

# Advanced Options: Witches' Hexes



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Witches in fantasy fiction have a long tradition of amazing and often frightening powers that they can use to aid friends, annoy pests, or outright destroy foes. From the magic feasts of Circe in the *Odyssey* and the dragon-form of the wicked queen in *Sleeping Beauty* to the flying monkeys of the Wicked Witch of the West, witches in fantasy fiction have a broad range of allies and abilities from which modern gaming can draw. Until recently, the concept of such extra abilities that sit well outside the realm of a sorcerer's heritage or a wizard's spellbooks had been left to the realm of the occasional feat or prestige class by the Pathfinder Roleplaying Game.

With the introduction of the witch class in the *Advanced Player's Guide* (APG), the spellcaster who has an entirely separate pool of power from which to draw has become a fully integrated and balanced part of the game mechanics. Unfortunately, due to space restrictions, only 14 hexes are presented in the APG, with even fewer choices for major and grand hexes for high-level witches. With only a handful of options, one sees witches falling into predictable patterns—the available hexes serve only a limited number of character concepts. This becomes particularly evident given that one of Pathfinder's greatest strengths is its broad range of character customization. If the witch is to stand on even footing with the other core classes, it needs the advantage of a broader range of hexes for characters.

To help in that regard, *Advanced Options: Witches' Hexes* presents 29 new hexes, major hexes, and grand hexes for witches to use to expand their options. That more than doubles the total number of hexes witches can use, which also creates a much broader range of possible witch character types. Witches gain new options in offense, defense, aid, and utility, allowing a player to focus a witch entirely in one style of hex, or make each choice a new and totally different element of a versatile character. To round things off, a few new hex-specific feats are added at the end, to help witches bring even greater focus on their class's unique set of powers.

## HEX

Witches learn a number of magic tricks, called hexes, which grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and at every 2 levels attained after 2nd level. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The saving throw to resist a hex is equal to  $10 + 1/2$  the witch's level + the witch's Intelligence modifier.

*Asylum (Su):* The witch can call down a warding aura around one creature, creating a pact that prevents foes from attacking the target as long as the target does not itself make any attacks. This acts as a *sanctuary* spell, using the witch's caster level. Once a creature has benefitted from the asylum hex, it cannot benefit from it again for 24 hours.

*Balm (Su):* The witch can touch a target to cause it to slowly recuperate some damage dealt to it. The target gains fast healing 2. This hex lasts a number of rounds equal to  $3 +$  the witch's level. A witch can have only one balm active at a time. If the witch uses this ability again, the previous ward immediately ends. Once a creature has benefitted from the balm hex, it cannot benefit from it again for 24 hours. At 8th level the hex grants fast healing 3.

*Beatific Smile (Su):* The witch can boost the confidence and temper of an ally within 30 feet of her that she can see. The ally gains a +1 morale bonus to one of the following (witch's choice): ability checks, attack rolls, damage, saving throws, or skill checks. A witch can have only one beatific smile active at a time. If the witch

uses this ability again, the previous beatific smile immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level the bonus increases by +1.

*Blood Boil (Su):* With a touch, the witch can heat the passion of a target into a frenzied rage. This acts as the *rage* spell, except it affects a single touched creature and has a duration of 1 round/2 witch levels (minimum 1 round). A witch can have only one blood boil active at a time. If the witch uses this ability again, the previous blood boil immediately ends. A witch cannot use this ability on herself. Once a creature has benefitted from the blood boil hex, it cannot benefit from it again for 24 hours.

*Bungle (Su):* The witch can inflict terrible awkwardness on one target within 30 feet of her. The witch makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a disarm maneuver. The witch does not take a -4 penalty for attempting to disarm while unarmed, and she cannot automatically pick up an item dropped. The witch provokes an attack of opportunity from any target that can reach her unless she has the Improved Disarm feat or a similar ability.

*Catseye (Su):* The witch can grant herself or one ally bestial eyes with a touch, causing her to have vertical slit pupils like a cat's. The witch gains low-light vision or darkvision with a 60-foot range. A catseye hex lasts 24 hours. A witch can have only one catseye hex active at a time. If the witch uses this ability again, the previous catseye immediately ends.

*Entropy (Su):* The witch can cause one item held by a target within 30 feet of her to be exposed to chaotic and destructive forces. The witch makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a sunder maneuver. On a successful maneuver, the witch deals 2d6 points of damage, +1/level, to the item. The witch provokes an attack of opportunity from any target that can reach her unless she has the Improved Sunder feat or a similar ability.

