

## Witch of the Coven

*Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.*

The witch of the coven is an archetype of the scholar class.

**Limit Breaks (Su):** At 1st level, the witch of the coven receives the Limit Breaks (Unfortunate Incidents and Witch's Cackle).

*Unfortunate Incidents (Su):* This Limit Break causes the witch's enemies to miss with their attacks. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. If enemies roll natural 1 on an attack roll, they hit themselves with the attack instead. This lasts for a duration of 1 round + 1 round per four scholar levels after 1st. This limit break requires only a swift action.

*Witch's Cackle (Su):* This Limit Break allows the witch to cackle manically, empowering all those affected by her spells and abilities. All enemies who can hear the witch within 60 feet take a -2 penalty to all saving throws versus the witch's hexes, spells, and curses. This penalty increases by another -2 for every four scholar levels after 1st. This limit break lasts for a duration of 1 round + 1 round for every four scholar levels after 1st. This limit break requires only a swift action.

These abilities replace the scholar's standard Limit Breaks.

**Witch's Familiar (Ex):** At 1st level, a witch forms a close bond with a familiar, a creature that helps to guide her along her path. See this link for more information on familiars:

<http://www.finalfantasy20.com/magic/familiars>

This ability replaces arcane hypothesis.

**Aura of Misfortune (Su):** At 1st level, all creatures within 10 feet of the witch are subject to a -2 profane penalty to their saving throws. This penalty increases to -3 at 6th level, and increases by an additional -1 every six levels thereafter. This ability functions only while the witch is conscious, not if she is unconscious or dead.

This ability replaces grimoire.

**Hex (Su):** Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 3rd level and for every two scholar levels attained after 3rd level. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + half of the scholar's level (minimum 1) + her Wisdom or Intelligence modifier, whichever is higher.

*Aura of Purity (Su):* The witch's aura purifies the air around her. Diseases, inhaled poisons, and noxious gaseous effects are negated in a 10-foot aura around the witch for a number of minutes equal to her scholar level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Effects caused by spells whose level is more than half her scholar level are unaffected.

*Blight (Su):* The witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the witch and her familiar must be in contact with the target.

If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level  $\times$  10 feet. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: **Blight Hex**—**type** curse; **save** Will negates; **frequency** 1/day; **effect** 1 Con damage. Both types of curse can be removed with an *esuna* or similar magic, using the save DC as the DC to remove the curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

*Cackle (Su)*: A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

*Cauldron\* (Ex)*: The witch receives Craft Alchemical Item as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

*Charm (Su)*: A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the witch's Wisdom or Intelligence modifier, whichever is higher. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

*Child-Scent (Ex)*: The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

*Coven (Ex)*: The witch counts as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever the witch with this hex is within 30 feet of another witch with this hex, she can use the aid another action to grant a +1 bonus to the other witch's caster level for 1 round. This bonus applies to the witch's spells and all of her hexes.

*Cursed Wound (Su)*: The witch can curse a living creature, preventing it from healing completely. For a number of days equal to 3 + her Wisdom or Intelligence modifier, whichever is higher (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end the hex. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this hex to 1 round. At 5th level, the victim of this hex also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by *esuna*.

*Discord (Su)*: The witch can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target's attitude toward the other creature decreases by one step. A successful Will save negates this effect. The effect lasts for a number of rounds equal to the witch's Wisdom or Intelligence modifier, whichever is higher. The duration can be extended with the cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect decreases the attitude of the target creature by two steps. This is a mind-affecting charm effect.

*Disguise\* (Su)*: A witch can change her appearance for a number of hours per day equal to her scholar level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

*Disrupt Connection (Su):* The witch disrupts the connection between a summoned creature within 30 feet and its master. The summoned creature must succeed at a Will save or be confused for 1d4 rounds. While it's confused in this way, during any round in which the percentile die roll to determine the creature's confusion result is 76–100, the affected creature instead acts as if the witch had summoned it (attacking the witch's enemies or performing such other tasks that the witch can communicate to it). At 8th level, this hex causes the summoned creature to act as if the witch had summoned it on a result of 51–100. At 16th level, this hex causes the summoned creature to act this way on a result of 26–100. The cackle hex extends the duration of this hex by 1 round. Once a creature has been the target of this hex, that creature is immune to this hex for 24 hours.

*Evil Eye\* (Su):* The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Wisdom or Intelligence modifier, whichever is higher. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to –4.

*Flight\* (Su):* The witch grows lighter as she gains power, eventually gaining the ability to fly. At 1st level, the witch can use *choco feather* at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast *levitate* once per day. At 5th level, she can *fly*, as per the spell, for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. This hex only affects the witch.

*Fortune (Su):* The witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

*Healing\* (Su):* A witch can soothe the wounds of those she touches. This acts as a *cure* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure II* spell.

*Misfortune (Su):* The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Nails (Ex):* The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

*Peacebond (Su):* A witch can use this hex on a creature to prevent it from drawing a weapon for a number of rounds equal to the witch's level. This hex has no effect on natural weapons or weapons already in a creature's hands, but does prevent an archer from drawing arrows. A Will save negates this effect, and whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Poison Steep (Su):* The witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a *bio* spell. Brewing the toxin and then steeping the food takes 1 hour in total; steeping can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The food tastes normal, but magic detects it as poisonous. The witch must have the cauldron hex to select this hex.

*Prehensile Hair (Su)*: The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy with it. The witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments.

*Slumber (Su)*: A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell, *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Soothsayer (Su)*: The witch's predictions become self-fulfilling prophecies. When the witch uses the evil eye hex, fortune hex, misfortune hex, or retribution major hex, she can choose to delay the effect. If she does so, the hex takes effect the next time the target makes a roll that could be affected by the hex (such as an ability check, attack roll, saving throw, or skill check) or is affected by an action that could be modified by the hex (such as being attacked when the hex would affect the target's AC), whichever comes first (ignoring actions that are not in combat and actions that have no penalty for failure). The duration of the hex begins on the same round as the action that causes it to take effect. The hex is wasted if it is not triggered within 24 hours.

*Swamp Hag (Su)*: While traveling through swamps, mires, bogs, and similar terrain, the witch leaves no trail and cannot be tracked, as the trackless step beastmaster ability. The witch can walk through mud and even quicksand as if it were normal ground.

*Swamp's Grasp (Su)*: The witch can cause an area to become an entangling quagmire. One 10-foot square per witch level within 90 feet becomes difficult terrain for a number of rounds equal to 3 + the witch's Wisdom or Intelligence modifier, whichever is higher. If the witch uses this hex again before the duration of the previous use has expired, the effects of the previous use of this hex end immediately.

*Tongues (Su)*: A witch with this hex can understand any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

*Unnerve Beasts (Su)*: The target becomes offensive to animals (Will negates). Animals become distraught and aggressive in the victim's presence—horses buck, dogs snap and bark, bulls charge, and so on. The hex lasts a number of hours equal to the witch's Wisdom or Intelligence modifier, whichever is higher. A creature that saves against the hex cannot be affected by the hex for 1 day. The reaction of the animals is a mind-affecting charm effect, but the hex on the target is not.

*Ward (Su)*: A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.

*Water Lung (Su)*: An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the witch uses this hex on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

*Witch's Bottle (Su)*: Once per day, the witch can perform a 10-minute ritual to create a potion imbued with the power of one of her hexes. Any creature that consumes this potion is affected by the hex as if cast by its creator. The witch can't use that hex until the potion is consumed or rendered inert. Only hexes that can target a creature other than the witch can be distilled in this way. The potion remains potent until consumed or rendered inert by the witch as a free action. **Prerequisite:** A witch must have the cauldron hex to select this hex.

This abilities replace light arts/dark arts, light arts: penury, dark arts: parsimony, light arts: accession, and dark arts: manifestation.

**Strife Pool (Ex)**: At 2nd level, the spirits provide the witch with a supply of supernatural chaotic energy called strife, which the witch can use to twist luck in a variety of ways. The maximum number of points in the witch's strife pool is equal to half her scholar level + her Wisdom or Intelligence modifier, whichever is higher. A witch's supply of strife is replenished to maximum every 24 hours, at the same time each day.

This ability replaces arcane reservoir.

**Curses (Su)**: A witch's most potent power lies with the ability to place their own misfortune upon others. These powers are called curses. At 2nd level, the witch gains one curse of her choice. She gains an additional curse every two scholar levels attained after 2nd level. A witch cannot select an individual curse more than once. Any curse that mimics a spell uses the witch's level as an effective caster level. Unless otherwise noted, using a curse is a standard action that does not provoke an attack of opportunity. The save to resist a curse is equal to 10 + half of the scholar's level + her Wisdom or Intelligence modifier, whichever is higher. At 2nd level, curses have a range of 20 feet. This range increases to 40 feet at 8th level, to 60 feet at 14th level, and to 90 feet at 20th level. The duration for these abilities is equal to the witch's Wisdom or Intelligence modifier, whichever is higher (minimum of 1 round), unless specified otherwise.

