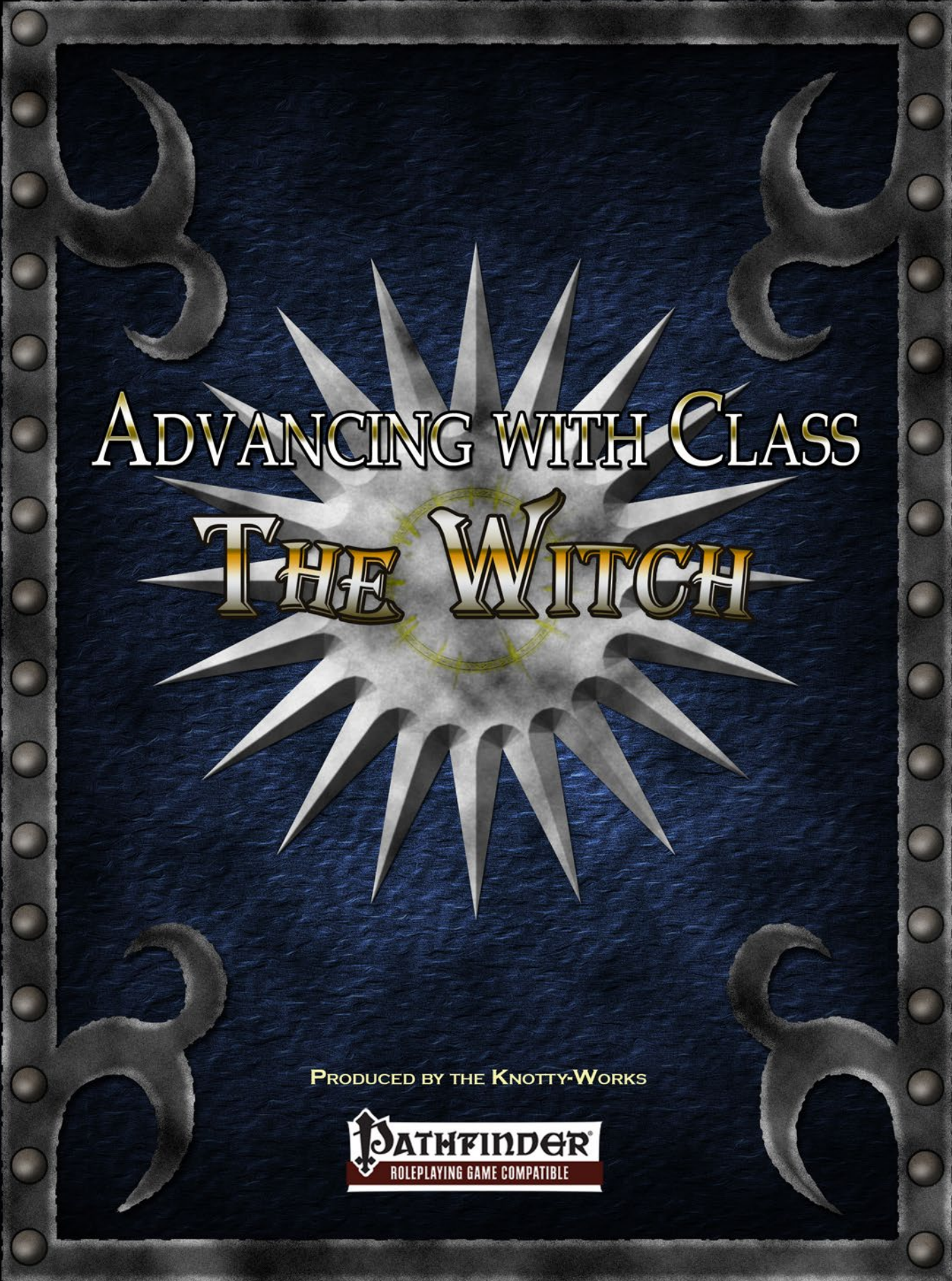


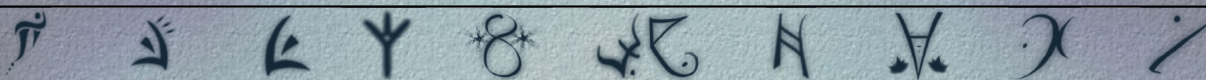


ADVANCING WITH CLASS

THE WITCH

PRODUCED BY THE KNOTTY-WORKS





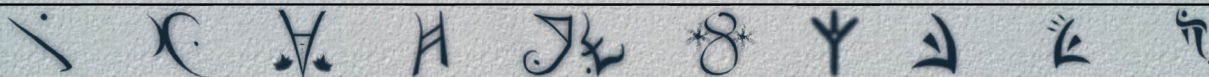
The Knotty-Works Presents:

ADVANCING WITH CLASS

THE WITCH

Designed, Developed, and Edited by John Buckley

The Knotty Works



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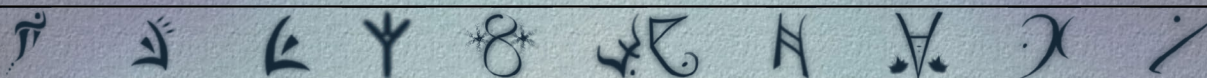


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Shianna pulled the silver dagger from behind her back and crept through the dark hallway. Her elven senses picked up the nuances of shadows shrouding the flanking doorways at the end. She had hid in the back room of the shop all day waiting for night fall and now it was time to face the beast that hid within the form of the shop keeper. She had tracked this monster for months now and swore to put an end to it after it had ravaged her young cousins. Shianna's guilt for being away on a mission for her mistress ate at her ever since she returned to her village and was told what had happened. Not even Hynis her companion and familiar could console her. The diminutive winged mouse now sat on her shoulder, his slender snout quivering from the scents it was picking up.

Each time this merchant of fine apparel showed up in a town, death seemed to follow just a few weeks later and the next morning both the merchant and his wares had vanished in the wind. But her perseverance paid off and she knew this man-creature was the one and she was not going to let him take another life this night. When she stepped through the shop it was apparent that his business in this town had come to an end, shelves were emptied and anything of value had been removed.

Hynis lifted up off Shianna's shoulder and darted forward.

"Come on Shy, he's changing. The room to the left reeks of wet dog!" The small mouse squeaked as his

large resplendent wings beat rhythmically in the air.

"Hush Hynis, you will give us away," Shianna scolded as loudly as she dared. She didn't want to face the beast directly if she could help it.

Suddenly the wall to the left of her exploded as a large clawed hand ripped through the wood and plaster if it were paper. Shianna jumped back, nearly dropping the blade in the process. A large black feral shape burst from the newly rent hole in the wall, creating a new doorway in the process. This form was much larger than Shianna could have guessed and she scrambled to get out of its way as the beast grabbed for her.

Shianna then saw Hynis nimbly zip by the beast's head, landing on its shoulder, giving the witch her only chance to gain the advantage. Shianna spoke the words Hynis had taught her, feeling the energy flow from her through the winged mouse and into the beast. The wolf-man hybrid began frantically reaching out, ripping through the air.

The monster bellowed in rage, "Where are you girl? I can still smell your stinking elven scent!"

The witch skirted around the beast, trying to move as quietly as possible. Shianna made her way to the back of the wretched thing and—as the monster scoured the ground in front of it—she took her dagger and drove the silvered splinter into the monster's spine.

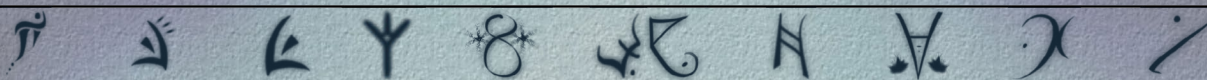


Advancing with Class – The Witch

The **Witch** was first introduced to the Pathfinder game in the Advanced Player's Guide as a new base class. The witch takes some very interesting steps to give the class its own unique flavor, differentiating itself from the traditional arcane classes while dipping into some concepts from the divine. The Patron theme allows the player to flavor the character based on the player's own interpretation of how the character achieves her power. However, the hex is far and away the most interesting new character feature granted to the witch. Basically a progressive list of spell-like abilities that the character attains initially then every even level thereafter, the hex is to the witch as to rogue talents are to the rogue. Mini-abilities that can be built up over time but also allow the player to customize the character to make her unique as the character progresses in experience leading to legend.

Advancing the Class offers a few new options for this innovative class with a few new Patron Themes, a bunch of new hexes including major hexes and a few grand hexes, some feats that spread the class features of multi-classing witches, and a seven new witch archetypes.





Alternate Patron Themes

The following five **patron themes** were designed to give your witch an eclectic flavor ranging from the scholarly to the whimsy. The three Fey based themes were designed with the Fey Touched Witch Archetype found in the Archetype section. The Summer theme was designed as the antithesis of the Winter Patron theme found in Ultimate Magic. The Arcane was designed for a more scholarly build and fits well with the Occult Scholar Archetype found in the Archetype section.

Arcane Patron Theme

2nd – **Memory Lapse**, 4th – **Arcane Lock**, 6th – **Explosive Runes**, 8th – **Mnemonic Enhancer***, 10th – **Dismissal**, 12th – **Planar Binding** (Lesser), 14th – **Banishment**, 16th – **Planar Binding** (Greater), 18th – **Gate**

*Although limited to Wizards, since Witches prepare their spells the witch can use this spell if she has an Arcane Patron.

Courtly Fey Patron Theme

2nd – **Disguise Self**, 4th – **Invisibility**, 6th – **Major Image**, 8th – **Invisibility** (Greater), 10th – **Dream**, 12th – **Veil**, 14th – **Project Image**, 16th – **Screen**, 18th – **Time Stop**

Nature Fey Patron Theme

2nd – **Barkskin**, 4th – **Tree Shape**, 6th – **Diminish Plants** or **Plant Growth**, 8th – **Command Plants**, 10th – **Wall of Thorns**, 12th – **Transport via Plants**, 14th – **Animate Plants**, 16th – **Control Plants**, 18th – **Shambler**

Summer Patron Theme

2nd – **Cloak of Shade**, 4th – **Heat Metal**, 6th – **Daylight**, 8th – **Blight**, 10th – **Call Lightning Storm**, 12th – **Sirocco**, 14th – **Sunbeam**, 16th – **Sunburst**, 18th – **Winds of Vengeance**

Whimsy Fey Patron Theme

2nd – **Faerie Fire**, 4th – **Hideous Laughter**, 6th – **Snare**, 8th – **Reduce Person** (Mass), 10th – **Nightmare**, 12th – **Mislead**, 14th – **Spell Turning**, 16th – **Scintillating Pattern**, 18th – **Shapechange**



New Hexes

Between Normal, Major, and Grand Hexes over fifty hexes are presented below. Normal hexes are grouped into four categories:

Eldritch, **Fey**, **General**, and **Shadow**.

Eldritch and General hexes may be chosen by any witch unless the archetype forbids it. Fey hexes may only be selected by witches that have chosen one of the three Fey Patron Themes listed above. Shadow hexes may only be selected by witches that have chosen the Shadow Patron Theme.

Eldritch hexes focus on directing eldritch energies into magical attacks that may be infused with conditional effects. Fey hexes generally irritate others or have a natural component. Shadow hexes allows the witch to actually suffuse herself with the stuff of shadow to move undetected or strike out from the shadows.

Other hexes do not have a specific category and were designed to complement the existing hexes found in the Advanced Player's Guide.



It must be noted that only one Eldritch Infusion may applied to a **Hex Bolt** or **Hex Forged** attack at one time, with the exception of **Energy Infusion** which alters the base energy of the hex. Any hex that requires **Hex Bolt** or **Hex Forged** may be used with any version of those hexes (Normal, Major, and Grand).

Hex Bolts and Casting Defensively

If the **Hex Bolt** is not cast defensively then the witch will provoke attacks of opportunity (similar to an archer firing a bow while an opponent is within melee range). **Casting on the Defensive** requires a standard concentration check treating every 2d6 of damage caused by a **Hex Bolt** is considered one spell level rounded

up. A 3d6 *Hex Bolt* would be considered a 2nd level spell. This applies to all versions of the *Hex Bolt* (normal, major, and grand).

Unlike a normal spell, the *Hex Bolt* is not automatically lost when the witch fails the caster check while casting defensively, but the witch will provoke attacks of opportunity. If the witch is struck while launching a *Hex Bolt*, she suffers a penalty to the touch attack equal to ½ the damage caused by the attack. If using the *Hex Chain* hex, the witch applies this penalty to each attack.

The *Hex Blast* and *Hex Cone* are handled a little differently, requiring the caster to either Cast on

the Defensive or provoke attacks of opportunity. The effective spell level of the *Hex Blast* is equal to ½ the damage dice (rounded up) plus 1. So a *Hex Blast* powered by the *Major Hex Bolt* would be considered a 4th level spell for purposes of casting defensively. If the witch does cast on the defensive and fails the check, the *Hex Blast* or *Hex Cone* cannot be used that round. If the witch provokes an attack of opportunity that results in taking damage, she must make a concentration check to complete the hex using the standard DC formula of 10 + the damage suffered + the spell being cast as calculated based on the Hex.

Eldritch Hexes



Blinding Infusion (Su) The witch must possess *Hex Bolt* or *Hex Forged* before this hex may be taken. A target struck by the *Hex Bolt* or *Hex Forged* attack must make a Fortitude save or become *blinded* for 1d4 rounds plus the witch's Intelligence modifier. This effect is in addition to the damage caused by the *Hex Bolt* or *Hex Forged* attack. A victim may only suffer from this hex once per day from the same witch.

Deafening Infusion (Su) The witch must possess *Hex Bolt* or *Hex Forged* before this hex may be taken. A target struck by the witch's *Hex Bolt* or *Hex Forged* attack must make a Fortitude save or become *deafened* for 1d4 rounds plus the witch's Intelligence modifier. This effect is in addition to the damage caused by the *Hex Bolt* or *Hex Forged* attack. A victim may only suffer from this hex once per day from the same witch.

Energy Infusion (Su) The witch must possess *Hex Bolt* or *Hex Forged* before this hex may be taken. The *Hex Bolt* or *Hex Forged* attack is now suffused with one energy type (fire, cold, electricity, acid, or sound). Damage caused by the *Hex Bolt* or *Hex Forged* attack is no longer susceptible to spell resistance but energy resistance and immunities do apply. Once chosen, the witch can no longer fire a normal *Hex Bolt* or *Hex Forged* attack; it will always be infused with the type of energy chosen. If another effect is also applied, such as *Frightening Infusion*, spell resistance will apply for the additional effect.

Frightening Infusion (Su) The witch must possess *Hex Bolt* or *Hex Forged* before this hex may be taken. A target struck by the witch's *Hex Bolt* or *Hex Forged* attack must make a Will save or become *shaken* for 1d4 rounds plus the witch's Intelligence modifier. This effect is in addition to the damage caused by the *Hex Bolt* or *Hex Forged* attack. A victim may only suffer from this hex once per day from the same witch.

Hex Bolt (Sp) The witch can fire a ray of eldritch energy that causes 1d6 points of damage per three class levels (maximum of 4d6). The witch

must make a ranged touch attack with a range increment of 15 feet with a maximum of 10 range increments. Use of this hex does provoke attacks of opportunity unless cast defensively. The damage is considered magic so it does bypass *damage reduction*, but spell resistance does apply as well as miss chances for concealed targets and half damage for incorporeal targets. Feats that alter or enhance ranged attacks will work with this hex (i.e. Point Blank Shot, Precise Shot, etc.) and it is considered a Ray attack. The witch may only fire one hex bolt per round regardless of the number of attacks gained due to her Base Attack Bonus or any feats that grant multiple ranged attacks.

Hex Forged (Sp) The witch may imbue her melee or natural weapon as a move action with eldritch energy that causes an additional 1d4 points of damage per three class levels (maximum of 4d4) upon a successful strike. The effect only lasts for one attack and fades at the start of the witch's next turn and the hex is lost if the weapon leaves the witch's hands. The damage is considered magic so it does bypass *damage reduction*, but spell resistance does apply as well as miss chances for concealed targets and half damage for incorporeal targets.

Sickening Infusion (Su) The witch must possess *Hex Bolt* or *Hex Forged* before this hex may be taken. A target struck by the witch's *Hex Bolt* or *Hex Forged* attack must make a Fortitude saving throw or become *sickened* for 1d4 rounds plus witch's Intelligence modifier. This effect is in addition to the damage caused by the *Hex Bolt* or *Hex Forged* attack. A victim may only suffer from this hex once per day from the same witch.

Fey Hexes



Faerie Ring, Minor (Su) The witch may cast a hex in an area with a 20 foot radius centered around her that causes anyone that enters to become queasy and confused. Victims are allowed a Will save to avoid the effect and if unsuccessful become *sickened* while within the area of effect. A new save is required for each 5 foot area passed through within the ring so the same creature may trigger this effect several times if it tries to pass completely through the faerie ring. The ring lasts until the dawn of a new day or the witch uses this hex in another location (the witch may only hex one area at a time). The witch is immune to the effects of this hex (regardless of who cast it). This is an enchantment (compulsion) effect.

Fey Blindness (Su) The witch may make a touch attack against an individual and if successful the witch is considered *Invisible* to that opponent as the spell until the witch makes a direct attack, dismisses the hex, or hexes another with this hex. The hex does wear off with the dawning of a new day and the witch does not have to touch the victim to remove the effect.

Gaze of the Sidhe (Su) This hex causes everyone within 20 feet that can view the witch to make a Will save or be compelled to look down and away from the witch until the beginning of her next turn. Everyone affected that round loses a standard action, though other actions are possible. The witch may use this hex 3 times per day plus her

Intelligence modifier. This hex is a mind affecting (compulsion) ability.

Greater Fey Blindness (Su) The witch must possess *Improved Fey Blindness* before this hex may be taken. This hex allows the witch to make a ranged touch attack with a range of 60 feet. If successful, the witch is considered *Invisible* to the victim. As with *Improved Fey Blindness*, the witch may have this affect going against multiple people simultaneously as described in the Improved Fey Blindness hex.

Improved Fey Blindness (Su) The witch must possess *Fey Blindness* before this hex may be taken. This hex functions identically to *Fey Blindness* but the witch may touch multiple victims before it is removed from previous victims. The total number of victims that a witch may use this hex is equal to three plus her Intelligence modifier.

Second Sight (Su) The witch gains the effect of the *See Invisibility* spell for a number of minutes equal to her class level per day.

Winding Weeds (Su) The witch may cast this hex on an opponent within 60 feet that is in an area of natural plant growth. The victim is allowed a Reflex save and if unsuccessful is affected as if *entangled*. The witch may maintain this hex each round there after by spending a move action as long as she is within range, though the victim may attempt to break free with a Strength check or *Escape Artist* skill check with the same DC as required for the original Reflex save.

General Hexes



Audible Inebriation (Su) This hex causes the victim to only hear garbled speech from others. The victim may speak normally but cannot understand anything verbally communicated. If the victim casts a spell with a verbal component, there is a 10% chance of spell failure. The witch must be within 30 feet of the target and the victim is allowed a Will save to avoid the effect. The hex will last for 1d4 rounds plus ½ the witch's class level, though the witch may dismiss the hex and hexing another victim immediately causes the effect to end on the previous victim. A victim may only suffer from this hex once per day from the same witch. Other forms of communication are not affected by this hex.

Note that the chance of spell failure stacks with *Cottonmouth* or any effect that hinders the caster's ability to speak. It does not stack with other deafening effects.

Avian Emissary (Su) The witch may hex a small or tiny avian such as a raven, canary, etc. within 30

feet so that it is friendly with the witch. The witch may send a short message to another via the new avian friend.

The bird becomes enchanted and can verbally repeat a message up to 10 words to the designated individual. The witch is able to impress an image of the recipient to the messenger as well as the general expected location where the recipient may be found.

This enchantment lasts for an hour, after which time the effect wears off and the bird can no longer deliver the message and will revert back to its general nature.

This hex does not require the messenger to return to the witch and the witch will not know if the message was successfully sent or not. The witch may only pass one message along in this method at a time and using this hex on another bird automatically releases the previous messenger. If the witch has an avian familiar, she may use it as the messenger but all special abilities gained while



in close proximity to the familiar are lost until it returns.

Cataract Contagion (Su) The witch must make a successful touch attack against her target to trigger this hex. The victim is temporarily **blinded** for 1d4 rounds, but may only suffer from this hex once per day from the same witch. If the target does not rely on vision to sense or has eyes in more than one location on its body, this hex has no effect.

Cottonmouth (Su) The witch may hex an opponent within 30 feet so that the target's tongue swells and finds it difficult to effectively communicate verbally. The opponent must make a Will save or loses the ability to effectively speak for 1d4 rounds plus $\frac{1}{2}$ the witch's class level. Casting spells with a verbal component has an automatic 25% chance of failure. A victim may only suffer from this hex once per day from the same witch. Other forms of communication are not affected by this hex.

Note that the chance of spell failure stacks with **Audible Inebriation** or any effect that hinders the caster's ability to hear. It does not stack with other effects that impedes the caster's ability to speak.

Cudgel of Corruption (Su) The witch can transform her staff or club into a powerful weapon for a number of rounds equal to the witch's class level for 3 times per day plus the witch's Intelligence modifier. The weapon is treated as if under the effects of the **Shillelagh** spell for the duration of this hex. At 1st level, it is a standard action for the witch to invoke this hex. At 5th level the witch may invoke this hex as a move action and at 10th level

the witch may invoke this hex as a swift action.

Iron Bound Dagger (Su) This hex alters the witch's dagger or other light melee or thrown weapon so that it takes on the properties of cold iron. Any creature within 30 feet of the witch that has **DR/cold iron** causes the dagger to glow with the intensity of a candle. The witch gains a +1 luck bonus to attack and damage with the dagger against creatures with the **DR** rating while the dagger is glowing. The witch can maintain this effect for one round per class level and the witch may invoke this hex 3 times per day plus the witch's Intelligence modifier. If the weapon leaves the witch's hand, the weapon reverts back to its original material.

Mob Elusion (Su) The witch can pass through undergrowth and rough terrain at her normal movement rate without taking damage or suffering loss in movement. Magically altered terrain will still affect the witch normally.