*Familiar Growth (Su):* The witch can augment her familiar, making it grow into a larger "combat form." The combat form is identical to a druid's animal companion (using the character's witch level as her druid level). The combat form of the familiar should be written up as an animal companion with a similar physical form or special abilities (a cat animal familiar should use the big cat animal companion for its combat form, while the fox uses a wolf animal companion and a centipede familiar uses a viper).

The witch can change her familiar from its normal form to its combat form or back as a standard action. Damage taken in one form does not carry over to the other. When the witch rests and prepares her spells for the day, all damage on her familiar's combat form is healed. If her familiar dies in either form, it remains dead in the alternate form.

While in combat form, the familiar functions in all ways as an animal companion, and it does not retain any of its



special abilities as a witch's familiar. (While her familiar is in combat form, a witch can cast spells she has already prepared, but cannot prepare spells stored within her familiar until it regains its normal form.) The familiar can maintain its combat form for a maximum of 1 minute per level of the witch. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

*Gremlin (Su):* The witch can summon a mischievous force that attempts to bind and entangle one target within 30 feet of her. The witch makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a grapple check. The witch takes no penalty to this check for not having two hands free, and she does not gain the grapple condition if her check succeeds. The witch provokes an attack of opportunity from any target that can reach her unless she has the Improved Grapple feat or a similar ability.

The witch can maintain a successful grapple as a standard action each round. The witch cannot use the gremlin hex to damage, pin, or tie up an opponent.

*Hobble (Su):* The witch can invoke a minor curse to temporarily lame a foe within 30 feet of her. The witch makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a trip maneuver. The witch is not knocked prone, even if her CMB check fails by 10 or more. The witch provokes an attack of opportunity from any

target that can reach her unless she has the Improved Trip feat or a similar ability.

*Medusa Locks (Su):* The witch's hair can twist, grab, and stab at foes. The witch gains a natural melee attack with which she is automatically proficient. The witch can use her Intelligence modifier rather than Strength modifier to add to attack rolls with this attack, which counts as a natural weapon that deals 1d6 + her Intelligence modifier in damage (1d4 + Intelligence for Small witches). The witch does not need any hands free to make this attack, and she can use it when grappled at no penalty. At 16th level the damage increases to 1d10 + the witch's Intelligence modifier.

*Scuttle (Su):* The witch begins to grow comfortable in unusual positions, and her hands and feet cling and stick to surfaces easily. At 1st level, the witch gains Climb as a class skill and does not lose her Dexterity bonus to AC while climbing. At 3rd level, she gains a +5 bonus to all Climb checks and takes no penalty when she uses accelerated climbing. At 5th level, she gains a climb speed equal to half her normal move rate (including the additional +8 to Climb checks for having a natural climb speed).

*Shadows (Su):* The witch can call on the forces of darkness to expand the size and depth of shadows in an area. This functions as the *darkness* spell, except the area cannot grow darker than dim lighting, and magic light cannot brighten the area to more than dim lighting or negate the darkness effect. At 8th level, the spell functions as *deeper darkness*, except the area cannot grow darker



than dim lighting, and magic light cannot brighten the area to more than dim lighting or negate the darkness effect. A witch can have only one shadows hex active at a time. If the witch uses this ability again, the previous shadows hex immediately ends.

*Wail (Su):* The witch can let loose a terrible screech that drives back one target within 30 feet of her. The witch makes a CMB check, using her level rather than her attack bonus and her Intelligence modifier instead of her Strength modifier, to perform a bull rush maneuver. The witch cannot move with the target of the bull rush. The witch provokes an attack of opportunity from any target that can reach her unless she has the Improved Bull Rush feat or a similar ability.

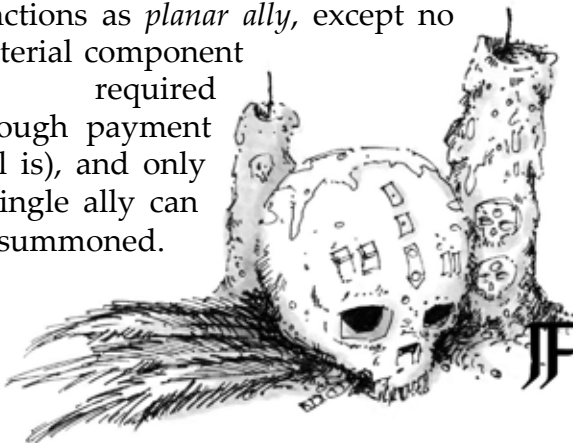
*Whispers (Su):* The witch can summon the soft whispers of otherworldly allies to guide her or an ally. The witch grants a creature touched a bonus to checks made with a single skill, selected when the witch uses this hex. The bonus is equal to half the level of the witch, minimum 1. If the skill selected is Acrobatics, Appraise, Bluff, Diplomacy, Disable Device, Escape Artist, Heal, Intimidate, Knowledge (any), Linguistics, Sense Motive, Sleight of Hand, Spellcraft, or Use Magic Device, the bonus lasts until the beginning of the witch's next turn. If the skill selected is Climb, Fly, Handle Animal, Perception, Perform, Ride, Stealth, or Swim, the bonus lasts for 1 minute per level of the witch. If the skill is Craft, Profession, or Survival, the bonus applies to any one use of the skill that does not take more than 24 hours. Once a creature has benefitted from the whispers hex, it cannot benefit from it again for 24 hours.

