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## **NEW FEATS**

#### BANE SPELL (METAMAGIC)

Creatures affected by your spells take twice the damage whenever they take bane damage.

**Benefit(s):** When a creature takes damage from a bane spell, if that creature failed its save against the spell, that creature takes takes x2 bane damage depending on the creature type selected. The caster of this spell chooses the creature type for the bane damage when preparing the original spell ahead of time or when he first applies the metamagic feat to a spell. Once chosen the creature type may not be changed. The damaged creature must be damaged by a bane effect with the same creature type in order to receive double damage.

**Level Increase:** +3 (a bane spells uses up a spell slot 3 levels higher than the spell's actual level)

#### **BINDING HEX**

You imbued hexes become so potent that they begin to function more like a curse, or a gift depending on your intentions.

Prerequisite(s): Major Hex class feature, sleeper hex

**Benefit(s):** Your implanted hexes are now permanent, but the target creature may only possess a number of implanted hexes equal to the casting modifier or the class that grants you the major hex class feature. A creature who has implanted a hex into another creature may activate the implanted hex, even if the creature possessing the implanted hex has traveled onto another plane. Hexes bound in this way replenish their uses daily as the creature who implanted them does. An bound hex may only be removed if the creature who implanted the hex chooses to dismiss it or via spell being cast upon its uch as *remove curse, miracle or limited wish and wish*.



Normal: An implanted hex is automatically dismissed if not used after a number of days equal to  $\frac{1}{2}$  the class level of the creature of implanted the hex in the class that grants it the hex class feature.

#### **CONDUIT FAMILIAR**

Your familiar is able to draw on your patron for more power unlocking greater improved abilities

**Prerequisite**(s): familiar class feature, patron or spirit class feature

**Benefit(s):** Your familiar gains 1 point of DR/ magic for every 2 levels in the class that grants you your familiar. In addition, your familiar may use the 2nd level patron or spirit spell granted by your patron class feature or spirit class feature, as a spell-like ability usable a number of times per day equal to its Charisma modifier (minimum 1). The familiar also uses its Charisma Modifier for determining the Save DC of the spell like ability granted by this feat.

#### **CONSUME FAMILIAR**

Your potent magics modify your body allowing you the ability to swallow your familiar and other small creatures and keep them safe inside of you.

**Prerequisite(s):** Ability to cast arcane spells, A tiny sized familiar or smaller

**Benefit(s):** You gain the ability to swallow creatures two size categories smaller than you or less. This functions like the swallow whole monster ability, except any willing creature such as one's familiar need not be grappled in order to be swallowed. Once swallowed all creatures except your familiar are dealt acid damage equal to 1d6+your Constitution modifier. Regurgitating your familiar or any other creature is a standard action.



25: WITCH



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#### **COUNTERMAND** HEX

Your mastery over your own hexes has gained you even greater insight into countering the hexes of others, even taking control of them for yourself.

Prerequisite(s): Major hex class feature

**Benefit(s):** Whenever you find yourself being targeted by a hex for another creature, and are allowed a saving through as result of that hex. If you succeed in your saving throw against that hex, you may instead force the creature that targeted you with that hex to make a Will save (Save DC equal to  $10 + \frac{1}{2}$  the number of levels taken in the class that grants you the hex class feature + your casting modifier of the class that grants you the hex class feature).

#### HEX BURN

You can transform the power of your hexes to fuel your weaker spells instead.

Prerequisite(s): Hex class feature

**Benefit(s):** Select one hex you possess that has a limited number of uses per day. You may sacrifice a use per day in exchange to regain a spell per day of one of your 1st level spells in the class that grants you the hex class feature. A use of a major hex with limited uses per day, grants you 2 extra 1st level spells per day for ever use of the major hex sacrificed in this way.

#### HEKCHAIN (TEAMWORK FEAT)

Your talent with hexes allows you synchronize them your allies who also posses them chaining them together to target a creature in succession.

Prerequisite(s): Hex class feature, Prepare Hex

**Benefit(s):** Whenever a creature possessing this feat uses a hex, as an immediate action, another allied creature possessing this feat may also choose to use a prepared hex. When using a prepared hex as result of an allied creature using a hex, all hexes used as a result of this feat gain a + 2 bonus to their Save DCs.

