

BOOK OF BEASTS



Witch Codex

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
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All game terms in this book not defined in the *Pathfinder Roleplaying Game Core Rulebook* are denoted by a superscript. Those superscripts refer to the following books:

ACG	<i>Pathfinder Roleplaying Game: Advanced Class Guide</i>	UE	<i>Pathfinder Roleplaying Game: Ultimate Equipment</i>
APG	<i>Pathfinder Roleplaying Game: Advanced Player’s Guide</i>	UI	<i>Pathfinder Roleplaying Game: Ultimate Intrigue</i>
ARG	<i>Pathfinder Roleplaying Game: Advanced Race Guide</i>	UM	<i>Pathfinder Roleplaying Game: Ultimate Magic</i>
UC	<i>Pathfinder Roleplaying Game: Ultimate Combat</i>	UW	<i>Pathfinder Roleplaying Game: Ultimate Wilderness</i>

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Introduction

Welcome to the third installment of the **Character Codex** series! Each individual PDF in this series provides gamemasters of the First Edition of the *Pathfinder Roleplaying Game* with twenty new stat blocks for characters of a given class—one each for levels 1 through 20—giving you ready access to NPC concepts that are both unique and effective. No matter the challenge rating you need for an NPC, this series has you covered.

NPCs of odd-numbered levels utilize more typical builds for characters of that class, while the NPCs of even-numbered levels are further afield, often incorporating class archetypes. These NPCs can be easily adjusted for your game by adding or subtracting class levels or by applying a template.

Half of the NPC races are from the *Pathfinder Core Rulebook*, and the other half are from the *Pathfinder Roleplaying Game: Advanced Race Guide*. These race choices do not align with the same odd/even class level breakdown described above—rather, we’ve selected what we feel are appropriate race choices for each NPC’s overarching concept.

This entry in the series focuses on the witch class introduced in the *Pathfinder Roleplaying Game: Advanced Player’s Guide*. As the Satanic Panic of the early 1980s tried to equate playing D&D with initiation into the occult, TSR deliberately distanced its products from real-world witchcraft. AD&D 2nd Edition and D&D 3.5 paid lip service to playable witches with a few kits and alternate spell lists, but the warlock has since eclipsed the witch as a PC concept in D&D canon. Pathfinder’s iteration combines an enchantment-heavy spell list devoid of all but the most basic evocations with the hex special attack—a series of at-will buffs, debuffs, and spell-like abilities—and, at higher levels, highly

thematic powers such as Cook People and Eternal Slumber that mimic the magic of fairytale witches.

If you have read our *Celtic Subdomains* release, you know that my spiritual practice as a Celtic-Gaelic pagan often informs my design work on spellcasters. The *Witch Codex* is a natural extension of this work. Over the course of writing this volume, I consulted several pagans and witches about ideas and concepts they felt properly represented real-world witchcraft traditions, even if cast in a fun fantasy light. I hope these witches offer you an abundance of inspiration for new stories to explore with your players.

We worked hard to make witch NPCs that stick to the options presented in core rules-line releases for this product, but if there is a new hex or archetype you’d like to see developed for PF1E, please let us know via our website, Twitter, Facebook, or Discord!

How to Use This Book

Each character presented herein uses the following format: Stat Block, Description, and Character Details. Each NPC is listed by class level, going from lowest to highest (witch 1 precedes witch 2, and so on).

The stat block details the character’s essential suite of attributes and abilities, with any buffs or class options the character might use before combat already factored in. Their base stats—free of any adjustments from spells or class options that temporarily modify the character’s abilities—are also listed in the Tactics section of the stat block.

A short description of the type of character represented follows each stat block.

As room on the page permits, we also name a representative character of each given build and offer details on their personality or potential story hooks that match their concept.

Coven Aspirant**CR 1/2****XP 200**

Half-elf witch 1

N Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +7**DEFENSE****AC** 16, touch 12, flat-footed 16 (+4 armor, +2 deflection)**hp** 6 (1d6)**Fort** -1, **Ref** +0, **Will** +6; +2 vs. enchantments**Defensive Abilities** dual minded ^{APG}; **Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** dagger +1 (1d4+1/19-20)**Ranged** light crossbow +0 (1d8/19-20)**Special Attacks** hex (DC 13; evil eye)**Witch Spells Prepared** (CL 1st; concentration +4)1st—*mage armor*, *obscuring mist*0 (at will)—*dancing lights*, *detect magic*, *read magic***Patron** Wisdom**TACTICS****Before Combat** The witch casts *mage armor* and drinks a *potion of shield of faith*.**During Combat** The witch hexes opponents to lower their AC and targets them with the crossbow.**Base Statistics** Without *mage armor*, *shield of faith*, or their familiar within reach, the witch's statistics are **AC** 10, touch 10, flat-footed 10; **CMD** 11; **Skills** Perception +5, Sense Motive +2.**STATISTICS****Str** 12, **Dex** 10, **Con** 8, **Int** 17, **Wis** 14, **Cha** 13**Base Atk** +0; **CMB** +1; **CMD** 13**Feats** Defiant Luck ^{ARG}**Skills** Fly +3, Knowledge (arcana, nature) +7, Perception +7, Sense Motive +4, Spellcraft +7, Use Magic Device +5; **Racial Modifiers** +2 Perception**Languages** Common, Dwarven, Elven, Gnome, Orc**SQ** elf blood, witch's familiar (bat; possesses all 0-level spells and all prepared spells plus 1st—*burning hands*, *cure light wounds*, *inflict light wounds*, *snowball* ^{UW})**Combat Gear** *potion of cure light wounds*, *potion of shield of faith* +2; **Other Gear** crossbow bolts (10), dagger, light crossbow, backpack, bedroll, belt pouch, candles (10), chalk (10), flint and steel, ink, inkpen, mess kit ^{UE}, pot, soap, spell component pouch, torches (10), trail rations (5), waterskin, 101 gp

The coven aspirant hones their craft as they undertake tasks to impress higher-ranking witches and ascend the ranks of their patron's tradition.

Tribal Cursecaller**CR 1****XP 400**

Goblin witch 2

CE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)**hp** 13 (2d6+4)**Fort** +1, **Ref** +5, **Will** +2**OFFENSE****Speed** 30 ft.**Melee** +1 *club* +4 (1d8+2)**Ranged** +1 *sling* +6 (1d6+2)**Special Attacks** hexes (DC 13; cackle, evil eye)**Witch Spells Prepared** (CL 2nd;

concentration +4)

1st—*aphasia* ^{UI} (DC 13), *burning hands* (DC 13),*mudball* ^{ARG} (DC 13)0 (at will)—*bleed* (DC 12), *detect magic*, *spark* ^{APG} (DC 12), *touch of fatigue* (DC 12)**Patron** Vengeance ^{UM}**TACTICS****Before Combat** The witch applies *oil of magic stone* and *oil of shillelagh* to their weapons and uses grapppler's grease and *warpaint of the terrible visage* on themself.**During Combat** The witch hexes enemies with evil eye between sling attacks, activating the *war paint of the terrible visage* against melee attackers and using *bottled lightning* on grouped foes.**Base Statistics** Without *shillelagh*, *magic stone*, grapppler's grease, or their familiar within reach, the witch's statistics are **Ref** +3; **Melee** club +3 (1d4+1); **Ranged** sling +5 (1d3+1) **CMD** 14; **Skills** Perception +5, Sense Motive -1.**STATISTICS****Str** 12, **Dex** 17, **Con** 12, **Int** 15, **Wis** 8, **Cha** 8**Base Atk** +1; **CMB** +1; **CMD** 14 (18 vs. grapple)**Feats** Accursed Hex ^{UM}**Skills** Knowledge (arcana) +7, Perception +7, Sense Motive +1, Spellcraft +7, Stealth +12;**Racial Modifiers** +4 Perception**Languages** Common, Dwarven, Goblin**SQ** over-sized ears ^{ARG}, witch's familiar (weasel; contains all 0-level spells and all prepared spells plus 1st—*bungle* ^{UM}, *ear-piercing scream* ^{UM}, *frostbite* ^{UM}, *ray of sickening* ^{UM})**Combat Gear** *oil of magic stone* (2), *oil of shillelagh*, *potion of cure light wounds*, *war paint of the terrible visage* ^{APG}, *bottled lightning* ^{UE}, smokestick; **Other Gear** club, sling with bullets (10), grapppler's grease ^{ACG} (5 uses), spell component pouch, 19 gp, 9 sp

A lone tribal cursecaller harries foes so that harder goblin warriors can cut them down more easily. In groups, they pose a far deadlier threat.

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Clandestine Practitioner CR 2**XP 600**

Human witch 3
NG Medium humanoid (human)

Init +0; **Senses** Perception +4

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 deflection)

hp 19 (3d6+6)

Fort +4, **Ref** +3, **Will** +7; +1 morale vs. fear

OFFENSE

Speed 30 ft.

Melee sickle +1 (1d6–1)

Special Attacks hexes (DC 14; evil eye [DC 16], healing)

Witch Spells Prepared (CL 3rd; concentration +6)

2nd—*silent table* ^{ACG}, *zone of truth* (DC 15)

1st—*bless*, *diagnose disease* ^{UM}, *unseen servant* 0 (at will)—*daze* (DC 13), *detect magic*, *light*, *mending*

Patron Ancestors ^{UM}

TACTICS

Before Combat The witch casts *bless* and drinks a *potion of protection from evil*.

During Combat The witch incapacitates attackers with *daze* and the evil eye hex while avoiding melee combat, wielding their sickle if cornered.

Base Statistics Without *bless*, *protection from evil*, or their familiar within reach, the witch's statistics are **AC** 10, touch 10, flat-footed 10;

Fort +4, **Ref** +3, **Will** +7; **Melee** sickle +0 (1d6–1); **CMB** +0; **CMD** 10; **Skills** Perception +2, Sense Motive +2.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 17, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12

Feats Ability Focus (evil eye), Fast Learner ^{ARG}, Persuasive

Skills Diplomacy +6, Heal +8, Intimidate +9, Perception +4, Profession (gardener, herbalist) +8, Sense Motive +4, Spellcraft +9, Stealth +3, Use Magic Device +7

Languages Celestial, Common, Elven, Halfling

SQ witch's familiar (cat; contains all 0-level spells and all prepared spells plus 1st—*command*, *ray of sickening* ^{UM}, *remove sickness* ^{UM}, *sleep*, 2nd—*cure moderate wounds*, *scare*)

Combat Gear *assisting gloves* ^{APG}, *potion of protection from evil*; **Other Gear** sickle, *bandages of rapid recovery* ^{APG}, *angelstep* ^{UW}, *bloody mandrake* ^{UW}, *goblinvine* ^{UW}, *seeing slime* ^{UW}, spell component pouch, 89 gp

Witches in small communities often hide their talents from superstitious neighbors for fear of violent discrimination.

Draconic Debilitator CR 3**XP 800**

Kobold witch (hex channeler ^{ACG}) 4

LE Small humanoid (reptilian)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 23, touch 17, flat-footed 20 (+4 armor, +3 deflection, +3 Dex, +2 natural, +1 size)

hp 36 (4d6+20)

Fort +1, **Ref** +4, **Will** +4; +1 morale bonus vs. fear

Resist fire 1

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Special Attacks channel negative energy 6/day (DC 17, 3d6), hexes (DC 13; channel energy [2])

Witch Spells Prepared (CL 4th; concentration +5)

2nd—*false life*, *pox pustules* ^{APG} (DC 13)

1st—*bungle* ^{UM} (DC 12), *cause fear* (DC 12), *mage armor*, *ray of enfeeblement* (DC 12)

0 (at will)—*bleed* (DC 11), *daze* (DC 11), *detect magic*, *resistance*

Patron Occult ^{UM}

TACTICS

Before Combat The witch casts *false life* and *mage armor*, then drinks a *potion of aid* and a *potion of shield of faith*.

