



# BLOOD AND BROOMSTICKS

BY JEREMY CLEMENTS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

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## REFERENCES

This book refers to several *Pathfinder Roleplaying Game* books and uses the following abbreviations:

ACG- *Pathfinder Roleplaying Game: Advanced Class Guide*

APG- *Pathfinder Roleplaying Game: Advanced Player's Guide*

ARG- *Pathfinder Roleplaying Game: Advanced Race Guide*

MC- *Pathfinder Roleplaying Game: Monster Codex*

OA- *Pathfinder Roleplaying Game: Occult Adventures*

UC- *Pathfinder Roleplaying Game: Ultimate Combat*

UM- *Pathfinder Roleplaying Game: Ultimate Magi*





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# INTRODUCTION

Magic changes everything. Whether plane hopping through multiple dimensions hoping to survive another day, hunting diseased wererats in an underground sewer, or just blasting orc formations to smithereens with large amounts of fire: magic always makes a difference. Timing, spell selection, and variation of magic matter as much as thoughtful application and creative use. This book focuses on two unique spellcasters: sorcerers and witches. Suggestions on spell choice and magic application, along with new and more useful magic for these specific classes, will hopefully render this book an important tool for any sorcerer or witch.





# OVERVIEW ON SPELLS

The most important aspect of building any spellcaster is choosing your spells with care, especially when playing witches or sorcerers. Sorcerers are obvious, as they have extremely limited number of spell selections, even with simple cantrips. Witches, on the other hand, have an extremely large variety of spells to choose from, especially with their added patron spells, that can bring some very interesting spell choices to a witch's spell list if their patron is chosen properly. Your chosen spells should encompass your combat role of choice, your noncombat preferred spell-like abilities and similar, as well as a campaign's location or focus, if any. Taking a spell that allows you to throw fire, such as *fireball*, is not as effective in an underwater campaign. Additionally, while in a city campaign the city itself might catch on fire and innocents could be hurt. Most spellcasters I know prefer to be at least semi-useful in combat, although the occasional pacifist spellcaster occurs when somebody wants a big role-playing challenge, I've noticed. Unique and interesting spell selections can often create a more in-depth backstory. Why does a sorcerer use a *shield* spell instead of a *mage armor* spell? Why does your witch prefer charm spells, to spells that debilitate or do direct damage? Finally, never underestimate the versatility of magic. Many decent spells have multiple effects that can become more useful in very different situations.

## SORCERER ROLES

Sorcerers are often combat spellcasters. Certain bloodlines lean more towards combat, but in the end, bloodlines are irrelevant to most combat-oriented sorcerers. They all can bring sheer magic force to almost any situation and that's exactly what they are feared for. While *magic missile* is arguably not the most powerful 1st level spell, in the hands of a sorcerer it can quickly become a GM's worst nightmare. With a sorcerer's naturally high Charisma and access to almost any charm magic imaginable, controller sorcerers are also common, but these spellcasters often take a back seat to full combat-style sorcerers.

## WITCH ROLES

Most witch spells do not do direct damage, and if they do, they rarely do a lot of damage and contain extra effects such as fatigue or bleed to compensate. That doesn't mean you can't make a combat witch. With the right combination of hexes as well as good patron and spell selections, they can be as effective as any wizard at throwing fireballs and summoning monsters. Witches excel as controllers, buffers, and de-buffers however. Controllers and de-buffers use charms, curses, and enchantments to take control or debilitate enemies in some way, and many witch hexes and spells lend themselves to this idea greatly. Buffers are often looked at as "good witches" with their healing magic and protective spells.







## GENERAL ARCANES ADVICE

Good spells to begin with for any arcane spellcaster:

*Summon monster (I-IX)*: The usefulness of this spell is almost universal and this is well understood already to most arcane spellcasters. However, I would be remiss if I did not at least mention it here. Combined with good communication ability, and the right feats, it can be any GM's nightmare and a good contestant for any arcane caster's 'most versatile' spell.

## SORCERER WEAKNESSES

Every sorcerer worries about being underpowered or having the wrong spells. Having the wrong spells in a specific situation is every sorcerer's nightmare. However, there are ways to compensate for this with feats, traits, and bloodline abilities. Also, like bards, they can 'forget' a lower level spell at higher levels, once it becomes less relevant or redundant, such as getting rid of the *charm person* spell once you've obtained the *charm monster* spell. It also helps to take spells with multiple abilities or effects such as *protection from evil* or *summon monster*. This book adds several new spells of similar nature to the sorcerer's spell list.

### GOOD STARTING SORCERER SPELLS

(0 level) *Disrupt Undead*: This spell pretty much guarantees being able to hurt undead at almost any level. Add in feats like Point Blank Shot, and Weapon Focus: Ray, and you get a highly accurate short-range spell almost guaranteed to hit slow-moving undead every time.

(1st Level)

*Protection from Evil*

(or *Good/Law/Chaos*):

While it has a short duration at lower levels, it has many good uses. You can cast it on yourself, or a friend for protection against all enemies that are evil. Also, the spell offers full protection for the duration of the spell against charm magics or possession by creatures capable of doing so. This protective ability always works, regardless of a creature's alignment or an enemy's strength. Don't forget to ditch this spell and take something else at higher levels if you ever pick up the *communal* or *magic circle* version.

(1st Level) *Snapdragon Fireworks*<sup>UM</sup>: This spell does not do a lot of damage, but it allows for several variations of use. It makes an excellent signaling device, especially at long distances. It is an area of effect fire spell, so it can be easily used against swarms and similar creatures vulnerable to fire. The spell has a continuous duration, and at higher levels, allows for the sorcerer to cast a single spell but perform multiple attacks over continuous rounds without interfering in further spell castings. Combine this spell with certain bloodlines and you get a lot more out of it!

(1st Level) *Liberating Command*<sup>UC</sup>: This is an odd spell, but many spellcasters overlook its usefulness. The spell has only a verbal casting limitation, can be cast as a swift or immediate action, and gives a target an immediate action to perform an Escape Artist skill check. On top of that it can target any entangled, bound, grappled, or restrained creature in range, including the caster himself. The spell gives a bonus to the target's Escape Artist checks, equal to twice the caster's level, up to a maximum of +20. While it does not work on paralyzed creatures, if the target can move under his own power at all, then it gives them a good chance at success.