*Will-O'-Wisp (Su):* The witch can summon a ghostly, pale light that floats at her command. This acts as the will-o'-wisp option of the *dancing light* spell, except the duration is 1 hour and the witch and her allies gain a +4 bonus to all Perception checks made to notice something within the area illuminated by her hex. A witch can have only one will-o'-wisp hex active at a time. If the witch uses this ability again, the previous will-o'-wisp immediately ends. At 8th level, the Perception bonus granted by this hex increases to +8.

## MAJOR HEX

Starting at 10th level, and every two levels thereafter, a witch can choose a major hex whenever she selects a new hex.

*Ally (Su):* Once per day, the witch can call upon her pacts with strange forces to summon an ally. This functions as the *lesser planar ally* spell, except no material component is required to summon the ally. Payment for the ally's services is still required, subject to the normal rules of negotiation. Until the summoned ally's task is finished or the ally is killed, the witch cannot summon another ally. At 15th level, this hex functions as *planar ally*, except no material component is required (though payment still is), and only a single ally can be summoned.



*Cornucopia (Su):* Once per day the witch can summon forth mystic provisions from the home plane of her mysterious benefactors. This functions as the *goodberry* spell, except no berries or focus are required, the witch creates 1d4 berries +1 per witch level, each berry heals 1d8 points of damage (to a maximum of 8 points of healing for any one creature in a 24-hour period), and the berries can take the form of any simple food (apples, cheese, rolls, and so on). At 15th level it can also function as the *heroes feast* spell, except the effects last for 1 hour per witch level.

*Doom Gaze (Su):* The witch can cause doubt to creep into the mind of a foe within 30 feet of her that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 16th level the penalty increases to -8. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Infestation (Su):* The witch can call forth a swarm of pests upon her enemies. This functions as the *summon swarm* spell except the duration is concentration, and the witch controls where the swarm moves and who it attacks. For every 2 levels the witch is higher than 10th, the swarm gains a +1 luck bonus to attack rolls, damage, and Armor Class. At 15th level the witch can maintain concentration as a move action each turn,



and she can summon a centipede, crab, leach, or wasp swarm. A witch can have only one infestation hex active at a time. If the witch uses this ability again, the previous infestation immediately ends.

*Kiss of Oblivion (Su):* With a kiss, the witch can modify or erase a target's memory. This functions as the *modify memory* spell, except it requires the witch to kiss the target for the full time required to modify a memory. The target must either be helpless or willingly kiss the witch. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Mock (Su):* The witch can deride the prowess and effectiveness of a creature within 60 feet of her, causing it to become clumsy and self-conscious. The target is staggered for a number of rounds equal to the witch's level. A Will save negates this effect. If the target fails the saving throw, it can attempt to make a new save each round to end the effect. Whether or not the saving throw is successful, a creature cannot be the target of this hex again for 1 day. This is a mind-affecting, language-dependent effect.

*Restoration (Su):* By invoking mysterious entities, the witch can undo some of the most serious diseases and ailments a character can suffer. The witch can grant restoration to a target by touching it. This acts as a *lesser restoration*, *neutralize poison*, or *remove disease* spell, as determined by the witch when the hex is used. At 15th level this spell acts as a *heal* spell, except it does not restore any hit points and does not act like *harm* against undead creatures. Once a creature has

benefitted from the restoration hex, it cannot benefit from it again for 24 hours.

*Rune Hex (Su):* The witch can bind the power of a hex into a rune that is activated by targets touching or reading it. This acts as the *explosive runes* spell with the following changes. The runes are set off by anyone reading or touching them unless the creature was specifically excluded when the witch created the rune. Instead of dealing damage, a target setting off the rune is the target of a hex with a range of touch or better that is known by the witch. The object on which the rune is set is not affected. The witch knows when her rune goes off (though she does not know who triggered it). A witch can have only one rune hex active at a time. If the witch uses this ability again, the previous rune immediately ends. At 15th level, the witch can have two rune hexes active.