During Combat The witch lobbs grenades or uses their *wand of magic missiles* to attack from range, then channels negative energy once more than two foes are within 30 feet.

Base Statistics Without *mage armor*, *false life*, *aid*, and *shield of faith*, or their familiar within reach, the witch's statistics are **AC** 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size); **hp** 20 (4d6+4); **Fort** +1, **Ref** +4, **Will** +4; **CMB** –2; **CMD** 11; **Skills** Perception +0, Sense Motive +0.

STATISTICS

Str 4, **Dex** 16, **Con** 10, **Int** 13, **Wis** 10, **Cha** 16

Base Atk +2; **CMB** –1; **CMD** 14

Feats Improved Channel, Selective Channeling

Skills Fly +12, Perception +2, Sense Motive +2, Spellcraft +8, Use Magic Device +10

Languages Draconic, Undercommon

SQ gliding wings ^{ARG}, witch's familiar (armadillo; contains all 0-level spells and all prepared spells plus 1st—*detect undead*, *snowball* ^{UW}, 2nd—*command undead*, *death knell*, *hold person*, *molten orb* ^{ACG})

Combat Gear *potion of aid*, *potion of shield of faith* +3, *wand of magic missile* (25 charges), fuse grenade ^{UE}, iron pellet grenade ^{UE} (3); **Other Gear** flame-retardant outfit ^{UW}, spell component pouch, 370 gp

Kobold inductees of draconic cults wield profane power to destructive ends, snuffing out life through sheer will.

Marsh Sentry

CR 4

XP 1,200

Grippli witch 5

N Small humanoid (grippli)

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 20, touch 16, flat-footed 17 (+4 armor, +2 deflection, +3 Dex, +1 size)

hp 35 (5d6+15)

Fort +5, **Ref** +6, **Will** +6

Defensive Abilities concealment (20% miss chance)

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk light mace +7 (1d4) or touch +5 (toxic skin)

Ranged +1 *blowgun* +7 (2 plus bloodroot poison [DC 12, 1 Con and 1 Wis])

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

Special Attacks hexes (DC 14; fortune, swamp hag ^{UM}, ward), toxic skin (1/day, DC 14, 1d2 Dex 1/round for 6 rounds)

Witch Spells Prepared (CL 5th; concentration +7)

3rd—*rain of frogs* ^{UM}

2nd—*accelerate poison* ^{APG} (DC 14), *pernicious poison* ^{UM}, *stricken heart* ^{ACG}

1st—*adhesive spittle* ^{ACG} (DC 13), *entangle* (DC 13), *mage armor*, *wave shield* ^{ACG}

0 (at will)—*daze* (DC 12), *guidance*, *message*, *spark* ^{APG} (DC 12)

Patron Woodlands ^{UW}

TACTICS

Before Combat The witch casts *mage armor*, activates a ward hex, uses the *whip feather token*, drinks a *potion of blur*, and applies *oil of magic weapon* to the blowgun and bloodroot poison to the darts.

During Combat The witch casts *rain of frogs*, fires poisoned blowgun darts at lightly-armored opponents, or uses toxic skin against a melee opponent. The witch follows up with *accelerate poison* or *pernicious poison* on poisoned enemies.

Base Statistics Without *blur*, *mage armor*, and *magic weapon*, the ward hex, bloodroot poison, or their familiar within reach, the witch's statistics are **AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size); **Fort** +3, **Ref** +4, **Will** +4; **Defensive Abilities** —; **Ranged** mwk blowgun +7 (1); **CMD** 14; **Skills** Perception +0, Sense Motive +0.

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 15, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 16

Feats Agile Tongue ^{ARG}, Opening Volley ^{UC}, Weapon Finesse

Skills Climb +8, Heal +8, Knowledge (nature) +10, Perception +2, Sense Motive +2, Spellcraft +10, Stealth +15

Languages Common, Gnome, Grippli, Sylvan
SQ witch's familiar (dwarf caiman; contains all 0-level spells and all prepared spells plus 1st—*bungle* ^{UM}, *cure light wounds*, *ill omen* ^{APG}, 2nd—*cure moderate wounds*, *euphoric cloud* ^{ACG}, 3rd—*water walk*)

Combat Gear *feather tokens* (anchor, bird, whip), *oil of magic weapon*, *potion of blur*, bloodroot (3); **Other Gear** mwk blowgun with darts (20), mwk light mace, spell component pouch, 287 gp

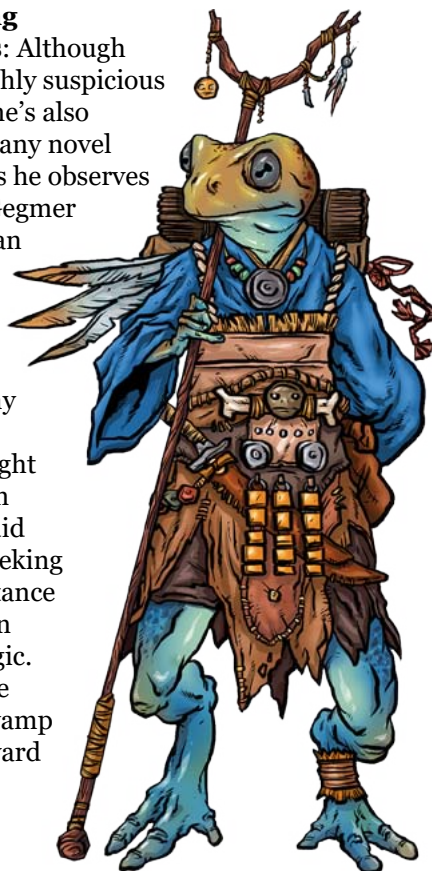
The marsh sentry patrols the outlying reaches of grippli-controlled swamplands, ready to warn their settlements of dangerous intruders—and, if possible, to slow or stop any threat to the gripplis' arboreal dwellings.

Gegmer of the Rushes

Gegmer's magical senses are intimately attuned to the songs of the great cypresses in the deep swamp. He has a decent understanding of basic bush medicine, and he relishes patrol duty as an opportunity to replenish his herbal stocks and poisons. His empathic link to his familiar, a caiman he calls Nipjaw, helps the pair patrol the canals quite efficiently: Gegmer travels overhead through the trees and vines while the caiman swims the waters below. Nipjaw has a knack for finding overturned boats and dropped parcels, which is how Gegmer comes by most of his magical items.

Roleplaying

Suggestions: Although Gegmer is highly suspicious of outsiders, he's also fascinated by any novel items or spells he observes them using. Gegmer might follow an adventuring group for a period of hours; if they act in harmony with the wild, the grippli might even approach a witch or druid adventurer seeking to trade assistance or information for exotic magic. Conversely, he might lead swamp predators toward disrespectful or overtly evil adventurers.



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Folk Healer**CR 5****XP 1,600**Halfling witch (hedge witch ^{UM}, herb witch ^{UW}) 6
LG Small humanoid (halfling)**Init** +2; **Senses** Perception +6 (+9 to sight-based checks in shadows)**DEFENSE****AC** 19, touch 13, flat-footed 17 (+4 armor, +2 Dex, +2 natural, +1 size)**hp** 41 (6d6+18)**Fort** +4, **Ref** +5, **Will** +8; +2 vs. illusions**OFFENSE****Speed** 20 ft.**Ranged** sling +6 (1d3–2)**Special Attacks** hexes (DC 16; cauldron, healing)**Witch Spells Prepared** (CL 6th; concentration +9)3rd—*dispel magic*, *remove blindness/deafness*, *remove disease*2nd—*delay poison*, *gentle repose* (DC 15), *hold person* (DC 15), *lesser restoration*1st—*aphasia* ^{UI} (DC 14), *diagnose disease* ^{UM}, *remove sickness* ^{UM} (DC 14), *sanctify corpse* ^{UM}0 (at will)—*light*, *mending*, *stabilize*, *touch of fatigue* (DC 13)**Patron** Healing ^{UM}**TACTICS****Before Combat** The witch drinks a *potion of barkskin* and a *potion of mage armor*.**During Combat** The witch heals allies with *cure* spells or healing hexes, casting spells to remove inflicted conditions. As a last resort, they use the *necklace of fireballs*.**Base Statistics** Without *barkskin*, *mage armor*, or their familiar within reach, the witch's statistics are **AC** 13, touch 13, flat-footed 11 (+2 Dex, +1 size); **Skills** Perception +4, Sense Motive +2.**STATISTICS****Str** 6, **Dex** 14, **Con** 13, **Int** 16, **Wis** 14, **Cha** 12**Base Atk** +3; **CMB** +0; **CMD** 12**Feats** Brew Potion ^B, Lucky Halfling ^{APG}, Lucky Healer ^{ARG}, Toughness**Skills** Heal +11, Knowledge (arcana, nature) +12, Perception +6 (+9 to sight-based checks in shadows), Profession (herbalist) +16, Sense Motive +4, Spellcraft +12; **Racial Modifiers** +2 Perception**Languages** Common, Dwarven, Elven, Gnome, Halfling**SQ** adaptable luck ^{ARG}, herb lore ^{UW}, practicality ^{ARG}, spontaneous healing, witch's familiar (owl; possesses all 0-level spells and all prepared spells plus 1st—*hex ward* ^{UM}, *ill omen* ^{APG}, *remove fear*, 2nd—*daze monster*, *status*, 3rd—*pain strike* ^{APG}, *ray of exhaustion*)**Combat Gear** *necklace of fireballs I*, *potion of barkskin* +2, *potion of mage armor* (2); **Other Gear** sling, sling bullets (10), *bandages of**rapid recovery* ^{APG}, *cloak of resistance* +1, spell component pouch, 194 gp, 9 sp

A folk healer travels back and forth across a region of loosely interconnected hamlets, villages, and towns offering curative treatments for pay. Halfling witches are well-suited to this sort of work—their stature and features don't register as a threat to larger beings, and they can more easily gain the trust of sick children of other races as a result. Folk healers often act as mentors and teachers to younger witches.

Goodwife Bessa

The ever-kindly Bessa is known to nearly every village within a 20-mile radius of her modest cottage home in the woods. Traveling on foot, by rented donkey, or with traveling caravans who value her expertise as a healer, Bessa serves the surrounding communities as a midwife, nurse, and herbalist. Bessa's homemade elderberry cough syrup is prized by local parents for its pleasant flavor and ability to soothe nearly any sore throat; her willow bark tinctures and moon teas are also highly sought after by discerning courtiers who purchase remedies for nobles in larger locales. Just now approaching middle age for a halfling, Bessa keeps her slightly-graying hair piled in a neat bun and dresses in loose-fitting but unobstructive green floral-print dresses and shawls.

Combat Encounter: Goodwife Bessa makes an excellent addition to a caravan party if a GM wants a little added healing power to assist an adventuring group on one of their first outings. While escorting or hitching a ride with some traveling merchants, the group may be attacked by a large group of coven aspirants (see p. 3) seeking something of Bessa's to gain status in their tradition.

Roleplaying Suggestions: Bessa makes a good low-level potion vendor in a small community, as well as a suitable mentor for a low-level witch character of compatible alignment. The healer is more than willing to share her familiar's spells with PCs who show kindness toward others. She's also on good terms with a lot of other witches, and can tell adventurers which ones to be wary of in their travels. A clandestine practitioner (see p. 4) fleeing persecution and seeking to grow their talents could also be a desirable prospective apprentice for a folk healer. A henchman for a malicious monarch (see p. 19) might also seek out Bessa to buy some of her remedies for their liege.

