a forum thread on Paizo.com asking for more support for the witch base class. Specifically, those in the thread were asking for more witch hexes, hoping for some that were themed to specific patrons. I saw this and thought that it was a good idea, so I wrote a few and posted them on JonBrazier.com. As they say, the rest is history.

What exactly is a Patron Hex? As detailed in the *Pathfinder Roleplaying Game: Advanced Player's Guide*, the witch class selects a patron which grants a number of spells to be added to the familiar beyond what is normally gained every level. In this sense, the patron reveals power to the witch for her to utilize as she desires. The witch also has access to a number of hexes that give her options beyond just casting spells. However, all the hexes in the book are in a general pool. So there are no different hexes for witches with the Healing patron or the Death patron.

That is where **Book of Magic: Patron Hexes** comes in. These options are exclusive to a particular patron. So now a witch with the Death patron has hexes that a witch with the Healing patron cannot access, while a witch with the Elements patron has hexes that aren't an option for a witch with the Deception patron. This helps you tie your witch to your specific patron, making each individual witch all the more memorable.

I mentioned that these hexes are exclusive to witches of a particular patron. There is, however, one glaring exception to that: the Ancestor patron. The major hex for witches of the Ancestor patron allows the witch to choose another patron hex when regaining spells. Why does the Ancestor patron grant this power? These witches hear the echoing, eternal words of all those who have come before, and not all of those witches were devotees of the Ancestor patron. The Ancestor patron listens to them in turn, imparting a mote of one of the departed witches' patrons and allowing her access to that power for a limited time.

In the thread I mentioned above, one of the things people asked for were sources of inspiration beyond the Brothers Grimm. Paizo covered that inspirational source well, but they did not draw upon more modern sources quite as thoroughly. So the Bat Sneeze hex for the Animal patron was inspired by the bat boogey hex from Harry Potter. Another Potter-inspired hex is the painful insanity hex, reminiscent of the cruciatus curse, which inflicts such horrifying pain that it drives the target insane. We did not halt our search for inspirational

sources there—we also pulled from Harry Dresden, Discworld, and Monty Python. (“She turned me into a newt!” “A newt?” “I got better.”)

However, in far more cases, we simply took a tried and true option that was obvious for the Patron and “witchied it up” considerably. Take the Water patron. Having the witch give someone a Swim speed and the ability to breathe water was a fairly obvious choice. But to really give it that witch flavor, we needed something more. So, we had the hex make the person grow fins, giving them a more fish-like appearance. Another example: one of the hexes for the Endurance patron increases a creature’s natural armor bonus, but does so by making the creature grow warts—lots of warts. We really hope that this extra flavor makes your witch character more fun and memorable!

We end with a simple question: what else do you want to see? What favorite class do you feel is underserved? Do you want to see more eidolons for the unchained summoner, and some evolutions that only specific eidolons can take? What about shaman spirits, or how about blade skills for the soulknife or masterpieces for the bard? Please tell us; we would love to hear what kind of class options you want to see!

Dale C. McCoy, Jr.  
President, Jon Brazier Enterprises  
November 2016

## How to Use

This book presents a number of new options you can use for witch characters for your game. These options are only available for witches that select the corresponding patron. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The witch Patrons presented here can be found in the following books:

**Pathfinder Roleplaying Game: Advanced Players Guide** (<sup>APG</sup>): Agility, Animal, Deception, Elements, Endurance, Plague, Shadow, Strength, Transformation, Trickery, Water, Wisdom

**Pathfinder Roleplaying Game: Ultimate Magic** (<sup>UM</sup>): Ancestors, Death, Enchantment, Healing, Insanity, Light, Moon, Occult, Portents, Spirits, Stars, Time, Vengeance, Winter



## Agility

**Borrow Speed (Su):** You touch two willing creatures, reducing one creature's speed by 10 feet for the next round and increasing the other's speed by 10 feet for 1 round.

**Leg Lock (Su):** The target creature's legs lock together, reducing the creature's speed to 5 feet for 1 round. This hex can be extended with the cackle hex.

**Major Hex: Swift Step (Su):** The witch teleports a short distance. As a move action, the witch can teleport up to 30 feet + 5 feet for every 2 levels the witch possesses beyond 10th (to a maximum of 55 feet at 20th level). A witch can bring along a willing creature she touches by reducing her teleportation distance by half.

## Ancestors

**Ancestral Disapproval (Su):** The witch chooses a target and causes the disapproving voices of her target's ancestors to flood its mind. A living intelligent creature within 30 feet that the witch can see becomes shaken for a number of rounds equal to the witch's Intelligence modifier. This duration can be extended with the cackle hex. A successful Will save reduces this duration to 1 round. This is a mind-affecting fear effect. At 8th level the target becomes frightened instead of shaken.

**Ancestral Knowledge (Su):** The witch spends 1 minute in quiet meditation, communing with her familiar by holding it in both hands, and she hears the words of those who came before her. After communing, she gains a circumstance bonus to any one Knowledge skill check equal to her Intelligence modifier. This bonus lasts for 1 minute or until it is used.

**Major Hex: Ancestral Hex (Su):** When communing with her familiar to prepare spells, the witch spends 1 additional minute to talk to all the witches that came before her and learns one of their hexes. The witch gains the use of one of the hexes or major hexes from any other witch patron. She has access to this hex until

the next time the witch communes with her familiar to regain spells.

## Animal

**Bat Sneeze (Su):** The witch chooses a creature within 30 feet. The creature sneezes, and a dire bat <sup>B1</sup> flies out of the target's nose, attacking the creature. The bat remains adjacent to the creature, following it for 1 round. The duration of this hex can be extended with the cackle hex. At the end of the hex's duration, the bat turns back into inert mucus, coating the creature's face and bestowing a -1 penalty to its attack rolls on its next turn.

**Dire Familiar (Su):** The witch touches her familiar, and it gains the Giant Creature <sup>B1</sup> template for a number of rounds per day equal to her level. These rounds do not need to be consecutive. This hex can only affect the witch's familiar.

**Major Hex: Become Familiar (Su):** The witch can become the same kind of animal as her familiar. For a number of minutes per day equal to her level, the witch can become the same type of Tiny animal as her familiar, as per *beast shape II*. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

## Death

**Fear of Death (Su):** The witch stares into the eyes of a creature within 30 feet and the creature sees visions of death. If the creature fails a Will save, it is shaken for a number of rounds equal to the witch's Intelligence modifier. At 5th level, a creature that fails the Will save is frightened instead. The creature and the witch must be able to see each other. Any creature that is immune to blindness is also immune to this ability. A creature affected by the fear of death hex cannot be affected by it again for 24 hours.

**Steal Life (Su):** The witch touches a living creature and deals 1d8 points of negative





energy damage + 1 per witch level (to a maximum of 10). The witch gains a number of temporary hit points equal to the amount of damage dealt. These temporary hit points last for 1 hour. A creature targeted by this hex cannot be targeted by this hex again for 24 hours.

**Major Hex:** *Drain Life (Su):* The witch spits a curse at a creature within 30 feet and the creature begins to feel its life draining away. If the creature fails a Fortitude save, it suffers 1 temporary negative level. The creature must attempt another Fortitude save on the following round or take an additional temporary negative level. This continues until the creature succeeds 1 Fortitude save, a number of Fortitude saves equal to the witch's Intelligence modifier have been failed, or the creature has a number of temporary negative levels equal to its HD (at which point the creature dies). A creature affected by the drain life hex cannot be affected by this hex again for 24 hours.

## Deception

*Deceptive Appearance (Su):* The witch chooses a creature within 30 feet to take on the witch's appearance for a number of rounds equal to the witch's Intelligence modifier. All of the creature's allies must succeed on a Will save or believe that the chosen creature is also the witch and act accordingly, including attacking their ally if they would normally attack the witch. The duration of this hex can be extended with the cackle hex. This is a mind-affecting illusion (glamer) effect.

*Glibness (Su):* The witch can be more deceiving than normal. She gains a +5 bonus to her Bluff skill for a number of minutes per day equal to her level. At 5th level, this bonus increases to +10. These minutes do not need to be consecutive, but must be spent in 1-minute increments.