## WITCH WEAKNESSES

Witches have little in the way of defensive spells beyond the *mage armor* spell. This can be a serious problem at higher levels unless addressed properly. Magic items







and hexes can compensate for this to a certain extent of course, but this book addresses this directly by adding some new magic choices to a witch's repertoire, as well as a few new hexes that are also more defensive in nature.

## GOOD STARTING WITCH SPELLS

(0 level) *Touch of Fatigue*: Witches get few direct damaging spells. However, this spell is still a useful one, even at higher levels since it has few limitations on the type of target you can hit with it.

(1st Level) *Mage Armor*: This spell is pretty much a requirement for any witch that expects to enter combat, especially since witches seem to get very few armor class buffing spells. Its long duration is a bonus

since witches have a limit on the number of spells per day they can memorize.

(1st Level) *Web Bolt*<sup>ARG</sup>: This spell was originally supposed to be used by dark elves, but the spell's general usefulness is just too good to ignore for 1st level. Basically, the spell is a single target web spell. The one real limitation is that it can only target creatures on or adjacent to a solid surface that can support the webbing.

(1st Level) *Inflict Light Wounds*: Being able to cast both healing and inflict spells makes any witch a very dangerous foe at close range, especially if they focus on pumping up their defensive casting abilities with traits and feats.

This new sorcerer bloodline can be used in your campaigns, subject to your GM's approval.





# NEW SORCERER BLOODLINE

## ALTERED

An altered sorcerer is the unique offspring of a witch whose child was modified by his or her patron while still in the womb. Nobody really knows why a patron alters a witch's child in this way, but the very nature of such things is an enigma. Either way, an altered sorcerer is marked by his mother's patron in obvious and more subtle ways.

**Class Skill:** Knowledge (planes).

**Bonus Spells:** A sorcerer with the altered bloodline picks a patron much like a witch would. This patron is the 'author' of the altered's specific bloodline and sows its magic into the sorcerer's soul just as it provides it to a witch. This unique magic tampering provides the altered with his bonus spells just like a normal sorcerer bloodline, and therefore gains bonus spells at the sorcerer's normal pace.

**Bonus Feats:** Toughness, Skill Focus (Any), Brew Potion, Craft Staff, Craft Wand, Scribe Scroll, Great Fortitude, Magical Aptitude.

**Bloodline Arcana:** Altered sorcerers gains a bonus to any save equal to their Intelligence bonus (minimum of +1) against any supernatural effect (such as a witch's hex or a dragon's breath weapon), or against any magical curses. At 9th level, if the sorcerer makes a successful save against such an effect, then he can ignore any secondary effect or damage that may still normally affect the sorcerer.

## BLOODLINE POWERS

*Ethereal Flare (Su):* Starting at 1st level, the sorcerer may touch a target, as a standard touch attack, and





subject it to a small blast of arcane energy that does 1d4 damage plus 1 point per three sorcerer levels of the caster. The unique nature of this energy damage bypasses most resistances and immunities but it is still limited in an anti-magic field or similar effect. The sorcerer can use this ability 3 times plus his Charisma modifier per day.

*Granted Familiar (Su or Ex):* At 3rd level, the sorcerer may select a familiar or improved familiar (per the Improved Familiar feat) if he already has one. Standard alignment and level restrictions apply. If he chooses not to take a familiar he may take any single Metamagic feat he normally qualifies for instead.

*Hexer (Su):* At 7th level, the sorcerer may select a single hex from the witch's list of common hexes. The sorcerer is effectively a witch in all manner for this hex, and any levels of sorcerer and witch stack when considering the power of witch hexes the sorcerer may use. The sorcerer must still use his Intelligence bonus to determine the effectiveness of this hex.

*Major Hexer (Su):* At 12th level, the sorcerer can select an additional single major or common hex.

*Master Hexer (Su):* At 17th level, the sorcerer can select a single grand, major, or common hex.

*Altered Entity (Su):* At 20th level the sorcerer is now considered a powerful supernatural entity and gains Damage Reduction 10/—, ignores criticals 50% of the time, does not age further, and gains the ability to *plane shift* once per day.

## NEW WITCH PATRONS

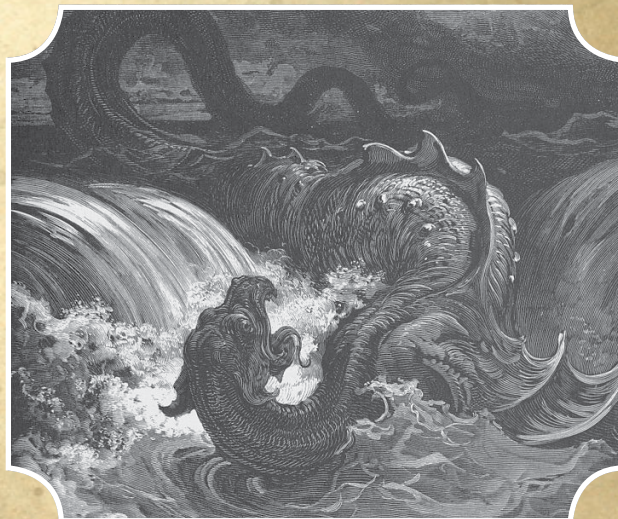
Below are a number of new witch patrons for you to use in your campaigns, subject to the GM's approval.

**Blood:** 2nd—*recharge innate magic*<sup>ARG</sup>, 4th—*blood transcription*<sup>UM</sup>, 6th—*blood biography*<sup>APG</sup>, 8th—



*monstrous physique*<sup>IUM</sup>, 10th—*monstrous physique IIUM, 12th—*monstrous physique IIIUM, 14th—*regenerate*, 16th—*clone*, 18th—*transmute blood to acid*<sup>UM</sup>.**

**Family:** 2nd—*bless*, 4th—*companion life link*<sup>ACG</sup>, 6th—*communal resist energy*, 8th—*communal nondetection*, 10th—*communal stonewall*, 12th—*mass cure light wounds*, 14th—*mass invisibility*, 16th—*mass cure serious wounds*, 18th—*heroic invocation*<sup>UC</sup>.