Craggy Brewster**CR 6****XP 2,400**

Dwarf witch 7

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +6 (+9 smell-, taste-, and touch-based checks, +8 to notice unusual stonework)**DEFENSE****AC** 19, touch 11, flat-footed 19 (+4 armor, +1 deflection, +2 natural, +2 shield)**hp** 62 (7d6+35)**Fort** +10, **Ref** +5, **Will** +10; +2 bonus vs. nauseated, sickened, or ingested poisons, +2 vs. poison, spells, and spell-like abilities**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** +1 battleaxe +7 (1d8+2/×3)**Ranged** mwk light crossbow +6 (1d8/19–20 plus greenblood oil poison [DC 13, 1 Con])**Special Attacks** hatred, hexes (DC 16; beast of ill-omen ^{UM}, cauldron, city sight ^{UM}, fortune)**Witch Spells Prepared** (CL 7th; concentration +10)4th—*cure serious wounds*3rd—*heroism*, *protection from energy*, *remove disease*2nd—*aggressive thundercloud* ^{ACG} (DC 15), *bear's endurance*, *hold person* (DC 15), *silk to steel* ^{UM}1st—*endure elements*, *interrogation* ^{UM} (DC 14), *mage armor*, *remove sickness* ^{UM} (DC 14), *youthful appearance* ^{UM}0 (at will)—*arcane mark*, *detect poison*, *mending*, *resistance***Patron** Endurance**TACTICS****Before Combat** The witch casts *bear's endurance*, *heroism*, and *mage armor*, applies greenblood oil to the crossbow bolts and *oil of magic weapon* to the battleaxe, and drinks a *potion of barkskin*.**During Combat** The witch starts by casting *silk to steel* followed by *aggressive thundercloud* and fires poisoned silver crossbow bolts at foes. If forced into melee, the witch uses the battleaxe and scarf shield to defend herself.**Base Statistics** Without *mage armor*, *bear's endurance*, *heroism*, *silk to steel*, *barkskin*, *magic weapon*, poisoned bolts, or their familiar within reach, the witch's statistics are **AC** 11, touch 11, flat-footed 11 (+1 deflection); **hp** 48 (7d6+21); **Fort** +6, **Ref** +3, **Will** +8; **Melee** mwk battleaxe +5 (1d8+1/×3); **Ranged** mwk light crossbow +4 (1d8/19–20); **Con** 16; **CMB** +4; **CMD** 15; **Skills** –2 to all skills.**STATISTICS****Str** 13, **Dex** 10, **Con** 20, **Int** 16, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +6; **CMD** 15 (19 vs. bull rush, trip)**Feats** Brew Potion ^B, Brewmaster ^{ARG}, Ironguts ^{APG}, Master Alchemist ^{APG}, Prodigy ^{UM}**Skills** Appraise +5 (+7 to assess nonmagical metals or gemstones), Craft (alchemy) +25, Craft (poison) +15, Knowledge (nature) +15, Perception +6 (+9 smell-, taste-, and touch-based checks, +8 to notice unusual stonework), Profession (barkeep) +14, Profession (brewer) +18, Sense Motive +6, Spellcraft +15, Survival +4 (+6 to find food for only themselves); **Racial Modifiers** +2 Appraise to assess nonmagical metals or gemstones, +2 Perception to notice unusual stonework**Languages** Common, Dwarven, Giant, Gnome, Undercommon**SQ** witch's familiar (mole; possesses all 0-level spells and all prepared spells plus 1st—*air bubble* ^{UC}, *cure light wounds*, *youthful appearance* ^{UM}, 2nd—*bestow insight* ^{ARG}, *hold person*, *stone discus* ^{ACG}, 3rd—*remove blindness/deafness*, *remove curse*)**Combat Gear** *oil of magic weapon* (2), *potion of barkskin* +2, silver crossbow bolts (50), belladonna (DC 15), greenblood oil; **Other Gear** mwk battleaxe, mwk light crossbow, *cloak of resistance* +1, *ring of protection* +1, spell component pouch, 295 gp

Dwarven brewsters serve up arcane and alchemical pick-me-ups in their subterranean alehouses, offering libations to enhance every lifestyle.

Ilda Poundpike

Ilda always hated being a nobleman. Her parents expected their lone scion to be a right and proper dwarf lord—to make appearances at court, find a suitable wife, and yield an heir to the Poundpike legacy. When her parents died of the silt plague, Ilda decided she'd trimmed and braided a "right and proper" beard for the very last time. She sold off all her holdings, relinquished the family title, and celebrated by visiting a famed samsaran alchemist to procure some potions specific to her needs. She then used her fortune to open a brewery.

Combat Encounter: Poundpike's Mug & Mallet is a good stage for a barroom brawl, but Ilda will act swiftly to subdue troublemakers in defense of her patrons.**Roleplaying Suggestions:** Ilda's regulars in the City Watch are all too keen to enforce the law against adventurers who start fights in her establishment, and Ms. Poundpike will aggressively press charges against them.

Tidewater Witch**CR 7****XP 3,200**Changeling witch (sea witch ^{UM}) 8

CG Medium humanoid (changeling)

Init -1; **Senses** darkvision 60 ft.; Perception +13**DEFENSE****AC** 17, touch 12, flat-footed 17 (+4 armor, +3 deflection, -1 Dex, +1 natural)**hp** 46 (8d6+16)**Fort** +8, **Ref** +6, **Will** +12**OFFENSE****Speed** 30 ft.; fly 60 ft. (good); swim 30 ft.**Melee** +1 *spear* +10 (1d8+4/×3) or 2 claws +3 (1d4+1)**Ranged** +1 *returning spear* +7 (1d8+3/×3)**Special Attacks** hexes (DC 17; flight, healing, ward, water lung ^{UM})**Witch Spells Prepared** (CL 8th; concentration +11)4th—*greater aggressive thundercloud* ^{ACG} (DC 18), *control water*3rd—*bestow curse* (DC 16), *heroism*, *lightning bolt* (DC 17), *loathsome veil* ^{UM} (DC 16)2nd—*buoyancy* ^{ACG}, *haunting mists* ^{UM} (DC 15), *returning weapon* ^{UC}; 1 slot reserved (see Feats)1st—*ill omen* ^{APG}, *mage armor*, *nauseating dart* ^{ACG} (DC 14), *touch of the sea* ^{APG} (DC 14), *wave shield* ^{ACG}0 (at will)—*daze* (DC 13), *detect magic*, *message*, *read magic***Patron** Water**TACTICS****Before Combat** The witch casts *mage armor*, *touch of the sea*, *returning weapon*, and *heroism*, then activates a ward hex and swallows the *steadfast gut-stone*.**During Combat** The witch uses their flight hex in combination with the *returning spear* and electricity spells to attack enemies from range. If the tide of the battle goes against the witch, they use *control water* and the water lung hex to effect an underwater escape, targeting pursuers with *buoyancy* to foil their Swim checks.**Base Statistics** Without *mage armor*, *touch of the sea*, *returning weapon*, *heroism*, ward, or their familiar within reach, the witch's statistics are **AC** 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 natural); **Fort** +4, **Ref** +2, **Will** +8; **Speed** 30 ft.; **Melee** +1 *spear* +8 (1d8+4/×3) or 2 claws +1 (1d4+1); **Ranged** —; **CMB** +6; **CMD** 15; **Skills** Intimidate +14, Knowledge (nature) +14, Perception +11, Sense Motive +3, Spellcraft +14, Swim +13.**STATISTICS****Str** 14, **Dex** 8, **Con** 12, **Int** 16, **Wis** 12, **Cha** 14**Base Atk** +4; **CMB** +8; **CMD** 18**Feats** Brilliant Spell Preparation ^{UI}, ElementalFocus (electricity) ^{APG}, Waterway Caster ^{UW}, Weapon Focus (spear)**Skills** Intimidate +15, Knowledge (nature) +16, Perception +13, Sense Motive +5, Spellcraft +16, Swim +23**Languages** Aklo, Common, Draconic, Elven, Giant**SQ** know direction, sea creature empathy ^{UM}, sea lungs, witch's familiar (popoto dolphin; possesses all o-level spells and all prepared spells plus 1st—*air bubble* ^{UC}, *damp powder* ^{UC}, 2nd—*callback* ^{UW}, *gust of wind*, 3rd—*locate weakness* ^{UC}, *water breathing*, 4th—*charm monster*, *debilitating portent* ^{UC})**Combat Gear** *alluring golden apple* ^{UE}, *pearl of power* (1st); **Other Gear** *cloak of resistance* +1, +1 *spear*, *steadfast gut-stone* ^{UE}, spell component pouch, 493 gp

A tidewater witch defends coastal regions from ecological encroachments by urban adventurers and keeps vigil on the ocean for any threats that might emerge from its darkest depths.

Tuinne Ablach

The daughter of a sea hag and an aquatic elf magus, Tuinne has heard the call of the ocean from infancy. The waves and fish alike whisper knowledge to her, and she considers it her patron-given duty to safeguard all good creatures within her domain.



Sanguiniac Thaumaturgist CR 8

XP 4,800

Dhampir witch 9

NE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 52 (9d6+18)

Fort +3, **Ref** +6, **Will** +5; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity; **Resist** undead resistances

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee +1 frost dagger +12/+12 (1d4+6/17–20 plus 1d6 cold)

Space 5 ft.; **Reach** 10 ft.

Special Attacks hexes (DC 18; enemy ground ^{UW}, evil eye, misfortune, scar ^{UM}, summer's heat ^{UW})

Spell-Like Abilities (CL 9th; concentration +12)

3/day—*detect undead*

Witch Spells Prepared (CL 9th; concentration +13)

5th—*suffocation* ^{APG} (DC 19)

4th—*divine power*, *fleshworm infestation* ^{UM} (DC 18), *phantasmal killer* (DC 18)

3rd—*bleed for your master* ^{UW}, *howling agony* ^{UM} (DC 17), *twilight knife* ^{APG}, *vampiric touch*

2nd—*adhesive blood* ^{ACG} (DC 16), *bull's strength*, *molten orb* ^{ACG} (2), *protective penumbra* ^{UM} (DC 16)

1st—*icicle dagger* ^{UM}, *long arm* ^{ACG}, *mage armor*, *wave shield* ^{ACG} (2)

0 (at will)—*bleed* (DC 14), *detect magic*, *read magic*, *touch of fatigue* (DC 14)

Patron Strength

TACTICS

Before Combat The witch casts *adhesive blood*, *bull's strength*, *icicle dagger*, *long arm*, *mage armor*, and *divine power*. They then apply *oil of keen edge* to the conjured +1 frost dagger.

During Combat The witch casts *suffocation* on an obvious spellcaster, then uses *Unfettered Familiar* to cast *fleshworm infestation* on a ranged attacker via the cacodaemon. Next, they cast *molten orb* or use the *wand of volcanic storm* on grouped targets.

Base Statistics Without *bull's strength*, *divine power*, *icicle dagger*, *long arm*, *mage armor*, the *oil of keen edge* or a familiar within reach, the witch's statistics are **AC** 13, touch 13, flat-footed 10 (+3 Dex); **hp** 43 (9d6+9); **Melee** mwk dagger +9 (1d4+1/19–20); **Reach** 5 ft.; **Str** 10; **CMB** +4; **CMD** 17; **Skills** Perception +10, Sense Motive –1.

STATISTICS

Str 14, **Dex** 16, **Con** 10, **Int** 18, **Wis** 8, **Cha** 16

Base Atk +4; **CMB** +9; **CMD** 19

Feats Blood Drinker ^{ARG}, Improved Familiar, Unfettered Familiar ^{ACG}, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +12, Bluff +5, Knowledge (arcana, planes) +16, Perception +12, Sense Motive +1, Spellcraft +16, Stealth +12; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Aklo, Common, Daemonic, Orc, Undercommon

SQ resist level drain, witch's familiar (cacodaemon; possesses all 0-level spells and all prepared spells plus 1st—*chill touch*, *decompose corpse* ^{UM}, 2nd—*blood armor* ^{ACG}, *blood blaze* ^{ARG}, *blood transcription* ^{UM}, 3rd—*greater magic weapon*, *heart of the metal* ^{ACG}, 4th—*touch of slime*, *vicarious view* ^{UI}, 5th—*hostile juxtaposition* ^{UC})

Combat Gear *oil of keen edge*, *potion of displacement*, universal solvent (2), *wand of volcanic storm* (4 charges); **Other Gear** *headband of vast intelligence* +2, spell component pouch, 213 gp

Some half-vampire witches delve into the forbidden secrets of blood magic as part of their craft, consorting with daemonic entities for power. They routinely incapacitate and feed on weaker beings, making ritual offerings of their victims' lifeblood as proof of their devotion to their cruel patrons. A coven of sanguiniacs aspiring to true vampirism might follow a taker of souls (see p. 17) as their leader.



Mist Caller**CR 9****XP 6,400**

Sylph witch 10

CG Medium outsider (native)

Init +3; **Senses** darkvision 60 ft.; Perception +1**DEFENSE****AC** 23, touch 17, flat-footed 20 (+4 armor, +4 deflection, +3 Dex, +1 natural, +1 shield)**hp** 37 (10d6)**Fort** +2, **Ref** +6, **Will** +8 (+11 vs. mind-affecting effects); +4 vs. air or electricity spells and electricity damage**Defensive Abilities** displacement**OFFENSE****Speed** 35 ft., fly 35 ft. (good)**Melee** mwk silver dagger +7 (1d4/19–20)**Special Attacks** hexes (DC 19; charm, fortune, healing, major healing, misfortune, slumber [DC 21 if used outside at night])**Spell-Like Abilities** (CL 10th; concentration +12)1/day—*feather fall***Witch Spells Prepared** (CL 10th; concentration +14)5th—*summon monster V*, *wind blades* ^{ARG} (DC 19)4th—*dimension door*, *lesser geas* (DC 18), *solid fog*, *wandering star motes* ^{APG} (DC 18)3rd—*conjure carriage* ^{UI}, *lightning bolt* (DC 17), *pup shape* ^{UC} (DC 17), *silver darts* ^{ACG} (DC 17)2nd—*dust of twilight* ^{APG} (DC 16), *fog cloud*, *glitterdust* (DC 16), *mad hallucination* ^{UM} (DC 16), *see invisibility*1st—*ear-piercing scream* ^{UM} (DC 15), *faerie fire*, *mage armor*, *obscuring mist*, *peacebond* ^{UC} (DC 15)0 (at will)—*dancing lights*, *daze* (DC 14), *guidance*, *resistance***Patron** Stars ^{UM}**TACTICS****Before Combat** The witch casts *mage armor* and drinks a *potion of displacement* and a *potion of shield of faith*.**During Combat** The witch flies straight up out of melee range and casts *summon monster V* to conjure a Large air elemental. The witch follows up with a slumber hex, then casts *mad hallucination*, *solid fog*, or *wandering star motes* to hamper foes. Animal companions are targeted by a *pup shape* spell.**Base Statistics** Without *mage armor*, *displacement*, *shield of faith*, or their familiar within reach, the witch's statistics are **AC** 15, touch 13, flat-footed 12 (+3 Dex, +1 natural, +1 shield); **Defensive Abilities** —; **CMD** 19; **Skills** Perception –1, Sense Motive –1.**STATISTICS****Str** 12, **Dex** 16, **Con** 8, **Int** 18, **Wis** 8, **Cha** 14**Base Atk** +5; **CMB** +6; **CMD** 23**Feats** Airy Step ^{ARG}, Cloud Gazer ^{ARG}, Night SkyHex (slumber) ^{UW}, Steadfast Personality ^{ACG}, Wings Of Air ^{ARG}**Skills** Fly +23, Handle Animal +12, Knowledge (nature, planes) +17, Perception +1, Sense Motive +1, Spellcraft +17, Use Magic Device +15
Languages Aquan, Auran, Common, Elven, Ignan, Terran**SQ** air insight ^{ARG}, witch's familiar (shimmerwing dragonfly; possesses all 0-level spells and all prepared spells plus 1st—*gentle breeze* ^{ACG}, *summon monster I*, 2nd—*summon monster II*, *web*, 3rd—*guiding star* ^{APG}, *summon monster III*, 4th—*complex hallucination* ^{UI}, *summon monster IV*, 5th—*dream*, *reincarnate*)**Combat Gear** *potion of displacement*, *potion of sanctuary*, *potion of shield of faith* +4, *wand of electricity elemental* ^{APG} *intensified* ^{APG} *burning hands* (CL 10th, 10d4, 11 charges); **Other Gear** mwk silver dagger, *amulet of natural armor* +1, *shield cloak* ^{UE}, spell component pouch, 373 gp

A mist caller commands the power of the sky, stars, and twilight, summoning entities of fog and air to protect their ritual circles.

Corinne Cirradia

The commonfolk who live near the Ghostlight Glade tell tales of a beautiful but fearsome and white-haired spectre who rides a ghostly carriage through the woods. But Corinne Cirradia is no undead spirit, and the Glade isn't haunted—well, not exactly.

The forest is home to a large number of fey who prefer to be left in peace, however, and Corinne is the only non-fey they consider a good neighbor. In exchange for her protection, the fey see to her needs, gathering food, spell components, and any trinkets dropped by panicked would-be ghost hunters that Corinne or the fey scare off.

Combat Encounters: Take note of Corinne's Night Sky Hex and Cloud Gazer feats—these benefits boost her slumber hex in almost any nighttime weather conditions and help her inflict magical concealment on foes that she herself can ignore.**Roleplaying Suggestions:** Corinne is flighty and feisty but generally good-natured. She prefers to incapacitate intruders and then deposit them outside the forest (sometimes stripped of valuables that catch her interest). Every now and then, though, a visitor will pique her curiosity, and she may decide to “host” such individuals. The possibility that her “guests” might take offense to being strapped to a chair before a rustic banquet table attended by quarrelsome fey usually eludes her until she ungags them for a chat over tea and cakes.

Wicked Seducer

CR 10

XP 9,600

Tiefling ^{ARG} witch 11

CE Medium outside (native)

Init +2; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +1 natural)

hp 96 (11d6+55)

Fort +5, **Ref** +5, **Will** +6

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee mwk light mace +6 (1d6)

Special Attacks hexes (DC 18; cackle, charm, evil eye, misfortune, slumber, speak in dreams ^{UM})

Spell-Like Abilities (CL 11th; concentration +13)

1/day—*darkness*

Witch Spells Prepared (CL 11th; concentration +14)

6th—*vengeful outrage* ^{UM} (DC 21)

5th—*mass charm person* ^{UI} (DC 20), *dominate person* (DC 20)

4th—*charm monster* (DC 19), *greater false life* ^{UM}, *poison* (DC 17)

3rd—*deep slumber* (DC 18), *detect desires* ^{UI} (DC 16), *reckless infatuation* ^{UM} (DC 18), *unadulterated loathing* ^{UM} (DC 18), *vampiric touch*

2nd—*adoration* ^{UC}, *calm emotions* (DC 17), *euphoric cloud* ^{ACG} (DC 15), *extreme flexibility* ^{ACG}, *stricken heart* ^{ACG}

1st—*hex vulnerability* ^{ACG} (DC 14), *mage armor*, *peacebond* ^{UC} (DC 14), *unnatural lust* ^{UM} (2, DC 16)

0 (at will)—*daze* (DC 15), *detect magic*, *message*, *read magic*

Patron Enchantment ^{UM}

TACTICS

Before Combat The witch casts *extreme flexibility*, *greater false life*, and *mage armor*. If time permits, the witch uses Intoxicating Flattery to weaken one opponent's Will saves and Wisdom-based checks.

During Combat The witch casts *vengeful outrage* on the most formidable-looking melee fighter, then targets other combatants from range with hexes and the *wand of molten orb*. Later in combat, the witch might use *unnatural lust* to lure another target in for a kiss, delivering a *poison* or *vampiric touch* spell in the round after that.

Base Statistics Without *greater false life*, *mage armor*, *extreme flexibility*, or their familiar within reach, the witch's statistics are **AC** 14, touch 13, flat-footed 12 (+1 deflection, +2 Dex, +1 natural); **hp** 74; **CMB** +5; **CMD** 18; **Skills** Perception -1, Sense Motive +10.

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 16, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5 (+9 to escape grapple);

CMD 19 (23 vs. grapple)

Feats Confabulist ^{UI}, Deceitful, Greater Spell Focus (enchantment), Intoxicating Flattery ^{UI}, Skill Focus (Bluff), Spell Focus (enchantment)

Skills Bluff +31, Diplomacy +16, Disguise +7, Escape Artist +2 (+6 to escape grapple), Intimidate +5, Perception +1, Sense Motive +14, Spellcraft +17, Stealth +4, Use Magic Device +19; **Racial Modifiers** +2 Bluff, +2 Stealth
Languages Abyssal, Common, Draconic, Elven, Infernal

SQ prehensile tail ^{ARG}, witch's familiar (viper; contains all 0-level spells and all prepared spells plus 1st—*beguiling gift* ^{APG}, *delusional pride* ^{UM}, *sow thought* ^{ARG}, 2nd—*qualm* ^{UC}, 3rd—*suggestion*, 4th—*nixie's lure* ^{ARG}, *overwhelming grief* ^{UM}, 5th—*hold monster*, *greater peacebond* ^{UI}, *smug narcissism* ^{UM}, 6th—*cloak of dreams* ^{APG})

Combat Gear *potion of cure serious wounds*, *wand of molten orb* (35 charges); **Other Gear** mwk light mace, *amulet of natural armor* +1, *circlet of persuasion*, *ring of protection* +1, spell component pouch, rare mushrooms worth 5 gp, 35 gp

Comely tiefling witches—often the offspring of succubi or incubi—use their physical and magical charms to manipulate gullible people into doing their bidding. Their capricious greed extends to the pursuit of all pleasures, be they creature comforts, fleshly desires, or simply thirst for wealth and power.

Videon Tantrell

Utterly amoral and impulsive to an extreme, Videon Tantrell is a true psychopath who delights in all things sensual. For him, magic is merely a means to attain a state of absolute and perpetual decadence, and all other living things are meant to bend to his will and serve his lustful instincts. Videon has seduced milkmaids and farmhands, merchants and bankers, priests and priestesses, lords and ladies, and even a few true outsiders in pursuit of satisfaction.

Roleplaying Suggestions: If an adventuring group is seeking something that Videon also desires, the tiefling may decide to hedge his bets by influencing or seducing two or more members of the party, sowing discord between them and eventually pitting them against each other. He uses his speak in dreams hex to implant an infatuation or convince a victim that a higher power is driving them together for a greater purpose.