Nettle Skin (Su) The witch's hex causes stinging nettles to spring from her skin as a swift action. Anyone attacking the witch with an unarmed attack, grapple, or natural attack will suffer 1d4 points of damage and must make a Fortitude save or suffer the effects of a mild injury poison taking 1 point of Dexterity damage with an onset of 1 round and a frequency of 2 rounds. Once poisoned the victim is immune to any further poison from the nettles from the witch attacked for 24 hours. The witch may use this hex 3 times per day plus the witch's Intelligence modifier. The duration lasts for a number of rounds equal to $\frac{1}{2}$ the witch's class level (minimum of 1 round).

Spitting Nails (Su) The witch can take a handful of iron nails or filings and spit them at opponents. This hex allows the witch to spit the nails with a range increment of 10 feet and a maximum range of five increments. The nails cause 1d4 points of damage and requires a ranged attack roll modified by the witch's Dexterity modifier. The nails are enchanted so that they can easily penetrate magical protections and the nails bypass the AC bonuses normally granted by **Mage Armor** and **Shield** spells. The witch must have a supply of nails or similar materials to spit (most general stores will stock these items and they normally cost a silver for a pound containing 80 to 100 nails). Wooden slivers can also be used but do not penetrate magical protections.

The Path Less Traveled (Su) The witch must have the **Mob Elusion** hex feature to take this hex. The witch leaves no trail while moving through a natural environment and the witch cannot be tracked unless she chooses otherwise.

Tin Ear (Su) The witch may hex an opponent within 30 feet so that they hear an awful audible ringing sensation. This effect makes casting spells a little more difficult as well as focusing on any skill that requires mental effort. The victim suffers a -2 penalty to concentration checks and the following skills (*Appraise*, *Bluff*, *Diplomacy*, *Disable Device*, *Heal*, *Knowledge* (any), *Linguistics*, *Perception*, *Perform*, *Sense Motive*, *Sleight of Hand*, *Spellcraft*, and *Use Magic Item*). The victim is allowed a Will save to avoid the effect and the effect lasts for 1d4 rounds plus ½ the witch's level. A victim may only suffer from this hex once per day from the same witch.

Touch of the Doomed (Su) The witch must possess the *Touch of the Wicked* to take this hex. This hex is similar to the *Touch of the Wicked* but the witch can designate up to three plus the witch's Intelligence modifier additional people to gain the same bonus against the victim of this hex. Other witches that encounter the victim gain the bonus and are not counted against the total number of additional people the original witch designated for this hex. Another witch may attempt to remove this

hex as listed for *Touch of the Wicked*.

Touch of the Wicked (Su) The witch must make a touch attack against an opponent to use this hex. If successful, the witch gains a +2 enhancement bonus attack and damage bonus against the opponent until the witch dismisses the hex (as a standard action that does not require contact), the victim dies, the dawning of the next day, or the witch hexes another victim with this hex. Other witches that encounter the victim will also gain the bonus when attacking the victim or the witch may attempt to remove the hex by making a concentration check to overcome the DC that would have been granted if there was a saving throw allowed for this hex. *Remove Curse* can also be used to remove the effects of this hex.

Traveling Itch (Su) The witch may cast this hex on one target within 30 feet. The target must make a Fortitude save or suffer a -1 circumstance penalty to attack rolls for a number of rounds equal to the witch's level. A victim may only suffer from this hex once per day from the same witch.

Shadow Hexes



Expanding Shroud (Su) The witch must have the *Shadow Bound* hex before taking this hex. This hex may be used to grant the effect of the *Shadow Bound* hex on a willing recipient. The effect lasts until dismissed by the witch or the recipient moves more than 30 feet from the witch or the recipient enters an area of normal light. The witch may use this hex on 3 plus her Intelligence modifier recipients at one time. Hexing additional recipients beyond this number automatically ends the effect on one of the previous recipients.

Eyes of Ebon Light (Su) With a snap of the fingers the witch gains low-light vision while causing her eyes to leak a soft grey light. While the witch uses this hex she suffers a -2 penalty to all Charisma based checks except for Intimidate which instead gains a +2 bonus.

Shadow Bound (Su) The witch may wrap shadows about herself gaining a +5 bonus to *Stealth* checks while in dim light or no light. If the witch is attacked while in dim light and the attacker does not have enhanced senses—such as low-light vision or darkvision—then the miss chance for partial concealment or total concealment increases by 10%. The witch cannot use this hex in normal light conditions.

Shadowstrike (Su) The witch must possess the *Shadow Bound* hex before taking this hex. While

shadow bound, the witch may cloak her weapon with shadows to cause an additional 1d6 points of damage per two class levels (maximum of 4d6) while attacking from the shadows if the target is considered flat footed against her attack. This damage is considered precision damage and is similar to the Rogue's Sneak Attack, but only functions when the witch strikes from the shadows (dim light) and the witch is considered to be partially concealed against the target. It is a standard action to hex the weapon and only functions for one attack, though the shadowstrike hex lasts until expended or 24 hours have passed. The witch may only have one weapon hexed with this effect at one time and if the weapon passes into the hands of another the effect instantly fades.



Major Hexes



Caustic Infusion (Su) The witch must possess *Major Hex Forged* before taking this hex. When this infusion is applied to the *Hex Forged* attack, the victim must make a Fortitude save or suffer 1d4 points of *bleed* damage for a number of rounds equal to $\frac{1}{2}$ the witch's class level or stunted by a successful heal check or cure spell. Multiple attacks from the same witch do not cause cumulative *bleed* damage but extend the duration as listed above for the last successful attack.

Depravation Infusion (Su) The witch must possess *Major Hex Bolt* or *Major Hex Forged* before taking this major hex. The witch's *Hex Bolt* or *Hex Forged* attack is infused with malignant energies that both *blind* and *deafen* the victim unless a Fortitude save is made. If the victim fails the saving throw is both *blinded* and *deafened* for 1d4 rounds plus the witch's Intelligence modifier. In addition, once the blindness and deafness subside the victim's sight and hearing are clouded for the same amount of time. Clouded vision is treated as *dazzled* while clouded hearing causes the victim to suffer a -2 penalty on Initiative and sound based perception checks and spells with a verbal component have a 10% chance of failure. A victim may only suffer from this hex once per day from the same witch.

Energy Infusion, Greater (Su) The witch must possess *Energy Infusion* before taking this major hex. The energy from the witch's *Hex Bolt* or *Hex Forged* attack lingers, dealing an additional 1d6 points of damage for 1d4 plus $\frac{1}{2}$ the witch's class level in rounds, though the victim may make a Fortitude save each round to end the effect. This damage is not cumulative; striking a target repeatedly only extends the damage based on the number of rounds from the last successful hex bolt or hex forged attack.

Faerie Ring (Su) The witch may cast a hex in an area with a 20 foot radius centered on her that causes anyone that enters to collapse and fall asleep as if affected by the *Deep Slumber*. Victims are allowed a Will save to avoid the effect and the slumber lasts for 1 minute per level of the witch. A new save is required for each 5 foot area passed through within the ring so the same creature may trigger this effect several times if it tries to pass completely through the faerie ring. The ring lasts until the dawn of a new day or the witch uses this hex in another location (the witch may only hex one area at a time). The witch is immune to the effects of this hex (regardless of who cast it). This is an enchantment (compulsion) effect.

Hex Blast (Sp) The witch must possess *Hex Bolt* before taking this major hex. This hex allows the witch to fire a ball of eldritch energy with a range of 400 ft. + 20 ft./level of the witch exploding in a 20 foot blast radius ball. Everyone within the blast area is damaged as if struck by her *Hex Bolt* unless they make a successful Reflex save, in which case the victim only suffers half damage. Firing off the *Hex Blast* is a standard action that does provoke attacks of opportunity unless cast defensively. The witch may use the *Hex Blast* 3 times per day plus the witch's Intelligence modifier.

Hex Chain (Sp) The witch must possess *Hex Bolt* before taking this major hex. The witch can chain the *Hex Bolt* so that it can strike multiple targets within range. The witch must roll a successful ranged touch attack for each target and targets after the initial target must be within 30 feet of the last target. The bolt cannot exceed the maximum range of 120 feet and if the witch misses a target the chain ends. Damage caused by the bolt diminishes by 1d6 after the initial target and no target may be struck more than once by a single Hex Chain.

As with the *Hex Bolt*, using the *Hex Chain* provokes attacks of opportunity unless the witch casts defensively.

Hex Cone (Sp) The witch must possess *Hex Bolt* before taking this major hex. The witch can produce a cone of eldritch energy that causes the same amount of damage as her *Hex Bolt* but affects everyone within 60 feet with a termination width of 30 feet. Producing the cone is a standard action that does provoke attacks of opportunity unless cast defensively. Anyone within that area may make a Reflex save to halve the damage of the blast. The *Hex Cone* may be used 3 times per day plus the witch's Intelligence modifier.

Major Hex Bolt (Sp) The witch must possess *Hex Bolt* before taking this major hex. This hex is identical to *Hex Bolt* but does 6d6 points of damage (regardless of the witch's level).

Major Hex Forged (Sp) The witch must possess *Hex Forged* before taking this major hex. This hex is identical to the *Hex Forged* hex but does 6d4 points of damage (regardless of the witch's level) and may be activated with a swift action.

Major Shadowstrike (Su) The witch must possess *Shadowstrike* hex before taking this major hex. This hex is identical to the *Shadowstrike* hex except the maximum damage is increased to 7d6 and the witch may imbue the blade as a move action rather than a standard action.

Metamorphic Bodkin (Su) This hex requires the witch to first successfully strike a creature possessing *damage reduction* with a material vulnerability using a metal masterwork blade weapon (typically a dagger or knife). Regardless of whether or not the witch does damage, she may hex her blade as a swift action so that it takes on the properties that allow the witch to bypass the creature's *damage reduction* for a number of rounds equal to her class level. The witch also gains a +2 luck bonus while attacking the creature originally struck until the weapon reverts back to its original condition. The witch may use this hex 3 times per day plus the witch's Intelligence modifier.

Nauseous Infusion (Su) The witch must possess *Major Hex Bolt* or *Major Hex Forged* before taking this major hex. The eldritch energies of the witch's *Hex Bolt* or *Hex Forged* attack causes the victim to double over in extreme pain. The victim must make a Fortitude save or become *nauseated* for 1d4 plus the witch's Intelligence modifier in rounds and then sickened for the same number of rounds. A victim may only suffer from this hex once per day from the same witch.

Pallor of Doom (Su) the witch must possess the *Touch of the Wicked* before taking this major hex. The witch makes a touch attack against an opponent and if successful gains a +4 enhancement attack and damage bonus. Unlike *Touch of the Wicked*, the witch may maintain this hex against more than one opponent at a time though the number of victims maintained at one time cannot exceed $\frac{1}{2}$ the witch's class level. If the witch has the *Touch of Doom* hex, she may designate the same number of individuals to gain the bonus against any victim of this hex.

If the victim is still alive at the dawning of the next dawn, the victim may make a Will saving throw or the hex continues to operate until the witch dismisses it or hexes enough other victims to exceed the witch's limit in which case the earlier victim's aura returns to normal. Other witches that see the victim will know the victim is suffering under this hex and gain the same bonus.

Other witches may attempt to dismiss this hex if they have either the *Touch of Wicked*, *Touch of Doom*, or this major hex by making a concentration check overcoming the DC of the Will save for the hex. *Remove Curse* can be used to remove this effect as well.

Serpent's Skin (Su) The witch may use this hex to shed her skin, automatically healing 1d8 points for every two class levels. This process takes 10 minutes and the witch must be free of all clothing to shed her skin. She may use this hex 3 times per day plus her Intelligence modifier. If the

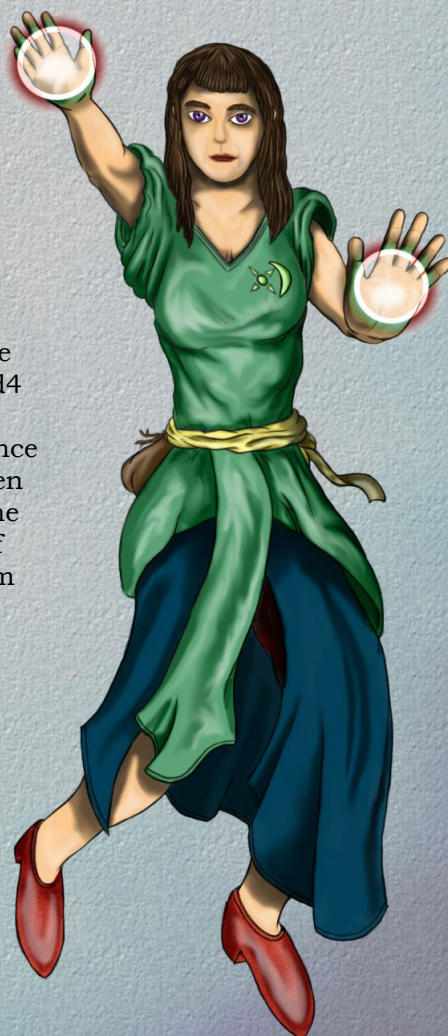
witch is attacked during this process, she suffers a -2 to her Strength and Dexterity and Fortitude saves.

Shadow Servant (Su) The witch must have the *Shadow Bound* hex before taking this major hex. The witch may summon a *Shadow* up to 3 times per day plus the witch's Intelligence modifier. The summoning invocation is identical to *Summon Monster I* as far as range, casting time, and duration. The witch may only have one *Shadow* summoned at a time, summoning another *Shadow* automatically releases the previous *Shadow*. Spawn created by the *Shadow* will be under the control of the witch as well, though they will automatically disappear once the original shadow is released or destroyed.

At 16th level, the witch may summon a *Greater Shadow* rather than just a normal *Shadow*. The effect of the hex is otherwise identical.

Wracking Spasms Infusion (Su) The witch must possess *Major Hex Bolt* or *Major Hex Forged* before taking this major hex. The witch's *Hex Bolt* or *Hex Forged* attack is infused with malignant energies that spasmodically travel through the victim's body

unless a Fortitude save is made. If the victim fails the saving throw is *staggered* (as the condition) for 1d4 rounds plus the witch's Intelligence modifier and then exhausted for the same number of rounds. A victim may only suffer from this hex once per day from the same witch.



Grand Hexes



Death in the Darkness (Su) The witch must have *Shadow Servant* before taking this grand hex. This hex allows the witch to summon 1d3 *Shadow Demons* 1 time per day plus the witch's Intelligence modifier. The invocation has an identical casting time, duration, and range as a *Summon Monster* I spell and the witch may only have one set of *Shadow Demons* active at one time. Summoning additional Shadow Demons releases the previous summoned demons to return to their home. The witch may have both Shadows and Shadow Demons active at the same time.

Faerie Ring, Greater (Su) This hex is identical to Faerie Ring except the effect causes the recipient to dance as if the target of the *Irresistible Dance* spell. The trespasser is allowed a Will save each round spent in the ring to resist the compulsion and move out of or through the ring (passing through each 5 foot area within the ring requires another Will save). If a trespasser dances for a number of rounds equal to half its Constitution score, it will become fatigued. If a trespasser dances for a number of rounds equal to its Constitution score it becomes exhausted and falls to the ground. If the trespasser attempts to crawl out of the ring while exhausted, another saving throw is required for each 5 foot area passed through and if unsuccessful will get up and begin dancing again only to end up falling unconscious for 1d4 rounds.

The ring lasts until the dawn of a new day or the witch uses this hex in another location (the witch

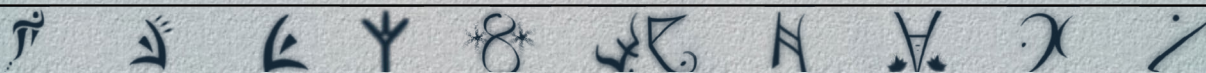
may only hex one area at a time). The witch is immune to the effects of this hex (regardless of who cast it). This is an enchantment (compulsion) effect.

Grand Hex Bolt (Sp) The witch must possess *Major Hex Bolt* in order to take this grand hex. This grand hex is identical to Hex Bolt except it does 9d6 points of damage.

Grand Hex Forged (Sp) The witch must possess *Major Hex Forged* in order to take this grand hex. This grand hex is identical to *Hex Forged* except it does 9d4 points of damage.

Grand Shadowstrike (Su) The witch must possess *Major Shadowstrike* hex before taking this grand hex. This grand hex is identical to the *Shadowstrike* hex except the maximum damage is increased to 9d6 and the witch may imbue the blade as a swift action rather than a move action.

Surge of Agony (Su) The witch must possess *Grand Hex Bolt* before taking this grand hex. The witch can trigger a blast effect with a 60 foot radius centered on her, causing damage to everyone within range equal to the damage caused by the *Hex Bolt*. Spell Resistance applies unless the *Hex Bolt* energy has been changed (see the *Energy Infusion*). Everyone is allowed a Reflex save to reduce the damage by half. The witch automatically takes half damage from the burst (she is not immune to its effect). If the witch would be reduced to zero hit points or less, the burst causes an additional dice of damage equal to ½ the witch's class level.



Feats

Blood of the Devoted

Your levels of Cleric and Witch seem to come together flawlessly for some of your abilities.

Prerequisites: *Channel* class feature, *Hex* class feature

Benefit: If the character has levels in both cleric and witch, the class levels stack in regards to the character's *channel* feature and *hex* feature (including major and grand hexes). This feat does not grant any stacking bonuses for other class abilities (such as spells). Thus, a 3rd level Cleric/2nd level Witch would be able to channel for 3d6 points of healing or wounding energy and have a total of 3 hexes.

Blood of the Executioner

Your levels of Inquisitor and Witch seem to come together flawlessly for some of your abilities

Prerequisites: *Judgment* class feature, *Hex* class feature

Benefit: If the character has levels in both inquisitor and witch, the class levels stack in regards to the character's *judgment* feature (both number per day and Judgments gained) and *hex* feature (including major and grand hexes). This feat does not grant any stacking bonuses for other class abilities (such as spells, bonus feats or other inquisitor abilities). Thus, a 3rd level Inquisitor/2nd level Witch would be able to pass her one judgments 2/day and have a total of 3 hexes.

Blood of the Mischievous

Your levels of Rogue and Witch seem to come together

flawlessly for some of your abilities.

Prerequisites: [Rogue's Talent class feature](#), [Hex class feature](#)

Benefit: If the character has levels in both rogue and witch, the class levels stack in regards to the character's [rogue's talent](#) (including [advanced talents](#)) feature and [hex](#) feature (including major and grand hexes). This feat does not grant any stacking bonuses for other class abilities (such as spells, sneak attack or other roguish abilities). Thus, a 3rd level Rogue/2nd level Witch would have 2 rogue talents and have a total of 3 hexes.

Bloodline Infusion

Your levels of Sorcerer and Witch seem to come together flawlessly for some of your abilities.

Prerequisites: [Bloodline Power class feature](#), [Hex class feature](#)

Benefit: If the character has levels in both sorcerer and witch, the class levels stack in regards to the character's sorcerer's [bloodline power](#) feature and [hex](#) feature (including major and grand hexes). This feat does not grant any stacking bonuses for other class abilities (such as spells, bloodline spells and feats, etc.). Thus, a 3rd level Sorcerer/2nd level Witch would have 2 bloodline powers and have a total of 3 hexes.

Conjuror's Blood

Your levels of Summoner and Witch seem to come together flawlessly for some of your abilities

Prerequisites: [Summon Monster class feature](#), [Hex class feature](#)

Benefit: If the character has levels in both summoner and witch, the class levels stack in regards to the character's [Summon Monster](#) feature and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells, eidolon evolutions, or other summoner class level dependent abilities). Thus, a 3rd level Summoner/2nd level Witch can summon monsters from the Summon Monster III list and have a total of 3 hexes.

Eldritch Alchemy

Your levels of Alchemist and Witch seem to come together flawlessly for some of your abilities

Prerequisites: [Discoveries class feature](#), [Hex class feature](#)

Benefit: If the character has levels in both alchemist and witch, the class levels stack in regards to the character's [Discoveries](#) feature and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells, bombs, or other alchemist class level dependent

abilities). Thus, a 3rd level Alchemist/2nd level Witch would have 2 Discoveries and have a total of 3 hexes.

Extra Patron Theme

You have managed to expand your own influence to another whole realm.

Prerequisites: [Patron Theme class feature](#), Intelligence 18, 11th level.

Benefit: You may choose a 2nd Patron Theme to add bonus spells to your spell list. The Patron themes cannot be diametrically opposed (such as Healing and Death) but otherwise there is no restriction to which Patron Theme may be chosen. This feat may only be taken once.

Familiar Ability Alacrity

Your arcane levels come together seamlessly when it comes to your familiar's abilities

Prerequisites: Two or more classes with the [Familiar](#) class feature

Benefit: Any classes that grant you a [familiar](#) feature stack in regards to the familiar's special abilities. Thus, a 3rd level wizard and 4th level witch would have a familiar with the feature to speak with animals of its own kind.

Far Reaching Hex Bolt

Your hex bolt goes much further.

Prerequisites: [Hex Bolt](#) hex class feature

Benefit: The witch's [Hex Bolt](#) has a range increment of 30 feet with a maximum range of 300 feet.

Fell Staff

You wield your broom or staff with supernatural finesse.

Prerequisites: cast spells from witch's spell list

Benefit: You may use your Dexterity modifier for any attacks with your staff (or broom). Damage is still adjusted by your Strength modifier. In addition, you may use your staff to deliver touch attacks against an opponent. If your attack succeeds against your targets AC then the attack does both damage and delivers the spell effect. If your attack just beats the target's touch AC then the attack does no damage from the staff but the spell effect is still delivered.

Feral Blood

Your levels of Barbarian and Witch seem to come together flawlessly for some of your abilities.

Prerequisites: [Hex class feature](#), [Rage class feature](#)

Benefit: If the character has levels in both barbarian and witch, the stack in regards

to the character's [rage](#) and [hex](#) features. This feat does not grant any stacking bonuses for other class abilities (such as spells or other barbarian class level dependent abilities). Thus, a 3rd level Barbarian/2nd level Witch would be able to rage 12 + Con modifier rounds per day and have a total of 3 hexes.

Full Fey Friend

Your companion gains the full traits of the fey template

Prerequisites: [Fey Friend Familiar](#)

Benefit: Your fey friend familiar gains full defensive abilities as the fey template. Energy resistance to cold and electricity 10 and DR/cold iron of 5 or 10 depending on witch's class level (treat the witch's class level as familiar's HD) is gained by the familiar.

