

Witch Archetype Sampler



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Witch Archetype Sampler

By John Buckley

The Knotty-Works

Thank you for downloading the **Witch Archetype Sampler**. The three archetypes offered within are representative of the materials found within the **Advancing with Class: The Witch** though these archetypes are not within that document. If you like the archetypes presented within this document please consider purchasing **Advancing with Class: The Witch**, containing over fifty new hexes, twenty one feats, and seven new archetypes.



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New Witch Archetypes

Abyssal Bound Witch (Archetype)

It is unknown why some mortals may attract the attention of demon-kind, perhaps a sin so evil or unforgivable that they shine like a beacon to these sowers of death and destruction. Others seek a means to an end and find the lure of immortality so pervasive they seek out dark and corruptive beings willing to grant them this gift for a price of servitude and blood.

Alignment: chaotic and non-good.

Patron Themes: The Abyssal Bound witch generally sides with the more spiteful themes including Death, Occult, Plague, and Vengeance.

Abyssal Familiar (Su): The witch gains a Quasit as her familiar starting at 1st level. The Quasit gains the familiar statistics based on its master's level as presented in the section on Familiars (hit points, Hit Dice, Saving Throws, and Skills). The Quasit does not gain Alertness, empathic link, Improved Evasion at 1st level nor does it gain Spell Resistance once its master reaches 11th level. It does gain the other familiar abilities (share spells, deliver touch spells, and scry on familiar) and it begins with the ability to speak with master (it doesn't gain the ability to speak with animals feature of its kind feature). In addition, the Quasit retains all of its own special abilities and qualities including spell-like abilities, poisonous claws, fast healing, damage resistance, energy resistance, and immunities. The Quasit retains its own Intelligence, though it may be increased once the master reaches a higher level. The Quasit does not gain any adjustments to its AC normally granted to the familiar's natural armor class.

This feature replaces the witch's Familiar feature and 1st level Hex.

Abyssal Resistance (Su): The witch gains energy resistance at 4th level for one of the following types: electricity, acid, or cold. The initial resistance is 5 plus $\frac{1}{2}$ her class level. Every six levels thereafter she may choose an additional type to gain resistance and at 20th level she gains immunity to one of the chosen energy types. This feature replaces the witch's 4th level Hex.

Hexes: The Abyssal Bound Witch is complimented with the Beast of Ill-Omen, Blight, Hex Bolt*, Nails, and Spitting Nails* hexes.

Major Hexes: Caustic Infusion*, Infected Wounds, Major Hex Bolt*, Retribution major

hexes work well with this archetype.

Grand Hexes: Grand Hex Bolt* and Surge of Agony* compliment the Abyssal Bound Witch.

Infernal Bound Witch (Archetype)

Making a pact with a devil is never a good idea, but it is a means to an end for some. This witch gains her powers a deal made with a spawn from the nine hells. She may be headed to hell, but she plans on taking as many people with her as possible.

Alignment: lawful and non-good.

Patron Themes: The Infernal Bound witch generally sides with the more spiteful themes including Deception, Insanity, Occult, and Trickery.

Sign the Pact (Ex): The infernal bound witch gains bluff and diplomacy as class skills while losing Heal and Intimidate. She gains one extra skill point at every even class level which must be spent on either of these two skills.

Infernal Familiar (Su): The witch gains an Imp as her familiar. This small devil gains the familiar statistics based on its master's level as presented in the section on Familiars (hit points, Hit Dice, Saving Throws, and Skills). The Imp does not gain Alertness, empathic link, Improved Evasion at 1st level nor does it gain Spell Resistance once its master reaches 11th level. It does gain the other familiar abilities (share spells, deliver touch spells, and scry on familiar) and it begins with the ability to speak with master (it doesn't gain the ability to speak with animals feature of its kind feature). In addition, the Imp retains all of its own special abilities and qualities including spell-like abilities, change shape, fast healing, damage resistance, energy resistance, and immunities. The Imp retains its own Intelligence, though it may be increased once the master reaches a higher level. The Imp does not gain any adjustments to its AC normally granted to the familiar's natural armor class.

This feature replaces the witch's Familiar feature and 1st level Hex.

Infernal Resistance (Su): The witch gains energy resistance at 4th level for one of the following types: fire, acid, or cold. The initial resistance is 5 plus $\frac{1}{2}$ her class level. Every six levels thereafter she may choose an additional type to gain resistance and at 20th level she gains immunity to one of the chosen energy types. This feature replaces the witch's 4th level Hex.

Hexes: The Infernal Bound Witch is complimented with the Blight, Charm, Evil Eye, Misfortune, Touch of the Doomed*, and Touch of the Wicked* hexes.

Major Hexes: Agony, Nightmares, Pallor of Doom, and Vision major hexes work well with this archetype.

Grand Hexes: Dire Prophecy and Forced Reincarnation compliment the Infernal Bound Witch.

Tribal Witch (Archetype)

Although primitive by more civilized standards, the tribal witch is just as powerful as her socially superior sisters. She focuses on those things most important to her clan and tribe and is more involved in their overall survival and sustainability.

Patron Themes: The Tribal Witch works well with the Ancestors, Animals, Healing, and Spirits patron themes.

Tribe Focus (Ex): The Tribal Witch gains Handle Animal and Survival as class skills while she loses Knowledge (Arcana) and Use Magic Device class skills. Her focus is ensuring that the tribe prospers and as a result she gains an extra skill point every even class level that may be applied to either one of these skills.

Natural Environs (Ex): The Tribal Witch may choose a type of terrain (typically associated with her tribe) and gains a +2 bonus to Perception, Stealth, and Survival skill checks while within

that type of terrain. This bonus increases by +1 at 4th, 8th, and 12th level (maximum of +5). In addition, her movement rate increases by 10 ft. while traveling within that terrain.

This feature replaces the witch's Hex gained at 1st level.

Ancestral Blessing (Su): At 4th level, the tribal witch may beg the ancestral spirits to bless an endeavor that would benefit the clan in some fashion. This blessing may be placed on a number of individuals equal to ½ the witch's class level and grants them a +2 bonus to attacks, saving throws, and skill checks involving Strength or Dexterity for one hour. The duration is increased to 2 hours at 8th level and 4 hours at 12th level. The witch may use this feature 3 times per day plus her Intelligence modifier.

This feature replaces the witch's Hex gained at 4th level.

Hexes: The Tribal Witch is complimented with the Charm, Feral Speech, Healing, Mob Elusion*, and The Path Less Traveled hexes.

Major Hexes: Beast Eye, Major Healing, Vision, and Weather Control major hexes work well with this archetype.

Grand Hexes: Life Giver and Summon Spirit compliment the Tribal Witch.

*Hexes marked with an asterisk are new hexes introduced in **Advancing with Class: The Witch**. You may substitute other hexes from other sources as needed.



Some of the other fine products produced by the Knotty-Works.

Both Spell-Compendiums introduce over 50 spells each at an affordable price.

Volume I focuses on spells that grant feat like abilities with guidelines to keep them from getting out of hand.

Volume II focuses on spells that can be used to alter and control the spells of others.

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The Witch Archetype Sampler

Introducing three new Archetypes for the Witch base Class.

The Abyssal Bound Witch

The Infernal Bound Witch

The Tribal Witch

If you liked this product please take a look at *Advancing with Class: The Witch* which includes several new hexes, feats, and archetypes. Note that the archetypes in this document are Not found in *Advancing with Class: The Witch*, but some of the hexes mentioned within can be found in *Advancing with Class: The Witch*.