#### **HEX RICOCHET**

Your hexes are so tenacious that they will not stop even when initially bested, they move onto weaker targets. **Prerequisite(s):** Hex class feature

**Benefit(s):** When you target a creature with a hex that has a limited number of uses per day, and that creature succeeds at its saving throw against the hex's effect, as a swift action, you may instead target another creature within the range of your hex before the end of your next turn.

#### HEXSCROLL

Through your study, you have unlocked the secret of embedding the power of your hexes into scrolls.

#### **Prerequisite**(s): Hex class feature, scribe scroll

**Benefit(s):** You may scribe a hex scroll. It takes 2 hours to write a scroll of a normal hex. Scribing a scroll with a Grand Hex takes a 1 day. Writing a hex scroll of a hex with multiple uses per day as a scroll uses 1 use of that hex per scroll written.

#### HEX-SHIELD FAMILIAR

Your familiar's exposure to your hexes gives it the insight and fortitude to resist the hexes of others, and may even take hexes directed at you.

Prerequisite(s): familiar class feature, hex class feature

**Benefit(s):** Whenever you are targeted by the hex of another creature, you may choose to make that creature subject to a Will save (Save DC equal to 10 + the number of levels taken in the class that grants you the hex class feature + your casting modifier for the class that grants you your familiar and the hex class feature). If the creature fails that Will save, then you familiar now becomes the target of that hex. Your familiar gains an insight bonus equal to your casting modifier in the class that grants you the hex class feature, on saving throws made against that hex.

#### **HEXSURGE**

You are able to make your hexes more difficult to resist by pooling their power together.

Prerequisite(s): Major hex class feature

**Benefit(s):** Select one hex that has limited uses per day. Whenever you target a creature with it, you may use up one or more extra uses per day to increase the save DC of that hex by +2 for every use per day sacrificed in this way.

**Special:** This feat may be taken multiple times. Its effects do not stack. Each time, you must select a different hex to apply the effects of this feat to.

#### HUNGRY/HEX

Your hexes are so ravenous that they can sap life from the creature unlucky enough to be the target of your fury.

Prerequisite(s): Hex class Feature

**Benefit(s):** Whenever a creature fails a saving throw and is affected by one of your hexes. That creature must make an additional Fortitude save (Save DC equal to  $10 + \frac{1}{2}$  the number of levels taken in the class that grants you the hex class feature + your casting modifier of the class that grants you the hex class feature) If the creature fails that

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save, you may drain an amount of hp equal to your casting modifier for the class that grants you the hex class feature multiplied by your  $\frac{1}{2}$  character level (minimum 1) and use it replenish your own.

#### **IMBUE HEX**

With this newfound mastery of your hexes you are now capable of imbuing their power into your weapons temporarily.

Prerequisite(s): Hex class feature, Prepare hex

**Benefit(s):** Choose a hex that you possess, as a full-round action, you may imbue that hex within a weapon in your possession. The imbued hex stays active within the weapon for a number of days equal to  $\frac{1}{2}$  the number of class levels taken in the class that grants you the hex class feature. The hex may be activated as part of the attack action made with the weapon in which it was imbued.

#### **IMPLANT** HEX

You have achieved a level of mastery over your hexes such that you may imbue them in willing creatures who in turn can use them.

#### Prerequisite(s): Hex class feature

**Benefit(s):** You may implant a hex into a creature as touch attack. You may do so only on a creature that is willing. This action as no effect on an unwilling creature. The implanted hex may be used by the target creature. The creature possessing the implanted hex uses the casting modifier and class level of the creature who had implanted the hex for the purposes of deciding the values of the hexes effect and and the save DCs associated with that hex. The implanted hex has no maximum distance that the creature it was implanted into must be from the creature who implanted it, however it must be used within a number of days equal to ½ the class level of the creature of implanted the hex in the class that grants it the hex class feature.

#### **INSCRIBE RUNIC HEX**

You have learned the ancient runic scripting techniques and are now able to imbed your hexes into runes, to activate them at a time of your choosing.

#### **Prerequisite**(s): Hex class feature

**Benefit(s):** You may as a touch attack, inscribe a runic hex onto any surface. This functions like the *arcane mark* spell. A hex may be preserved as a runic hex for a number of days equal to  $\frac{1}{2}$  the number of levels take in the class that grants the hex. The surface on which the runic hex has been inscribed acts as the point of origin for all effects of the hex.

#### **LINGERING HEX**

Your hexes are so potent that the remain in effect longer than normal.

Prerequisite(s): Major hex class feature

**Benefit(s):** Select one hex that has a duration longer than instantaneous. The duration of that hex is increased by 1/2 your level in the class that grants your hex.

**Special:** This feat may be taken multiple times. Its effects do not stack. Each time, you must select a different hex to apply the effects of this feat to.

#### **PREPARE HEX**

Using Hexes has become truly second nature to you as you can now prepare and hold onto hexes to unleash them at a time of your choosing. **Prerequisite(s):** Hex class feature

**Benefits**(*s*): You may prepare hexes ahead of time, doing so is a full round action, but you may activate a prepared hex as an immediate action.

#### **REPELHEX**

Repeated exposure to hexes has gained you even greater insight into countering the hexes of others or even repelling them outright.

**Prerequisite(s):** Major hex class feature, Countermand Hex

**Benefit(s):** Whenever you make a saving throw against another creature's hex you may gain a bonus on the saving throw up to your casting modifier in the class in which you have gained the Major hex class feature in. Each time you are targeted by a hex, in which you have already made a successful save against within the same day, you gain an additional insight bonus equal to your casting modifier in the class that grants you the hex class feature, on saving throws made against that hex.

#### SLEEPERHEX

You can imbue hexes into other creatures even against their will and can set off hexes from a distance and at a time of your choosing.

Prerequisite(s): Hex class feature, Implant Hex

**Benefit(s):** You may implant a hex into a creature as touch attack. The targeted creature then must make a Fortitude save (Save DC is the 10 + number of class levels taken in the class that grants you the hex class feature + your casting modifier (minimum 1) for the class that grants you the hex class feature). If the creature is willing, it does not need to make a Fortitude save. If the hex has been implanted into a willing target, that creature may use it

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independently of the creature who implanted the hex. If the creature possessing the implanted hex is unwilling, the creature who implanted the hex may use it as an immediate action at a time of their choosing. The creature possessing the implanted hex uses the casting modifier and class level of the creature who had implanted the hex for the purposes of deciding the values of the hexes effect and and the save DCs associated with that hex. The implanted hex has no maximum distance that the creature it was implanted into must be from the creature who implanted it, however it must be used within a number of days equal to  $\frac{1}{2}$  the class level of the creature of implanted the hex in the class that grants it the hex class feature. A creature who has implanted a hex into another creature may not activate the hex if the creature possessing the implanted hex has traveled onto another plane.

#### WEAKENING SPELL(METAMAGIC)

Your spells can now inflict a mild curse upon their target weakening them.

**Benefit**(*s*): Whenever a creature is affected by a weakening spell that creature is affected by one of the following for a number of rounds to the equal to the spell's original level.

- -4 decrease to an ability score (minimum 1).
- -2 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 75% chance to act normally; otherwise, it takes no action.

**Level Increase:** +4 (a weakening spell uses up a spell slot 4 levels higher than the spell's actual level.

#### WITCH'S HEX-INFUSED BREW

Instead of brewing potions will spell effects you can instead brew them with the power of your hexes.

**Prerequisite**(s): Brew potion or cauldron hex, hex class feature

**Benefit**(*s*): You may brew a hex-infused potion. It takes 2 hours to brew such a potion of a normal hex. Brewing a potion infused with a Grand Hex takes a 1 day. Infusing a hex with multiple uses per day into a potion uses 1 use of that hex per potion brewed.

**Normal:** You may only implant hexes into willing creatures as per the implant hex feat.

#### VEXINGHEX

Your hexes are so enigmatic or disturbing to behold that creatures are often left dazed or confused.

Prerequisite(s): Hex class feature

**Benefit(s):** Whenever a creature fails a saving throw against one of your hexes, it must make an additional Will save against the same DC. If it fails, it is confused for a number of rounds equal to your level in the class that grants the hex class feature.

#### VEXING SPELL (METAMAGIC)

Your spells possess an innate disturbing, esoteric nature to them that creatures targeted by them are immediately unnerved, even becoming confused.

**Benefit(s):** When a creature takes damage from a vexing spell, if that creature failed its save against the spell, it becomes confused for a number of rounds equal to the spell's original level. If the spell doesn't allow a save, creatures harmed by it can attempt a Will save (against the same DC the spell would have if it did allow a save) to negate the confused effect. If the spell effect already causes creatures to become confused, on a failed save, add the duration of this metamagic effect to the duration of the confused condition imposed by the spell.

**Level Increase:** +3 (a vexing spell uses up a spell slot 3 levels higher than the spell's actual level.

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