Green-borne Blood

Your levels of Druid and Witch seem to comeingle flawlessly for some of your abilities.

Prerequisites: [Hex class feature](#), [Wild shape class feature](#)

Benefit: If the character has levels in both druid and witch, the class levels stack in regards to the character's [wild shape](#) feature and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells or other druid class level dependent abilities). Thus, a 3rd level Druid/2nd level Witch would be able to wild shape 1 time per day and have a total of 3 hexes.

Guardian's Blood

Your levels of Paladin and Witch seem to comeingle flawlessly for some of your abilities.

Prerequisites: [Hex class feature](#), [Smite Evil class feature](#)

Benefit: If the character has levels in both paladin and witch, the class levels stack in regards to the character's [smite evil](#) feature and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells or the Paladin's other class dependent abilities). Thus, a 3rd level Paladin/2nd level Witch would be able to smite evil 2/day with a +5 damage bonus and have a total of 3 hexes.

Gypsy Blood

Your levels of Bard and Witch seem to comeingle flawlessly for some of your abilities.

Prerequisites: [Bardic Knowledge](#) and [Bardic Performance](#) class features, [Hex class feature](#)

Benefit: If the character has levels in both bard and witch, the class levels stack in regards to the character's [bardic knowledge](#) and

[performance](#) features and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells or other bard class level dependent abilities). Thus, a 3rd level Bard/2nd level Witch would add 2 to all knowledge skill checks, use his bardic performance 12 + Cha modifier rounds per day, and have a total of 3 hexes.

Hunter's Blood

Your levels of Ranger and Witch seem to comeingle flawlessly for some of your abilities.

Prerequisites: [Favored Enemy](#) and [Favored Terrain](#) class features, [Hex class feature](#)

Benefit: If the character has levels in both ranger and witch, the class levels stack in regards to the character's [favored enemy](#) and [favored terrain](#) features and [hex](#) feature. This feat does not grant any stacking bonuses for other class abilities (such as spells or other ranger class level dependent abilities). Thus, a 3rd level Ranger/2nd level Witch would have 2 favored enemies, 1 favored terrain, and have a total of 3 hexes.



Improved Hex Forged

Your hex forged attack packs more punch than normal.

Prerequisites: *Hex Forged* hex

Benefit: The damage from your *Hex Forged* attack increases from a d4 to a d6. This applies to *Hex Forged*, *Major Hex Forged*, and *Grand Hex Forged*.

Monastic Legacy

Your levels of Monk and Witch seem to comingle flawlessly for some of your abilities.

Prerequisites: *Hex class feature*, *Monk Unarmed Damage* and *AC Bonus* class feature

Benefit: If the character has levels in both monk and witch, the class levels stack in regards to the character's *unarmed damage*, *AC bonus*, and *hex* feature. This feat does not grant any stacking bonuses for other class abilities (such as spells, Fast Movement, and other monk abilities). Thus, a 3rd level Monk/2nd level Witch would be cause 1d8 points of unarmed damage, +1 to AC, and have a total of 3 hexes.

Note: To determine the Monk Furry of Blows Attack Bonus, determine the cumulative Base Attack Bonus for the character and compare to the Monk Base Attack Bonus on Table 3-10 of the Core Rule Book. Thus, from the example above, the character would have a Flurry of Blows Attack Bonus of +2/+2. In cases where the Monk has multiple levels of the same Base Attack Bonus, compare with the Witch's Base Attack Bonus to determine relative level of the two.

Sooth-Sayer's Blood

Your levels of Oracle and Witch seem to comingle flawlessly for some of your abilities.

Prerequisites: *Hex class feature*, *Revelation class feature*

Benefit: If the character has levels in both oracle

and witch, the class levels stack in regards to the character's *revelation* and *hex* feature. This feat does not grant any stacking bonuses for other class abilities (such as spells). Thus, a 2nd level Oracle/3rd level Witch would have two revelations and have a total of 3 hexes.

Steel-borne Blood

Your levels of Fighter and Witch seem to comingle flawlessly for some of your abilities.

Prerequisites: *Bravery* class feature, *Armor* and *Weapon Training* class feature, *Hex class feature*

Benefit: If the character has levels in both fighter and witch, the class levels stack in regards to the character's *bravery*, *armor training* and *weapon training*, and *hex* feature. This feat does not grant any stacking bonuses for other class abilities (such as spells or other fighter class level dependent abilities). Thus, a 3rd level Fighter/2nd level Witch would have +1 bravery, armor training 1, weapon training 1, and have a total of 3 hexes.

Note: Armor training does not grant any benefits in regards to the chance of arcane failure, those rules still apply when the witch casts spells with a somatic component.

True Fey Friend

Your familiar is an actual fey.

Prerequisites: *Fey Friend Familiar*

Benefit: When you gain a familiar, it will be either a *Mite*, *Brownie*, or *Grig* depending on your alignment. Evil witches gain a *Mite*, Neutral witches gain a *Brownie*, and Good witches a *Grig*. The Hit Dice, hit points, saving throws, skills, and attack bonuses are all calculated based on the rules for Familiars. The familiar receives all of its normal special abilities including spell like abilities as well as abilities granted for the fey familiar (see Fey Touched archetype).



Witch Archetypes

Eldritch Witch (Archetype)

The Eldritch Witch is only interested in power, raw and deadly. Although he hones his martial skills like any warrior, the eldritch witch has a keen understanding that real power comes only from something more powerful than himself. Only by binding himself with entities of supremacy does eldritch witch find the strength to wield the power he so eagerly desires.

Alignment: Any non-lawful.

Patron Themes: The eldritch witch may choose from the Arcane, Elements, or Vengeance Patron Themes.

Weapon and Armor Proficiencies: The eldritch witch gains martial weapon proficiency with a single weapon at 1st level. In addition the eldritch witch is proficient with light armor and suffers no arcane failure chance while wearing light armor. If the eldritch witch wears heavier armor or decides to use a shield, arcane failure chance still applies. This replaces the witch's Cantrip class

feature, the eldritch witch does not have access to cantrips.

Eldritch Combat Skill (Ex): The eldritch witch must choose either *Hex Bolt* or *Hex Forged* as his 1st level hex. In addition, the character also gains a bonus feat based on the hex selected. Point Blank Shot is gained if *Hex Bolt* is chosen. Weapon Focus is gained if *Hex Forged* is selected for the martial weapon selected by the eldritch witch.

Eldritch Aura (Su): The eldritch witch gains *damage reduction* of 1/cold iron at 2nd level and this increases by 1 point for every four levels thereafter (2 at 6th, 3 at 10th, 4 at 14th, and 5 at 18th). This ability replaces the 2nd level Hex.

Eldritch Resistance (Su): The eldritch witch gains Resistance against one energy type of the witch's choosing (fire, cold, sonic, acid, or electricity) at 10th level. The Resistance is equal to ½ the witch's class level plus his Intelligence modifier. Once the witch reaches 20th level the resistance changes to Immunity for that energy type selected. This ability replaces the 10th level Major Hex, though the witch may take other major hexes at higher levels.

Hexes: The eldritch witch focuses on *Hex Bolt* or *Hex Forged* and their infusions. *Blight*, *Cudgel of Corruption*, *Evil Eye*, *Touch of the Doomed*, and *Touch of the Wicked* hexes complement this archetype as well.

Major Hexes: The eldritch witch is complemented with *Depravation Infusion*, *Energy Infusion (Greater)*, *Hex Blast*, *Hex Chain*, *Hex Cone*, *Major Hex Bolt*, *Major Hex Forged*, *Nauseous Infusion*, and *Wracking Spasms Infusion* major hexes.

Grand Hexes: The eldritch witch is complemented with *Grand Hex Bolt*, *Grand Hex Forged*, and *Surge of Agony* hexes.

Fey-Touched Witch (Archetype)

Sometimes contact with a being from the far realm changes a mortal for much more than she bargained. Whether purposely sought out or just a chance encounter that leads to an ethereal connection, Fey-Touched witches seem to take on aspects reminiscent of the Patron that has chosen them. Whether whimsical, wild, or noble in character, the Fey-Touched soon find the mortal world about them too mundane and trivial. It is only out on the ever-wandering road towards the far realm does this witch seem to find brief moments of tranquility.

Patron Themes: The fey touched witch can choose one of the Fey Patron Themes as well as the Shadow, Transformation, or Trickery Patrons.

Fey Friend Familiar: The fey touched witch's familiar differs from a normal familiar in

that it gains the (modified) Fey Template found in the *Pathfinder Role Playing Game Bestiary 3*. The base familiar is chosen for the stock animal type. The familiar gains the basic statistics (Hit Dice, Hit Points, Attacks, Saving Throws, and Skills). As a fey creature, the familiar gains wings and can fly as listed in the under the Fey Template (pg 116).

Fey abilities and spell like abilities are granted as listed on the table below as well as the familiar's natural armor adjustment and Intelligence score. The familiar gains the normal familiar special abilities of Empathic Link, Improved Evasion, Share Spells, Deliver Touch Spells, Speak with Master and Spell Resistance as listed below. The familiar also gains the fey abilities of Camouflage, Flight (due to wings), Change shape, Woodland Stride and Long Step as listed below. In addition, the familiar also gains the access to some of the fey creature's spell like abilities including Dancing Lights, Faerie Fire, Dancing Lights, Glitterdust, Entangle, and Deep Slumber. The familiar does not gain the damage resistance or energy resistance of the Fey Defensive Abilities, but it does gain the +4 bonus vs. mind-affecting effects. The familiar does gain low-light vision if not already possessed. The familiar does not gain full access as the familiar's hit dice are not based on its type or natural progression but rather on the level of its master. The witch gains no bonus to her skills or abilities regardless of the type

Fey Familiar Abilities

Witch's Class Level	Nat. AC Adj	Int	Special
1st - 2nd	+0	6	Share Spells, Empathic Link, Improved Evasion, Wings, Camouflage
3rd - 4th	+1	7	Deliver Touch Spells, Dancing Lights 1/day
5th - 6th	+2	8	Speak with Master, Faerie Fire 1/day
7th - 8th	+3	9	Change Shape, Glitterdust 1/day
9th - 10th	+4	10	Woodland Stride, Entangle 1/day
11th - 12th	+5	11	Spell Resistance
13th - 14th	+6	12	Trackless Step, Deep Slumber 1/day
15th - 16th	+7	13	Confusion 1/day
17th - 18th	+8	14	Long Step
19th - 20th	+9	15	Mislead 1/day

of familiar gained.

The Fey Friend Familiar also serves as the witch's link to her source of spell casting ability and rules pertaining to that as found under the

witch class description (Advanced Player's Guide, pg 67).

This class feature replaces *Witch's Familiar*, 1st level hex, 8th level hex, and 16th level hex.

Hexes: Although the fey touched witch can use any hex, the fey hexes complement this archetype along with *Charm*, *Cudgel of Corruption*, *Disguise*, *Flight*, *Fortune*, *Misfortune*, and *Slumber*.

Major Hexes: *Hidden Home*, *Faerie Ring*, *Nightmares*, *Vision*, and *Weather Control* complement this archetype.

Grand Hexes: *Eternal Slumber* and *Greater Faerie Ring* complement this archetype.

Harrowed Harlequin (Archetype)

Trickery and deception, denial and deceit are the bread and butter of this witch. Her intentions are never well for anyone other than herself and those that come across her path are better off if they had not. She is never what she seems and has practiced hundreds of personas to fall back on so beware the Harrowed Harlequin, she'll steal more than your money, heart, or even your soul.

Alignment: Any non-good.

Patron Themes: Either the Deception or Trickery Patron Theme must be taken for this archetype.

Living the Lie (Ex): The harrowed harlequin gains Bluff, Disguise, Perform, and Sense Motive as class skills while losing Heal, Intimidate, Knowledge (Nature), and Profession. In addition, the harrowed harlequin may use Bluff as a substitute whenever a Diplomacy skill check is required.

Zig when they Zag (Ex): The harrowed harlequin receives Combat Expertise at 1st level as a bonus feat. She then gains Improved Feint at 4th level as another bonus feat. At 8th level the harrowed harlequin gains her third bonus feat, Disengaging Feint. This feature replaces her 1st level hex.

Familiar Hijinks: The harrowed harlequin gains a gremlin as her familiar at 1st level. The type of gremlin is dependent on the witch's alignment. Lawful witches attract the Vexgit gremlin, neutral witches attract the Pugwampi gremlin, and chaotic witches attract the Jinkin gremlin. The Gremlin gains the Hit Die, hit points, Base Attack Bonus, saving throws, AC bonus, and familiar abilities of the standard familiar but it retains its Intelligence (or the Intelligence of the familiar when it exceeds the gremlin's natural Intelligence) and its own special abilities and attacks. The gremlin grants no additional benefits to the witch (including Alertness), but the familiar does gain level dependent abilities as the witch progresses in power.

The gremlin familiar also serves as the

harrowed harlequin's link to her source of spell casting ability and rules pertaining to that as found under the witch class description on (Advanced Player's Guide, pg 67). This feature replaces the normal Familiar class feature.

Concealed Casting (Sp): The harrowed harlequin may cast spells on the sly, bypassing any somatic and verbal components once they reach 4th level. She may do this 3 times per day plus her intelligence modifier, gaining the effects of the Silent Spell and Still Spell feats without requiring to increase the effective spell level of the spell. This feature replaces the witch's 4th level hex.

They Never Saw It Coming (Ex): At 10th level, the harrowed harlequin gains the ability to cause an additional 3d6 points of damage from a feint attack. This damage increases another 1d6 every two levels thereafter (4d6 at 12th, 5d6 at 14th, etc.). This ability is treated as precision damage and replaces the witch's 10th level major hex, though the witch may take a major hex at higher levels.

Hexes: *Audible Inebriation*, *Cottonmouth*, *Charm*, *Disguise*, *Misfortune*, *Tin Ear*, and *Ward* hexes compliment this archetype.

Major Hexes: The harrowed harlequin is complemented with *Agony*, *Nightmares*, and *Waxen Image* major hexes.

Grand Hexes: *Eternal Slumber*, *Forced Reincarnation*, and *Witch's Hut* compliment the Harrowed Harlequin.

Madness Matriarch (Archetype)

There are those that view the world solely as a place of chaos and confusion and seek to sow discord above all else. The Madness Matriarch thrives in the world of pure anarchy and mass hysteria, seeking to infect others with her derranged hysteria. Those that take this path typically develop several personalities that manifest in the most inopportune times.

Alignment: any chaotic.

Patron Themes: The madness matriarch must have the Insanity patron theme for this archetype.

Inflict Madness (Su): The madness matriarch may make a touch attack against an opponent to instill a form of insanity. At 1st level this effect is limited to Paranoia. The victim is allowed a Will save after a number of rounds equal to the witch's class level to overcome the effects otherwise it lasts until the madness matriarch dismisses it, the witch successfully inflicts madness on another victim, or 24 hours. The madness matriarch may instill Amnesia at 4th level, Mania or a Phobia (the witch chooses effect and trigger prior to inflicting upon the target) at 8th level, Multiple Personality

Disorder at 12th level, Psychosis at 16th level, and Schizophrenia at 20th level.

The madness matriarch may begin inflicting up to two victims at 6th level and an additional victim every 4 levels thereafter. Once the madness matriarch reaches 12th level she can cause the insanity to become permanent (though the victim may make a new Will save once a day) though she cannot inflict insanity on more individuals than her pool will allow and attempting to inflict this malady on additional victims will cause a prior victim to be cured. The witch may determine which victim will be released when attempting to go beyond the number of allowed victims.

This feature replaces the witch's 1st level hex, 6th level hex, and 12th level hex abilities.

Seizure of Madness (Su): Starting at 1st level the madness matriarch may voluntarily accept a random insanity when casting a spell or using a hex that allows a saving throw. Once the spell or hex is cast the madness matriarch automatically becomes insane for 1d3 rounds per spell level, 1d4 rounds for normal hexes, 2d4 rounds for major hexes, and 4d4 rounds for grand hexes. The benefit of this feature grants a bonus equal to $\frac{1}{2}$ the witch's class level (minimum of +1) to the DC of the spell or the hex.

Hexes: *Cackle*, *Cottonmouth*, *Evil Eye*, *Nettle Skin*, *Poison Steep*, and *Spitting Nails* hexes compliment this archetype.

Major Hexes: The madness matriarch is complemented with *Agony*, *Cook People*, *Hag's Eye*, and *Nightmares* major hexes.

Grand Hexes: *Forced Reincarnation*, *Natural Disaster*, and *Witch's Hut* compliment this archetype.

Mystic Astrologer (Archetype)

Reading the signs and movements of the stars, their relative positions to each other, and their ascent and descent are all meaningful to the Mystic Astrologer. Seen by some as little more than charlatan while other see them as prophets and masters of the cosmos, the mystic astrologer can plot the rise and fall of kingdoms as well as people.

Patron Themes: The Moon, Portent, or Stars Patron themes will work well with this archetype.

Portent Knowledge (Su): The mystic astrologer gains a bonus to Profession (astrologer) equal to $\frac{1}{2}$ of the witch's class level. In addition, the mystic astrologer may perform an astrological reading for an associate or customer. As a result, the recipient of the reading gains a luck bonus to a single attack roll or saving throw with a +1 for every ten points achieved on the skill check roll and the bonus must be declared before the roll is made. For



example, if the mystic astrologer rolls a 27 for her skill check, the recipient would gain a +2 bonus. This effect only lasts for a single day and the mystic astrologer may perform this three times per day plus her Intelligence modifier. Each reading takes a number of minutes equal to the skill check roll. This replaces the 1st level Hex power.

Horoscope Coalescence (Su): The mystic astrologer may attempt to determine how the stars are aligned in regards to possible actions she is planning on taking once per day. The mystic astrologer gains this feature starting at 3rd level gaining the ability to cast Augury. Once the mystic astrologer reaches 8th level this power improves to the duplicate the effect of the Divination spell. The mystic astrologer must spend the appropriate time and materials to gain the effect of the spell-like ability but this ability is not restricted to casting at night in the open sky. It is assumed the mystic astrologer has a good set of astrological charts to study as part of her profession.

Astral Atma (Su): At 10th level the mystic astrologer may do a special reading once a day to attune the recipient—which may include a self-reading—to the harmonic energies of the cosmos. The mystic astrologer must make a skill check using Knowledge (Planes) or Profession (astrologer). Divide the result of the check by 10 (rounded down); the result is the number of times that day the recipient may reroll either a saving throw, attack roll, or skill check and take the better of the two rolls. In addition the recipient gains a luck AC bonus for the day equal to the same number.

The mystic astrologer may perform this reading an additional time per day at 14th level and a third reading is gained at 18th level. The reading takes a number of minutes equal to the skill check roll.

This effect replaces the Major Hex feature

gained at 10th level. The mystic astrologer may choose other major hexes at higher levels.

Corporeal Conjunction (Su): At 18th level the mystic astrologer gains the ability to bend the will of the Cosmos once a day in a localized area centered on the witch. The mystic astrologer may reverse the actions for one round at the beginning of her turn. This causes all actions taken within 30 feet times the witch's class level at the start of her turn to be negated from the start of her last turn. As far as anyone within range of this effect is concerned, the last round did not occur. Opponents are allowed a Will saving throw. Those that succeed get a feeling of Déjà vu and any actions that were wiped out reoccur exactly as they had occurred the round before. If someone moves out of range or somehow makes the action impossible, then the opponent may alter the target with the same action with the same results as the previous round.

This ability replaces the witch's 18th level Grand Hex, though a Grand Hex may be taken at higher levels.

Hexes: *Evil Eye*, *Flight*, *Fortune*, *Misfortune*, *Tongues*, and *Ward* works well with this witch archetype.

Major Hexes: The mystic astrologer is complemented with *Hag's Eye*, *Nightmares*, *Vision*, and *Weather Control* major hexes.

Grand Hexes: The mystic astrologer is complemented with *Dire Prophecy* and *Natural Disaster*.

Note: This archetype may be modified for other types of fortune tellers including palm readers, tarot card readers, crystal balls, etc.

Occult Scholar (Archetype)

Books and studying are the life for the Occult Scholar because knowledge is power. Where most seek only to learn spells from ancient tomes, the occult scholar seeks obscure and hidden secrets from the ancients that came before. As he studies, the occult scholar becomes more proficient with scrolls and the ability to cast spells from them.

Alignment: Any non-chaotic.

Patron Themes: The Arcane, Elements, Occult, or Wisdom Patron theme will work well with this archetype.

Well Read (Ex): The occult scholar spends much of his time reading through obscure tomes of ancient knowledge. As a result, the character gains 1 extra skill point per level which must be applied to either Knowledge (Any) or Linguistics. The occult scholar considers Knowledge (all fields) and Linguistics as class skills while he loses Fly, Heal and Intimidate. The witch also gains Scribe Scroll as a

bonus feat at first level. This feature replaces the hex feature gained at 1st level.

Scroll Expertise (Ex): Once the occult scholar reaches 2nd level he gains insight on the best methods of casting scrolls he may come across. When attempting to cast a spell from a scroll that has a spell on the witch's spell list the occult scholar gains a +1 bonus to the caster level check when attempting to cast a spell of a higher level than what is available to the witch. This bonus increases at 4th level and every 4 levels thereafter.

The occult scholar may attempt to cast a spell from a scroll that is not on the witch's spell list as if he possessed the Use Magic Device skill. If the spell on the scroll is arcane then the DC to cast the spell is 10 + the caster's level, otherwise the normal 20 + the caster's level is used. The bonus above is added to the die roll and if the witch has ranks in Use Magic Device that will be added to the skill check roll as well. This feature replaces the witch's 2nd level Hex feature.

Scroll Master (Ex): The occult scholar becomes so well read he can cast any witch spell regardless of the spell level without having to make a caster check once he reaches 10th level. In addition, he is considered to have the Combat Caster feat when casting defensively from a scroll. This feature replaces the 10th level Major Hex feature. The occult scholar may take major hexes at higher levels as normal.

Hexes: *Avian Emissary*, *Cauldron*, *Fortune*, *Misfortune*, *Tongues*, and *Ward* works well with this witch archetype.

Major Hexes: The occult scholar is complemented with *Hidden Home*, *Vision*, and *Witch's Brew* major hexes.

Grand Hexes: The occult scholar is complemented with *Dire Prophecy* and *Witch's Hut*.

Shadow Mistress (Archetype)

It cannot be said if the Shadow Mistress was born from the Plane of Shadows, but she now calls it her home. As others fear the dark, the shadow mistress revels in it, finding ways to mold and shape the shadows that surround her to meet her needs. Beware the dark, you will never see her coming until it is too late.

Alignment: Any non-good.

Patron Themes: The Shadow Patron theme is required for this archetype.

Cloak of Shadows (Su): At 2nd level the shadow mistress may enshroud an area of shadowy darkness about herself with a range of 10 feet that moves with her. The shadow mistress may see normally but she and anyone within the

area are considered to have partial concealment and covered in shadows. Both low-light vision and darkness is affected as well, though any spell that produces light will negate the effect when they overlap in an area where the light spell would provide normal light. Anyone within the area of effect gains a +5 bonus to stealth checks.

The shadow mistress may use this feature 3 times per day plus her Intelligence modifier and the effect lasts for a number of rounds equal to the shadow mistress's level. This feature replaces the 2nd level Hex ability.

Shadow Bow (Su): Once the Shadow Mistress reaches 4th level she may create a short bow made of shadow-stuff that fires arrows of the same material. The bow acts in all ways as a short bow and the Shadow Mistress is considered proficient with it. When a target is struck it takes normal damage from the arrow (as based on size of the wielder) and the victim must make a Will saving throw (use the Hex DC for the witch) or become blinded for 1 round per 2 levels of the Shadow Mistress. Even if the target does not take damage due to damage reduction, the Will save is still required to avoid the blindness and spell resistance does not apply.

This ability replaces the witch's 4th level Hex ability. If the shadow mistress has the Shadowstrike hex, she can use it with this bow for targets within 30 feet of the witch.

Shadow Familiar (Su): At 10th level, the shadow mistress' familiar is altered to shadow stuff, changing its type to outsider. In addition, the familiar is always has the partial concealment effect so that any attack directed at it has a 20% chance of failure. If the familiar is in a shadowy area it is considered to be concealed (50% miss chance) and if in complete darkness the familiar has total concealment. The familiar's Stealth skill gains a +10 bonus, half of which is granted to the shadow mistress if they are in physical contact.

The familiar also gains the ability to *Shadow Walk* once per day (treat its caster level equal to the witch's level). The familiar gains an additional use per day at 14th level and 18th level. The familiar can take the shadow mistress with it or it may travel on its own. If the familiar enters the shadow walk on its own, the witch loses the empathic link and if the scry on familiar ability has been attained, that is lost as well while the familiar is traveling on the shadow path. The familiar may not take other travelers except the witch.

This ability replaces the major hex the witch is granted at 10th level. The shadow mistress may take major hexes at higher levels.

Shadow Jump (Su): At 18th level, the

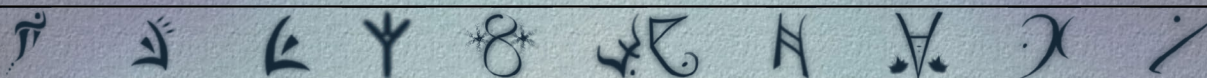
shadow mistress can move short distances through shadows with the same effect and limitations of the *Dimension Door* spell. The shadow mistress can transport herself and up to one additional person equal to her Intelligence modifier. The area of departure and arrival must either be dimly lit or dark for this effect to work and the witch may use it a number of times equal to ½ her class level. This ability replaces her 18th level grand hex, though the shadow mistress may still take a grand hex at higher levels.

Hexes: *Disguise*, *Expanding Shroud*, *Eyes of Ebon Light*, *Shadow Bound*, *Shadowstrike*, and *Slumber* works well with this witch archetype.

Major Hexes: The shadow mistress is complemented with *Major Shadowstrike*, *Nightmares*, and *Shadow Servant* major hexes.

Grand Hexes: The shadow mistress is complemented with *Death in the Darkness* and *Grand Shadowstrike* grand hexes.





NPC's of Note

Shianna Hianthwood	CR 4
Elf Fey-Touched Witch 5	XP 1,200
Female Medium Humanoid (Elf)	CG

Init +2 ; **Senses** low-light vision **Perception** +2

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 deflect)

hp 24 (5d6+1)

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

Immune magic sleep; **Resist** elven immunities

OFFENSE

Speed 30 ft.

Melee +1 Called Silver Dagger +3 (1d4 / 19-20)

Masterwork Quarterstaff +3 (1d6 / x2)

Ranged Masterwork Light Crossbow +5 (1d8 / 19-20)

Special Attacks hexes (charm [dc 16], fey blindness, second sight)

Witch Spells Prepared (CL 5):

3 (2/day; DC 17) Dispel Magic, Fly

2 (3/day; DC 16) Blindness/Deafness, Delay Poison, Haunting Mists

1 (4/day; DC 15) Cure Light Wounds, Disguise Self, Mage Armor, Sleep

0 (at will; DC 14) Dancing Lights, Detect Magic, Guidance, Read Magic

Familiar's Spells Granted

0 Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Guidance, Light, Mending, Message, Putrefy Food and Drink, Read Magic, Resistance, Spark, Stabilize, Touch of Fatigue;

1 Cure Light Wounds, Disguise Self, Hypnotism, Mage Armor, Mask Dweomer, Obscuring Mist, Ray of Enfeeblement, Remove Sickness, Sleep; **2** Blindness/Deafness, Delay Poison, Ghostly Disguise, Haunting Mists, Invisibility; **3** Dispel Magic, Fly, Remove Disease

Space/Reach 5 ft. / 5 ft.

TACTICS

Before Combat Shianna will cast Mage Armor and Fly upon herself and Haunting Mists in the area she occupies or between herself and the direction of her enemies.

During Combat Shianna will attempt to charm the toughest opponent first, either with her hex or her wand. If facing a tough opponent that is resistant to her charms she will use the fey blindness hex to buy time to either position herself for a disabling attack or to escape. Shianna has no qualms to evade or escape when she feels that the threat is overwhelming.

STATISTICS

Str 10, **Dex** 15, **Con** 11, **Int** 18, **Wis** 11, **Cha** 14

Base Attk +2; **CMB** +2; **CMD** 14

Feats Combat Casting, Extra Hex, Magical Aptitude

Skills Acrobatics +6, Bluff +4, Diplomacy +2, Escape Artist +4, Knowledge (nature) +12, Knowledge (planes) +12, Perception +2, Profession (midwife) +4, Spellcraft +14 (+16 to determine magical properties of items), Use Magic Device +12; Racial

Modifiers +2 Perception

Languages Common, Draconic, Elven, Gnome, Goblin, Sylvan **SQ** deliver touch spells through familiar, elven magic, empathic link with familiar, hexes (charm, fey blindness, second sight), patron spells (courtly fey), share spells with familiar, speak with familiar

Combat Gear Wand of Charm Person, Wand of Cure Light Wounds, +1 Called Silver Dagger, Masterwork Quarterstaff,

Masterwork Light Crossbow; **Other Gear** Amulet of Natural Armor +1; Boots of the Cat, Ring of Protection +1

FAMILIAR [HYNIS]

NG Tiny Magical Beast (partial fey—template [mouse])

Init +2; **Senses** low-light vision, scent; **Perception** +1

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 size, +2 nat)

hp 12

Fort +2, **Ref** +4, **Will** +5 (+9 vs mind affecting)

Speed 15 ft., climb 15 ft., swim 15 ft., fly 22 ft (good man.)

Melee Bite +6 (1d3 -4 / x2); **Space** 2 ft; **Reach** 0 ft.

Str 2, **Dex** 15, **Con** 11, **Int** 8, **Wis** 13, **Cha** 2

Base Attack +2; **CMB** +2; **CMD** 8 (12 vs trip)

Feats Weapon Finesse; **Skills** Acrobatics +9 (+1 jump), Bluff -2, Climb +10, Escape Artist +4, Fly +12, Spellcraft +4, Stealth +18 (+22 in natural environment), Swim +10, Use Magic Device +1; Racial Modifiers +4 Stealth

Spell-like Abilities (1/day) Dancing Lights, Faerie Fire

SQ Camouflage, Wings, Improved Evasion

Tactics Hynis will attempt to get close to an opponent and provide the touch attack required for Shianna's hexes and spells. Otherwise she will use Aid Another to give Shianna a bonus to her AC.

Shianna serves the Lady Alestria, a high born Sidhe residing in the fey realm. As an elven girl Shianna became lost in the forest far from her home and happened to come across the noble fey. The noblewoman took pity on the girl and returned her home, but not before giving her a "gift" for her troubles. This gift was in fact Hynis, her familiar, confident, and friend. The tiny mouse with the beautiful butterfly wings led the shy elven girl down the path of fey magic and mystery, honing her skills and powers.

Mad Molly Margaret Mordle	CR 4
Human Madness Matriarch Witch 5	XP 1,200
Female Medium Humanoid (human)	CN

Init +5; **Perception** +4

DEFENSE

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural)

hp 39 (5d6 +17)

Fort +4, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee Hair (prehensile) +1 (1d3+2 / x2)

Masterwork Cold Iron Dagger +4 (1d4+1 / 19-20)

Longspear +3 (1d8+1 / x3)

Special Attacks hexes (cackle, child-scent, evil eye [dc 16], prehensile hair, spitting nails), Inflict Madness (Paranoia or Amnesia [dc 16])

Witch Spells Prepared (CL 5)

3 (2/day, DC 17) Loathsome Veil, Rain of Frogs

2 (3/day, DC 16) Disfiguring Touch, Hideous Laughter, Mad Hallucination

1 (4/day, DC 15) Bungle, Ear-Piercing Scream, Memory Lapse, Sow Thought

0 (at will, DC 14) Bleed, Detect Poison, Spark, Touch of Fatigue

Familiar Spells

0 Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Guidance, Light, Mending, Message, Putrefy Food and Drink, Read Magic, Resistance, Spark, Stabilize, Touch of Fatigue;

1 Adhesive Spittle, Bungle, Cause Fear, Ear-Piercing Scream, Fumbletongue, Memory Lapse, Shadow Weapon, Sow Thought, Sundering Shards; **2** Daze Monster, Disfiguring Touch, Hideous Laughter, Mad Hallucination, Pox Pustules; **3** Loathsome Veil, Rain of Frogs

Space/Reach 5 ft. / 5 ft.

TACTICS

Before Combat If Mad Molly has time to prepare and in the mind set to do so she may cast *Loathsome Veil* upon herself. She is just as likely to cast *Rain of Frogs* before battle just to provide squishy things to step on during combat.

During Combat Being stark raving mad, Mad Molly doesn't really plan ahead during an encounter and may just as likely rely on using her hair to casting a spell or other hex. She will also cast spells at inopportune times and possibly at others or objects other than her opponent(s). Kitsy may offer suggestions as he has a better grasp on the situation than Molly, but whether or not she listens is debatable.

STATISTICS

Str 13, **Dex** 12, **Con** 16, **Int** 18, **Wis** 10, **Cha** 10

Base Attk +2; **CMB** +3; **CMD** 14

Feats Extra Hex, Extra Hex, Improved Initiative, Witch Knife

Skills Bluff +5, Disguise +2, Intimidate +7, Knowledge (arcana) +8, Knowledge (planes) +12, Perception +4, Profession (cook) +4, Sense Motive +3, Spellcraft +12, Survival +2, Use Magic Device +7

Languages Common, Goblin, Infernal, Orc

SQ deliver touch spells through familiar, empathic link with familiar, hexes (cackle, child-scent, evil eye, prehensile hair, spitting nails), Inflict Madness (Paranoia or Amnesia), patron spells

(Insanity), seizure of Madness, share spells with familiar, speak with familiar

Combat Gear Wand of fear (50 charges), Robe of Needles (6/day), Longspear, Masterwork Cold Iron Dagger; **Other Gear** Amulet of natural armor +1, Headband of alluring charisma +2

FAMILIAR [KITSY]

N Tiny Magical Beast (raven)

Init +6; Senses low-light vision; **Perception** +9

AC 17, touch 14, flat-footed 15 (+2 Dex, +2 size, +3 nat)

hp 19

Fort +1, **Ref** +4, **Will** +6

Speed 10 ft., fly 40 ft (ave man.)

Melee Bite +6 (1d3 -4 / x2); **Space** 2 ft; **Reach** 0 ft.

Str 2, **Dex** 14, **Con** 8, **Int** 8, **Wis** 14, **Cha** 6

Base Attack +2; **CMB** +2; **CMD** 8

Feats Improved Initiative, Weapon Finesse; **Skills** Acrobatics +6 (-2 jump), Bluff +3, Disguise +0, Fly +6, Intimidate +2, Perception +9, Sense Motive +5, Spellcraft +4, Stealth +10, Survival +4, Use Magic Device +2

Languages Common

Tactics Kitsy revels in the chaos her master brings and sometimes she does as she's told and sometimes she doesn't. Overall she is out for the best interest of Molly but if the witch gets captured or arrested, Kitsy will let her stew for a while before helping her escape or deal with her captors.

Molly was never really that stable as a child, her mother performed questionable services while her father came and went as he pleased until one day he just never came back. While still in her youth, Molly stole a bracelet from a local shop and then attacked the shop keeper when he attempted to take it back. She was promptly arrested by the constabulary and her wild nature landed her in the Husukan Asylum.

Molly's life in the asylum fared no better until she was befriended by a raven that flew into her cell through the single open window in her small dank room. The raven spoke of promises of great power and purpose but only at the cost of what was left of the girl's sanity. Following the bizarre directions given by the bird, Molly found the strength to slay the guards as they led her to her cell after a "session" with the asylum doctors and fled the asylum and took to the streets and then under them with the Raven's assistance.

Molly has been wandering both above and beneath the city of her birth as well as nearby villages and wilderlands. She has gotten into many a scrape and even spent more time in local prisons and other sanatoriums for a stint or two, but with the aid of her friend Kitsy, Molly has always managed to find a way to escape while sowing as much craziness and confusion as possible.

Syrneti Theroyen	CR 8
Serpent Folk Eldritch Witch 5	XP 4,800
Female Medium Monstrous Humanoid	CE

Init +10; **Senses** darkvision 60 ft., scent; **Perception** +15

DEFENSE

AC 21, touch 18, flat-footed 14 (+7 Dex, +3 natural, +1 deflection)
w Mage Armor 25, touch 18 (22 vs incorporeal), flat-footed 18
hp 85 (5d10 +20 + 5d6 +20)
Fort +9, **Ref** +13, **Will** +11
Special Defense DR 1/cold iron
Immune mind-affecting effects, paralysis, poison; **SR** 20

OFFENSE

Speed 30 ft.
Melee +1 rapier +15 (1d6/18-20)
Ranged Hex Bolt +14 touch (2d6 + Sickness [DC 18])
Natural bite +9 (1d6 -1 plus poison)
Special Attacks hexes (Disguise, Hex Bolt, Sickening Infusion)
Spell-Like Abilities (CL 5th; concentration +10)
At Will—disguise self (DC 16), ventriloquism
1/day—blur, dominate person (DC 20), major image (DC 18), mirror image, suggestion (DC 18)
Witch Spells Prepared (CL 5th)
3 (2/day, DC 19) Dispel Magic, Hex Glyph
2 (4/day, DC 18) Burning Gaze, Enthral, Haunting Mists, Scare
1 (5/day, DC 17) Cause Fear, Inflict Light Wounds, Mage Armor, Obscuring Mist
0 (at will, DC 16) Daze, Detect Magic, Read Magic, Stabilize
Familiar Spells
0 Arcane Mark, Bleed, Dancing Lights, Daze, Detect Magic, Detect Poison, Guidance, Light, Mending, Message, Putrefy Food and Drink, Read Magic, Resistance, Spark, Stabilize, Touch of Fatigue;
1 Burning Hands, Cause Fear, Command, Hypnotism, Identify, Inflict Light Wounds, Interrogation, Mage Armor, Obscuring Mist, Ray of Enfeeblement; **2** Burning Gaze, Death Knell, Enthral, Haunting Mists, Scare; **3** Dispel Magic, Hex Glyph;
Space/Reach 5 ft. / 5 ft.

TACTICS

Before Combat Syrneti will cast mage armor and mirror image upon herself if she has time to prepare before combat begins.
During Combat Syrneti will rely on her hex bolt attack, trying to keep her enemies at a safe distance. If enemies get too close she will cast Obscuring Mist at first and if that doesn't seem to be effective will cast Haunting Mists. She has no qualms using the mists to escape if the odds seem to be against her.

STATISTICS

Str 8, **Dex** 24, **Con** 19, **Int** 23, **Wis** 14, **Cha** 21
Base Atk +7; **CMB** +6; **CMD** 23
Feats Great Fortitude, Improved Initiative, Weapon Finesse, Point Blank Shot (bonus), Extra Hex, Combat Casting, Far Reaching Hex Bolt
Skills Acrobatics +12, Disguise +15, Escape Artist +20, Intimidate +13, Knowledge (arcana) +19, Knowledge (planes) +14, Perception +15, Sense Motive +15, Spellcraft +19, Use Magic Device +22;
Racial Modifiers +4 Use Magic Device, +8 Escape Artist
Languages Abyssal, Aklo, Common, Draconic, Ignan,

Undercommon; telepathy 100 ft.

SQ deliver touch spells through familiar, empathic link with familiar, hexes (Disguise, Hex Bolt, Sickening Infusion), Inflict Madness (Paranoia or Amnesia), patron spells (Vengeance), proficient with rapier, share spells with familiar, speak with familiar, may wear light armor without incurring chance of arcane failure

Poison (Ex) Bite—injury; save Fort DC 19; freq 1/rnd for 6 rnds; effect 1d2 Str; cure 2 saves.

Combat Gear +1 rapier, +1 ring of protection, wand of web bolts (50 charges), Cloak of Protection +1; **Other Gear** 2 potions of cure moderate wounds, potion of gaseous form

FAMILIAR [TRIGIT]

N Tiny Magical Beast (viper)

Init +3; **Senses** low-light vision; **Perception** +14

AC 19, touch 15, flat-footed 16 (+3 Dex, +2 size, +4 nat)
hp 20

Fort +3, **Ref** +9, **Will** +6

Speed 10 ft., fly 40 ft (ave man.)

Melee Bite +5 (1d2-2); **Space** 2½ ft; **Reach** 0 ft.

Str 4, **Dex** 17, **Con** 8, **Int** 8, **Wis** 13, **Cha** 2

Base Attack +0; **CMB** +1; **CMD** 8 (can't be tripped)

Feats Weapon Finesse; **Skills** Climb +11, Perception +14, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

Poison (Ex) Bite—injury; save Fort DC 9; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Languages Common

Tactics Trigit is a loyal sympathizer to Syrneti and will do anything for his mistress, even if it puts himself in danger. Fortunately Syrneti prefers using her hex bolt to casting traditional spells and will only fall back on other touch based spells if her hex bolt seems to be ineffective.

Syrneti never speaks of her past and rumors abound that she is one of the four sisters of Chrad-Teridian, a mysterious and secret cult found in an isolated Valley of the Serpent. Given her serpent folk heritage, Syrneti relies on her ability to alter her shape at will to blend in with the local populace. She seeks out the local guilds of ill repute and finds employ (and many times she eventually takes over management) of these guilds to further her own power base. However, her chaotic nature usually dooms such endeavours over time and she ends up moving on to another town or city.

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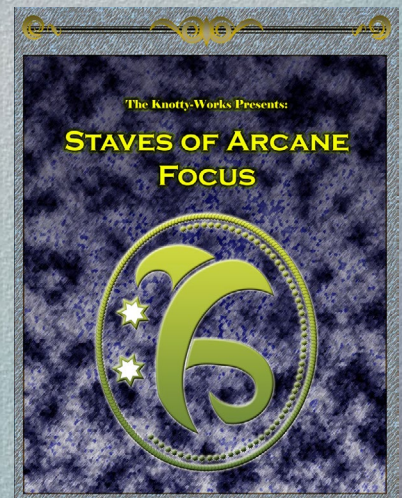
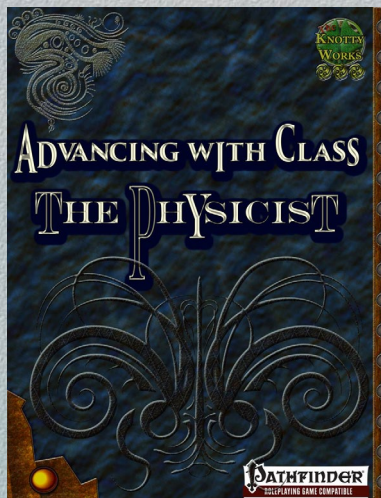
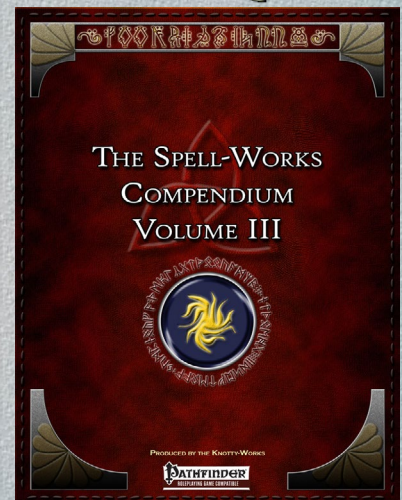
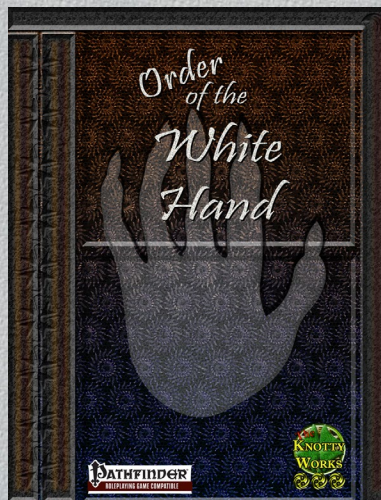
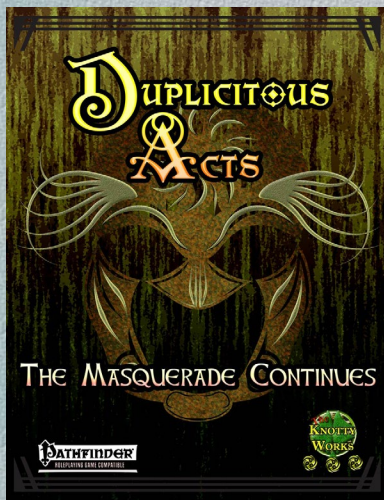
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