**Greed:**

2nd—alarm,  
4th—pilfering hand<sup>UM</sup>,  
6th—create treasure map<sup>APG</sup>,  
8th—vampiric touch, 10th—  
spellsteal<sup>IMC</sup>, 12th—guards and  
wards, 14th—form of the dragon I,  
16th—form of the dragon II, 18th—form  
of the dragon III.

**Kinetics:** 2nd—liberating command<sup>UC</sup>, 4th—  
pilfering hand<sup>UC</sup>, 6th—telekinetic charge<sup>UC</sup>,  
8th—telekinetic maneuver<sup>OA</sup>, 10th—telekinesis,  
12th—enemy hammer<sup>APG</sup>, 14th—disintegrate,  
16th—telekinetic sphere,  
18th—telekinetic storm<sup>OA</sup>.

**Metal:** 2nd—sun metal<sup>UC</sup>, 4th—molten orb<sup>ACG</sup>, 6th—  
silver darts<sup>ACG</sup>, 8th—pellet blast<sup>UC</sup>, 10th—rusting grasp,

12th—major  
creation, 14th—  
wall of iron, 16th—iron  
body, 18th—repel metal or  
stone.

**Pyre:** 2nd—produce flame, 4th—  
spontaneous immolation<sup>UC</sup>, 6th—ash  
storm<sup>UM</sup>, 8th—healing warmth<sup>ARG</sup>, 10th—  
flame strike, 12th—undeath to death,  
14th—destruction, 16th—fire storm, 18th—  
meteor swarm.

**Sunlight:** 2nd—flare burst<sup>APG</sup>, 4th—blinding  
ray<sup>ARG</sup>,  
6th—daylight, 8th—searing light, 10th—pillar of  
life<sup>APG</sup>, 12th—blazing rainbow<sup>ACG</sup>, 14th—sunbeam,  
16th—sunburst, 18th—prismatic sphere.





# NEW WITCH ARCHETYPES

This new sorcerer bloodline can be used in your campaigns, subject to your GM's approval.

## Ink Witch

The ink witch is an archetype of the witch class.

They say an ink witch is made, not born. Masters of writing and iconography, ink witches often end up tattooed from head to toe looking more like a moving work of art than a living creature.

The ink witch adds Linguistics to their list of class skills.

An ink witch has the following class features.

### **Inkling Familiar (Su)**

The witch's familiar gains the ink-infused template (See below).

This ability alters the witch's familiar class ability and replaces the witch's standard hex gained at 1st level.

### **Inked Armor (Ex)**

The witch's tattoos, both magical and normal, begin to act like armor. This gives the witch a +1 natural armor bonus. This AC improves by another +1 for every 4 additional levels of witch taken, to a maximum of +4 at 16th level. Additionally, whenever the witch gains a hex, a stylized tattoo immediately grows to represent it.

This ability replaces the witch's standard hex gained at 4th level.

### **Under the Skin (Ex)**

An ink witch gains great insight into writing and tattoos, including magical ones. They gain a +4 insight bonus





to any skill check made to identify, understand, and create writing or tattoos of any sort. The witch also automatically gains the Scribe Scroll item creation feat if they do not have it yet.

This ability replaces the witch's standard hex gained at 8th level.

### **Witch's Mark (Su)**

When this ability manifests, a new tattoo grows and appears upon the witch's forehead. This tattoo is unique to the witch, and is a stylized creation of the witch's patron. Once per day the witch can touch a creature or object and mark it with a magical version of the tattoo similar to the *arcane mark* cantrip, as a swift action. This tattoo can last up to a week, and can be activated with a standard action if it is in the same plane of existence as the witch. When activated, the witch gains insight into the target and its location, and it allows the witch to make a DC 15 Heal check to determine a living target's current physical and mental state, including active spells cast upon it, or if it is dead or undead. Activating the witch's mark also staggers the target for one round if it fails a Will save. The DC is equal to  $10 + \frac{1}{2}$  the caster's level plus the witch's Intelligence modifier. Most importantly, the witch learns the general direction and distance of the target at the moment the tattoo is activated and gets a general impression of its surroundings (in the dark deep underground, outside in a forest, in a large city, etc.). These magical marks are immune to the *erase* spell, and can only be removed with a *remove curse* or similarly powerful magic.

This ability replaces the witch's standard hex gained at 12th level.

### **Ink Form (Su)**

When this ability manifests, the witch gains the ability to transform into a Small, Medium, or Large sized ink-like ooze as per the *ooze form II* spell. This form can last for up to 1 hour per level, but can only be activated

once per day. At 20th level this ability can be activated twice per day, and can be used as per the *ooze form III* spell.

This ability replaces the witch's standard hex gained at 16th level.

## **PYRE WITCH**

*A pyre witch's goal is to bring renewal to the world. Out of all the elements, a pyre witch looks at fire as being the element of life itself, and representative of the divine spark present in all living things. They go out of their way to burn the dead and rotting detritus of the world away so that true life can flourish and the divine fire of life can be fanned. Decay and undeath are their enemies, and light and life their unwavering allies.*

### **Requirements:**

A pyre witch must select the pyre patron as their witch patron and must be able to speak Ignan or Celestial.

### **Class skills:**

The pyre witch adds Knowledge (religion) to their class skills. A pyre witch can never take the flesh servant hex (see below) or learn spells or hexes that create or summon undead of any sort.

A pyre witch has the following class features.

### **Fire Soul (Su)**

The pyre witch starts with the pyre hex at 1st level. Additionally, they can add  $+1/2$  of their Intelligence bonus (rounded down) to this hex's damage.

This ability alters the witch's standard hex gained at 1st level.

### **Spark of Life (Su)**

The witch gains fire resistance 5. She can also consume non-magical fire for basic sustenance when food is scarce. Candle flames are a snack, torches a small



meal, and campfires are a feast. The witch can also transmute any memorized spell of 1st level or higher with the fire descriptor and turn it into an equivalent level or lower level *cure* spell from the witch's spell list.

This ability replaces the witch's standard hex gained at 4th level.

#### **Fire Friend (Su)**

The witch's familiar is replaced by a fire mephit or small fire elemental as per the Improved Familiar feat, however the familiar's alignment changes to match the witch's. Additionally, all healing spells, fire spells, and similar hexes cast by the pyre witch gain a +1 to their DC. Finally, any durations for such spells and hexes are doubled.