WITCH CODEX

Arrogant Mage**CR 11****XP 12,800**

Human witch 12

N Medium humanoid (human)

Init +5; **Senses** Perception +3**DEFENSE****AC** 26, touch 16, flat-footed 21 (+4 armor, +1 deflection, +5 Dex, +2 natural, +4 shield)**hp** 56 (12d6+12)**Fort** +4, **Ref** +9, **Will** +9**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** mwk cold iron rapier +2/−3 (1d6+2/18−20)**Ranged** mwk light crossbow +12 (1d8+8/19−20)**Special Attacks** hexes (DC 21; evil eye, flight, fortune, healing, misfortune, retribution, tongues)**Witch Spells Prepared** (CL 12th;

concentration +17)

6th—*flesh to stone* (DC 21), *transformation*5th—*baleful polymorph* (DC 20), *dominate person* (DC 21), *hold monster* (DC 21), *mind fog* (DC 21)4th—*debilitating portent* ^{UC} (DC 20), *dimension door*, *enervation*, *spite* ^{APG}3rd—*dispel magic*, *haste*, *lightning bolt* (DC 18), *twilight knife* ^{APG}, *vampiric touch*2nd—*cat's grace*, *detect thoughts* (DC 17), *glitterdust* (DC 17), *see invisibility*, *web* (DC 17)1st—*identify*, *ill omen* ^{APG} (4), *mage armor*0 (at will)—*detect magic*, *light*, *read magic*, *touch of fatigue* (DC 13)**Patron** Agility**TACTICS****Before Combat** The witch casts *mage armor* each morning, as well as *spite* in conjunction with *vampiric touch*. If encountered in the witch's abode, a *symbol of sealing* bars entry. Before battle, the witch drinks a *potion of barkskin*, uses the *wand of shield*, and casts *cat's grace*.**During Combat** The witch flies out of melee range and attempts to use high-level enchantments and transmutations to neutralize foes. Otherwise, the witch attacks from range with Arcane Blasts, the *wand of maximized magic missile*, or crossbow bolts, absconding via *dimension door* if cornered or casting *transformation* and *twilight knife* to fight head-on if escape is impossible.**Base Statistics** Without *mage armor*, *barkskin*, *shield*, *cat's grace*, or their familiar within reach, the witch's statistics are **AC** 14, touch 14, flat-footed 11 (+1 deflection, +3 Dex); **Ref** +7; **Ranged** mwk light crossbow +10 (1d8+8/19−20); **Dex** 16; **CMB** +5; **CMD** 19; **Skills** Acrobatics +15, Escape Artist +15, Perception +1, Sense Motive +1.**STATISTICS****Str** 8, **Dex** 20, **Con** 10, **Int** 20, **Wis** 13, **Cha** 12**Base Atk** +6; **CMB** +5; **CMD** 21**Feats** Arcane Blast ^{APG}, Arcane Strike, Detect Expertise ^{UM}, Focused Shot ^{APG}, Point-Blank Shot, Precise Shot, Spell Focus (enchantment)**Skills** Acrobatics +17, Climb +2, Craft (painting) +22, Escape Artist +17, Knowledge (arcana, history, planes) +20, Perception +3, Sense Motive +3, Spellcraft +20, Use Magic Device +16**Languages** Celestial, Common, Daemonic, Draconic, Dwarven, Orc**SQ** witch's familiar (scarlet spider; possesses all 0-level spells and all prepared spells plus 1st—*burning hands*, *detect secret doors*, *jump*, 2nd—*bestow weapon proficiency*, *haunting mists* ^{UM}, 3rd—*bestow curse*, *remove curse*, 4th—*freedom of movement*, *ice storm*, 5th—*polymorph*, *teleport*, 6th—*mass cat's grace*, *symbol of sealing*)**Combat Gear** *potion of barkskin* +2 (2), *wand of maximized magic missile* (CL 9th, 8 charges), *wand of shield* (12 charges); **Other Gear** mwk cold iron rapier, mwk light crossbow with bolts (20), *headband of vast intelligence* +2, *marvelous pigments*, *ring of protection* +1, canvas (10 sq. yds.), masterwork painting tools, spell component pouch, 514 gp

Witches who pursue formal schooling at a college of arcane arts often develop a superiority complex, believing themselves more magically attuned than bookish wizards and more disciplined than entitled sorcerers.

Ruthbert Maclaen

Ruthbert Maclaen despises the term “witch,” instead fancying himself a student of every great human discipline: mage, artist, swordsman, marksman, and man of letters. That he was expelled from his school of magecraft before he attained a degree does not in any way diminish his pride, nor does it deter him from wearing the traditional gold-trimmed purple robes denoting a master of the arcane arts.

Combat Encounters: Ruthbert eschews faith in higher powers as a mark of ignorance and self-subordination. In a fight, he first targets divine casters or outsiders with his most humiliating spells to prove the dominance of knowledge over piety.**Roleplaying Suggestions:** Ruthbert delights in delivering puns and pithy comments between spells and traded blows. He frequently and loudly converses with his spider familiar Higgins to the exclusion of those around him. Often construed as a sign of disdain, it is actually his way of ordering his thoughts when pondering a particularly vexing problem.

Banebriar Hermit**CR 12****XP 19,200**

Elf witch 13

NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5**DEFENSE****AC** 26, touch 16, flat-footed 23 (+4 armor, +3 deflection, +2 Dex, +1 dodge, +2 natural, +4 shield)**hp** 74 (13d6+26)**Fort** +7, **Ref** +9, **Will** +12; +2 vs. enchantments**Defensive Abilities** thorn body 1d6+13;**Immune** sleep**OFFENSE****Speed** 30 ft.**Melee** unarmed strike +5 (1d3–1 nonlethal plus 1d6 piercing)**Special Attacks** hexes (DC 20; agony [DC 22], blight, city sight ^{UW}, enemy ground ^{UW}, evil eye, retribution, ward)**Witch Spells Prepared** (CL 13th; concentration +19)7th—*mass hold person* (DC 21)6th—*banshee blast* ^{ACG} (DC 20), *blade barrier* (DC 20)5th—*cloudkill* (DC 19), *feast on fear* ^{ACG} (DC 19), *wall of thorns*4th—*greater aggressive thundercloud* ^{ACG} (DC 18), *black tentacles*, *debilitating portent* ^{UC}, *hollow heroism* ^{UI}, *thorn body* ^{APG}3rd—*cup of dust* ^{APG} (DC 17), *dispel magic*, *seed spies* ^{UW}, *spit venom* ^{UM} (DC 17), *thorny entanglement* ^{ACG} (DC 17)2nd—*extreme flexibility* ^{ACG}, *feast of ashes* ^{APG} (DC 16), *grasping vine* ^{UW}, *stricken heart* ^{ACG}, *wrath* ^{APG}1st—*hex vulnerability* ^{ACG} (DC 15), *ill omen* ^{APG}, *mage armor*, *nauseating dart* ^{ACG} (DC 15), *thorn javelin* ^{ACG}0 (at will)—*daze* (DC 14), *detect magic*, *guidance*, *touch of fatigue* (DC 14)**Patron** Thorns ^{UW}**TACTICS****Before Combat** The witch casts *extreme flexibility*, *mage armor*, and *thorn body*, uses the *wand of shield*, and activates a ward hex.**During Combat** The witch clears lesser opponents with *feast on fear* or *cloudkill*, then erects a *wall of thorns*, following with *mass hold person* to pin down enemies and deliver touch spells via a *grasping vine*. The witch always saves *banshee blast* for when two or more opponents come within their range.**Base Statistics** Without *extreme flexibility*, *mage armor*, *thorn body*, *shield*, the ward hex, or their familiar within reach, the witch's statistics are **AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); **Fort** +4, **Ref** +6, **Will** +9; **Defensive Abilities** —; **Melee** unarmed strike +5 (1d3–1 nonlethal); **CMB** +5; **CMD** 17; **Skills**

Perception +3, Sense Motive +1.

STATISTICS**Str** 8, **Dex** 14, **Con** 10, **Int** 18, **Wis** 13, **Cha** 14**Base Atk** +6; **CMB** +5 (+9 to escape grapple);**CMD** 21 (25 vs. grapple)**Feats** Ability Focus (agony), Combat Casting, Favored Enemy Spellcasting (humans) ^{ACG}, Magical Aptitude, Toughness, Uncanny Concentration ^{UM}, Wild Growth Hex (evil eye) ^{UW}**Skills** Bluff +15, Escape Artist +2 (+6 to escape grapple), Heal +4, Intimidate +18, Knowledge (arcana, nature) +20, Perception +5, Sense Motive +3, Spellcraft +24 (+26 to identify magic item properties), Use Magic Device +22; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic item properties**Languages** Common, Draconic, Elven, Gnoll, Goblin, Sylvan**SQ** elven magic, witch's familiar (suture vine; contains all 0-level spells and all prepared spells plus 1st—*blend* ^{ARG}, *command*, *thorn javelin* ^{ACG}, 2nd—*climbing beanstalk* ^{ACG}, *summon swarm*, 3rd—*lightning bolt*, 4th—*fey form I* ^{UW}, 5th—*hold monster*, *major curse* ^{UM}, 6th—*mass binding earth* ^{ARG}, *fey form II* ^{UW}, 7th—*fey form III* ^{UW})**Combat Gear** *potion of cure serious wounds* (CL 10th), *wand of acid arrow* (CL 9th, 25 charges), *wand of magic missile* (CL 5th, 50 charges), *wand of shield* (50 charges); **Other Gear** *amulet of natural armor* +2, spell component pouch, 245 gp

Prone to cruelty and insanity, evil elven witches make their lairs in barren woods choked by thorns and inhabited by sylvan monstrosities. A banebriar hermit exhibits not only refined arcane prowess but also a severe degree of control and vigilance over their demesne.



Larcenous Hexer**CR 13****XP 25,600**Half-elf witch (bonded witch ^{ARG}) 14

CN Medium humanoid (elf, human)

Init +4; **Senses** low-light vision; Perception +16**DEFENSE****AC** 20, touch 16, flat-footed 16 (+2 deflection, +4 Dex, +4 natural)**hp** 79 (14d6+28)**Fort** +5, **Ref** +8, **Will** +9; +2 vs. enchantments**DR** 10/adamantine (up to 140 hp)**Immune** sleep**OFFENSE****Speed** 30 ft., fly 60 ft. (good)**Melee** mwk dagger +7/+2 (1d4–1/19–20)**Special Attacks** hexes (DC 21; agony, cackle, evil eye, flight, fortune, misfortune, tongues, waxen image)**Witch Spells Prepared** (CL 14th; concentration +18)7th—*regenerate*, *walk through space* ^{UC}6th—*cone of cold* (DC 20), *dust form* ^{UC},
treacherous teleport ^{UI} (DC 20)5th—*passwall*, *prying eyes*, *summon monster* ^V4th—*complex hallucination* ^{UI} (DC 18),
dimension door (2), *neutralize poison*,
shadow step ^{UM}3rd—*arcane sight*, *blink*, *clairaudience*/
clairvoyance, *nauseating trail* ^{ACG} (DC 17),
silver darts ^{ACG} (DC 17)2nd—*anonymous interaction* ^{ACG} (DC 16), *find*
traps, *invisibility* (2), *perceive cues* ^{APG}1st—*comprehend languages*, *detect secret*
doors, *open and shut* ^{UI} (DC 15), *summon*
minor monster ^{UM}, *ventriloquism* (DC 15)0 (at will)—*daze* (DC 14), *detect magic*,
guidance, *resistance***Patron** Deception**TACTICS****Before Combat** The witch drinks a *potion of barkskin*, casts *stoneskin* from the bonded amulet followed by using the *wand of mirror image*, then casts *walk through space*.**During Combat** The witch activates a flight hex, repositioning with *walk through space* and hexing a melee opponent with waxen image. In following rounds, the witch casts *cone of cold* or *silver darts* on grouped enemies. In forced melee, the witch uses *summon* spells in conjunction with the *wand of twisted space* to redirect attacks.**Base Statistics** Without *barkskin* and *stoneskin*, the witch's statistics are **AC** 16, touch 16, flat-footed 12 (+2 deflection, +4 Dex); **DR** —.**STATISTICS****Str** 8, **Dex** 18, **Con** 12, **Int** 19, **Wis** 10, **Cha** 14**Base Atk** +7; **CMB** +6 (+10 steal); **CMD** 22 (24 vs. steal)**Feats** Arcane Blast ^{APG}, Combat Expertise,Defiant Luck ^{ARG}, Deft Hands, Greater Steal ^{APG}, Improved Steal ^{APG}, Inexplicable Luck ^{ARG}, Skill Focus (Disable Device)**Skills** Disable Device +28, Escape Artist +14, Fly +17, Perception +16, Sleight of Hand +18, Spellcraft +17, Stealth +14, Use Magic Device +15; **Racial Modifiers** +2 Perception**Languages** Common, Dwarven, Elven, Goblin, Orc**SQ** arcane training ^{APG}, bonded object (amulet; possesses all 0-level spells and all prepared spells plus 1st—*identify*, *theft ward* ^{ARG}, 2nd—*hidden presence* ^{UI}, *stricken heart* ^{ACG}, 3rd—*healing thief* ^{UC}, 4th—*confusion*, *resilient reservoir* ^{ARG}, 5th—*greater peacebond* ^{UI}, *hostile juxtaposition* ^{UC}, *secret chest*, 6th—*flesh to stone*, *programmed image*, 7th—*mass demanding message* ^{UI}, *mass invisibility* ^{ARG}, elf blood**Combat Gear** *amulet of elemental strife* ^{UE}, *potion of barkskin* +4, *potion of cure serious wounds*, *wand of magic missile* (CL 3rd, 7 charges), *wand of mirror image* (10 charges, 4 minutes), *wand of twisted space* (3 charges); **Other Gear** mwk dagger, *bag of holding I*, *belt of incredible dexterity* +2, *burglar's bracers* ^{UE}, *headband of vast intelligence* +2, *ring of protection* +2, spell component pouch, 8 gp

Sometimes a job requires more than just a well-equipped and savvy rogue-for-hire. A larcenous hexer specializes in arcane applications of burglary and theft, securing valuable parcels for discreet employers—and almost always taking a little grift for themselves while they're at it.



Conniving Diviner**CR 14****XP 38,400**

Gnome witch 15

NE Small humanoid (gnome)

Init +1; **Senses** low-light vision; Perception +6 (+8 though scrying sensor)**DEFENSE****AC** 24, touch 13, flat-footed 23 (+4 armor, +1 deflection, +1 Dex, +5 natural, +2 shield, +1 size)**hp** 96 (15d6+41)**Fort** +8, **Ref** +7, **Will** +12; +2 vs. illusions**Defensive Abilities** defensive training**OFFENSE****Speed** 20 ft.**Melee** unarmed strike +7/+2 (1d2–1 nonlethal)**Special Attacks** hatred, hexes (DC 21; cackle, cauldron, cook people ^{UM}, fortune, hidden home ^{UM}, misfortune, tongues, vision)**Spell-Like Abilities** (CL 15th; concentration +18)1/day—*bleed* (DC 13), *chill touch* (DC 14), *detect poison*, *touch of fatigue* (DC 13)**Witch Spells Prepared** (CL 15th; concentration +19)8th—*horrid wilting* (DC 23)7th—*greater scrying* (DC 23), *vision*6th—*find the path*, *slay living* (DC 21), *true seeing*5th—*contact other plane*, *cure critical wounds*, *prying eyes*, *teleport*4th—*divination*, *greater false life* ^{UM}, *symbol of revelation* ^{UM}, *vicarious view* ^{UI} (DC 20), *vigilant rest* ^{UW}3rd—*blood biography* ^{APG} (DC 19), *sands of time* ^{UM}, *seek thoughts* ^{APG} (DC 19), *speak with dead* (DC 18), *witness* ^{UM} (DC 19)2nd—*augury*, *detect thoughts* (DC 18), *locate object*, *perceive cues* ^{APG}, *see invisibility*1st—*discern next of kin* ^{ACG} (DC 17), *forced quiet* ^{UM} (DC 15), *identify*, *sow thought* ^{ARG} (DC 15), *theft ward* ^{ARG}0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *read magic***Patron Portents** ^{UM}**TACTICS****Before Combat** Each day, the witch casts *greater false life* on herself and *theft ward* on their fortune-tellers' deck. The witch's lair is also warded by a *symbol of revelation*. The witch drinks a *potion of barkskin* and a *potion of mage armor* and casts *detect thoughts*.**During Combat** The witch opens with *horrid wilting* and *slay living* spells, following up with the *wand of lightning bolts*. As a final gambit, the witch tosses out a card from the *deck of illusions* as a distraction and flees by casting *teleport* or *gaseous form*.**Base Statistics** Without *greater false life*, *barkskin*, *mage armor*, or their familiar withinreach, the witch's statistics are **AC** 15, touch 13, flat-footed 14 (+1 deflection, +1 Dex, +2 shield, +1 size); **hp** 70; **Skills** Perception +4 (+6 though scrying sensor), Sense Motive +17.**STATISTICS****Str** 9, **Dex** 12, **Con** 10, **Int** 18, **Wis** 14, **Cha** 16**Base Atk** +7; **CMB** +5; **CMD** 17**Feats** Brew Potion ^B, Deceitful, Detect Expertise ^{UM}, Diviner's Delving ^{APG}, Greater Spell Focus (divination), Sense Assumptions ^{UI}, Spell Bluff ^{UM}, Spell Focus (divination), Superior Scryer ^{UI}**Skills** Bluff +22, Diplomacy +18, Disguise +5, Perception +6 (+8 though scrying sensor), Profession (fortune-teller) +24, Sense Motive +21, Sleight of Hand +16, Spellcraft +22 (+24 to identify and counter spells known); **Racial Modifiers** +2 Perception, +2 Profession (fortune-teller)**Languages** Common, Draconic, Dwarven, Elven, Gnome, Goblin, Sylvan**SQ** fell magic ^{ARG}, witch's familiar (rat; possesses all 0-level spells and all prepared spells plus 1st—*ill omen* ^{APG}, 2nd—*disfiguring touch* ^{UM}, *false life*, *zone of truth*, 3rd—*lightning bolt*, 4th—*scrying*, 5th—*feeblemind*, 6th—*legend lore*, 7th—*greater arcane sight*, 8th—*discern location*)**Combat Gear** *potion of barkskin* +5, *potion of gaseous form*, *potion of hide from undead*, *potion of invisibility*, *potion of mage armor*, *wand of lightning bolt* (CL 10th, 12 charges); **Other Gear** *cloak of resistance* +1, *deck of vast illusions*, *handy haversack*, *headband of vast intelligence* +2, *ring of force shield*, *ring of protection* +1, masterwork fortune-teller's deck ^{APG}, spell component pouch, eye ointment worth 250 gp, incense worth 250 gp, 4 ivory pieces worth 50 gp each, 4 offerings worth 25 gp each, 895 gp

A conniving diviner makes their fortune by telling the fortunes of others—and sometimes by stealing them for themselves.

Madam Malfona

Madam Malfona's hut has all the gaudy trappings one expects of a fortune-teller's parlor. Most customers get a cold reading, a card pull, and a flim-flam story in exchange for a few silvers. For more discerning clients with deeper pockets, Malfona offers actual divinations. Sometimes Malfona's scryings reveal information that she uses for her own enrichment to the detriment of her customers.

Roleplaying Suggestions: The covetous Madam is flawlessly obsequious toward her clientele—after all, she doesn't need any do-gooders poking around her cauldron and finding out what (or who) went into today's stew.W
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Skin Changer**CR 15****XP 51,200**Ratfolk ^{ARG} witch 16

CE Large humanoid (ratfolk)

Init +3; **Senses** darkvision 60 ft.; Perception +25**DEFENSE****AC** 26, touch 16, flat-footed 23 (+3 armor, +4 deflection, +3 Dex, +7 natural, -1 size)**hp** 170 (16d6+112)**Fort** +18 (+21 vs. disease), **Ref** +16, **Will** +17**DR** 10/magic; **Immune** fear; **SR** 18**OFFENSE****Speed** 20 ft.**Melee** 2 claws +21 (2d6+14)**Space** 10 ft.; **Reach** 15 ft.**Special Attacks** hexes (DC 24; agony, cackle, city sight ^{UW}, evil eye, feral speech ^{UM}, infected wounds ^{UM}, misfortune, retribution, ward), swarming**Witch Spells Prepared** (CL 16th; concentration +22)8th—*frightful aspect* ^{UC}, *prediction of failure* ^{UM} (DC 24)7th—*heal, insanity* (DC 23), *greater insect spies* ^{UI}6th—*eyebite* (DC 24), *greater heroism, plague storm* ^{UM} (DC 24), *swarm skin* ^{APG}5th—*beast shape III* (2), *greater contagion* ^{UM} (DC 23), *major curse* ^{UM} (DC 23), *mass pain strike* ^{APG} (DC 21)4th—*enervation, moonstruck* ^{APG} (DC 20), *shadow step* ^{UM}, *touch of slime* ^{UM} (2, DC 20)3rd—*eruptive pustules* ^{UM} (DC 19), *iron stake* ^{UW} (2, DC 19), *silver darts* ^{ACG} (2, DC 19)2nd—*bear's endurance, beastspeak* ^{ACG}, *glide* ^{APG}, *pox pustules* ^{APG} (DC 20), *sickening strikes* ^{ARG} (DC 18), *spectral hand*1st—*burning hands* (2, DC 17), *chill touch* (2, DC 19), *hex vulnerability* ^{ACG} (DC 19), *long arm* ^{ACG}0 (at will)—*bleed* (DC 18), *daze* (DC 16), *detect magic, resistance***Patron** Transformation**TACTICS****Before Combat** The witch casts *bear's endurance*, *frightful aspect*, *greater heroism*, *long arm*, and *spectral hand*, activates a ward hex, and then uses the *wand of divine favor*. The witch prefers moonlit areas when fighting to take advantage of the Moontouched feat.**During Combat** The witch opens by casting *plague storm*, then enhances their melee attacks with an infected wounds hex and *sickening strikes* before following up with additional necromancy spells. They use the *spectral hand* to deliver *touch of slime* spells, gleefully unleashing *silver darts* on close-quarter combatants.**Base Statistics** Without *bear's endurance*, *frightful aspect*, *greater heroism*, *long arm*,

divine favor, ward, or their familiar within reach, the witch's statistics are **Size** Small; **AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size); **hp** 90 (16d6+32); **Fort** +6 (+9 vs. disease), **Ref** +8, **Will** +9; **Melee** 2 claws +13 (1d6+8); **Space** 5 ft.; **Reach** 5 ft.; **Str** 18, **Con** 12; **CMB** +11; **CMD** 24; **Skills** Perception +17, Sense Motive -1, -4 to all other skill modifiers.

STATISTICS**Str** 24, **Dex** 16, **Con** 20, **Int** 22, **Wis** 8, **Cha** 10
Base Atk +8; **CMB** +23; **CMD** 33**Feats** Arcane Strike, Combat Casting, Greater Spell Focus (necromancy), Improved Natural Attack (claw), Moontouched ^{UW}, Riving Strike ^{ACG}, Sharpclaw ^{ARG}, Spell Focus (necromancy)**Skills** Acrobatics +23 (+19 to jump), Escape Artist +23, Handle Animal +20 (+24 to influence rodents), Knowledge (arcana) +29, Knowledge (local) +26, Perception +25, Sense Motive +5, Spellcraft +29, Use Magic Device +25; **Racial Modifiers** +2 Perception, +2 Use Magic Device**Languages** Abyssal, Common, Daemonic, Dwarven, Gnome, Goblin, Undercommon**SQ** rodent empathy, witch's familiar (giant flea; possesses all 0-level spells and all prepared spells plus 1st—*enlarge person, jump, nauseating dart* ^{ACG}, 2nd—*alter self*, 3rd—*beast shape I, screech* ^{APG}, *vermin shape I* ^{UM}, 4th—*beast shape II, vermin shape II* ^{UM}, 5th—*baleful polymorph, plague carrier* ^{UM}, 6th—*form of the dragon I, transformation*, 7th—*form of the dragon II, harm*, 8th—*form of the dragon III, power word stun*)**Combat Gear** *wand of cure critical wounds* (3 charges), *wand of divine favor* (CL 9th, 5 charges); **Other Gear** *amulet of natural armor* +1, *belt of giant strength* +4, *bracers of armor* +3, *headband of vast intelligence* +4, spell component pouch, 60 gp

Ratfolk skin changers tap into the same arcane energies that govern lycanthropic curses, combining primal lunacy with transmutations and plague magic to become hulking, diseased horrors. Urban skin changers dominate entire sewer systems, clearing drain grates to let in moonlight for their rituals.

Chessikx

Despite a disgusting skin condition and a perpetual case of fleas, Chessikx was always preternaturally robust. His patron drives him to stretch the limits of both flesh and mind.

Combat Encounter: Chessikx lairs in pneumatic-gated sewer tunnels controlled by a confusing network of wheeled valves. He uses *swarm skin* and *greater insect spies* to seal intruders in areas with neighboring sewer monsters to soften them up.

Taker of Souls**CR 16****XP 76,800**Fetchling ^{ARG} witch (gravewalker ^{UM}) 17

LE Medium outsider (native)

Init +3; **Senses** dark sight 15 ft., darkvision 90 ft., low-light vision, see in darkness; **Perception** +18**DEFENSE****AC** 23, touch 15, flat-footed 20 (+4 armor, +2 deflection, +3 Dex, +2 natural, +2 shield)**hp** 90 (17d6+28)**Fort** +4, **Ref** +8, **Will** +11**Defensive Abilities** shadow blending; **Resist** cold 5, electricity 5**Weaknesses** light blindness**OFFENSE****Speed** 30 ft.**Melee** hair +14 (1d3+9)**Space** 5 ft.; **Reach** 5 ft. (10 ft. with hair attack/grapple)**Special Attacks** hexes (DC 24; agony, evil eye, hoarfrost ^{UM}, misfortune, prehensile hair ^{UM}, retribution)**Spell-Like Abilities** (CL 17th; concentration +20)

2/day—displacement

1/day—disguise self, plane shift (self only, shadow or material plane, DC 20)

Witch Spells Prepared (CL 17th; concentration +23)

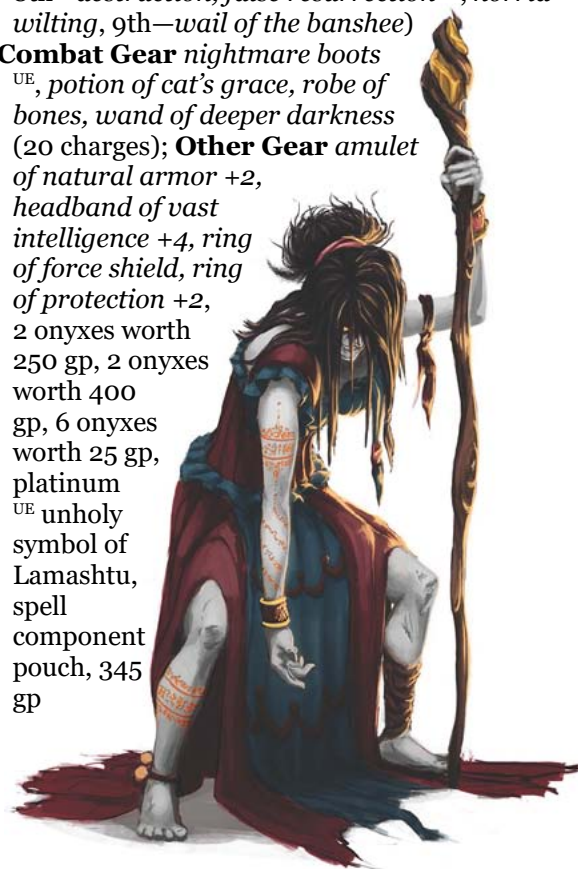
9th—mass inflict critical wounds (DC 25)

8th—create greater undead (2)

7th—control undead (DC 23), greater teleport, waves of exhaustion

6th—banshee blast ^{ACG} (DC 22), create undead, dust form ^{UC}, mass fester ^{APG} (DC 22)5th—cure critical wounds, feast on fear ^{ACG} (DC 21), mass pain strike ^{APG} (DC 21), possess object ^{UM}, suffocation ^{APG} (DC 21)4th—fear (DC 20), greater false life ^{UM}, locate creature, rest eternal ^{APG}, vigilant rest ^{UW}3rd—barrow haze ^{ACG}, gloomblind bolts ^{ARG} (2, DC 19), strangling hair ^{UM}, vision of hell ^{UM} (DC 19)2nd—command undead (DC 18), levitate, skinsend ^{UM}, vomit swarm ^{APG}, web, whip of spiders ^{ACG}1st—chill touch (2, DC 17), forced quiet ^{UM} (DC 17), mage armor, web bolt ^{ARG} (2, DC 17)

0 (at will)—bleed (DC 16), daze (DC 16), message, touch of fatigue (DC 16)

Patron Death ^{UM}**TACTICS****Before Combat** The witch casts *greater false life*, *mage armor* and *strangling hair*, has previously created two wraiths and a mummy, and drinks a *potion of cat's grace*.**During Combat** The witch uses the *wand of deeper darkness*, then casts *waves of exhaustion* and *mass fester*. In followingrounds, the witch casts multitarget spells or *gloomblind bolts*.**Base Statistics** Without *greater false life*, *mage armor*, *cat's grace*, or *strangling hair*, the witch's statistics are **Init** +1; **AC** 17, touch 13, flat-footed 16 (+2 deflection, +1 Dex, +2 natural, 2 shield); **hp** 62 (17d6); **Ref** +6; **Dex** 12; **CMD** 22; **Skills** Stealth +3.**STATISTICS****Str** 12, **Dex** 16, **Con** 8, **Int** 22, **Wis** 12, **Cha** 16**Base Atk** +8; **CMB** +9 (+23 strangling hair); **CMD** 24 (33 strangling hair grapple)**Feats** Blind-Fight, Combat Expertise, Dark Sight ^{ARG}, Gloom Sight ^{ARG}, Gloom Strike ^{ARG}, Improved Dark Sight ^{ARG}, Improved Feint, Moonlight Stalker ^{UC}, Moonlight Stalker Feint ^{UC}**Skills** Bluff +20, Intimidate +23, Knowledge (arcana) +26, Knowledge (religion) +23, Perception +18, Sense Motive +18, Spellcraft +26, Stealth +5, Use Magic Device +23; **Racial Modifiers** +2 Stealth**Languages** Aquan, Auran, Common, Daemonic, Ignan, Infernal, Terran**SQ** aura of desecration 60 ft., bonethrall ^{UM}, deliver touch spells, possess undead ^{UM}, spell poppet ^{UM} (possesses all 0-level spells and all prepared spells plus 1st—*bungle* ^{UM}, *deathwatch*, *cause fear*, 2nd—*web*, 3rd—*animate dead*, *speak with dead*, 4th—*speak with haunt* ^{ACG}, 5th—*overland flight*, 6th—*greater dispel magic*, *slay living*, 7th—*harm*, *mass hold person*, *regenerate*, 8th—*destruction*, *false resurrection* ^{UI}, *horrid wilting*, 9th—*wail of the banshee*)**Combat Gear** nightmare boots ^{UE}, *potion of cat's grace*, robe of bones, wand of deeper darkness (20 charges); **Other Gear** amulet of natural armor +2, headband of vast intelligence +4, ring of force shield, ring of protection +2, 2 onyxes worth 250 gp, 2 onyxes worth 400 gp, 6 onyxes worth 25 gp, platinum ^{UE} unholy symbol of Lamashtu, spell component pouch, 345 gpW
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Warded Simulacrum CR 17**XP 102,400**Wyrwood ^{ARG} witch (season witch ^{UW}) 18

N Small construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +24**DEFENSE****AC** 27, touch 20, flat-footed 23 (+4 armor, +4 deflection, +3 Dex, +1 dodge, +1 insight, +3 natural, +1 size); +1 AC vs. ranged attacks**hp** 122 (18d6+57); fast healing 2**Fort** +10, **Ref** +13, **Will** +17**Immune** construct traits, nauseated, sickened**OFFENSE****Speed** 30 ft.**Special Attacks** hexes (DC 24; agony, blight, city sight ^{UW}, coven, enemy ground ^{UW}, evil eye, misfortune, retribution, spell hex [*wave shield* ^{ACG} 3/day] ^{UM}, summon spirit ^{UM}, ward, weather control)**Witch Spells Prepared** (CL 18th;

concentration +23)

9th—*cursed earth* ^{UM} (DC 24), *storm of vengeance* (DC 25)8th—*create demiplane* ^{UM}, *destruction* (DC 23), *stormbolts* ^{APG} (DC 25)7th—*caustic eruption* ^{UM} (2, DC 23), *plane shift* (DC 22)6th—*acid fog* (2), *mass binding earth* ^{ARG} (DC 21), *guards and wards*5th—*major curse* ^{UM} (DC 20), *possess object* ^{UM}, *telepathic bond*, *wind blades* ^{ARG} (DC 20), *wreath of blades* ^{UC} (DC 20)4th—*adjustable polymorph* ^{ACG}, *greater false life* ^{UM}, *persistent vigor* ^{ACG}, *spite* ^{APG}, *vitriolic mist* ^{UM}3rd—*glyph of warding*, *ray of exhaustion* (DC 18), *seek thoughts* ^{APG} (DC 18), *sleet storm*, *thorny entanglement* ^{ACG} (DC 18)2nd—*aggressive thundercloud* ^{ACG} (DC 19), *create pit* ^{APG} (DC 17), *frost fall* ^{UC} (DC 19), *grasping vine* ^{UW}, *stricken heart* ^{ACG}1st—*aphasia* ^{UI} (DC 16), *frostbite* ^{UM} (2), *mage armor*, *touch of combustion* ^{ARG} (2, DC 18)0 (at will)—*daze* (DC 15), *mending*, *stabilize*, *touch of fatigue* (DC 15)**Patron** Autumn ^{UW}**TACTICS****Before Combat** The witch casts *greater false life*, *mage armor*, and *spite* in conjunction with *stricken heart* every day. Prior to combat, the witch also activates a ward hex, then casts *persistent vigor* and *vitriolic mist*.**During Combat** The witch casts *acid fog* and *storm of vengeance*, then *stormbolts* or *caustic eruption* against enemies who close for melee, using *wave shield* hexes or Arcane Shields if attacked. The witch then casts *destruction* on

the foe that seems most damaged. If reduced to 60 hp or less, the witch uses the summon spirit hex to call forth an 18 HD green hag witch ghost, activating the *decoy ring* to cover their withdrawal if reduced to 30 hp or less.

Base Statistics Without *greater false life*, *mage armor*, *persistent vigor*, ward, or their familiar within reach, the witch's statistics are **AC** 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +1 insight, +3 natural, +1 size); +1 AC vs. ranged attacks; **hp** 93 (18d6+28); **Fort** +6, **Ref** +9, **Will** +13; **CMD** 24; **Skills** Perception +20, Sense Motive +20.

STATISTICS**Str** 12, **Dex** 16, **Con** —, **Int** 20, **Wis** 14, **Cha** 8**Base Atk** +9; **CMB** +9; **CMD** 28**Feats** Arcane Shield ^{APG}, Dodge, Greater Spell Focus (evocation), Improved Familiar, Low Profile ^{APG}, Nimble Moves, Spell Focus (evocation), Spell Hex ^{UM}, Woodland Wraith ^{UW}**Skills** Bluff +17, Knowledge (arcana, planes) +26, Perception +24, Sense Motive +24, Spellcraft +26, Use Magic Device +20**Languages** Common, Dwarven, Elven, Gnome, Goblin, Orc

SQ season of the witch (autumn), witch's familiar (quasit; possesses all 0-level spells and all prepared spells plus 1st—*nauseating dart* ^{ACG}, *ray of enfeeblement*, *wave shield* ^{ACG}, 2nd—*alter self*, *false life*, 3rd—*gentle repose*, *pack empathy* ^{UI}, 4th—*detect scrying*, *enervation*, 5th—*major creation*, *hold monster*, 6th—*greater heroism*, *unwilling shield* ^{APG}, 7th—*create lesser demiplane* ^{UM}, *greater scrying*, 8th—*horrid wilting*, 9th—*wail of the banshee*)

Combat Gear *acid elemental metamagic rod* ^{APG}, *gloves of arrow snaring*, *ring of forcefangs* ^{APG}, *verdant vine* ^{UE}, *wand of dragon's breath* (11 charges), *wand of make whole* (39 charges);

Other Gear *amulet of natural armor* +3, *decoy ring* ^{UE}, *dusty rose prism ioun stone*, spell component pouch, four mithral daggers (worth 2,008 gp, 2 lb), 857 gp

Hags who lose covenmates in battle sometimes create wyrwood bodies to contain a dead sister's spirit.

Verdentia Chelicot

Verdentia didn't survive an ambush on her coven by fanatic paladins, so she possessed her magical ring while her surviving covenmates constructed a new body to house her soul. Skilled in altering landscapes to suit her whims and creating pocket dimensions in which her coven can practice their rites, Verdentia uses spells such as *cursed earth* or *guards and wards* to make the sisters' domain as treacherous as possible for would-be witch hunters.

Malicious Monarch

CR 18

XP 153,600

Human witch 19

LE Medium humanoid (human)

Init +0; **Senses** Perception +25

DEFENSE

AC 18, touch 10, flat-footed 18 (+4 armor, +4 natural)

hp 107 (19d6+38)

Fort +8, **Ref** +7, **Will** +14; +4 morale vs. death effects

Immune energy drain, negative energy

OFFENSE

Speed 40 ft., fly 60 ft. (perfect)

Melee *staff of dark flame* +9/+4 (1d6+4 plus 1d6 fire)

Special Attacks hexes (DC 25; agony, cackle, charm, dire prophecy ^{UM}, eternal slumber, evil eye, hag's eye, misfortune, slumber, speak in dreams ^{UM}, weather control)

Witch Spells Prepared (CL 19th; concentration +25)

9th—*dominate monster* (DC 25), *storm of vengeance* (DC 25), *winds of vengeance* ^{APG}

8th—*frightful aspect* ^{UC}, *incendiary cloud* (DC 24), *irresistible dance* (DC 24)

7th—*chain lightning* (DC 23), *heal, mass hold person* (DC 23), *greater teleport*

6th—*animate objects, cloak of dreams* ^{APG} (DC 22), *mass pain strike* ^{APG} (DC 22), *slay living* (DC 22), *unwilling shield* ^{APG} (DC 22)

5th—*break enchantment, overland flight, rest eternal* ^{APG}, *suffocation* ^{APG} (DC 21), *truespeak* ^{ARG}

4th—*crushing despair* (DC 20), *death ward, poison* (DC 20), *threefold aspect* ^{APG}, *web cloud* ^{ARG} (DC 20)

3rd—*dispel magic, gloomblind bolts* ^{ARG} (DC 19), *phantasmal affliction* ^{UI} (DC 19), *silver darts* ^{ACG} (DC 18), *thorny entanglement* ^{ACG} (DC 19)

2nd—*blindness/deafness* (DC 18), *burning gaze* ^{APG} (DC 18), *climbing beanstalk* ^{ACG}, *molten orb* ^{ACG} (2), *steal breath* ^{ARG} (DC 18)

1st—*hex vulnerability* ^{ACG} (2, DC 17), *identify, mage armor, obscure poison* ^{UI}, *urban grace* ^{ARG}

0 (at will)—*detect magic, detect poison, light, read magic*

Patron Vengeance ^{UM}

TACTICS

Before Combat The witch casts *mage armor* every day. Prior to combat, the witch also casts *death ward, winds of vengeance, urban grace,* and *cloak of dreams*.

During Combat The witch opens combat with their strongest damage-dealing spells such as *storm of vengeance, incendiary cloud, chain lightning,* or *Arcane Blasts*. After pronouncing a hex of dire prophecy upon the hardest-looking foe present, the witch targets that creature with *slay living*, ending the hex to impose a –19

penalty to the saving throw. The witch uses *Arcane Shield* whenever an enemy moves into melee range. In case the witch's minions fail to protect them, they save *greater teleport* to escape.

Base Statistics Without *mage armor, death ward, winds of vengeance, urban grace,* or their familiar within reach, the witch's statistics are **AC** 14, touch 10, flat-footed 14 (+4 natural); **Speed** 30 ft.; **Fort** +8, **Ref** +7, **Will** +14; **Skills** Fly +0, Perception +21, Sense Motive +21.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 22, **Wis** 14, **Cha** 14

Base Atk +9; **CMB** +8; **CMD** 18

Feats Antagonize ^{UM}, Arcane Blast ^{APG}, Arcane Shield ^{APG}, Arcane Strike, Combat Casting, Eschew Materials, Extra Hex ^{APG}, Minor Spell Expertise ^{APG}, Persuasive, Split Hex ^{UM}, Vile Leadership ^{UI}

Skills Appraise +8, Bluff +21, Diplomacy +25, Fly +8, Intimidate +28, Knowledge (arcana) +28, Knowledge (nobility) +25, Perception +25, Sense Motive +25, Spellcraft +28, Use Magic Device +24

Languages Abyssal, Aklo, Common, Draconic, Goblin, Infernal, Undercommon

SQ witch's familiar (raven; possesses all 0-level spells and all prepared spells plus 1st—*burning hands, comprehend languages,* 2nd—*web, zone of truth,* 3rd—*pain strike* ^{APG}, *speak with dead,* 4th—*shout,* 5th—*reincarnate, symbol of pain,* 6th—*raise dead,* 7th—*phantasmal revenge* ^{APG}, 8th—*clone,* 9th—*soul bind*)

Combat Gear *potion of neutralize poison, staff of dark flame* ^{UE}, *hemlock* ^{UE} (2), *king's sleep* ^{UE}, *lich dust* ^{UE} (3); **Other Gear** *amulet of natural armor* +4, *cloak of resistance* +1, *headband of vast intelligence* +2, silver crescent worth 5 gp, 45 gp

Evil kings and queens, especially ones outside the usual line of a monarchy's succession, sometimes resort to witchcraft to eliminate political enemies, secure villainous allies, and ensure that more legitimate heirs to the throne cannot disrupt their reign of misrule.

King Asturias Lejon

King Asturias rose to power after arranging the death of his wife, who was queen by birthright. Asturias has assassinated all of the queen's offspring from her first marriage, but one heir yet eludes him: a bastard daughter whose fate is tied to the evil king's.

Combat Encounter: Asturias' court is filled with vile henchmen. Select your favorite evil NPCs from our other Codex releases to populate his entourage.

WITCH CODEX

Reclusive Shepherd**CR 19****XP 204,800**

Half-orc witch 20

NG Large humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 24, touch 14, flat-footed 23 (+4 armor, +2 deflection, +1 Dex, +2 insight, +6 natural, -1 size); never flat-footed**hp** 152 (20d6+80)**Fort** +9, **Ref** +9, **Will** +14**Defensive Abilities** never surprised, orc ferocity; **DR** 10/magic; **SR** 20**OFFENSE****Speed** 40 ft.**Melee** +1 *icy burst quarterstaff* +22/+17 (1d8+12 plus 1d6 cold)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** hexes (DC 27; beast eye ^{UM}, cauldron, city sight ^{UW}, fortune, healing, life giver, major healing, sluggish ^{ACG}, slumber, spell hex ^{UM} [command 3/day], vision, witch's brew ^{UM}, witch's hut ^{UM})**Witch Spells Prepared** (CL 20th; concentration +27)9th—*astral projection*, *foresight*, *polar**midnight* ^{UM} (DC 28), *summon nature's ally IX*8th—*animal shapes*, *demand* (DC 26), *frightful aspect* ^{UC}, *moment of prescience*7th—*greater arcane sight*, *beast shape IV*,*harm* (DC 24), *heal*, *mass hold person* (DC 25)6th—*cone of cold* (DC 25), *flesh to stone* (DC 24), *greater dispel magic*, maximized *lightning bolt* (2, DC 22)5th—*animal growth* (DC 23), *baleful polymorph* (2, DC 23), *teleport*, *wind blades* ^{ARG} (DC 23)4th—*forgetful slumber* ^{ARG} (DC 22), *neutralize poison*, *summon nature's ally IV*, *unbearable brightness* ^{ACG} (DC 22), *vicarious view* ^{UI} (DC 21)3rd—*agonizing rebuke* ^{ARG} (2, DC 20), *dominate animal* (2, DC 21), *remove disease*, *ward of the season* ^{ARG}2nd—*bestow insight* ^{ARG}, *boiling blood* ^{UM} (DC 20), *see invisibility*, *silk to steel* ^{UM}, *speak with animals*, *winter grasp* ^{UW}1st—*charm animal* (DC 19), *karmic blessing* ^{ARG}, *mage armor*, *snowball* ^{UW} (3)0 (at will)—*arcane mark*, *detect magic*, *read magic*, *stabilize***Patron** Animals**TACTICS****Before Combat** The witch casts *mage armor*, *moment of prescience*, and *ward of the season* every day. Just prior to combat, the witch casts *frightful aspect*, *foresight*, and *boiling blood*, then uses the *wand of divine favor*.**During Combat** The witch casts *polar midnight* and *mass hold person*, then *summon nature's ally IX* to conjure 3 greater earth elementals.They pelt foes with *baleful polymorph* or *flesh to stone* spells and sluggish hexes before casting damage-dealing spells from range on the *broom of flying*, casting *teleport* to escape if brought to 50 hp or less.**Base Statistics** Without *mage armor*, *frightful aspect*, *foresight*, *boiling blood*, *divine favor*, or their familiar within reach, the witch's statistics are **Size** Medium; **AC** 13, touch 13, flat-footed 12 (+2 deflection, +1 Dex); **hp** 112 (20d6+40); **Fort** +7, **Ref** +7; **Defensive Abilities** orc ferocity; **DR** —; **SR** —; **Speed** 30 ft.; **Melee** +1 *icy burst quarterstaff* +16/+11 (1d6+5 plus 1d6 cold); **Space** 5 ft.; **Reach** 5 ft.; **Str** 19, **Con** 12; **CMB** +14; **CMD** 27; **Skills** Perception +2, Sense Motive +2.**STATISTICS****Str** 27, **Dex** 12, **Con** 16, **Int** 24, **Wis** 14, **Cha** 10**Base Atk** +10; **CMB** +22; **CMD** 34**Feats** Brew Potion ^B, Elemental Focus (cold) ^{APG}, Elemental Focus (electricity) ^{APG}, Maximize Spell, Quarterstaff Master ^{UM}, Spell Focus (enchantment), Spell Focus (evocation), Spell Focus (transmutation), Spell Hex ^{UM}, Spirit Talker ^{ACG}, Weapon Focus (quarterstaff)**Skills** Craft (alchemy) +34, Handle Animal +20, Heal +25, Intimidate +2, Knowledge (arcana, nature) +30, Knowledge (geography) +27, Perception +4, Profession (shepherd) +25, Sense Motive +4, Spellcraft +30, Survival +5, Use Magic Device +23; **Racial Modifiers** +2 Intimidate**Languages** Abyssal, Celestial, Common,

Draconic, Giant, Gnome, Goblin, Orc, Sylvan

SQ orc blood, witch's familiar (goat; possesses all 0-level spells and all prepared spells plus 1st—*command*, *ear-piercing scream* ^{UM}, *identify*, *unseen servant*, 2nd—*summon monster II*, 3rd—*remove curse*, *summon monster III*, 4th—*ice storm*, *summon monster IV*, 5th—*rest eternal* ^{APG}, *summon monster V*, 6th—*antilife shell*, *geas/quest*, *summon monster VI*, 7th—*regenerate*, 8th—*true prognostication* ^{UI}, 9th—*refuge*)**Combat Gear** brooch of shielding, buffering cap ^{UE}, wand of divine favor (CL 9th, 10 charges); **Other Gear** +1 *icy burst quarterstaff*, belt of physical might +4 (Str, Dex), broom of flying, headband of vast intelligence +4, ring of protection +2, spell component pouch, 845 gp

Half-orc witches seek out remote cold mountain ranges to listen to the winds and shun outside distractions as they practice their craft and tend their flocks.

Grammoo Leatheraxe

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