**Major Hex:** *Endless Enemies (Su):* The witch creates hundreds of duplicates of herself in the mind of one of her enemies. The witch chooses a creature within 60 feet. That creature believes itself to be surrounded by endless copies of the witch and spends all of its actions attacking enemies that are not there, effectively doing nothing. At the beginning of each of its turns, if the creature succeeds on a Will save, the creature is not fooled for that round and can act normally; a new Will save is required for the following round. This mind-affecting effect lasts a number of rounds equal to the witch's level. A creature targeted by the endless enemies hex cannot be targeted again by it for 24 hours.

## Elements

*Engulfing Hexflame (Su):* The witch chooses a creature within 30 feet and the creature is engulfed in protective but harmless blue, green, and red flames for 1 round. While on fire, the creature gains either fire resistance 10 or cold resistance 10, per the witch's choice at the time of using this hex. The duration of this hex can be extended with the cackle hex.



At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the engulfing hexflame hex, it cannot benefit from it again for 24 hours. A creature engulfed in the fire suffers a –10 penalty to all Stealth checks. The flames are always visible, even if the creature is invisible.

*Whispers on the Wind (Su):* The witch whispers a short message to a creature within 120 feet. Only the target of this hex hears the message. The target creature can immediately reply with a short message. At 5th level and every 5 levels thereafter, the witch can choose another creature who can hear and reply to the message.

**Major Hex: *Change Element (Su):*** The witch can alter the type of damage done by a spell she casts. When she casts a spell that deals energy damage (acid, cold, electricity, or fire only), she can have it deal another type of energy damage instead, so long as she has another spell prepared of 1st-level or higher which inflicts the desired energy type. For example, the witch can cast a *lightning bolt* that deals fire damage if she also has *burning hands* prepared, but after casting *lightning bolt*, she could not then cast a *burning hands* that deals electricity damage unless she has another appropriate spell prepared.

## Enchantment

*Help Thine Enemy (Su):* The witch chooses a creature within 30 feet. Whenever that creature is adjacent to an enemy of the witch, it must succeed on a Will save or it can only use its action to aid another to increase the enemy's armor class. This effect lasts for 1 round. This duration can be extended with the cackle hex. A creature targeted by the help thine enemy hex cannot be targeted again by this hex for 24 hours.

*Instant Friends (Su):* A witch touches an intelligent creature and the two instantly become friends. For one round, the witch can attempt a Diplomacy check with the creature as

if the creature's attitude is one step better. The witch can use this hex on the a creature once per round as long as the witch is touching the creature.

**Major Hex: *Redirect Enchantment (Su):*** The witch touches a creature that is affected by an enchantment spell or spell-like ability, allowing the witch a chance to redirect the enchantment onto its caster. If the enchantment required a Will save, the witch may attempt that saving throw. If she is successful, or if the enchantment did not require a Will save, the target of the enchantment is freed from its effects, and the caster of the enchantment becomes its new target, with the witch now treated as the enchantment's original caster. The enchantment being redirected must be of a level equal to or lower than the highest level spell the witch can cast.

## Endurance

*Transfer Fatigue (Su):* The witch touches a willing creature that is fatigued and removes the condition. As part of the same action, the witch can make a touch attack against a creature and give that creature the fatigued condition, which will last for however much time remained on the original creature's condition. Once a creature has gained the fatigued condition from this hex, it cannot gain the fatigued condition again from this hex for 24 hours.

*Weaken (Su):* The witch chooses a creature she can see within 30 feet. If that creature fails a Will save, the creature takes a –2 penalty to Fortitude saves for 1 round. This duration can be extended with the cackle hex.

**Major Hex: *Wartskin (Su):*** The witch touches a creature. The creature's skin thickens and grows warts, granting it a +4 natural armor bonus (or increasing its existing natural armor bonus by +4 if it already has one), and the creature gains a +10 enhancement bonus to Intimidate checks. This lasts a number of minutes equal to 3 + the witch's Intelligence



bonus. The natural armor bonus increases by +1 for every 3 levels the witch possesses beyond 10th (to a maximum of +7 at 19th level). A creature affected by the wartskin hex cannot be targeted by it again for 24 hours.

## Healing

**Command to Live (Su):** The witch commands her ally to live, preventing death. The witch shouts at an ally within 30 feet that is below 0 hit points. The ally stabilizes, as if affected by a *stabilize* spell. The ally must be able to hear the witch normally when conscious to benefit from this effect. At 5th level, the creature also heals a number of hit points equal to the witch's Intelligence modifier. A creature affected by the command to live hex cannot be affected again by this hex for 24 hours.

**Touch of Longer Life (Su):** The witch touches a creature, granting it a number of temporary hit points equal to the witch's Intelligence modifier. These temporary hit points last for a number of hours equal to the witch's level or until the temporary hit points are reduced to 0. These temporary hit points stack with those gained from *false life* and similar effects. A creature affected by the touch of longer life hex cannot be affected again by this hex for 24 hours.

**Major Hex: Restore Health (Su):** The witch touches a creature for a full minute. Any temporary ability damage the creature has suffered is healed at the end of that minute. Alternatively, all points permanently drained from the creature in a single ability score (the witch's choice if more than one is drained) are restored. A creature affected by the restore health hex cannot be affected again by this hex for 24 hours.

## Insanity

**Bravery in Terror (Su):** The witch touches an ally suffering from a fear effect, suppressing it for a number of rounds equal to the witch's

Intelligence modifier. If the fear effect lasts longer than the witch's Intelligence modifier, then the fear effect resumes afterwards.

**Moment of Confusion (Su):** The witch chooses a creature within 30 feet. If the creature fails a Will save, it is affected by the *confusion* spell for 1 round. This duration can be extended by the cackle hex.

**Major Hex: Painful Insanity (Su):** The witch chooses a number of creatures within 60 feet equal to the witch's Intelligence modifier. Every round for a number of rounds equal to the witch's level, the targeted creatures take 1d6 points of nonlethal damage and can take no actions, becoming overwhelmed by the pain. Each round on its turn, an affected creature can attempt a Fortitude save. A successful save allows the creature to act, but it is sickened for the round. A creature affected by the painful insanity hex cannot be affected again for 24 hours.

## Light

**Channelling Light (Su):** The witch raises her hand and unleashes a fragment of her patron's light. All undead creatures within 10 feet of the witch take 1d6 points of damage. A Will save halves this damage. This damage increases by 1d6 at 4th level and every 3 levels thereafter. An undead creature affected by channelling light cannot be affected by this hex again for 24 hours. If the witch can also channel positive energy, she adds her channel energy dice to the damage dealt by this hex.

**Light of Truth (Su):** The witch touches a creature and they is bathed in light. The touched creature must succeed on a Will save every time she attempts to tell a lie as if under a *zone of truth* spell. This effect lasts for 1 hour, and the witch can use this hex a number of times per day equal to her class level.

**Major Hex: Burning Light (Su):** The witch points at a creature she can see and a ball of light burns the creature's eyes. The creature is blinded. A creature with the light sensitivity or



light blindness ability also takes 1d4 temporary negative levels. A successful Fortitude (object) save reduces the duration of the blindness to 1 round, and the creature does not suffer negative levels. A creature that is immune to blindness cannot be affected by this hex. A creature affected by burning light cannot be affected by this hex again for 24 hours.

## Moon

**Bestow Claws (Su):** The witch touches an ally, who grows claws that deal 1d4 points of bludgeoning and slashing damage (1d3 if the ally is Small). The claws last for a number of rounds equal to 3 + the witch's Intelligence modifier. A creature affected by the grow claws hex cannot be targeted by it again for 24 hours.

**Steal Darkvision (Su):** The witch targets a creature within 30 feet that possesses darkvision. That creature loses its darkvision for a number of rounds equal to the witch's Intelligence modifier, and the witch gains darkvision equal to the creature's normal darkvision range. If the witch already has darkvision, the witch's darkvision is extended by an amount equal to the creature's normal darkvision range. This hex's duration can

be extended with the cackle hex. A creature affected by the steal darkvision hex cannot be affected by this hex again for 24 hours.

**Major Hex: Lycanthropic Touch (Su):** The witch touches an ally and the ally turns into a monstrous human-animal hybrid. The ally gains a +4 size bonus to its Strength, Dexterity, and Constitution scores and gains a bite attack that deals 1d8 points of bludgeoning, piercing, and slashing damage (1d6 if the ally is Small) and is considered magical for the purposes of overcoming damage reduction. At 15th level, the size bonuses increase to +6. This hex lasts for a number of minutes equal to the witch's Intelligence modifier. These minutes need not be consecutive, but they must be spent in 1-minute increments.

## Occult

**Steal Voice (Su):** The witch targets a creature within 30 feet. If the creature fails a Fortitude save, the creature cannot speak for 1 round, losing the ability to cast spells with a verbal component, sing, talk to allies, or take any other action that requires the creature to use its voice. While the creature's voice is stolen, it suffers a -2 penalty to all saving throws from spells cast by the witch. The duration of this hex can be extended with the cackle hex. A creature affected by this hex cannot be affected by it again for 24 hours.

**Turn Undead (Su):** The witch causes an undead creature within 30 feet of her to flee, as if panicked, for 1 minute. A Will save negates the effect. Intelligent undead receive a new saving throw each round to end the effect.

**Major Hex: Undead Body (Su):** The witch touches an ally, and the ally turns into an undead horror, as the spell *undead anatomy I*<sup>UM</sup>. At 13th level, the ally becomes affected by *undead anatomy II*<sup>UM</sup>. At 16th level, the ally becomes affected by *undead anatomy III*<sup>UM</sup>. The witch can use this hex for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they





must be spent in 1-minute increments.

## Plague

*Banish Plague (Su):* The witch holds her familiar in one hand and touches a living creature with the other hand for a minute. The creature receives an enhancement bonus equal to the witch's Intelligence modifier against any one disease from which the creature is currently suffering. At 5th level, this acts as a *remove disease* spell. A creature affected by the banish plague hex cannot be affected again by this hex for 24 hours.

*Sicken Hex (Su):* The witch chooses a living creature within 30 feet, and the creature is sickened for 1 round. This duration can be extended with the cackle hex.

**Major Hex: Plague Carrier (Su):** The witch can touch a creature, causing it to spread a plague through its attacks. For a number of rounds equal to the witch's Intelligence modifier, all of the target's melee attacks require the target of those attacks to attempt a Fortitude save or become sickened for one round in addition to the normal damage dealt. Additional attacks from the plague-carrying creature on the same target extend this duration by 1 round. At 15th level, a creature that fails the Fortitude save becomes nauseated.

## Portents

*Portents of Death (Su):* The witch can read the portents and knows how best to aid her allies. The witch can choose a creature within 30 feet that she can see and take the aid another action. If she succeeds, the first ally to attempt a melee or ranged attack against the creature this round gains the aid another bonus.

*Sign of Great Achievement (Su):* The witch touches a willing creature, and the creature gains a competence bonus to a single skill check of the witch's choosing equal to the witch's Intelligence modifier. This bonus lasts

a number of minutes equal to the witch's level or until used. A creature affected by the sign of great achievement hex cannot be affected again by this hex for 24 hours.

**Major Hex: Alter Portents (Su):** The witch can change the portents to alter an outcome in her favor. A number of times per day equal to her Intelligence modifier, the witch can require any creature within 30 feet of her to reroll an ability check, attack roll, saving throw, or skill check, with the witch choosing whichever of the two results she prefers.

## Shadow

*Shadow Scout (Su):* The witch touches a willing creature, tearing it apart from its shadow. The touched creature can control its shadow for a number of rounds equal to 3 + the witch's Intelligence modifier, allowing it to scout ahead. The shadow has a fly speed equal to the creature's base land speed (with good maneuverability), has skills equal to the creature's skills (with a +4 bonus to Stealth checks in dim light and a -4 penalty to such checks in bright light), has an Armor Class equal to the touched creature's touch AC, is incorporeal, and can see just as the touched creature, but it cannot attack, speak, hear, cast spells, or otherwise interact with the environment. Meanwhile, the touched creature is unconscious until the shadow's return. If either the touched creature or the creature's shadow takes any damage or the shadow fails to make it back to the touched creature before the duration expires, the touched creature instantly wakes up without a shadow, suffering 1 negative level. At the next sun rise, this negative level disappears and the creature's shadow reappears attached to the creature; the negative level cannot be removed any earlier. A shadow that returns to the creature before the duration expires suffers no negative effects. Whether the shadow returns to the creature or not, the creature remembers everything that the shadow saw. A creature without a shadow cannot be targeted by this hex.



*Shadow Trip (Su)*: The witch momentarily takes control of a creature's shadow, using it to trip the creature. The witch attempts a trip combat maneuver against a creature within 30 feet, using her witch class level as her base attack bonus and her Intelligence modifier instead of her Strength modifier to determine her combat maneuver bonus.

**Major Hex:** *Cold Shadows (Su)*: The witch can choose a living creature within 30 feet. It takes 1d6 points of Strength damage + 1 per 2 witch levels (to a maximum of 1d6+10). A successful Fortitude save reduces this damage by half. Once a creature has been targeted by the cold shadows hex, it cannot be targeted by it again for 24 hours.

## Spirits

*Reveal Hidden (Su)*: The witch holds her familiar in one hand and communes with the spirits of the area for 1 minute. Afterwards, the witch gains a bonus to Perception checks equal to her Intelligence modifier to reveal anything hidden within 30 feet, such as a secret door or a trap. When using this hex, the witch is considered to have the rogue trapfinding ability.

*Summon Combat Spirit (Su)*: The witch summons a spirit of battle, choosing a creature from the *summon monster I* list, which appears wherever the witch desires within 30 feet. The summoned creature has the Spirit Creature template (see appendix) and acts on the witch's initiative. The summoned creature must stay within 30 feet of the witch and dissipates in a number of rounds equal to the witch's level if not first reduced to 0 hit points. At 5th level, the witch can choose a creature from the *summon monster II* list. The witch can summon a spirit creature a number of times per day equal to her Intelligence modifier.

**Major Hex:** *Spirit Guardian (Su)*: The witch summons spirits which prowl the area in a 15-foot radius from her. That same area is treated as a *magic circle against evil*, except

that it provides the witch and all allies within the area protection from all alignments except true neutral. The witch can summon her spirit guardian for a number of hours equal to her Intelligence modifier. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

## Stars

*Lucky Star (Su)*: The witch touches an ally, granting the target a +1 luck bonus to an attack roll before the start of the witch's next turn. A creature affected by the lucky star hex by cannot be targeted by it again for 24 hours.

*Star Bright (Su)*: The witch chooses a creature within 30 feet and the light of a star shines in the creature's eyes. If the creature fails a Fortitude save, the creature is dazzled for a number of rounds equal to the witch's Intelligence modifier. This duration can be extended with the cackle hex. At 5th level, the creature is dazed instead of dazzled. Once a creature has been targeted by the star bright hex, it cannot be targeted by it again for 24 hours.

**Major Hex:** *Shooting Star (Su)*: The witch touches an ally and all its ranged attacks deal an additional 1d6 fire damage. This damage stacks with the *flaming* weapon quality or similar effects. The shooting star hex lasts a number of minutes equal to the witch's Intelligence modifier. These minutes need not be consecutive, but must be spent in 1-minute increments.

## Strength

*Knockback (Su)*: The witch points at a creature she can see within 30 feet and unleashes a blast of mental energy. The witch makes a bull rush attempt, using her witch level in place of her base attack bonus and her Intelligence modifier in place of her Strength modifier. Feats that affect a bull rush attempt, such as Improved Bull Rush, also affect this ability.



**Sap Strength (Su):** The witch touches a creature and reduces its Strength by –2 for 1 round. This duration can be extended with the cackle hex. At 5th level, the creature's Strength is reduced by –4.

**Grand Hex: Weakling (Su):** The witch touches a creature and deals enough Strength damage to reduce the target's Strength to 1. A successful Fortitude save reduces this Strength damage to 1d6 (reducing the creature's Strength to a minimum of 1). A witch can use this hex a number of times per day equal to her Intelligence modifier.

## Time

**Rapid Aging (Su):** The witch touches a creature and it begins to age. The creature takes a –1 penalty to its Strength, Dexterity, and Constitution scores. At 5th level, the creature ages more rapidly, taking a –2 penalty to its Strength, Dexterity, and Constitution abilities. These effects end with the following sunrise. A creature targeted by the rapid aging hex cannot be targeted by it again for 24 hours.

**Steal Time (Su):** A witch steals a moment of time from her opponent and gives a piece of it to an ally. The witch makes a touch attack. If the touched creature fails a Fortitude save, the creature loses its next standard action. As part of the same action, the witch touches an ally, and the ally receives an additional attack action. This additional action must be used before the start of the witch's next turn. Once a creature has been targeted by the steal time hex, it cannot be targeted by it again for 24 hours.

**Major Hex: Freeze Time (Su):** The witch can use *time stop* for 1 round per day. At 15th level, the witch can use this for 2 rounds per day. These rounds need not be consecutive.

## Transformation

**Giant Ally (Su):** The witch touches an ally and it increases in size, as if targeted by an *enlarge*



*person* spell. This lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A creature targeted by this hex cannot be targeted by it again for 24 hours.

**Magical Touch (Su):** The witch touches a weapon and grants it a +1 enhancement bonus to attack and damage for a number of rounds equal to 3 + the witch's Intelligence modifier. At 7th level, the witch can touch a magic weapon and grant it a +1 weapon special ability of the witch's choosing.

**Major Hex: Transformation (Su):** The witch chooses a living creature within 30 feet. If the creature fails a Fortitude save, the creature is transformed into an animal of the witch's choosing that normally has 1 hit die. The transformed creature retains its own hit dice and hit points but otherwise gains the statistics of the chosen animal. The transformation hex lasts a number of minutes equal to the witch's Intelligence modifier; it can be ended with *break enchantment* or a more powerful spell. Once a creature has been targeted by the transformation hex, it cannot be targeted by it



again for 24 hours.

## Trickery

*Confusing Friends and Foes (Su):* The witch curses a creature to have trouble telling friends from enemies. The creature must attempt a Will save each round for a number of rounds equal to the witch's Intelligence modifier. On a failed save, the creature believes those it normally considers its allies to be its enemies and those normally its enemies to be its friends. The duration of this hex can be extended with the cackle hex.

*Trust in Useless Objects (Su):* The witch touches a creature's armor or shield. The creature wearing the armor or holding the shield reduces the bonus the object grants to the creature's Armor Class by a number of points equal to the witch's level (to a minimum bonus of 0). This reduction in Armor Class bonus lasts for a number of rounds equal to the witch's Intelligence modifier. This hex can be extended with the cackle hex.

**Major Hex:** *Covered in Horrors (Su):* The witch makes a creature within 30 feet believe itself to be covered in snakes, spiders, or something else equally terrifying. A creature that fails a Will save is overcome with fear and is paralyzed for a number of rounds equal to 3 + the witch's Intelligence modifier. If the creature fails the save, it must attempt a second save. If the second save fails, the creature can move just enough to attack itself, believing it is attacking the horrors covering its body, dealing its melee attack damage upon itself. Each round, the creature may attempt anew saving throw to end the effect. The duration of this hex may be extended with the cackle hex. Once a creature has been targeted by the covered in horrors hex, it cannot be targeted by it again for 24 hours.

## Vengeance

*Feel My Pain (Su):* The witch instantly gets

revenge on anything that attacks her. When the witch uses this hex, she fills her body with negative energy for a number of rounds equal to the witch's Intelligence modifier. Any creature that deals damage to the witch with a melee attack must succeed on a Fortitude save or take 1d4 points of negative energy damage. At 5th level and every 5 levels thereafter, this damage increases by 1d4, to a maximum of 5d4 at 20th level).

*Revenge (Su):* The witch chooses a creature within 30 feet that has attacked her or an ally since the witch's last turn and makes them feel pain. If the creature fails a Will save, the creature must attack an ally or itself on its next turn with the same melee or ranged attack used in the previous round. Once a creature has been targeted by the revenge hex, it cannot be targeted by it again for 24 hours.

**Grand Hex:** *Rip in Two (Su):* A witch summons all her anger and hatred and focuses it on one creature she can see within 30 feet. The creature takes 10 points of damage per witch level. If reduced to 0 or fewer hit points by this hex, the creature's body is ripped in two, and each half flies 30 feet in opposite directions. A successful Fortitude save reduces this the damage to 1d10 points of damage per witch level. This is a death effect. The witch can use this hex once per day.

## Water

*Grow Fins (Su):* The witch touches a creature, making its legs join together into a fin. The creature reduces its base land speed by half and gains a swim speed equal to its normal base land speed. The creature can also breathe underwater as well as above the water. This hex lasts for a number of minutes equal to the witch's Intelligence modifier. A creature affected by the grow fins hex cannot be affected by it again for 24 hours.

*Watery Body (Su):* The witch touches an ally and the ally's body becomes more fluid. The ally gains DR 1/bludgeoning for a number of



rounds equal to 3 + the witch's Intelligence modifier. At 3rd level and every 2 levels beyond 1st, this damage reduction increases by 1 (to a maximum of DR 4/bludgeoning at 7th level). A creature affected by the watery body hex cannot be affected again for 24 hours.

**Major Hex: Eel Body (Su):** The witch touches an ally, and the ally grows scales all over its body. When the creature takes electricity damage, this damage is reduced by half. If the attack allows a Reflex save for half damage, the ally takes no damage on a successful saving throw. When the affected creature is attacked with a melee weapon, the attacker takes 1d6 electricity damage, plus 1 additional point of electricity damage for each level the witch possesses. This lasts a number of rounds equal to the witch's level.

## Winter

**Snow Blindness (Su):** The witch's eyes become as white as a blizzard, and a single creature within 30 feet is blinded for 1 round. This duration can be extended with the cackle hex.

**Winter's Chill (Su):** The witch chooses a living creature within 30 feet and the creature is chilled to the bone. The creature's speed is reduced by 5 feet for a round. This duration can be extended with the cackle hex. Creatures that are immune to cold damage are immune to this hex.

**Major Hex: Blizzard (Su):** The witch picks a point within 60 feet of her and summons an instant blizzard. Snow and freezing wind materialize in a 10-foot radius area from that point, causing all creatures that start their turn in the area or pass through the area to be affected by a *slow* spell for a number of rounds equal to the witch's Intelligence modifier. This duration is reduced to 1 round with a successful Fortitude save. The witch can move the focal point of the blizzard up to 10 feet each round. The blizzard hex lasts a number of minutes equal to the witch's Intelligence modifier. These minutes need not be consecutive, but

must be spent in 1-minute increments.

## Wisdom

**Calming Wisdom (Su):** The witch chooses a living creature within 30 feet, and that creature is affected by a *calm emotions* spell for a round. The duration can be extended with the cackle hex.

**Imbecilic Touch (Su):** The witch touches a creature, and the creature takes a -2 penalty to its Wisdom ability for a number of rounds equal to the witch's Intelligence modifier. At 5th level, this penalty increases to -4. A creature affected by the imbecilic touch hex cannot be affected again for 24 hours.

**Major Hex: Spell Resistance (Su):** The witch touches a creature and it gains spell resistance equal to 12 + the witch's level. The spell resistance hex lasts a number of minutes equal to the witch's Intelligence modifier. These minutes need not be consecutive, but must be spent in 1-minute increments.

## Appendix: Templates

### Spirit Creature Template (CR +0)

The spirit of a creature the witch calls assumes a physical form which looks to be composed of smoke, but is as solid and substantial as its natural counterpart.

**Rebuild Rules:** **Senses** gains darkvision 60 ft.; **Defensive Abilities** gains Resist cold 5, fire 5; **SR** gains SR equal to CR +5; **Special Attacks** magical attack 1/day as a swift action (adds +1 bonus to attack rolls and damage rolls; magical attack persists until target is dead or the spirit creature rests).



# Book of Magic

## 7 Spellcaster Feats

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