This alters the witch's familiar class ability and also replaces the standard hex gained at 8th level.

#### **Phoenix Shroud (Sp)**

Once per day the pyre witch can burst into flame for a total of one round per level. When on fire in this way, the witch is completely immune to fire and inflicts an additional 1d6 points of fire damage with each melee attack, and any creature within 5 feet must make a Reflex save each round at the start of its turn to avoid taking the same damage. Creatures making attacks against the pyre witch with natural weapons or weapons without reach take 1d6 fire damage on a successful hit. This effect cannot be dismissed early, and the witch continues to burn even after falling unconscious or dead, although *dispel magic* or a similar effect can end it early.

This ability replaces the witch's standard hex gained at 12th level.

#### **Dawning Rebirth (Su)**

When a pyre witch is reduced to 0 hit points or lower for the first time each day, they burst into flame as per their phoenix shroud ability. The witch then immediately gains the benefit of a *breath of life* spell, including the temporary negative level if the spell brings them back from death.

This ability replaces the witch's standard hex gained at 16th level.

## NEW HEXES

#### **Blade Hex (Major)**

As a free action, the witch can summon to any empty hand a masterwork dagger made of cold iron. The dagger lasts for 1 round or until it causes damage to a living creature, then it disintegrates. At 13th level the witch can summon two daggers at the same time. Additionally, at 15th level the daggers are considered to be +1 *cold iron daggers*. If a witch is ever damaged by one of her own summoned daggers, this hex no longer functions for 24 hours.

#### **Broom Hex (Common)**

This Hex allows a witch to use brooms in special ways. With a broom in hand, the witch can make melee attacks with it as if it was a masterwork club or quarterstaff. Any abilities or feats that improve the witch's use with clubs and quarterstaves also applies to brooms. In addition, the witch can deal nonlethal damage with brooms without the usual -4 penalty on the attack roll. Swarms do not reduce the amount of damage they take from a broom. At 5th level the witch can craft magical brooms of any type, as if they had the Craft Wondrous Item or Enchant Arms and Armor feats. At 9th level, when the witch crafts a staff, she can give it the appearance





of a simple and unassuming broom. This reduces the crafting cost for the staff by 10%. Anyone other than a witch with this hex cannot use a staff crafted in this way.

#### **Dark Horse (Common)**

A touched target adds 10 feet to their movement speed for 1d4 rounds. This hex cannot be combined with any other magic that provides a bonus to speed, such as *expeditious retreat* or *boots of speed*. At 7th level, this speed bonus increases to 20 additional feet. This hex can only be used once per day per target. This hex's duration can be increased by the cackle hex.

#### **Flesh Servant Hex (Grand)**

With this hex a witch uses parts of her slain enemies (or sacrifices) to build a Medium sized bipedal humanoid construct to be used as a guardian and servant. The creature's stats are listed later in this book (see below). It is considered to be a construct for all intents and purposes, and its animating force comes directly from a witch's patron rather than the negative plane. This makes it immune to many effects that harm undead. If a flesh servant is destroyed by any means, unless a wish or similar effect is used on it afterwards, it reforms to full health at dawn the next day, even if reduced to ashes. A witch cannot take this hex if they possess the Leadership feat.



#### **Ground Eruption (Grand)**

This hex functions as per the ground swell hex (see below), except that the ground and anyone on it are tossed 20 feet into the air, creating a 5 foot deep pit. This mass can then be directed to fall as the witch wishes in the original 5 foot square or any adjacent square. If it lands in the original square, it fills in the hole it created and becomes difficult terrain. If it lands on a creature of any size up to Large the creature takes 2d6



bludgeoning damage unless they make a Reflex save against the witch's standard hex DC to dodge the mass. On a success the creature ignores the damage and moves into an adjacent 5 foot square. This hex can only be taken if a witch already has the ground swell hex.

### Ground Swell (Major)

The witch can cause any natural dirt, sand, or rocky area to swell and rise suddenly in a single 5 foot area. The effect is sudden and can be violent to those unprepared for it. Anyone standing in the area must make a Reflex save. If they fail the save they are tossed up 10 feet into the air and land randomly (use the rules for a missed thrown splash weapon to determine location) for 1d6 standard falling damage and are prone. If the target succeeds on the Reflex save, they instead land safely in a random square. If the witch uses this hex upon an area herself or a prepared ally are standing in, the hex provides a +10 circumstance bonus to any Acrobatics checks involving jumping. This ground swell lasts for 1 round before settling down again and leaves the area as difficult terrain thereafter. This hex can only be used once per day per level the witch has attained. The effect of this hex on the ground is very obvious, and always leaves the ground disturbed and broken.

### Hag's Eye (Major)

This hex allows the witch to remove an eye (her choice), and move it separately from her body. A hag's eye always gains the feel and consistency of marble when removed and has a Hardness equal to the witch's Intelligence bonus (minimum 1) and hit points equal to her caster level. It continues to work normally and can be placed, carried, rolled, or thrown up to 30 feet. The witch can then mentally move or roll the eye on flat surfaces and focus on any nearby location as if the witch were in that place, as a free action. The eye's



base speed is 5 feet. If the witch has low-light vision or darkvision, then the eye has the same ability, as well as any vision based spells cast on the witch prior to this hex's use. The maximum range for this hex is 100 feet, and if the eye is not replaced or exceeds the range limitation, the eye ceases to function and after 24 hours quickly rots away. The witch then grows a new one over the course of 24 hours and the hex cannot be used until completely restored. At 13th level, this hex allows the witch to cast ranged hexes through her detached hag's eye and it allows her to see magical auras (as *detect magic*) and see invisible creatures (as *see invisible*) while it is detached. At 17th level, the eye gains the ability to fly (speed 30, Perfect maneuverability) by mental command up to 100 feet away.

### Meteor Strike (Major)

This hex, which can only be used outside under the open sky with a full round action, summons a single small meteor that falls out of nowhere and strikes a single 5 foot area at the beginning of the witch's next round. Anything within a 10-foot radius, centered on the square, takes



3d8 bludgeoning damage, plus the witch's Intelligence bonus in fire damage. A successful Reflex save reduces the damage to half. The meteor turns the area into difficult terrain as well. Using this hex is difficult and can only be used once per day safely. If used again within 24 hours, the witch must make a DC 20 Fortitude save with an additional penalty equal to the total number of times this hex has been used that day. If the Fortitude save is failed, the hex still takes effect, but the witch takes 1d3 Con damage that cannot be bypassed or healed magically.

#### **Poisoner's Hex (Major)**

As a swift action, the witch magically poisons a touched piercing or slashing weapon for one round. Anyone wounded by one of these weapons must make a Fortitude save or be fatigued for 1d4 rounds. This poison appears as a greenish sheen on the witch's weapon. The witch can use this hex once per day per level. Additionally, the witch cannot accidentally poison herself when dealing with poisons of any sort, as if she had the poison use rogue talent. If a weapon poisoned with this hex is given to another creature the poison immediately disappears. The effects of this supernatural poison do not stack, but the fatigue duration is extended each time the target is hit and fails a save.

#### **Pyre Hex (Common)**

This hex automatically causes any non-animated corpse, carcass, or non-living plant matter within 30 feet to burst into flame and be reduced to non-magical ash in 3 rounds without a save. This fire will never cause secondary flames accidentally. This effect easily prevents normal resurrection or re-animation from most outside forces short of extremely powerful magic such as a *wish* spell. Non-intelligent, non-incorporeal undead and constructs incorporating any dead creature's remains or unliving plant matter, can also be targeted but they get a standard







Fortitude save. If they make the save they are immune to this hex for 24 hours. If they fail their save they take 2d6 fire damage per round for three rounds then cannot be targeted again for 24 hours. This hex's duration can be extended by the Cackle Hex. Creatures immune to fire, living or dead, are immune to this hex. At 7th level, this hex's base damage increases to 2d8, and at 11th level the damage increases to 2d12 per round.

### **Smoke Hex (Common)**

This hex targets a specific 5 ft. square area to quickly fill it with thick dark sulfurous smoke for 1 round. The smoke causes any Medium sized creature (or smaller) inside it to gain concealment, and unless they have some other means to breathe (or they do not breathe), they must also make a Fortitude save. Success means the smoke has no other effect that round. If they fail the save, they are dazzled and nauseated for 1d4 rounds as they are harmed by the smoke. A witch can target their own location with this hex but are not immune to their own hex. The smoke dissipates the next round fairly quickly. At 9th level this hex can be used to fill adjacent squares to the target hex if the witch wishes. A witch can use this hex once per day per witch level.

### **Summon Meteor (Grand)**

This hex works as the Meteor Strike hex, with the following exceptions. Anything in the target area and the surrounding 20 feet radius take 6d8 bludgeoning damage plus the witch's Intelligence bonus (minimum 1) in fire damage when it hits. It also turns the area into rough terrain as well. A successful Reflex save reduces this damage by half. This Hex is even more difficult and can only be used once per day without penalty. If used again within 24 hours, the Witch must make a DC 25 Fortitude save with an additional penalty equal to the total number of times this Hex has been used so far. If the Fortitude save is failed, the hex still takes effect, but



the witch takes 1d6 Con damage that cannot be bypassed or healed magically. The witch must have the Meteor Strike hex before selecting this hex.

### **Wings of Change (Major)**

A witch that has wings of any sort (including vestigial), or can grow them suddenly as part of a unique ability or supernatural effect (such as a dragon-blooded sorcerer) can change their wings to living steel at any time. While altered the wings are razor sharp, gain a Hardness of 15, and have hit points equal to 4 times the caster's level each. When in this form the witch can use the wings defensively or offensively, and must choose each round how they want to use them. Each choice takes a swift action to activate. If used defensively the wings offer a +3 shield bonus until the witch's next action. If used offensively, they

act as natural weapons that do 2d6 slashing damage with each successful hit. This hex has no set duration or limitation other than the witch cannot use their wings to fly while this hex is in effect.

### **Witch's Mantle (Common)**

This hex takes a standard action to activate and lasts one minute per level. This invisible mantle provides an +2 luck bonus to AC and saves to a creature touched as a standard action. Once a target takes any damage from an outside source or fails a save, the mantle dissipates instantly. This bonus improves by another +1 at levels 5, 9, and 11th level. Only one mantle hex can be created per round. Once a target has been the recipient of a witch's mantle, they cannot again be affected by another for at least 24 hours.







W. H. P.



# NEW MAGIC ITEMS

Below you'll find new magic items for your campaign, subject to your GMs approval.

## BLOSSOM AND SPORE BRACELETS

**Aura** moderate enchantment; **Slot** wrists; **CL** 13th;  
**Weight** —; **Price** 2,950 gp

### DESCRIPTION

*These thin gold and platinum bracelets are encrusted with small emeralds and are decorated with a plant motif.*

### BENEFITS

When worn they keep the wearer smelling fresh and clean (removing any bonuses to track with the

Scent ability) and keeps them immune to extreme smells and any smell-based nausea or sickening effects also. In addition, once per week the bracers can flower and throw spores or plant pollen at a single target within 10 feet, as a standard action. Pollen causes a *charm person* effect, and spores cause a reduced *control undead* effect on any single Medium or Small sized mindless undead.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item; **Spells** *charm person*, *control undead*, *neutralize poison*, *prestidigitation*;  
**Cost** 1,475 gp

## IRON CROWN OF NERVOUS WHISPERS





**Aura** faint transmutation;  
**Slot** head; **CL** 1st;  
**Weight** 1 lb.; **Price** 1,000 gp

#### DESCRIPTION

*This iron crown is unadorned and heavy, sitting on any wearer's head uncomfortably.*

#### BENEFITS

The wearer of this crown can produce a temporary white-blue glowing energy ring three times per day that others can wear on a finger. When worn, this ring allows the wearer to communicate with the crown's wearer using the *message* spell at will.

A ring created in this way allows the wearer of the ring to use the crown wearer's current Will saving throw bonus. A ring lasts for an hour and disappears instantly after being used to augment a single Will save. These energy rings do not take up a ring slot when worn. Additionally, these rings provide light equal to a candle and are easily noticed, granting anyone making a Perception check a +5 circumstance bonus to notice a ring being worn.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item, Iron Will; **Spells** *message*;  
**Cost** 500 gp

### BLOODLINE BLADE

**Aura** strong evocation; **Slot** —; **CL** 11th; **Weight** 2 lbs.; **Price** 33,320 gp

#### DESCRIPTION

*These beautiful rapiers are constructed of mithral, with a hilt of wyvern hide wrapped around a darkwood core.*

#### BENEFITS

This weapon is a simple +1 *mithral rapier*. When

in the hands of anyone with a sorcerer-bloodline, the blade gains the *keen* and *shock* abilities. Also, the blade gives a sorcerer holding it access to a single additional sorcerer spell known while it is held in hand. This spell is always a 1st level sorcerer/wizard spell, and it varies greatly from blade to blade but it cannot be altered once set.

#### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor; **Spells** *keen edge*, *mage's lucubration*, *shocking grasp*, and a specific 1st level sorcerer's spell of the creator's choice; **Cost** 17,320 gp







## HEXEN DAGGER

Aura moderate evocation and conjuration; **Slot** —; **CL** 3rd; **Weight** 1 lb; **Price** 20,604 gp

### DESCRIPTION

This spiked shaped cold iron dagger has a hilt made of clear crystal and red-gold wire that resemble arteries that pulse disturbingly when held tightly.

### BENEFITS

When this +1 dagger is brought within 30 feet of anyone under the effect of a witch's hex, the dagger can emulate the cackle hex for one round as a move action. This can be done a total of 3 times each day. Additionally, when the dagger is used in melee against anyone under the effects of a witch's hex, the dagger burns with a green ethereal flame and gains an additional +2 to hit and 2d6 damage as per the *bane* weapon ability.

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Magic Arms and Armor, cackle hex<sup>APG</sup>;

**Spells** *summon monster I*; **Cost** 10,302 gp

## Snapdragon Feather Token

**Aura** faint evocation; **Slot** —; **CL** 3rd;

**Weight** —; **Price** 250 gp

### DESCRIPTION

This magical token of thin, folded colored paper resembles a dragon.

### BENEFITS

When activated and thrown this token acts as the spell *snapdragon fireworks*, as if cast by a 1st level sorcerer. However, the color of the paper used denotes the type of energy damage the token produces:

Red/Yellow:	Fire
Blue/White:	Cold
Green/Brown:	Acid
Purple/Pink:	Lightning

### CONSTRUCTION REQUIREMENTS

**Feats** Craft Wondrous Item, Elemental Spell<sup>APG</sup>

**Spells** *snapdragon fireworks*<sup>UM</sup>;

**Cost** 125 gp



# NEW SPELLS

Below are a series of new spells for your campaigns, subject to your GMs approval.

## ARCANE MANTLE

**School** conjuration (creation) [force]; **Level** alchemist 0, arcanist 0, bard 0, witch 0, wizard/sorcerer 0

### CASTING

**Casting Time** swift action

**Components** S

### EFFECT

**Range** personal

**Target** you

**Duration** 1 round

### DESCRIPTION

When cast, this spell temporarily creates a weak but invisible bubble of force that protects the caster from some minor harm. It provides 2 temporary hit points. When both temporary hit points are gone, the mantle bursts and is no longer in effect. While this spell is in effect, area attacks, such as a thrown alchemist's fire, cannot target the caster directly.

## BODY TEMPLE

**School** transmutation [good]; **Level** bard 4, cleric/oracle 3, inquisitor 4, witch 3

### CASTING

**Casting Time** 1 standard action

**Components** V, M (wing feather of a good-aligned creature from the outer planes)

### EFFECT

**Range** personal

**Target** you

**Duration** 1 round/level

### DESCRIPTION

This spell converts the caster's body into a positive energy wellspring, making the caster immune to possession or any magical control during the duration





of the spell. The caster reduces any source of negative energy damage to himself by his caster level and is immune to half of any ability damage or drain from undead creatures. The caster's touch also confers the equivalent of a *stabilize* spell once each round as a free action, and can also unleash a disrupt *undead* spell-like effect once per round as well without having to cast a spell to do it. Additionally, anyone within 5 feet of someone under the effects of this spell that casts a healing spell, does so at +1 caster level. If the caster himself produces or casts a healing spell or spell-like effect, then that healing effect is considered maximized, but then this spell ends immediately after that.

## DOWSE

**School** divination; **Level** alchemist 0, arcanist 0, bard 2, cleric/oracle 0, inquisitor 0, witch 0, wizard /sorcerer 0

### CASTING

**Casting Time** 1 round

**Components** S, MF (Y-shaped stick)

### EFFECT

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** concentration, up to 1 min./level

**Saving Throw** no; **Spell Resistance** no

### DESCRIPTION

This spell gives the target creature a +2 bonus to Perception checks to find something specific (non-living things only) in its spell range, or for Survival checks to locate a source of drinkable water. Water must be of a significant amount to be locatable, several gallons at least (like a small barrel or underground well), nor is water found always readily visible or easy to get to,



but it will be safe to drink. The material focus for this spell is a freshly cut 'Y' shaped stick from any tree or bush. The stick is reusable, but the bonus is halved for additional castings beyond the first.

## NIFFY HAT

**School** conjuration (creation); **Level** alchemist 0, arcanist 0, bard 2, witch 0, wizard/sorcerer 0

### CASTING

**Casting Time** swift action

**Components** S, MF (a piece of felt)







### EFFECT

**Range** touch

**Target** one creature

**Duration** 1 minute

### DESCRIPTION

This spell summons a hat sized for the caster, or another person touched that is Large or smaller. The hat can seem as plain or expensive as his imagination desires. Regardless of appearance, the hat always has a 0 hardness and only 1 hit point. A hat created by this spell can do anything a normal hat can do, including giving the caster up to a +1 circumstance bonus for some skill checks (such as Disguise, Perform, or Sleight of Hand) where a hat could aid in that regard, but the GM determines if and when it can and how long it can provide such a bonus based on each circumstance. Only one hat can be in existence at a time, as any further conjurations make the previous creation vanish instantly. Anybody who views one of these hats up close can easily tell it is a magical fake of some kind and gains a +4 circumstance bonus to any Appraise check to do so.

## GIFT OF FIRE'S TOUCH

**School** conjuration [fire]; **Level** arcanist 3, witch 3, wizard/sorcerer 3

### CASTING

**Casting Time** 1 round

**Components** V, S, M (2 small rubies worth 10 gps each)

### EFFECT

**Range** personal

**Target** you

**Duration** 3 rounds

**Saving Throw** special (see below); **Spell Resistance** yes

### DESCRIPTION

This spell transforms the rubies held in each hand into miniature portals to the elemental plane of fire. This

encompasses the caster's hands in a bright flame that provides light equal to a torch on each hand. As a standard action each round for this spell's duration, the caster can perform one of several possible actions each round.

*Smoke Screen:* Create a concealing smoke barrier around the caster's area. Treat this effect as if an alchemical smoke stick had landed in each square around the caster. This effect lasts only one round.

*Fire Jump:* +10 to any Acrobatics check to make a single jump of any kind and double the effective result, or reduce damage from a fall. Anything in the starting or landing squares takes 2d6 fire damage. A creature that succeeds on a Reflex save avoids this damage altogether.

*Cinder Touch:* A single melee touch attack that deals 2d6 + the caster's Intelligence modifier fire damage. Any target touched ignites for 1d6 fire damage each round for 2d4 rounds or until the flames are extinguished.

*Cinder Blast:* A single ranged touch attack that deals 2d6 + the caster's Intelligence modifier fire damage. The maximum range for this attack is 30 feet.

*Inferno Corridor:* A line of fire that does 4d6 fire damage in a 20 foot line. A creature that succeeds on a Reflex save takes half damage.

*Deflecting Touch:* As a readied action, the caster can attempt to deflect or absorb fire, gaining a +4 bonus to AC and any saves vs. fire effects, and gains fire resistance 5 until the beginning of the next round.

## HAVOC DANCE

**School** evocation [force]; **Level** arcanist 2, magus 3, wizard/sorcerer 2, witch 3

### CASTING

**Casting Time** 1 standard action

**Components** V



### EFFECT

**Range** personal

**Target** you

**Duration** 1 round/4 levels, maximum 5 rounds

**Saving Throw** Fort partial (see spell description); **Spell Resistance** yes

### DESCRIPTION

The caster summons a ball of colorful and chaotic raw magic he may use as a touch attack, or throw at a nearby target as a ranged touch attack within 20 feet. The ball of magic deals 1d6 force damage, but any Large or smaller target that gets hit must make a Fortitude save or be pushed back 10 feet and tossed into the air, before spinning and falling prone. Each round after the first, the caster can summon an additional ball of energy as a swift action that can then be used to make an attack with a standard action. Any round that a ball of energy is not summoned or used is wasted.

## HAVOC DANCE, GREATER

**Level** arcanist 5, magus 6, wizard/sorcerer 5, witch 6

**Duration** 1 round/4 levels, maximum 5 rounds

### DESCRIPTION

As *havoc dance* with the following changes: The damage increases to 3d6 force damage per hit, and the maximum range is now 40 feet. Any Huge or smaller target hit must make a Fortitude save or be tossed 20 feet backwards, through the air before falling prone.

## HAVOC DANCE, MASTER

**Level** arcanist 8, wizard/sorcerer 8, witch 9

**Duration** 3 rounds

### DESCRIPTION

As *greater havoc dance* with the following changes: Each round the caster can launch a ball of havoc energy

at a separate target within range as a standard ranged touch attack, with a maximum number of targets allowed each round equal to 1 per 4 caster levels, up to a maximum of 5 targets.

## IMPROVE FLESH SERVANT

**School** transmutation; **Level** witch 7

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M (an insect cocoon)

### EFFECT

**Range** touch

**Target** one flesh servant

**Duration** 1 day

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

### DESCRIPTION

As per the *evolution surge*<sup>APG</sup> spell, but it only works on a flesh servant created by a witch's hex.

## IMPROVE FLESH SERVANT, GREATER

**School** transmutation; **Level** witch 9

### DESCRIPTION

As per the *improve flesh servant* (see above) spell, but it grants the target servant 8 evolution points to gain up to 3 different evolutions.

## INTIMIDATING CACKLE

**School** necromancy [emotion, fear, mind-affecting, sonic]; **Level** arcanist 2, bard 2, cleric/oracle 2, inquisitor 2, witch 2, wizard/sorcerer 2





### CASTING

**Casting Time** 1 standard action

**Components** V/DF

### EFFECT

**Range** personal

**Target** you

**Duration** instantaneous

**Saving Throw** no; **Spell Resistance** yes

### DESCRIPTION

When used, this spell allows the caster to burst into frightful laughter and immediately make an Intimidation check against each enemy within 30 ft with a +5 bonus. If successful, each enemy is affected as if by a successful demoralize opponent check by the caster. Standard

penalties for attempting to demoralize a target multiple times apply normally.

## PARADIGM SHIFT

**School** transmutation **Level** arcanist 7, witch 7, wizard/sorcerer 7

### CASTING

**Casting Time** 1 round

**Components** V, S, M (blood soaked sand from a battlefield)

### EFFECT

**Range** personal

**Target** 50 ft. radius emanation from the caster

**Duration** concentration



**Saving**  
**Throw** no;  
**Spell Resistance** no

### DESCRIPTION

The caster changes aspects of the area around him over time in order to harm his enemies and help his friends. Once this spell is initiated, the area between the caster's friends and enemies begins to physically warp. Gravity, air pressure, humidity, and many other factors are manipulated in order to create these effects. This gives the caster's allies a +1 circumstance bonus to all their attacks and damage rolls for this first round, and their enemies receive a -1 to theirs. Both the bonus and penalty increase by one each round while the caster continues to concentrate, to a maximum of +5 and -5 respectively at the 5th round and beyond. This spell's warping effect ends instantly if the caster cannot maintain concentration. This spell's effect cannot pass through solid objects thicker than 1 inch or solid magic effects such as a *wall of force* or similar.

### STEELED SCALES

**School** transmutation (earth); Level alchemist 3, arcanist 3, cleric/oracle 3, inquisitor 3, magus 3, witch 3, wizard/sorcerer 3

### CASTING

**Casting Time** 1 standard action

**Components** V, S, M/DF (a small piece of used scalemail armor or any dragon's scale)

### EFFECT

**Range** touch

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will negates (harmless);

**Spell Resistance** yes (harmless)

### DESCRIPTION

The caster's skin becomes covered with dark or shiny (caster's choice) metallic scales. They provide limited protection for the spell's duration, but the exact effect depends on the caster's decision when the spell is cast so the spell can adapt to the caster's needs. The caster gains access to 2x points of 'protection' equal to the number of Intelligence, Charisma, or Wisdom bonus (whichever is highest) that they currently have. These points can then be applied in any of the following ways:

2 pts spent = +1 natural armor bonus. This stacks with any non-magical natural armor the caster normally has.

1 pt spent = +1 armor bonus. This AC bonus acts as worn scalemail armor and it slows the target like normal armor does, by 5 feet. If the AC bonus exceeds +4 the target is slowed by 10 ft.

2 pts spent = 3 pts of damage reduction/bludgeoning (Maximum DR9)

3 pts spent = light fortification (+10%, Maximum 30%)

Points can be spent in any manner with a swift action, unspent points are wasted.









# NEW MONSTERS AND TEMPLATES

Below are a series of new creatures and templates for your campaigns, subject to your GMs approval.

## NEW MONSTER TEMPLATE:

### INK-INFUSED (CR+1)

Ink-infused creatures are usually the creations of alchemists or arcane spell-casters with a calligraphy or tattoo fetish. Their bodies resemble flowing liquid ink with changing letters, arcane symbols, or even alien iconography of extremely disturbing nature.

#### **Creating an Ink-Infused Creature**

"Ink-Infused" is an inherited template that can be applied to any living corporeal creature (referred to hereafter as the base creature).

**Challenge Rating:** Same as base creature +1.

**Type:** The ink-infused creature's type changes to aberration. Recalculate base attack bonuses, saves, and skill points.

**Hit Dice:** Change all of the base creature's racial HD to d8s.

**Defensive Abilities:** An ink-infused creature gains acid resistance 10, and a +2 racial bonus to any saves against alchemical attacks or effects.

**Weaknesses:** An ink-infused creature takes 1 point of damage per caster level without a save, when targeted by an erase spell.

**Special Attacks:** Same as base creature.

**Skills:** An ink-infused creature gains Stealth and

Disguise as class skills.

**Special Qualities:** An ink-infused creature gains the following abilities.

#### **Liquid Form (Ex)**

An ink-infused creature gains the Amorphous and Compression universal monster abilities, making it immune to sneak attacks and critical damage, and allowing it to maneuver through small spaces very easily.

#### **Two-Dimensional Camouflage (Ex)**

An ink-infused creature gain a +4 racial bonus to Stealth and to Disguise skill checks when trying to appear as a tattoo or as graffiti on a wall (or similar situation).

**Environment:** Any

## FLESH SERVANT

*This humanoid creature is obviously made up of various preserved body parts, some of which appear monstrous in origin. Created exclusively by witches, flesh servants are tough constructs directly powered by a witch's patron and driven by their imperative to serve and protect their master above all else.*

#### **Flesh Servant CR 6**

**XP 2,400**

N Medium construct

**Init** +6; **Senses** darkvision 60 ft., low-light; Perception +4

**Aura** same as creator

#### **DEFENSE**

**AC** 23, touch 13, flat-footed 20 (+2 armor, +2 Dex,



+1 dodge, +8  
natural)

**hp** 73 (8d10+20+8)

**Fort** +4; **Ref** +4; **Will** +2; +4  
resistance vs. hexes

**Defensive Abilities** **DR** 5/cold iron;

**Immune** cold, electricity, construct traits,  
*magic missile*;

**Resist** fire 5;

### OFFENSE

**Speed** 30ft.

**Melee** 2 slams +11(1d6+3), or by simple weapon  
(dagger) +11(1d4+3)

**Ranged** only by simple weapon (usually a light  
crossbow) +10 (1d8)

**Spell-Like Abilities** (CL 8th)

**At will**—*ant haul*, *prestidigitation*

### TACTICS

**During Combat** A flesh servant follows its creator's  
instructions as much as possible in combat, however  
it will generally err on the side of staying close and  
defending their master as much as possible if any  
leeway is given in their current instructions.

**Morale** Flesh servants fight to the death, unless  
instructed otherwise. (See the daily resurrection special  
ability below)

### STATISTICS

**Str** 16, **Dex** 15, **Con**—, **Int** 6, **Wis** 10, **Cha** 4

**Base Atk** +8; **CMB**+11; **CMD** 23

**Feats** Barroom Brawler<sup>ACG</sup>, Dodge<sup>B</sup>, Great Fortitude<sup>B</sup>,  
Improved Initiative<sup>B</sup>, Light Armor Proficiency,  
Toughness, Simple Weapon Proficiency

**Skills** Climb +11, Perception +4, Swim+9;

**Racial Modifiers** +6 Climb, +4 Swim

**Languages** flesh servants understand any language  
their creator knows, but cannot themselves speak.

**SQ** daily  
resurrection, hex  
resistance

**Equipment** leather armor,  
dagger, light crossbow w/10  
bolts (plus whatever the creator has  
given it)

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** incidental (see above under gear)

### SPECIAL ABILITIES

#### Daily Resurrection (Su)

As long as its creator is still alive (or undead), a flesh  
servant regenerates its entire hit points at dawn each  
day. Only a *wish* spell or similarly powerful magic  
can stop this ability. If the creator perishes, the flesh  
servant stops functioning immediately and falls apart  
into its component pieces.

#### Hex Resistance (Ex)

Flesh servants gain a +4 racial bonus against all hexes  
regardless of source.

An amalgam made up of body parts from a witch's  
opponents and sacrifices, no single flesh servant  
resembles any other. All are Medium sized and  
humanoid in general shape, and can use items created  
for other humanoids of similar size without penalty  
unless they lack proficiency or skill in its use. Faster  
and more intelligent than similar constructs, flesh  
servants also follow their instructions to a fault without  
hesitation unless their master is in danger. Powered by  
the witch's patron, this also makes the servant nearly  
indestructible unless powerful magic is involved.











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