## GRAND HEX

Starting at 18th level, and every two levels thereafter, a witch can choose a grand hex whenever she selects a new hex.

*Allure (Su):* The witch calls on supernatural forces of sensuality to make herself irresistible to a group of creatures. This acts as the *sympathy* spell, with the witch as the object desired by targets of the spell. Once a target makes its saving throw against this hex, it cannot be targeted by the hex again for 24 hours. A witch can have only one allure hex active at a time. If the witch uses this ability again, the previous allure immediately ends.



*Kiss of Death (Su)*: With a kiss, the witch can damage or kill a target. This functions as the *finger of death* spell, except it requires the witch to kiss the target. The target must either be helpless or willingly kiss the witch. Whether or not the saving throw is successful, a creature cannot be the target of this hex again for 1 day.

*Retainers (Ex)*: The forces that grant the witch her powers also send her retainers to do her bidding. This functions as the Leadership feat, except the Witch also adds her Intelligence modifier to her Leadership score, and she does not receive a cohort. Instead, she receives one special retainer per two witch levels. These retainers are determined as cohorts, but they have maximum levels/HD equal to half the witch's level, and they can be animals or magic beasts with the half-celestial or half-fiend template. Such special retainers always have an Intelligence of at least 6.

*Shapeshift (Su)*: The witch can call upon her otherworldly allies to change her form, allowing her to become a fair maiden, raging giant, or even a dragon. This functions as the *shapechange* spell, except no focus is required and the duration is 5 minutes/level. These minutes do not need to be consecutive, but they must be spent in 5-minute increments.

*Wish Giver (Su)*: Once per day the witch can, as a full-round action, grant the wish of an adjacent creature. This functions as *limited wish*, but it does not require a material component, cannot restore creatures to life, cannot change their attitudes towards other creatures, and cannot kill them. (If the *limited wish* would normally kill one or more targets, they are instead reduced to 1 hit point.) A witch cannot

grant her own wish. Once a creature has been the recipient of a wish giver hex, it cannot benefit again for 30 days.

## WITCH FEATS

In addition to extra hexes, we provide a few feats to help witches gain more out of their new hex powers.

### ENLARGE HEX

You can expand the range of your hexes.

**Prerequisites:** Int 13, hex class feature.

**Benefit:** When you use a hex with a range greater than touch, you can double that range. You can do this a number of times per day equal to 3 + your Intelligence bonus.

**Special:** You can select this feat more than once. Each time you select this feat, you can use this ability an additional 3 + Intelligence bonus times per day.

### HEX EXPERTISE

You can use your hexes on the same targets more often than most witches.

**Prerequisites:** Int 13, hex class feature.

**Benefit:** Select one hex you know that can affect a target only once every 24 hours. You can affect a target with that hex twice every 24 hours.

**Special:** You can select this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different hex.

## HEX FOCUS

One of your hexes is more powerful than normal.

**Prerequisites:** Int 13, hex class feature.

**Benefit:** Select one hex you know. The save DC for that hex is increased by 2.

**Special:** You can select this feat more than once. Its effects do not stack. Each time you select this feat, it applies to a different hex.

## QUICKEN HEX

You can use a hex quickly.

**Prerequisites:** Int 13, major hex class feature.

**Benefit:** Once per day you can use a hex (but not a major hex) as a swift action. At 18th level you can use a major hex (but not a grand hex) as a swift action.

**Special:** You can select this feat more than once. Each time you select this feat, you can use this ability an additional time per day.



WE ERR ON THE SIDE OF AWESOME!

# CREDITS

**Designer:**

Owen K.C. Stephens

**Editor:**

Miranda Horner

**Proofreader:**

Jeremy Miller

**Cover Art:**

Sade

**Interior Art:**

Manda Panda Stock Art, Joseph J. Calkins and Cerebus Illustrations, Sade, and the Forge Studios

**Graphic Design and Typesetting:**

Anthony Kenniston

**Creative Director:**

Stan!

**Produced By:**

Super Genius Games

[www.supergeniusgames.com](http://www.supergeniusgames.com)

Contents ©2010 Super Genius Games

For more information about Super Genius Games and our upcoming products, follow us on Facebook:

[www.facebook.com/supergeniusgames](http://www.facebook.com/supergeniusgames), via Twitter: Owen: @Owen\_Stephens, Stan: @stannex, and/or Hyrum: @savageplanet, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of

Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the "Advanced Options: Witches' Hexes" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

**15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.  
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.  
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Options: Witches' Hexes. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens