

LEGENDARY DÍLLAÍNS

WICKED WITCHES

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Credits

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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

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How We Did It

We created the characters in this product using the "purchase" system for generating ability scores assuming a 20-point buy. While this makes these PCs a cutabove the usual iconic pregens from prior Adventure Paths, our research has determined most players gravitate to a 20-point buy vs. 15-point buy. So, when in doubt, we'd rather make the characters we'd want to run through Adventure Paths ourselves. And, we believe a 20-point buy will certainly help make your characters "Legendary" right from the start. In addition, the 20-point buy has the added benefit of matching the standard for organized play. And, while we won't incorporate every rule difference from organized play, we believe this approach provides the easiest baseline for you to make such adjustments, if you so choose. The same goes for 15-point buy. If your GM favors a "standard fantasy" campaign, we include sidebars with each pregen explaining what changes we'd recommend to scale them down. All race, class, skills, feats, spells, and equipment were selected from the *Pathfinder Roleplaying Game Core Rulebook* and the following additional books, indicated by the following superscripts:

^{ACG} = Pathfinder Roleplaying Game Advanced Class Guide

- APG = Pathfinder Roleplaying Game Advanced Class Guide APG = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- $B^{a} = Pathfinder Roleplaying Game Bestiary$
- $B^2 = Pathfinder Roleplaying Game Bestiary 2$
- $B_3 = Pathfinder Roleplaying Game Bestiary 3$
- B^{4} = Pathfinder Roleplaying Game Bestiary 4
- $B_5 = Pathfinder Roleplaying Game Bestiary 5$
- ^{GMG} = Pathfinder Roleplaying Game Gamemastery Guide
- HA = Pathfinder Roleplaying Game Horror Adventures
- ^{OA} = Pathfinder Roleplaying Game Occult Adventures
- P^{U} = Pathfinder Roleplaying Game Pathfinder Unchained
- ^{UCam} = Pathfinder Roleplaying Game Ultimate Campaign
- ^{uc} = Pathfinder Roleplaying Game Ultimate Combat
- ^{UE} = Pathfinder Roleplaying Game Ultimate Equipment
- ^{UI} = Pathfinder Roleplaying Game Ultimate Intrigue
- UM = Pathfinder Roleplaying Game Ultimate Magic

All of the above references can be found in the online Pathfinder Reference Document (paizo.com/pathfinderRPG/prd/). Traits were selected from the online *Character Traits Web Enhancement* as well as the player's guide for the winter-themed adventure path, both available free at paizo.com. Any content used from any source other than the core rules is identified with an asterisk (*) or any other mark.

What You Will find Inside Legendary Villains: Wicked Witches

Legendary Villains: Wicked Witches brings you an incredible resource for the best of the worst when it comes to sinister spellcasters for your *Pathfinder Roleplaying Game* campaign. Within you'll find a ton of great new options for witches, including archetypes like the **consort of fiends**, **curio collector**, and **shadow sister**, along with the terrifying **hag matron** prestige class, complete with special abilities unique to each type of hag. Wicked witches can swear oaths to their eldritch patrons, gaining power through their devotion to natural forces like frost and waves, or to corrupt principles from lies and destruction to hedonism and madness! You'll also find new hexes like the *haruspex* and *skull sentinel* and witch-themed magic items like the *broom of chastisement* and *toxic cauldron*. Finally, for witches who want to start play with an otherworldly familiar, you'll find over a dozen lesser versions of exotic familiars like quasits, imps, rakshasas, and shadow drakes! Whether you are designing epic villains as a GM, or playing a character who taps into the dark side of arcane magic, *Legendary Villains: Wicked Witches* is a treasure trove of material to help **Make Your Game Legendary**!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

—Jason Nelson





INTRODUCTION

Since time immemorial, witches have captivated our imaginations, providing at the same time a seductive promise of power that can be gained by stepping outside of societal norms and customs, allowing one the power and strength to rid oneself of the constraints of polite civilization. On the other hand, however, that very promise which makes the idea of the witch so attractive to some strikes fear into the hearts of those content to remain within societal bounds. Whether you idolize them or hate them, witches always seem to remain on the fringes of society, either outcast or simply isolationist, and even when a witch is a respected member of a community, that respect tends to come in the form of fearful deference.

Of course, there are other versions of the witch as well. There are kind witches, who use their powers responsibly and for good. There are witches who use their powers only to hunt down and fight other, evil witches. There are witches who serve as spiritual advisors and wise women. But these are not the witches that this book focuses on. This is a book about villainous witches.

In many ways, witches make for perfect villains, by their very nature, as the archetypal witch is someone, usually a woman with few other paths to power or influence, who forsakes her society, forging a pact with an otherworldly entity, gaining access to supernatural powers. It is the ultimate wish fulfillment for outcasts and the downtrodden, a quick path to power, allowing them to set themselves above and outside the normal social ladder, taking revenge on those who wronged them while simultaneously spurning the very society that failed them.

In folklore and media, witches and hags are often portrayed as being almost synonymous with one another, and even in the *Pathfinder Roleplaying Game*, there is an undeniable connection between the two. The hag matron prestige class explores this link further, allowing witches (and members of some similar classes) to tap into the power of these hideous monstrous humanoids, including different powers and abilities for each of five different types of hags. A witch's otherworldly patron is, beyond being the source of her power, also in many ways a potential source of her evil and villainy. Although the witch class does not go into detail about what, exactly, it is that the witch's mysterious patron gains from their arrangement, legends of witches are rife with tales of the dark deals they make with such forces. This book introduces patron oaths, special pacts a witch can make with her patron, granting her additional powers and abilities in exchange for having to fulfill certain requirements of the patron.

A witch's familiar serves as the immediate source of her spells, and is an integral part of the witch. There are many fun and fantastic familiars available with the Improved Familiar feat, but not everyone finds it worth a feat just to have an imp or a quasit as a familiar, while others never even reach a high enough level to do so. The lesser familiars presented in this book allow witches of any level to have demons, devils, and all kinds of other fiendish and nefarious creatures for familiars, albeit with less powerful stat-blocks.

In addition to these, this book includes three new archetypes for evil witches: the consort of fiends, the curio collector, and the shadow witch, each of which pursue dark villainy in their own unique ways. There are also a variety of hexes and magic items designed for villainous witches, but also useful to witches of a more heroic bent.

ARCHETYPES

Certain witches specialize in darker forms of magic than others, or are particularly close with fiendish and terrible patrons. The following witch archetypes are ideal for villainous witches, and are presented in alphabetical order.

Consort of Fiends (Witch Archetype)

Whispers and rumors abound about the relationship between witches and fiendish creatures, describing dark and terrible deeds that the witches must do to appease their otherworldly patrons in exchange for the immense power that they wield. While this is more true of some witches than others, those known as consorts of fiends are unquestionably the ones to which these rumors apply, making dark dealings with the powers of the lower planes for their magical might.

Dark Patron: A consort of fiend's patron is a powerful entity from the lower planes, such as a demon prince, duke of Hell, powerful daemon, or similar. As a result, the consort of fiends must choose one of the following as her patron: conspiracies^{HA}, death^{UM}, decadence^{HA}, plague, nightmares^{HA}, or revenge^{HA}.

Servant of Evil (Su): A consort of fiends is permanently marked by her affiliation with her fiendish patron. She bears a visible birthmark, scar, or brand somewhere on her body. This mark can be identified as a sign of fiendish collusion with a successful DC 20 Knowledge (planes or religion) check, although if the consort of fiends chooses to hide or disguise the mark, it must first be found. Those that are intimately familiar with the consort of fiends' patron may be able to identify the mark automatically. Additionally, the consort of fiends radiates an evil aura equal in strength to that of a cleric of her witch level, regardless of her actual alignment, and she counts as evil for the purposes of spells and effects that affect evil creatures differently (such as holy word).

Fiendish Ally (Ex): At 6th level, a consort of fiends's familiar reveals its true form, automatically transforming into one of the following types of improved familiars: augur^{B3}, cacodaemon^{B2}, cythnigot^{B2}, imp, quasit, raktavarna^{B3}, spirit oni^{B3}, or tripurasura^{B3}. At the GM's discretion, the consort of fiends's familiar may take the form of a different evil outsider of CR 3 or lower that is thematically linked to the consort of fiends's fiendis's fiendish patron. This ability counts as Improved Familiar for the purposes of meeting prerequisites. This replaces the hex gained at 6th level.

Fiend Caller (Su): At 10th level, a consort of fiends is able to command the best forces that the lower planes have to offer. Any creature she conjures with a spell of the calling or summoning subschools gains a +4 enhancement bonus to its Strength and Constitution scores. Additionally, she gains a +4 bonus on Charisma checks made to

convince called and summoned outsiders with the evil subtype to serve her (such as with *planar binding*), and she needs to provide only half the normal payment to called and summoned outsiders in order to purchase their services (such as with *planar ally*). Further, she adds *lesser planar ally* and *lesser planar binding* to her familiar. At 13th level, she adds *planar ally* and *planar binding* to her familiar. Finally, at 16th level, she adds *greater planar ally* and *greater planar binding* to her familiar. This replaces the hex gained at 10th level.

Darkest Desires (Sp): At 18th level, a consort of fiends's patron is willing to grant her nearly anything she desires, although because of the patron's fiendish nature, many of these wishes wind up corrupted in some way. The consort of fiends can cast *wish* as a spell-like ability up to three times per week. The first time each week that she does so, there is a 30% chance that the result of the wish is corrupted in such a way that it grants the consort of fiends what she asks for, but in a way that creates additional complications for her, or fulfills only the letter of the wish, and not the spirit. The second time she uses this ability in the same week, this chance increases to 60%, and the third time, it increases to 90%. This replaces the hex gained at 18th level.

Curio Collector (Witch Archetype)

Many have had the unsettling experience of stumbling upon a strange little curio shop stocked high with oddities that are as dangerous as they are magical, maintained by a wizened old crone who knows far more than she lets on about the nature of her wares. Often, these visits end in tragedy as the visitor unwittingly goes home with an item bearing a terrible curse, only to realize with when it is too late. What many don't know, is that often these shopkeepers deliberately spread their dark wares, delighting in the chaos they cause and watching with malicious glee from afar.

Object Reading (Su): At 2nd level, a curio collector learns how to read information from items she examines. Examining an item in this way requires her to spend 1 minute handling the item. If the item is a magic item, the curio collector learns its properties and command word as if she had successfully examined the item using *detect magic* and succeeded at a Spellcraft check. This ability does not reveal whether the item is cursed unless the curio collector's witch level is equal to or greater than the caster level of the item. If the item has any historical significance, the curio collector learns one piece of information about its past (as determined by the GM). Finally, if the item was last used no longer than 1 day ago per the curio collector's witch level, the curio collector learns one piece of information about the last creature to use the item. This information might be a glimpse of the creature's appearance, a brief vision of what it saw while using the item, or perhaps its emotional state when it last used the item. The GM determines what information is gained in this way. This functions like the psychometry occult skill unlock, but doesn't require a skill check and can be used at will. This replaces the hex gained at 2nd level.

Curse Expert (Su): At 6th level, a curio collector becomes an expert at identifying and handling cursed items, and is better able to resist curses. She treats her witch level as being 5 higher than it actually is for the purposes of determining whether or not she identifies a cursed item with her object reading class feature. Additionally, she can always remove or otherwise rid herself of a cursed item, even if the item normally prevents its user from removing it. Doing so ends any ongoing effects of the curse. Finally, she gains a +2 bonus on saving throws made to resist curses, whether they come from objects or another source. This replaces the hex gained at 6th level.

Create Cursed Item (Su): At 10th level, a curio collector learns to create magic items cheaply and effectively, but with terrible drawbacks. When crafting a magic item of any kind, she can choose to make it a cursed item. If she does so, she is treated as having the relevant magic item creation feat to create that item, and must provide only 3/4 the cost in raw materials that she would otherwise have to. If she does, she must roll on the Common Item Curses table (see the cursed items section in the *Pathfinder Roleplaying Game Core Rulebook* for more information), and apply the result to the item she creates. This replaces the hex gained at 10th level.

Item Bond (Su): At 14th level, a curio collector can create a special bond between herself and any item she touches. At any time, as a move action, she can focus on an item she is bonded to in this way in order to determine its direction and relative distance. Further, she can use her hexes on any creature in possession of the item from a range of up to 10 miles, and a creature in possession of the item suffers a -4 penalty on saving throws made to resist *scrying, nightmare*, or similar spells cast by the curio collector (this does not stack with the -4 penalty for having a possession of the creature). A curio collector can maintain this bond with a number of items equal to her Intelligence modifier at any one time, but otherwise, the bonds remain indefinitely. This replaces the hex gained at 14th level.

Shadow Sister (Witch Archetype)

Many witches are said to draw their power from dark forces, but for few is that as true as the shadow sister, whose specialized magic is able to manipulate the powers of shadow and darkness, and whose shadow is its own, separate living entity.

Shadow Magic: A shadow sister must select shadow as her patron. Additionally, spells she casts with the darkness descriptor are treated as being 1 spell level higher than they actually are for the purposes of determining how they interact with spells with the light descriptor. This modifies patron.

See in Darkness (Su): At 2nd level, a shadow sister gains darkvision to a range of 60 feet. If she already has darkvision, the range of her existing darkvision increases by 60 feet. At 8th level, the shadow sister can instead see perfectly in darkness of any kind, including magical darkness, to the full range of her normal vision, and with the full detail and clarity of her normal vision (including distinguishing colors, etc.). This replaces the hex gained at 2nd level.

Shadow Minion (Su): At 10th level, a shadow sister gains the ability to animate her shadow to spy for her, and perform simple tasks. Animating her shadow in this way is a full-round action. Her shadow has statistics identical to a shadow^{B1}, except that it does not possess an incorporeal touch attack and cannot create spawn. Instead, it can cast *mage hand* as a spell-like ability at will, but only on objects that are in areas of dim light, or



within the shadow of a creature or object other than the shadow minion.

Being without her shadow robs the shadow sister of some of her magical essence, and the saving throw DCs of her spells and hexes are reduced by 2 for as long as her shadow is animated. She can direct her shadow with mental commands from a range of up to one mile, and as long as it is within this range, at any time, the shadow sister can focus on her shadow minion as a full-round action to see and hear using its senses, although she is considered blind and deaf as long as she does so. She can return her shadow to her as a move action as long as it is adjacent. If the shadow sister's shadow minion dies, her shadow remains lost until the next midnight, at which point it returns as normal. At 14th level, the shadow minion instead has statistics identical to a greater



shadow, but still lacks a touch attack or the ability to create spawn. This replaces the hex gained at 10th level.

Shadow Possession (Su): At 18th level, a shadow sister can use her shadow to possess others. This functions as the spell *possession*^{OA}, except that instead of the normal range requirement, her shadow minion must be adjacent to the target (the shadow sister's distance from the target is irrelevant), and the saving throw DC to resist the effect is equal to 10 + 1/2 the shadow sister's witch level + the shadow sister's Intelligence modifier. The shadow sister's shadow minion enters the target's shadow while this ability is in effect, as the spell greater possession^{OA}, but the shadow sister's actual body remains where it is, and unconscious, as normal for possession. A creature that succeeds on its saving throw to resist this effect is immune for 24 hours. The effect ends immediately if the target enters an area of bright light. This replaces the hex gained at 18th level.

PRESTIGE CLASS: HAG MATRON

Many evil witches are referred to by their detractors as hags—albeit, not when there is any chance of those witches overhearing such insults—but some witches do indeed draw strength from a connection to these hideous monsters that so insidiously disguise themselves in humanoid society. Making a dark pact with these monsters, the witch slowly transforms, taking on some of their power, and eventually even taking up lesser hags to serve in her coven.

Class Details

Hit Die: d8.

Requirements

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

- Alignment: Any evil.
- Base Attack Bonus: +5
- Hexes: Coven.
- Spellcasting: Able to cast 3rd-level spells.

• **Special**: Must perform a special ritual with the aid of a hag, hag matron, or some other hag-related creature.

Class Skills

The hag matron's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (nature), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

Class features

The following are class features of the hag matron prestige class.

Weapon and Armor Proficiency: A hag matron gains no additional weapon or armor proficiencies.

Spells per Day: At the indicated levels, a hag matron gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain other benefits a character of that class would have gained. If she had more than one spellcasting class before becoming a hag matron, she must decide to which class she adds each level of hag matron for the purpose of determining spells per day.

Dual Identity (Su): A hag matron is able to transform herself between a hideous and inhuman hag and a beautiful and attractive human, referred to as her hag form and her comely form, respectively. Transitioning between these two forms is a standard action. While in her hag form, the hag matron is obviously recognizable as a monstrous creature, and suffers a -4 penalty on Bluff, Diplomacy, and Perform checks, but gains a +4 bonus on Intimidate checks. When in her comely form, she is supernaturally beautiful, and these bonuses and penalties are reversed. Additionally, while in hag form, the hag matron is treated as a monstrous humanoid for the purposes of whether spells that only affect certain creature types, such as hold person, affect her. Finally, certain class features can be used only if the hag matron is in a specific form.

Unless the hag matron's nature is well-known, knowledge checks made about her hag form do not reveal information about her comely form, and vice versa. Similarly, attempts to scry or otherwise locate the

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells per Day
1st	+0	+0	+2	+2	Dual identity, hag power	_
2nd	+1	+0	+3	+3	Claws	+1 level of existing spellcasting class
3rd	+2	+1	+3	+3	Hex	+1 level of existing spellcasting class
4th	+3	+1	+4	+4	Hag power, undetectable alignment	+1 level of existing spellcasting class
5th	+3	+1	+4	+4	Spell resistance	-
6th	+4	+2	+5	+5	Darkvision, hex	+1 level of existing spellcasting class
7th	+5	+2	+5	+5	Hag power	+1 level of existing spellcasting class
8th	+6	+2	+6	+6	Coven, deadly allure	+1 level of existing spellcasting class
9th	+6	+3	+6	+6	Hex	-
10th	+7	+3	+7	+7	Gruesome transformation, hag power	+1 level of existing spellcasting class

hag matron work only if she is currently in the form that the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Hag Blood: Whether it is their birthright or gained through a special blood-sharing ritual, all hag matrons bear the blood of one or more hags within her veins, which serves as a source of additional power. A hag matron must choose a particular type of hag whose blood she shares, and this choice determines several benefits that she gains. At 1st level, and every 3 levels thereafter, a hag matron gains a hag power, determined by what type of hag she is bonded to.

Claws: Beginning at 2nd level, a hag matron can cause her hands to become gnarled claws, and her fingernails to grow razor-sharp. She gains two primary claw natural attacks, which deal 1d4 points of slashing damage for a Medium creature (1d3 points of slashing damage for a Small creature). If the hag matron already has claw attacks from another source (such as the nails hex), she can instead use this ability to cause her claw attacks to deal damage as though she were one size category larger than she actually is. Activating this ability is a move action if the hag matron is currently in her hag form. If the hag matron activates this ability while in her comely form, doing so is a standard action, but she also transforms from her comely form to her hag form as part of the same action. The hag matron can return her hands to normal as a swift action (she remains in hag form).

Hex: At 3rd level, and every three levels thereafter, a hag matron gains a new hex. This hex must be chosen from among the hexes available to the hag matron from whichever class she gained the coven hex from, and she must meet all prerequisites for the chosen hex. She adds her levels in hag matron to her levels in her previous class for the purposes of determining the DCs of her hexes, as well as any level-dependent effects of the hexes, but not for the purposes of determining which hexes she qualifies for.

Undetectable Alignment (Sp): At 4th level, when a hag matron is in her comely form, she is able to hide the ugliness of her spirit nearly as well as she disguises her body. As long as she is in her comely form, she is constantly affected as though by the spell *undetectable alignment*.

Spell Resistance (Su): At 5th level, a hag matron gains a hag's resistance to magic. She gains spell resistance equal to 10 + her hag matron level, or 10 + 1/2 her total Hit Dice, whichever is lower.

Darkvision (Ex): Beginning at 6th level, whenever she is in her hag form, a hag matron gains darkvision to a range of 60 feet.

Coven (Ex): At 8th level, a hag matron attracts two or more hags who join her in a coven, over which she presides. The exact nature of the hags that she attracts depends on the type of hag she selected for her hag blood class feature, but in all cases, the hags serve the hag matron loyally. If the hag matron has the Leadership feat, these hags replace the hag matron's cohort, murdering the cohort and preventing her from gaining another one (the hag matron may choose to retain her cohort,



instead, but in this case she does not gain any benefits from this class feature). The hags otherwise function in a manner similar to cohorts, although they do not gain experience or class levels.

Deadly Allure (Ex): Beginning at 8th level, a hag matron is particularly alluring in her comely form. The bonuses she gains on Bluff, Diplomacy, and Perform checks while in her comely form are doubled against creatures that are normally attracted to creatures of her race and gender, and such creatures also suffer a -1penalty on saving throws made to resist her spells and hexes while she is in comely form.

Gruesome Transformation (Su): At 10th level, whenever a hag matron transforms from her comely form to her hag form, the transformation is shocking to all who behold it, forcing all creatures within 30 feet that observe the transformation to succeed on a Will save (DC 10 + the hag matron's class level + the hag matron's Charisma modifier) or be shaken for 1 minute.

Hag Blood Types

The following represent some of the most common types of hags whose blood may be in a hag matron's veins. Unless otherwise note, the caster level for any effect that replicates a spell is equal to twice the hag matron's class level, and any saving throw DCs are Intelligence-based.

Annis

The brutes of the hag brood, annis hags are far more physically intimidating than others of their kind, and tower over their lesser cousins.

Hag Powers: Like an annis hag, your body is swollen with brutish muscles and your skin as tough as iron.

Hag Strength (Ex): Beginning at 1st level, as long as you are in your hag form, you gain a +2 enhancement bonus to your Strength score. At 5th level, this bonus increases to +4.

Tough Skin (Ex): At 4th level, as long as you are in your hag form, your skin is as particularly tough and leathery, and your natural armor bonus to AC increases by 1. At 8th level, your natural armor bonus to AC increases by 2 in hag form, instead.

Rend (Ex): At 7th level, whenever you hit a creature with both of your claw attacks in the same round, you can rend your victim, inflicting an amount of slashing damage equal to 2d4 + 1.5 times your Strength modifier (or 2d3 + 1.5 times your Strength modifier, for a Small creature).

Horrible Growth (Ex): At 10th level, whenever you transform into your hag form, you can choose to grow one size category, adjusting your space and reach, as well as your size bonuses to AC, CMB, and CMD, as well as on attack rolls, Fly checks, and Stealth checks, as appropriate for your new size, and also gaining a +4 size bonus to your Strength score, and suffering a -2 penalty to Dexterity.

Coven: You attract 2 annis hags^{B3}. At 10th level, you attract a third annis hag to your coven.

Green

Lurking in fetid swamps and dark forests, green hags are known for luring wanderers to their deaths, and draining the strength of their victims, leaving them helpless even in the hands of the relatively feeble hags. **Hag Powers**: Like a green hag, you are able to stalk the swamps with impunity, drain strength from your foes, and confound others with your voice.

Hag Whispers (Ex and Sp): You have a knack for ventriloquism and mimicry. You can cast *whispering wind* as a spell-like ability three times per day. Additionally, you have an extraordinary ability to mimic voices. While in your hag form, you can perfectly mimic the sounds of nearly any animal, magical beast, or vermin, and while in your comely form, you can mimic the sounds of voices. In order to fool listeners with your mimicry, you must succeed on a Bluff or Disguise check, opposed by the listener's Knowledge (nature) or Survival check (for animal sounds) or the listener's Perception or Sense Motive check (for voices). You gain a +20 racial bonus on your check. If you attempt to mimic the voice of a specific person, listeners familiar with that person receive a +10 bonus on their checks.

Weakness (Su): Beginning at 4th level, as a full-round action, while in hag form, you can attempt a melee touch attack against a single creature in order to sap its strength. If the touch attack hits, the target must succeed on a Fortitude save (DC 10 + your hag matron level + the highest of your Intelligence, Wisdom, and Charisma modifiers) or suffer 2d4 points of Strength damage. Regardless of whether or not the creature succeeds on its saving throw, you cannot use this ability on the same creature again for 24 hours.

Swamp Hag (Su): By 7th level, you are at home in swampy marshlands. While in hag form, you are constantly affected as though by the spell *pass without trace* as long as you are in forests, marshes, or swamps. Further, you gain a +8 racial bonus on Swim checks, and are constantly affected as though by the spell *water breathing*.

Weakening Claws (Su): At 10th level, your claws can sap strength from your foes even as you rend their flesh. Whenever you damage a creature with one of your claw attacks while in hag form, the creature must succeed on a Fortitude save (DC 10 + your hag matron level + the highest of your Intelligence, Wisdom, and Charisma modifiers) or suffer 2 points of Strength damage. You cannot inflict more than 10 total points of Strength damage to any given creature in a single 24-hour period,



including Strength damage inflicted by your weakness ability.

Coven: You attract 3 green hags^{B1}. At 10th level, you attract a fourth green hag.

Night

Terrible crones that stalk the night and prey upon the helpless, these terrible hags collect souls from the Material Plane and barter them to fiends, or use them for their own nefarious purposes.

Hag Powers: Like a night hag, you carry a special heartstone that allows you to become ethereal, torment the dreams of your victims, and consume souls.

Resistances (Ex): Like a night hag, your body resists extreme temperatures, and your mind resists extreme emotions. While in hag form, you gain resist cold 5 and resist fire 5. You also gain a +4 racial bonus on saving throws made to resist charm, fear, and sleep effects.



Heartstone (Su): At 4th level, you craft a lesser version of a night hag's heartstone. As long as this stone is worn by you, it grants a +4 bonus on saving throws made to resist diseases, and allows you to become ethereal, as the spell *ethereal jaunt*, once per day. Additionally, once per day, you can use the heartstone to trap the soul of a recently deceased creature, as the spell *soul bind*. Trapped souls are stored inside the heartstone, which can hold a number of Hit Dice worth of souls equal to 5 times your hag matron level at any given time. Your heartstone does not grant any benefits to any other creature that wears it, but you lose these benefits any time it is not in your possession.

Dream Haunting (Su): At 7th level, while ethereal, you can ride on the back of a sleeping creature, inflicting tormenting dreams upon it. Mounting a sleeping creature in this way is a move action, and time spent mounted on a creature does not count against the duration of the *ethereal jaunt* effect granted by your heartstone ability. You must remain mounted on the creature until it awakes, at which point it suffers 1 point of Constitution drain, and you gain a number of temporary hit points equal to its Hit Dice, which last until the next time you rest and regain your spells.

Consume Souls (Su): At 10th level, you can consume the souls you store in your heartstone. Whenever you cast a spell, you can choose to consume one soul currently trapped in your heartstone. This increases the spell's caster level by +4 and increases its saving throw DC by +2, but destroys the soul forever, necessitating a *wish* or *miracle* spell to restore it to existence before the creature can be resurrected.

Coven: You attract a night hag^{B1} and a sea hag. At 10th level, you attract either an annis hag or a green hag (your choice), who kills and eats the sea hag and replaces it within your coven.

Sea

The talk of numerous tales of terror told in whispers by event he most stalwart of sailing crews, sea hags are monsters of the deep, dragging sailors to water graves and fomenting chaos and discord in the oceans.

Hag Powers: Like a sea hag, you are most comfortable beneath the waves, and can use your horrific, piscine appearance to weaken and subdue your foes. Amphibious (Ex): You are as at home in the water as a fish. While in hag form, you gain a swim speed of 40 feet or your base land speed, whichever is greater. Additionally, you can breathe water as easily as air.

Evil Eye (Su): Beginning at 4th level, three times per day, while in hag form, you can cast your dire gaze at a single creature within 30 feet, forcing that creature to succeed on a Will save (DC 10 + your hag matron level + the highest of your Intelligence, Wisdom, or Charisma modifiers) or be staggered for as long as it can see you. This is a mind-affecting fear effect.

Horrific Appearance (Su): Beginning at 8th level, three times per day, while in hag form, you can dramatically flaunt your hideous visage, forcing each creature within 60 feet that can see you to succeed on a Fortitude save (DC 10 + your hag matron level + the highest of your Intelligence, Wisdom, or Charisma modifiers) or suffer 1d6 points of Strength damage. Creatures that are affected by this hag power or which successfully save against it cannot be affected again by this hag power for 24 hours. This is a mind-affecting effect.

Greater Evil Eye (Su): At 10th level, you can direct your evil eye at a creature that is already staggered by it. If the creature fails its saving throw, it falls comatose and sleeps for 2d4 days, during which time it cannot be awakened. This consumes a daily use of your evil eye hag power.

Coven: You attract 3 advanced sea hags^{B1}. At 10th level, you attract a fourth advanced sea hag.

Winter

Arrogant crones that live to spread winter's chill desolation throughout the land, these hags are petty and cruel tyrants with no more compassion or warmth than the season they embody.

Hag Powers: The forces of winter's gales are yours to command, and ice and snow hold no terror for you.

Icy Step (Su): While in hag form, you are able to traverse ice and snow with even greater ease than normal terrain. You ignore difficult terrain caused by ice and snow, and are affected as though by *pass without trace* whenever you are in icy or snowy environments. Further, you can climb on any icy surface as though with the spell *spider climb*, and you do not need to make Acrobatics checks to run or charge on ice.

Wintry Breath (Su): Beginning at 4th level, while in hag form, you can exhale a gust of arctic winter wind, which takes the form of a 30-foot cone that deals 4d6 points of cold damage to each creature in the area. A successful Reflex save (DC 10 + your hag matron level + your Constitution modifier) halves this damage. Creatures that fail their Reflex save are also blinded by snow and ice for 1d6 rounds. At 6th level, and every 2 levels thereafter, the amount of damage inflicted by this ability increases by 1d6. You can use this ability 3 times per day.

Ice Staff (Su): At 7th level, you learn a special hour-long ritual that you can perform once per week, allowing you to create a staff made of black ice that is as hard as steel and functions

as a +2 frost quarterstaff. As long as you are holding this staff, you can use *cone of cold* once per day as a spell-like ability. The staff melts after 1 week.

Winter Body (Su): At 10th level, while in hag form, your body is inured to the cold, although it is vulnerable to flames. You gain the cold subtype.

Coven: You attract a winter hag^{B4} and a green hag^{B1}. At 10th level, you attract a second winter hag, who kills and replaces the green hag in your coven.

PATRON OATHS

While most witches make seemingly one-sided arrangements with the mysterious otherworldly forces that serve as their patrons, gaining magic and the services of a familiar in exchange for relatively little on the part of the witch, some witches want even more, and are willing to serve their patron's interests in order to receive it. The following section provides rules for patron oaths, special bargains a witch can enter into with her patron, allowing her to gain powerful abilities and benefits in exchange for agreeing to serve her patron's interests.

Each patron oath is associated with a specific patron (such as agility or animals), and can only be taken by



Name: The oath's name is listed on the first line. **Description:** The following line provides a brief summary of the oath.

Patron: This entry lists which patron the oath is associated with.

Oath: This entry describes the drawbacks of the oath, in the form of any requirements that the witch must adhere to in order to avoid violating her oath, as well as any mechanical penalties she may suffer as a result of taking the oath. A witch who fails to adhere to the requirements outlined in this section is said to be in violation of her oath, and suffers penalties as a result (see oath violations, below).

Benefit: This entry describes the benefits that the witch receives for taking the oath. A witch who violates her oath loses these benefits until the violation has been addressed.



Oath Violations

It is easy to swear an oath, but not always easy to live up to it. A witch who violates the requirements outlined in the oath section of her patron oath immediately loses all benefits of her oath, and also treats her caster level as 2 lower than it actually is for the purposes of all spells that she casts. The witch must faithfully follow the restrictions of her oath for a full week before she regains the oath's benefits and ceases to suffer the penalty to her caster level. Each time the witch violates her oath, she must faithfully follow it for an additional week before she regains its benefits and loses the penalty (two weeks for the second violation, three weeks for the third violation, and so on). An *atonement* spell can be used to permanently renounce a patron oath, but if this occurs while the witch is currently suffering a penalty for violating her oath, she continues to suffer that penalty for as long as she otherwise would have (but need not continue to fulfill her oath during this time). Once a witch renounces her patron oath in this way, she can never take the oath again.

Patron Oaths

The types of oaths a witch can swear depend on her patron. At the GM's option, a witch might be allowed to swear an oath that does not match her patron, if the circumstances of the campaign dictate that she might strike a bargain with a different otherworldly power, or if the nature of the oath is a good fit with her familiar, such as an Oath of Waves for a witch with an aquatic familiar.

Oath of Change

You vow to combat the forces of stagnation, being a force for change and chaos.

Patron: Transformation.

Oath: You must champion change in all its forms, whether good or bad, and fight stagnation. You must not bow to tradition, must remain opening to trying new things, and must not allow yourself to become too predictable. Finally, when preparing your spells each day, you cannot prepare more than one instance of any given spell, and must prepare a different spell in each spell slot (for the purposes of this ability, a spell that has been modified by metamagic counts as a different spell than one that has not, so the witch could potentially prepare one *lightning bolt*, one silent *lightning bolt*, and one quickened *lightning bolt*).

Benefit: Whenever you cast a spell of the polymorph subschool on yourself, at any time during the spell's duration, as a standard action, you can transform yourself into a different form that you could have initially chosen when you cast the spell (for example, if you cast *beast shape I* to take the form of a wolf, at any time during the spell's duration, you could use this ability to take the form of any Small or Medium animal. You can use this ability once per spell. Additionally, the saving throw DCs of spells with the polymorph subschool that you cast on others increase by +1.



Oath of Darkness

You vow to do your best to cover the world in darkness, and chase back the hated light.

Patron: Shadow.

Oath: You must spread darkness and remove light. You cannot create any source of normal or bright light, including lighting torches or lanterns, creating such items, or casting spells that create normal or bright light. At least once per day, you must extinguish a source of normal or bright light that was not lit or created specifically for that purpose.

Benefit: Your magic is more potent in the shadows. The saving throw DCs of your spells and hexes that target a single creature increase by +1 as long as both you and the target are in a single contiguous area of darkness (including supernatural darkness).

Oath of Destruction

You swear to spread entropy and destruction in your wake.

Patron: Entropy^{HA}.

Oath: You swear yourself to be an agent of entropy, hastening the ultimate destruction of all things. Each day, you must either destroy an object or objects worth a total of at least 20 gp per witch level, or kill a total number of Hit Dice worth of intelligent creatures (those with an Intelligence score of 3 or higher) equal to 1/2 your witch level. In either case, the destruction or killing must be done for no other purpose than to fulfill this oath.

Benefit: The saving throw DCs of spells you cast with the death descriptor, as well as spells that deal damage to objects or destroy objects, increase by +1. Additionally, you gain a +2 bonus on saving throws made to resist death effects.

Oath of Elemental Purity

You devote yourself to a single element, and work to prevent it from mixing with other elements.

Patron: Elements.

Oath: Choose a single element: air, earth, fire, or water. Unless you chose air, you cannot cast spells with the air or electricity descriptor. Unless you chose earth, you cannot cast spells with the acid or earth descriptors. Unless you chose fire, you cannot cast spells with the fire descriptor. Finally, unless you chose water, you cannot cast spells with the cold or water descriptors. Additionally, you must work to prevent pure elemental deposits from becoming intermixed, including preventing elemental creatures from spending time on the Material Plane or other elemental planes.

Benefit: You can cast all spells granted by the elements patron, but their element changes to match the element you chose for your oath: if you chose air, these spells have the electricity descriptor, and deal electricity damage, instead of their normal damage type. If you chose earth, the spells have the acid descriptor, and deal acid damage. Similarly, if you chose fire, the spells have the fire descriptor and deal fire damage, and if you chose water, the spells have the cold descriptor and deal cold damage. Additionally, three times per day, when you cast a spell that deals acid, cold, electricity, or fire damage, you can have half of the spell's damage ignore any resistance or immunity to that damage type that affected creatures may possess.

Oath of Frost

You spread wintry chill wherever you go, but are vulnerable to intense heat.

Patron: Winter^{UM}.

Oath: Your body acts as a conduit for boreal energies, radiating cold around you, but actually leaving you more susceptible to heat. You emanate cold to a radius of 20 feet, reducing the temperature in that area by 2° Fahrenheit per witch level (to a minimum of 0° Fahrenheit). You are vulnerable to fire, suffering half again as much damage (+50%) from sources of fire damage. This weakness also applies to non-fire damage caused by heat, such as nonlethal damage inflicted by exposure to high temperatures.

Benefit: Your spells and hexes that deal cold damage deal 1 additional point of cold damage per damage die. Additionally, you gain a +2 morale bonus to Dexterity and Constitution as long as you are in an environment with a temperature of 0° Fahrenheit or less.

Oath of Grace

You vow to keep your body flexible and lithe, honing your abilities and serving as a paragon of grace. **Patron**: Agility.



Oath: You swear to keep yourself in peak physical condition, remaining quick and limber. Each day, you must spend at least one hour performing dexterity exercises. At the end of this time, you must make a DC 10 Dexterity check. If you fail the check by 5 or more, or fail this check for three consecutive days, or fail to perform this exercise at all for even one day, you have broken this oath. Additionally, if your Dexterity score is less than 15 at any time (including due to ability score damage or drain) you are considered to have broken this oath.

Benefit: You gain a +10-foot enhancement bonus to your movement speed. Additionally, whenever you make an Acrobatics or Escape Artist check, you can choose to substitute your witch level + your Dexterity modifier in place of your normal modifier for Acrobatics checks (situational modifiers, such as those gained from a running jump, still apply).

Oath of Guile

You swear to spread mischief and mayhem in your wake. **Patron**: Trickery.

Oath: You must perform regular pranks and tricks on others. Each day, you must perform at least one trick or prank on another creature, who cannot be a willing participant in this activity. The trick or prank can be anything from using an illusion spell to an elaborate affair involving costumes and accomplices, but should involve actively deceiving one or more creatures and manipulating them into acting in a way that makes them appear foolish, is not in their best interest, or is beneficial to you, and which they would not otherwise have done.

Benefit: You can cast *aura alteration*^{OA} on yourself at will as a spell-like ability. Additionally, the saving throw DCs of spells you cast with the figment or glamer subschools increases by +1.

Oath of Hedonism

You devote yourself fully to the pursuit of pleasure in all its forms.

Patron: Decadence^{HA}.

Oath: You swear never to deny yourself any worldly pleasures that strike your fancy, living life in the lap of luxury. You must expend at least 10 gp per witch level per day on exotic foods, drinks, entertainment, and so on.

This counts as living a wealthy lifestyle, and beginning at 4th level, it counts as living an extravagant lifestyle. You must also attempt to spread your hedonism to others, inviting them to share in your lavish decadence. While you are free to demand favors or other recompense from those with whom you share your lifestyle, you must tempt at least 1 new person into a decadent act at least once per week, or you are considered to have broken this oath.

Benefit: Your tendency to overeat strange and exotic foods has given you a tolerance for poisons and diseases, and you gain more out of pleasurable emotions than those less willing to indulge themselves. You gain a +2 competence bonus on saving throws made to resist poisons and diseases. Additionally, whenever you gain a morale bonus of any kind, that bonus increases by 1.

Oath of Insight

You vow to spread wisdom wherever you go, fostering learning, curiosity, and critical thinking.

Patron: Wisdom.

Oath: You vow to foster learning and thought in others. You must attempt to teach others to think critically for themselves, and help them to develop their own wisdom. As a result, whenever possible, you must not solve others' problems for them, but instead help them to find ways to solve problems for themselves. Additionally, you must defer to the wisdom of others, giving great value and consideration to the advice and teachings of your elders, as well as those appointed to positions of spiritual significance.

Benefit: You can cast *augury* as a spell-like ability a number of times per day equal to 3 + your Wisdom modifier. It takes only a move action for you to do so.

Oath of Lies

You forswear the truth, giving yourself over entirely to the forces of deception.

Patron: Deception.

Oath: You vow never to speak the truth. You cannot make any statement that you believe to be factually correct. You can ask leading questions, strongly imply true things, or even develop a pattern of speaking the exact opposite of the truth, allowing those who discern the pattern to decipher your meaning. This



has no impact on your ability to give commands, ask questions, or otherwise make non-statements, provided that those questions or commands do not contain statements within them (for example, you could not say "did you know the sky is blue?" or "Paint this canvas blue, because that is the same color as the sky."). Additionally, you suffer a –2 penalty on Bluff and Diplomacy checks, as you have a naturally untrustworthy mien.

Benefit: You are immune to spells that would read your thoughts or memories, and all statements that you make are treated as true for the purposes of spells such as *discern lies* or *zone of truth*. Additionally, you can perfectly mimic the voices of other creatures, as the sound mimicry universal monster ability.

Oath of Madness

You willingly subject yourself to madness, and can inspire it in others.

Patron: Insanity^{UM}.

Oath: You willingly subject yourself to insanity. You gain a single insanity of your choice. Every 5 witch levels beyond 1st, you gain an additional insanity of your choice. These insanities can be cured normally, but if they are, you are considered to have broken this oath. You can regain insanities lost in this way by performing a 24 hour ritual. The *Pathfinder Roleplaying Game: GameMastery Guide* has basic rules for dealing with insanity and madness, and more extensive rules for madness are found in *Pathfinder Roleplaying Game: Horror Adventures* and in the *Tome of Madness* from Legendary Games.

Benefit: Whenever a confused creature within 60 feet of you rolls to determine what action it will take as a result of its confusion, it rolls twice and you choose which result is used. Additionally, once per day, you can force a single creature within 60 feet of you to succeed on a Will save (DC = 10 + 1/2 your witch level + your Intelligence modifier) or gain a single insanity of your choice.

Oath of Might

You vow to keep your body strong and hearty, honing your muscles and serving as a paragon of physical might. **Patron**: Strength.



Oath: You swear to keep yourself in peak physical condition, remaining muscular and strong. Each day, you must spend at least one hour performing strengthbuilding exercises. At the end of this time, you must make a DC 10 Strength check. If you fail the check by 5 or more, or fail this check for three consecutive days, or fail to perform this exercise at all for even one day, you have broken this oath. Additionally, if your Strength score is less than 15 at any time (including due to ability score damage or drain) you are considered to have broken this oath.



Benefit: Three times per day, you can add your Intelligence modifier to your Strength modifier for the purposes of a single attack roll, ability check, or skill check. Additionally, you add your Intelligence modifier to your combat maneuver defense.

Oath of Nightmares

You willingly subject yourself to endless torments in your dreams in exchange for power.

Patron: Nightmares^{HA}.

Oath: You are plagued by terrible nightmares each night, as your patron rakes your mind with terrible visions to harvest your fear and terror as you sleep. Whenever you rest, you must succeed on a Will save (DC = 10 + 1/2 your witch level + your Intelligence)

modifier) or be plagued by terrible nightmares. Failure indicates that you suffer 1d4 points of damage, plus 1d4 additional points of damage for every two witch levels you possess beyond 1st. Further, if you fail your saving throw, you awaken fatigued, and are also able to prepare one less spell per spell level that day. Anything that prevents you from having to make this Will save (such as spells or magic items that protect you from nightmares, or even simply refusing to sleep) causes you to be considered to have broken this oath.



Oath of Pestilence

You devote yourself to spreading virulence and disease, culling the weak and laying low the strong. **Patron**: Plague.

Oath: You must actively promote the spread of disease. Each day, you must take steps to expose at least one creature to some form of disease. The creature must not be one of your enemies, and it must be a creature that is not immune to the disease, or otherwise unable to be

affected by it. **Benefit:** You can cultivate diseases, allowing you to craft and deliver doses of disease in a manner similar to crafting a poison with Craft (alchemy). The DC to make a dose of disease in this way is equal to its Fortitude save

> DC. Rolling a natural 1 on a Craft skill check while making a dose of disease exposes you to the disease. This does not consume the dose. The cost to create a dose of disease is equal to the disease's Fortitude save DC minus 10, multiplied by 100 gp (so a disease with a Fortitude save DC of 14 would cost 400 gp to create). You can create one dose of disease in one hour. Doses of disease created in this way can be used in a manner identical to poisons of the same type (contact, ingested, inhaled, or injury).

Benefit: The saving throw DCs of your spells and hexes with the fear descriptor are increased by +1. Additionally, once per day, as a standard action, you can curse a single creature within 60 feet with terrible nightmares. From that time on, each time the creature rests, he is affected as though by the spell *nightmare* (DC = 10 + 1/2 your witch level + your Intelligence modifier, with no adjustments based on your knowledge of or connection to the target). This continues until the creature succeeds on a saving throw to resist the effect, dies, or convinces you to release him from the curse. Because the nightmares are sent by your patron, you do not need to enter a trance while the creature is asleep in order to deliver the nightmare.

Oath of Secrets

You vow to gather secrets and keep them for yourself. **Patron**: Conspiracies^{UM}.

Oath: You are sworn to secrecy. You must never share secret information with anyone unless doing so benefits you in a direct and tangible fashion (such as if they offer you goods or services in exchange for the information, or you believe that they will act on the information in a way that directly benefits you). Additionally, you must actively work to uncover secret information, and must learn at least one secret per week. The GM is the final arbiter of what information does and does not count as a secret for this purpose, but generally any information known by relatively few people suffices.

Benefit: You gain a bonus on Bluff checks to convey secret messages, as well as on Disguise checks, equal to 1/2 your witch level. Additionally, once per day, when you cast a spell, you can choose to have it appear to be a different spell of the same spell level to anyone that succeeds on a Spellcraft check to identify it as you cast it. You must determine what spell it will appear to be when you begin casting it, and it must appear to be a spell that you know and are able to cast. Creatures that succeed on their Spellcraft checks are entitled to a Will save (DC = 10 + 1/2 your witch level + your Intelligence modifier) to successfully identify the spell, rather than seeing it as the spell you designated.

Oath of the Grave

You swear to bring death to those who have cheated it, and to surrender yourself to death when your time has come.

Patron: Death^{UM}

Oath: You swear to ensure that death comes to all things, and cannot suffer anyone attempting to avoid this inevitable fate. You cannot cast spells that return dead creatures to life, and must do what you can to prevent such spells from being cast. You must also oppose those who use undeath to extend their life span well beyond mortal means, but do not necessarily oppose the creation or use of undead in and of itself. If you die, you cannot be returned to life by any means.

Benefit: The saving throw DCs of your hexes and spells with the death descriptor increase by +1.

Oath of the Wild

You swear your allegiance to the beasts and other creatures of the wild, and in exchange, they lend you their aid, as well.

Patron: Animals.

Oath: You vow not to suffer a wild animal being caged, tamed, or trained, nor can you abide any who hunt for sport. Should you encounter a wild animal in such a situation, you must act to free or protect the animal in question, and bring vengeance upon those who would disrespect the majestic creature. Additionally, you suffer a -2 penalties on attack rolls made against animals, and

that someone actively wants to keep hidden, and which is animals gain a +2 bonus on saving throws made to resist your hexes and spells.

> Benefit: You can speak with animals, as the spell speak with animals, for a total number of minutes each day equal to your witch level. Additionally, you can improve the attitude of animals. This functions as the druid's wild empathy class feature, except that the bonus is equal to your witch level, rather than your druid level. If you use wild empathy in conjunction with speak with animals, you can use either your normal bonus for wild empathy or your normal bonus for Diplomacy checks, whichever is higher, and you can make requests of the animal using Diplomacy.

Oath of Toughness

You vow to keep your body healthy and durable, honing your abilities and serving as a paragon of endurance.

Patron: Endurance.

Oath: You swear to keep yourself in peak physical condition, remaining tough and conditioned. Each day, you must spend at least one hour performing endurance exercises. At the end of this time, you must make a DC 10 Constitution check. If you fail the check by 5 or more, or fail this check for three consecutive days, or fail to perform this exercise at all for even one day, you have broken this oath. Additionally, if your Constitution score is less than 15 at any time (including due to ability score damage or drain) you are considered to have broken this oath.

Benefit: You gain 1 additional hit point per witch level, and gain a bonus on Fortitude saves equal to 1/4 your witch level.

Oath of Vengeance

You must seek revenge for every indignity that you suffer. Patron: Revenge^{HA}.

Oath: You vow to allow no slight against you to go unpunished. Each day, you must enact revenge against someone or something that has slighted you. Even if no creature actually slights you in any way, your mind creates insults and injuries where none were intended. The revenge must be at least equal in proportion to the slight that you suffered, although it can be much more severe, if desired. Generally, engaging in combat against creatures that otherwise intended to fight you does not





qualify as revenge in this fashion, but initiating combat against one or more creatures specifically to deliver your vengeance qualifies, and, at the GM's discretion, certain particularly cruel combat tactics (usually those which involve overwhelming and unnecessary force) may qualify for this requirement.

Benefit: The saving throw DCs of your spells and hexes are increased by +1 against creatures that have damaged or otherwise harmed you since the end of your last turn. Additionally, you gain a bonus equal to 1/2 your witch level on Intimidate checks.

Oath of Waves

You vow to ensure that water remains free-flowing and unpolluted.

Patron: Water.

Oath: You must fight to preserve the quality and clarity of water. You must not allow water sources to become contaminated, and must not contribute to such contamination yourself. You must also oppose the unnatural hoarding of water, preventing it from completing its cycle of evaporation and condensation. Finally, you suffer a -2 penalty on attack rolls, AC, and CMD as long as you are not in the water.

Benefit: You gain a swim speed equal to your base land speed, and can breathe water as well as air. Additionally, you can cast *control water* as a spell-like ability once per day, and whenever you cast *control water*, you can choose to instead move an amount of water equal to 1/100th of the amount the spell can control to a different location within range.



NEW HEXES

The following hexes can be selected by a witch in place of those normally available.

Animate Objects

The witch can animate a single object to do her bidding. **Effect**: As a standard action, the witch can imbue a single object of Medium size or smaller with animation, allowing it to perform simple tasks. At 1st level, the animated object is very limited in what it can do, and can perform only tasks that could be performed with *unseen servant*. The object is also limited by its form (so a bucket would be able to carry water, and a broom would be able to sweep floors, but neither could do the task of the other), but has an effective Strength score of 6, rather than 2, and exerts the appropriate amount of force

based on the object's actual weight. Also, unlike an unseen servant, the object gains a fly speed of 20 feet with perfect maneuverability. The witch can animate only one object in this way at a time, although she can move the animating effect to another object as a swift action. She can use this ability for a total number of hours per day equal to her Intelligence modifier, which must be spent in 10-minute increments. At 5th level, the witch can animate a number of objects equal to her Intelligence modifier in this fashion simultaneously. Animating multiple objects in this way does not further count against the amount of time she can use this ability each day.

Buoyancy

The witch's body is particularly buoyant, making it difficult for her to drown.

Effect: At 1st level, the witch can hold her breath for twice as long as normal before needing to make Constitution checks to continue holding her breath, and she also gains a +4 racial bonus on Swim checks. At 3rd level, she gains a Swim speed equal to 1/2 her base land speed. At 5th level, she gains the ability to walk on water, as the spell *water walk*, 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.

Haruspex

The witch can divine the future from the entrails of a sacrificed creature.

Effect: By spending 10 minutes sifting through the entrails of a sacrificed creature (one that the witch herself killed with a coup de grace action), the witch can divine the future. At 1st level, this functions as the spell *augury*. At 5th level, as long as the sacrificed creature was Tiny or larger and was either a mammal or an intelligent creature (one with an Intelligence score of 3 or higher), it functions as *divination*, instead. At 9th level, as long as the sacrificed creature, it functions as either *commune* (with the witch's patron answering the questions) or *legend lore*, whichever the

witch prefers. Regardless of the exact effect, the witch can use this ability three times per day.

Skull Sentinel

The witch can transform a humanoid skull into an alarm.

Effect: By performing a 1-minute ritual, the witch can imbue a humanoid skull with a semblance of life, allowing it to serve as a sentinel. The skull radiates an *alarm* effect, except the area is an emanation whose radius is equal to 5 feet per level of the witch, and it is centered on the skull. Further, the skull can only provide an audible alarm, which takes the form of a shrill

cackling. If the skull is moved from its position for any reason, the effect ends, but otherwise, it lasts for 24 hours. At 5th level, the skull functions as *selective alarm*^{UI} instead, with the same adjustments. At 9th level, the creature triggering the alarm must succeed on a Will save or be shaken for 1 minute after doing so.

Spectral Deliverance

The witch can deliver her hexes via a spectral image of herself.

Effect: As long as the witch has a possession belonging to a particular creature, she can use her hexes on that creature at a range of up to 1 mile. Using a hex in this



way increases the time required to perform it by 1 round per 500 feet of distance from the witch to the target, during which time she must close her eyes and concentrate on the effect. At the end of this time, when the hex takes effect, the target sees a spectral image of the witch, who glares balefully, points menacingly, or otherwise clearly identifies itself as the source of the hex. Generally only the target can see this apparition, although characters with *true seeing* or similar effects can see it, as well. The witch can deliver hexes in this way a total number of times per day equal to her Intelligence modifier, and never more than once on the same creature in a single 24-hour period.

Witch Cake

The witch can bake a special witch cake that can be used to battle curses.

Effect: The witch learns to bake a magical pastry known as a witch cake, which can be used to punish the source of a curse. Doing so takes 8 hours, and requires that the witch include at least 1 ounce of blood, saliva, or similar fluid from a creature that is currently suffering from a curse or a spell with the curse descriptor. Once the cake has been made, if it is consumed by any creature (it is typically fed to an animal, for sanitary reasons), the spellcaster responsible for the curse afflicting the target suffers 1d6 points of damage per spell level of the curse (or 4d6 points of damage, for non-spell curses with no spell level equivalent). If the target was suffering from multiple curses, or multiple creatures were somehow responsible for the same curse, this damage is divided evenly among each creature responsible for cursing the target. A witch cake loses its magical potency if it is not consumed within 24 hours. Finally, the mere creation of a witch cake grants the target a +4 bonus on her next saving throw to resist the curse's effects.

Witch's Milk

The witch can produce a special milk that empowers her familiar.

Effect: The witch's body is able to produce a special milk that provides magical nourishment for her familiar. For some witches, this milk flows from a supernatural witch's teat specifically for that purpose, whereas other witches produce the milk by drawing it from their mouth

or nose, or by other, stranger means. Whatever the case, feeding this milk to her familiar takes 15 minutes, and can be performed as part of preparing her daily spells. As long as the familiar is fed in this way each day, it gains a +4 enhancement bonus to its Strength, Dexterity, and Constitution scores. Additionally, each day, when the witch feeds her familiar, she can choose to expend a single 1st-level spell slot. If she does, she can choose a single 1st-level spell, known by her familiar. Her familiar is able to cast that spell once that day as a spell-like ability. The saving throw DC, caster level, and all other aspects of the spell are treated as though the witch herself had cast it. If the spell is not cast by the next time the witch rests and regains her spells, it is lost.

MAGIC ITEMS

The following items are of particular use to witches in their most classic sense, with bubbling cauldrons of eldritch power and tattered hats and battered brooms that nonetheless possess great power.

PRICE 96,305 GP

PRICE 65,000 GP

BROOM OF CHASTISEMENT

Slot none CL 9th Weight 8 lbs. Aura moderate necromancy

This broom has a thick handle that appears worn smooth with use, and the bristles on the end are gnarled and covered in burrs. In addition to functioning as a +3 vicious greatclub, whenever a creature is struck by the broom, that creature must succeed on a DC 17 Will save or suffer a -1 penalty on attack rolls made against the broom's wielder. Each successive strike requires a new Will save, and the penalties stack. However, once a creature succeeds on one of these Will saves, it is immune to any further saves required by the *broom of chastisement*, although any existing penalty remains. These penalties last for 24 hours, or until removed with *remove curse*, or a similar effect.

CONSTRUCTION REQUIREMENTS	Cost 48,305 GP
Craft Magic Arms and Armor, bestow curse, enervation	

CAULDRON OF POTIONS

Slot none CL 5th Weight 50 lbs.

Aura faint universal Made of beaten brass and engraved with arcane runes around its mouth, this cauldron stands upon three short metal legs that extend from the base. Three times per day, if the cauldron is filled with water and boiled over an open flame for 15 minutes, it can be commanded to produce a potion. The potion can be any spell that can normally be made into a potion, but if the user does not personally know the spell in question, she must succeed on a Spellcraft check (DC = 15 + the spell's level), or the cauldron produces a *cure serious wounds* potion, instead. Potions created in



this way can be harvested from within the cauldron and stored in vials or other containers. Any potions created in this way have the minimum possible caster level, and lose their potency after 24 hours if they have not been used by then.

CONSTRUCTION REQUIREMENTS COST 32,500 GP Brew Potion, Craft Wondrous Item

CLEANSING BESOM PRICE 65,305 GP

Slot none CL 11th Weight 8 lbs. Aura strong abjuration

These plain-looking brooms are made from a stout wooden stick to which numerous long, straight twigs have been tied on one end with twine. A cleansing besom functions as a +1 greatclub. Additionally, three times per day, a character can use it to sweep a 20-footradius area over the course of 10 minutes, affecting the area, as well as each creature or object that remains within the area for the entire sweeping period, as though with the area dispel version of greater dispel magic. Further, whenever a critical hit is confirmed with the cleansing besom, the wielder can choose to have it affect the target as though with the targeted dispel version of greater dispel magic.

CONSTRUCTION REQUIREMENTS COST 32,805 GP Craft Magic Arms and Armor, greater dispel magic

HAT OF EYES

PRICE 60,000 GP

Slot head CL 7th Weight 1 lb.

Aura moderate divination

This conical black hat has a wide brim, and is studded with several eyes at various points on its crown, each of which are different shapes, colors, and sizes, and which seem to move and look about at various creatures and objects nearby. As long as the hat is worn, the wearer gains darkvision to a range of 60 feet, gains a +5 bonus on Perception checks, and cannot be flanked. The wearer is unable to avert her eyes when confronted by a creature with a gaze attack, however, and suffers a -4 penalty on saving throws made to resist sight-based attacks. Additionally, the hat features a number of special eyes, with effects that can each be used once per day. The saving throw DC for each of these abilities is 16, and the wearer's effective witch level is equal to the hat's caster level.

Evil Eye: When activated, this angry red eye glares balefully at a single creature within 60 feet, affecting that creature as though by the evil eye witch's hex.

Newt's Eye: When activated, this amber reptilian eye mimics the effects of a *clairaudience/clairvoyance* spell (the *clairvoyance* version only), but the wearer's normal eyesight is rendered blind for the duration of the effect.

Spirit Eye: When activated, this pale blue vulture's eye allows the wearer to see any invisible or ethereal creatures within 120 feet of

her, as though with the spell *see invisibility*. This effect lasts for 10 minutes.

Wizard Eye: When activated, this bright amethyst eye grants the wearer the ability to read auras, as the spell *analyze aura*^{OA}, for 5 minutes. Unlike *analyze aura*, she can focus on a new creature or object each round, if desired.

CONSTRUCTION REQUIREMENTS	Cost 30,000 GF
Craft Wondrous Item, true seeing or analyze aura ^{OA} ,	clairaudience/
clairvoyance, and see invisibility	

STORAGE HAT

leight 2 lbs

PRICE 5,000 GP

Slot head CL 3rd Weight 3 lbs. Aura faint transmutation

This tall, conical hat has a wide, circular brim and is made of worn brown leather, which causes the point of the hat to slump faintly to one side. The interior of the hat is similar to a *bag of holding*, and can hold up to 200 lbs. of contents in whatever volume is required, but the opening cannot accommodate objects that are broader or wider than a Medium creature. As a full-round action, the hat's wearer can remove it from her head, hold it in one hand, name a creature or object stored inside, and then reach inside to



pull out the creature or object. Alternatively, if no specific creature or object is named, or if the named creature or object is not in the hat, a random creature or object within the hat is removed, instead. Unlike a bag of holding, the extradimensional space inside a storage hat has a constant supply of fresh air, allowing living creatures to be stored safely for brief periods of time (until thirst and hunger set in).

Additionally, as a standard action, while wearing the hat, the wearer can speak a command word in order to cause herself to be pulled bodily into the extradimensional space within the hat, leaving the hat behind. She can exit the extradimensional space with the same command word, but only as long as the hat is not currently being worn by another creature. If the hat is destroyed, any creatures or objects in the extradimensional space remain trapped there. A plane shift spell, using a remnant of the hat as a focus, allows access to that particular dimensional space, and other powerful magic may make recovering lost creatures or objects possible, as well.

CONSTRUCTION REQUIREMENTS	Cost 2,500 GP
Craft Wondrous Item, rope trick	
Toxic Cauldron	PRICE 10,000 GP

CL 7th Weight 50 lbs. Slot none Aura moderate necromancy

This cauldron is made of jet black cast-iron, which has an unusually oily green sheen to its luster. Once per day, if the cauldron is filled with water and boiled over an open flame for at least an hour, it can be commanded to produce one or more doses of any poison the user specifies, whose market price per dose is equal to or less than 500 gp. The cauldron can produce multiple doses of poison if desired, but each dose must be of the same type of poison, and the total value of all doses created in this way must be less than 500 gp. Once the poison is created, it can safely be harvested from within the cauldron. Any poisons created in this way lose their potency after 24 hours, if they have not been used by then.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, poison

TRUTHTELLING CAULDRON

PRICE 25,000 GP

COST 5,000 GP

CL 7th Weight 50 lbs. Slot none Aura moderate divination

The mouth of this pewter cauldron has been fastidiously carved to resemble the open, leering mouth of a demon. The cauldron is completely immune to fire damage, and, as long as it is filled with liquid, extends this protection to any creatures or objects placed inside it (although not the liquid). If a creature that is wholly or partially inside the cauldron speaks a deliberate lie, the cauldron withdraws its protection from that creature for 1 minute. As a result, the cauldrons are most often used for interrogation or when forcing someone to swear an oath, with the cauldron filled with boiling water or oil, and the creature's hand (or in some cases, entire body) placed within the cauldron, such that if the creature lies, it will be burned. Generally speaking, if a hand or limb is submerged in this way, the lying creature suffers 1d6 points of fire damage per round, and a creature that is completely submerged suffers 10d6 points of fire damage per round, although depending on the exact nature of what fills the cauldron and how it is being heated, the damage may vary. A creature damaged in this way can make a Bluff check, opposed by the Sense Motive checks of observers, to hide the fact that he was harmed. If he attempts to do so, he must also make a Fortitude save (DC = 10 + the damagedealt on the previous round), or suffer a -20 penalty on the Bluff check. The cauldron is large enough to comfortably fit a single Medium creature inside. Climbing in or out of the cauldron is a full-round action.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, burning hands, discern lies

COST 12,500 GP

LESSER FAMILIARS

There is a certain allure to having an imp, quasit, or other outsider as a familiar, which goes beyond the mechanical abilities that they possess. At the end of the day, it's just more exciting to have a truly magical creature at your beck and call than a hawk or a toad. Not everyone has a spare feat to spend on Improved Familiar, however, nor does every game make it to a high enough level to gain access to most familiars. The following are lesser versions of some of the most popular improved familiars for evil characters. Unlike their greater kin, these familiars can be taken by spellcasters even without Improved Familiar. Enterprising GMs may also find uses for them in very low-level games, as well.

ASURA, LESSER TRIPURASURA

CR 1/2

LE Tiny outsider (asura, evil, extraplanar, lawful) Init +1; Senses darkvision 60 ft.; Perception +10

DEFENSE

XP 200

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size) hp 6 (1d10+1)

Fort +3, Ref +1, Will +4; +2 vs. enchantments

Immune curse effects, disease, poison; **Resist** acid 10, electricity 10 OFFENSE

Speed 20 ft.

Melee sting+4 (1d4–2 plus poison) Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 6, Dex 12, Con 12, Int 13, Wis 15, Cha 13 Base Atk +1; CMB -3; CMD 8

Feats Weapon Finesse

Skills Acrobatics +5 (+1 when jumping), Appraise +5, Bluff +5, Escape Artist +7, Knowledge (planes) +5, Perception +10, Perform (dance) +5, Stealth +13; Racial Modifiers –4 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ elusive

ECOLOGY

Environment any (Hell) Organization solitary or gang (3–10) Treasure standard

SPECIAL ABILITIES

Elusive (Su) The lesser tripurasura and items it carries are considered to be under the effects of a *nondetection* spell. A caster must succeed at a DC 12 caster level check to overcome this effect.

Poison (Ex) Sting—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis damage; *cure* 1 save. The save DC is Constitution-based.

r	Constitution-based.
1	DAEMON, LESSER CACODAEMON CR 1/2
	XP 200
	NE Tiny outsider (daemon, evil, extraplanar)
	Init +0; Senses darkvision 60 ft.; Perception +4
	DEFENSE
	AC 14, touch 12, flat-footed 14 (+2 natural, +2 size)
	hp 6 (1d10+1)
S	Fort +1, Ref +4, Will +2
	Immune acid, death effects, disease, poison; Resist cold 10,
	electricity 10, fire 10
	OFFENSE
	Speed 5 ft., fly 40 ft. (average)
	Melee bite +3 (1d4 plus disease)
	Space 2-1/2 ft.; Reach o ft.
	STATISTICS
	Str 10, Dex 11, Con 13, Int 8, Wis 11, Cha 10
	Base Atk +1; CMB -1; CMD 9
_	Feats Lightning Reflexes
-	Skills Bluff +4, Fly +8, Knowledge (planes) +3, Perception +4, Stealth
	+12 Languages Abyssal, Common, Infernal; telepathy 30 ft.
	ECOLOGY
-	Environment any (Abaddon) Organization solitary or swarm (2–10)
-	Treasure standard
	SPECIAL ABILITIES
	Disease (Su) Cacodaemonia: Bite—injury; save Fort DC 11; onset 1
-	day; frequency 1/day; effect 1d2 Wis damage; cure 2 consecutive
-	saves. In addition to the normal effects of the disease, as long
	as a victim is infected, the lesser cacodaemon can telepathically
	communicate with the creature at a range of up to 5 miles. The
	save DC is Constitution-based.
	DEMON, LESSER QUASIT CR 1/2
	XP 200
	CE Tiny outsider (demon, evil, extraplanar, lawful)
	Init +1; Senses darkvision 60 ft.; Perception +5
_	DEFENSE
-	AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
	hp 5 (1d10)
	Fort +0, Ref +3, Will +3
-	Immune electricity, poison; Resist acid 10, cold 10, fire 10
-	OFFENSE
	Speed 20 ft., fly 40 ft. (average)
	Melee 2 claws +4 (1d3–2 plus poison), bite +4 (1d4–2)
	Space 2-1/2 ft.; Reach o ft.
	STATISTICS
	Str 6, Dex 12, Con 11, Int 11, Wis 12, Cha 11



Base Atk +1; CMB -3; CMD 8



Feats Weapon Finesse Skills Bluff +4, Fly +9, Intimidate +4, Knowledge (planes) +4, Perception +5, Stealth +13 Languages Abyssal, Common

ECOLOGY **Environment** any (Abyss) **Organization** solitary or flock (2–12) Treasure standard

SPECIAL ABILITIES

Poison (Ex) Claw—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Dex damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

DEVIL, LESSER IMP

XP 200

LE Tiny outsider (devil, evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft., see in darkness; Perception +5 DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 5 (1d10) **Fort** +0, **Ref** +4, **Will** +3 Immune fire, poison; Resist acid 10, cold 10 **OFFENSE**

Speed 20 ft., fly 40 ft. (average) Melee sting +5 (1d4-2 plus poison) Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 6, Dex 15, Con 10, Int 11, Wis 12, Cha 14 Base Atk +1; CMB -3; CMD 9 Feats Weapon Finesse Skills Acrobatics +6, Bluff +6, Fly +10, Knowledge (planes) +4, Perception +5, Stealth +14 Languages Common, Infernal

ECOLOGY

Environment any (Hell) Organization solitary, pair, or flock (3-10) Treasure standard SPECIAL ABILITIES

Poison (Ex) Sting—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d2 Dex damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

CR 1/2

CR 1/2

DIV, LESSER DORU

XP 200 NE Tiny outsider (div, evil, extraplanar)

Init +2; Senses darkvision 60 ft., see in darkness; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 5 (1d10)

Fort +2, Ref +2, Will +3

Immune fire, poison; Resist acid 10, electricity 10

OFFENSE

Speed 20 ft., fly 40 ft. (average) Melee bite +5 (1d4-2 plus poison) Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 6, Dex 15, Con 10, Int 10, Wis 12, Cha 14 Base Atk +1; CMB -3; CMD 9 Feats Weapon Finesse Skills Bluff +6, Fly +10, Knowledge (arcana) +4, Knowledge (planes) +4, Perception +5, Stealth +14 Languages Abyssal, Celestial, Infernal; telepathy 30 ft.

ECOLOGY

Environment any (Abaddon) **Organization** solitary Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Wis damage; cure 2 consecutive saves. The save DC is Constitution-based.

DRAKE, LESSER SHADOW

XP 200 CE Tiny dragon (cold) Init +3; Senses darkvision 60 ft., low-light vision; Perception +5 DEFENSE



CR 1/2

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 7 (1d12+1) Fort +3, Ref +5, Will +3 Immune cold, paralysis, and sleep

Weaknesses light sensitivity, vulnerable to fire OFFENSE

Speed 20 ft., fly 40 ft. (average) Melee bite +6 (1d3-2), tail slap +6 (1d3-2) Space 2-1/2 ft.; Reach o ft. (5 ft. with tail) Special Attacks stygian breath

STATISTICS

Str 7, Dex 16, Con 12, Int 11, Wis 12, Cha 16 Base Atk +1; CMB -3; CMD 10 Feats Weapon Finesse

Skills Acrobatics +7 (+3 when jumping), Disable Device +4, Fly +11, Perception +5, Sleight of Hand +4, Stealth +15; Racial Modifiers -4 Acrobatics when jumping

Languages Common, Draconic

SQ speed surge

ECOLOGY

Environment any

Organization solitary, pair, or rampage (3–5) Treasure standard

SPECIAL ABILITIES

- Speed Surge (Ex) Once per day as a swift action, a lesser shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.
- Stygian Breath (Su) Once per day, as a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 12 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. The save DC is Constitution-based.

GREMLIN, LESSER NUGLUB

XP 200

CR 1/2

CE Small fey

Init +3; Senses darkvision 120 ft., low-light vision; Perception +7

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size) **hp** 5(1d6+2)

Fort +1, Ref +5, Will +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +0 (1d4 plus grab), 2 claws +0 (1d3 plus trip)

STATISTICS

Str 11, Dex 16, Con 13, Int 8, Wis 9, Cha 12 Base Atk +0; CMB +0 (+4 grapple and trip); CMD 13 Feats Toughness

Skills Acrobatics +7, Climb +8, Craft (traps) +7, Intimidate +6, Perception +7, Stealth +11; Racial Modifiers +4 Craft (traps), +4



Intimidate, +4 Perception Languages Undercommon SQ kneecapper

ECOLOGY

Environment any underground or urban **Organization** solitary, pair, or gang (3–6) Treasure standard SPECIAL ABILITIES

Kneecapper (Ex) A lesser nuglub has a +4 racial bonus on combat maneuver checks to trip an opponent.

CR 1/3

ISITOQ, LESSER

XP 135 NE Diminutive undead Init +1; Senses darkvision 60 ft.; Perception +5 DEFENSE AC 15, touch 15, flat-footed 14 (+1 Dex, +4 size) hp 4 (1d8) Fort +0, Ref +1, Will +3 Immune undead traits OFFENSE Speed 5 ft., fly 30 ft. (average)



Melee slam +5 (1d2-3) Space 1 ft.; Reach o ft. Special Attacks daze, tears of anguish

STATISTICS

Str 4, Dex 13, Con —, Int 7, Wis 12, Cha 11 Base Atk +o; CMB -7; CMD 4 (can't be tripped) Feats Weapon Finesse Skills Fly +6, Perception +5, Stealth +17 Languages Common (can't speak)

ECOLOGY

Environment any **Organization** solitary or gang (2–8) Treasure none

SPECIAL ABILITIES

Tears of Anguish (Su) As a full-round action, a lesser isitoq can make a ranged touch attack to squirt tears into the eyes of a creature within 30 feet. If the target fails a DC 11 Will save, it is dazed for 1 round as its mind is flooded with images of the last seconds of the lesser isitoq's existence as a living creature. Whether a creature succeeds or fails on its saving throw, it cannot be affected by the same lesser isitoq's tears of anguish again for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

KYTON, LESSER AUGUR

XP 200

LE Tiny outsider (evil, extraplanar, kyton, lawful) Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) **hp** 6 (1d10+1)

Fort +1, Ref +6, Will +3

Immune cold

OFFENSE

Speed 20 ft., fly 40 ft. (average) Melee gore +2 (1d4-1 plus bleed) Space 2-1/2 ft.; Reach o ft. Special Attacks bleed (1d2), unnerving gaze (30 ft., DC 8)

STATISTICS

Str 8, Dex 15, Con 12, Int 13, Wis 12, Cha 7 Base Atk +1; CMB -2; CMD 10 (can't be tripped) Feats Lightning Reflexes Skills Bluff +2, Escape Artist +6, Fly +6, Intimidate +2, Perception +5, Sense Motive +5, Sleight of Hand +6, Stealth +14 Languages Common, Infernal (cannot speak)

ECOLOGY

Environment any (Plane of Shadow) Organization solitary, pair, pack (3-5) or squad (6-8) **Treasure** standard

SPECIAL ABILITIES

Unnerving Gaze (Ex) A creature that succumbs to a lesser augur's unnerving gaze becomes shaken for 1 round. Whether a creature succeeds or fails on its saving throw, it cannot be affected by the same lesser augur's unnerving gaze again for 24 hours.

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ONI, LESSER SPIRIT CR 1/2
XP 200
LE Tiny outsider (native, oni)
Init +3; Senses darkvision 60 ft.; Perception +5
DEFENSE
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 6 (1d10+1)
Fort +1, Ref +5, Will +3
OFFENSE
Speed 10 ft., fly 30 ft. (average)
Melee bite +6 (1d4-2), gore +6 (1d4-2 plus poison)
Space 2-1/2 ft.; Reach o ft.
STATISTICS
Str 6, Dex 17, Con 12, Int 11, Wis 12, Cha 15
Base Atk +1; CMB –3; CMD 10 (can't be tripped)
Feats Weapon Finesse
Skills Acrobatics +7, Bluff +6, Fly +11, Perception +5, Sense Motive
+5, Stealth +15
Languages Common
SQ mask symbiosis
ECOLOGY
Environment any
Organization solitary, pair, or rack (3–5)
Treasure standard
SPECIAL ABILITIES
Mask Symbiosis (Ex) A lesser spirit oni can be worn as a mask by
a willing Small or Medium creature. While worn in this way, the
wearer can see through the oni's eyes and speak through its
mouth, although the wearer retains its own senses and voice. The lesser spirit oni remains a separate creature, and must
detach from its host's face (as a move action) if it wishes to take
any action of its own (including attacking). While a lesser spirit
oni is worn as a mask, it grants a +2 insight bonus on its host's
Perception checks.
Poison (Ex) Gore—injury; save Fort DC 11; frequency 1/round for 6
rounds; effect 1d2 Cha damage; cure 2 consecutive saves.
QLIPPOTH, LESSER CYTHNIGOT CR 1/2
XP 200
CE Tiny outsider (chaotic, evil, extraplanar, qlippoth)
Init +1; Senses darkvision 60 ft.; Perception +3
DEFENSE
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)
hp 5 (1d10)
Fort +0, Ref +5, Will +1
Immune cold, poison, mind-affecting effects; Resist acid 10,
electricity 10, fire 10
OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee bite +3 (1d6 plus spores)



CR 1/2

Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 10, Dex 12, Con 11, Int 11, Wis 8, Cha 7 Base Atk +1; CMB –1; CMD 10 (18 vs. trip) Feats Lightning Reflexes

Skills Acrobatics +5 (+9 jump), Fly +9, Knowledge (nature) +4, Knowledge (planes) +4, Perception +3, Stealth +13

Languages Abyssal; telepathy (touch)

ECOLOGY

Environment any (Abyss)

Organization solitary or bloom (2–12) **Treasure** standard

SPECIAL ABILITIES

Spore (Su) Any creature bitten by a lesser cythnigot must make a DC 10 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new DC 10 Fortitude save in later rounds as a standard action to rip the tendrils free and escape the entangled condition. The effects of multiple lesser cythnigot bites on a creature do not stack. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based.

RAKSHASA, LESSER RAKTAVARNA

XP 200

LE Tiny outsider (native, rakshasa, shapechanger) Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex. +1 natural, +2 size) **hp** 7 (1d10+2)

Fort +2, Ref +4, Will +3

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft. Melee bite +5 (1d4-2 plus poison) Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 7, Dex 14, Con 15, Int 12, Wis 13, Cha 14
Base Atk +1; CMB –3; CMD 9 (can't be tripped)
Feats Weapon Finesse
Skills Bluff +10, Climb +10, Disguise +14, Escape Artist +6, Perception +5, Sense Motive +5, Stealth +14, Swim +6; Racial Modifiers +4 Bluff, +8 Disguise
Languages Common, Infernal, Undercommon
SQ change shape (Tiny living object)

ECOLOGY

Environment any

Organization solitary, pair, or rack (3–10) **Treasure** standard

SPECIAL ABILITIES



Change Shape (Su) As a full-round action, a lesser raktavarna can take the shape of a handheld object. Each lesser raktavarna has a single object shape that it can take on, most often an ornamental light, a one-handed weapon, or a piece of treasure, and that is the only form it can adopt with this ability. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Poison (Su) Bite—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis plus *modify memory*; *cure* 1 save. Each time a victim takes Wisdom damage from this poison, a *modify memory* effect causes the victim to forget the previous minute's interactions with the lesser raktavarna, as long as the lesser raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

RATLING, LESSER

CR 1/2

CE Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +4 DEFENSE

AC 15, touch 15, flat-footed 12 (+2 Dex, +1 dodge, +2 size) **hp** 6 (1d10+1)

Fort +3, Ref +4, Will +0

Defensive Abilities evasion; Immune disease, poison

OFFENSE

Speed 20 ft., burrow 10 ft., climb 20 ft., swim 20 ft. Melee bite -1 (1d3-2 plus bleed) Space 2-1/2 ft.; Reach o ft.



CR 1/2

Special Attacks bleed (1)

STATISTICS

Str 6, Dex 15, Con 13, Int 12, Wis 10, Cha 11

Base Atk +1; CMB -3; CMD 9 (13 vs. trip)

Feats Dodge

Skills Climb +6, Knowledge (planes) +2, Perception +4, Stealth +14, Swim +6

Languages Aklo

SQ scroll use

ECOLOGY

Environment any urban

Organization solitary or conclave (2–20 plus 2–12 dire rats and 1–4 rat swarms) **Treasure** standard

SPECIAL ABILITIES

Scroll Use (Ex) A lesser rating that is serving as a familiar to a spellcaster can cast spells from any magic scroll as if he had access to the same spell list as his master.

SAHKIL, LESSER ESIPIL

XP 200

NE Tiny outsider (evil, extraplanar, sahkil)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 6 (1d10+1)

Fort +3, **Ref** +3, **Will** +3

Immune death effects, disease, fear effects, poison; **Resist** cold 10, electricity 10, sonic 10

OFFENSE

Speed 30 ft.

Melee bite +2 (1d4–1 plus grab), 2 claws +2 (1d3–1) Space 2-1/2 ft.; Reach o ft.

Special Attacks grab (Small), look of fear (30 ft., DC 13)

CR 1/2

STATISTICS

Str 8, Dex 14, Con 13, Int 9, Wis 12, Cha 12

Base Atk +1; CMB -2; CMD 10

Feats Skill Focus (Intimidate)

Skills Acrobatics +6, Intimidate +8, Knowledge (planes) + 3,

Perception +5, Stealth +14

Languages Abyssal, Celestial, Common, Infernal

SQ easy to call

ECOLOGY

Environment any (Ethereal Plane) Organization solitary or pack (2–12) Treasure standard

SPECIAL ABILITIES

Look of Fear (Su) A creature affected by a lesser esipil's gaze is shaken for 1 round. Whether a creature succeeds or fails on its saving throw, it cannot be affected by the same lesser esipil's look of fear again for 24 hours.



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