*Apt Curse (Su)*: By expending 1 point from her strife pool, the target of this curse must make a Will save or suffer a 50% chance of taking no action each round the curse is in effect. Otherwise, the target may act normally. **Dread Escalation:** The duration increases to permanent, and the save DC increases by 2.

*Benign Weapon (Su)*: By expending 1 point from her strife pool, once per round, as an immediate action, when the witch is struck by an enemy wielding a manufactured melee weapon, she may use this curse to lessen its effectiveness, as the spirits cling to the weapon's striking surface and cushion its blows. Enemies who fail a Reflex save against this curse find that their weapons deal damage as if they were one size smaller for the duration of the effect. This effect does not stack. **Dread Escalation:** The spirits clinging to the weapon twist and wrench at it, making the wielder take a -2 penalty on each attack made with it, for the duration of the effect.

*Cross the Path (Su)*: By expending 1 point from her strife pool, a witch who successfully uses the Acrobatics skill to pass through a creature's threatened area may target them with this curse as a swift action. If the target fails a Will save, he is considered flanked until the beginning of the witch's next turn. **Dread Escalation:** The target remains flanked until the end of the witch's next turn.

*Curse Weapon (Su)*: By expending 1 point from her strife pool, a witch may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. She may remove enhancement bonuses or special abilities up to a +2 value, effectively cursing the weapon with -2 worth of penalties. Special abilities without an enhancement value cannot be targeted. An item that is reduced below +0 becomes cursed and any negative enhancement bonuses become penalties. **Dread Escalation:** For each point of strife invested in the escalation, an additional -1 of penalties can be applied, up to a total of -5.

*Eye of the Storm (Su)*: By expending 3 points from her strife pool, this curse reduces the effectiveness of damaging area effect spells and effects, such as breath weapons. For the duration of this curse, the target makes a Will save each time he uses an area effect that causes hit point damage, if he fails the save, each die of damage is reduced by 1, to a minimum of 1. **Dread Escalation**: In the case of a failed save, in addition to the normal effect, the damaging effect is expressed in dice one size smaller than normal (d10 is reduced to d8, d6 to d4, etcetera, to a minimum die size of d3).

*Dolt's Grace (Su)*: By expending 1 point from her strife pool, the target of this curse must make a Fortitude save or suffer a -5 profane penalty to skill checks for the duration of the effect. **Dread Escalation**: The penalty increases to -10, and the save DC increases by 2.

*Feast of Fate (Su)*: By expending 2 points from her strife pool, the target of this curse must make a Will save, or be unable to benefit from natural or magical healing for the duration of the effect. The witch gains 5 temporary hit points for each enemy that fails to save versus this effect, although an individual enemy can only be targeted with this curse once per 24 hours. The temporary hit points gained in this manner stack and go away after the duration has elapsed. **Dread Escalation**: The duration of the effect doubles, and the save DC increases by 2.

*Foolschant (Sp)*: By expending 2 points from her strife pool, this cacophonous, nonsensical curse takes the form of an emanation from the witch, permeating the extent of its range. For the duration of the effect, all spellcasters that attempt to cast spells within this emanation, must make Concentration checks equal to 10 + the spell's level, or lose the spell. This is a sonic, mind-affecting effect. **Dread Escalation**: The Concentration check DC increases to 15 + the spell's level.

*Fray (Su)*: By expending 1 point from her strife pool, this subtle curse breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled to a Fortitude save to resist the effect. Otherwise, the targeted object (or 5' square of fibrous material) takes 5 points of damage per round, bypassing DR, for the duration of the effect, as the spirits pick it apart. **Dread Escalation**: The curse's destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction.

*Hesitation (Su)*: By expending 2 points from her strife pool, the target of this curse must make a Will save or take a -5 penalty to his initiative, immediately lowering his position in the initiative count. If the target has already acted in the round this takes place, he does not act again until the next round. Depending on the initiative count, this may have no effect upon the initiative order. **Dread Escalation**: The initiative penalty increases to -10.

*Lightning Rod (Su)*: By expending 2 points from her strife pool, upon invoking this curse, the witch becomes supernaturally attractive to spells and effects that deal lightning damage. For the duration of the effect, any creature that attempts to use a lightning attack that takes the form of a line (including lightning bolt, call lightning, the breath weapon of a lightning dragon, and other, similar effects) must make a Will save, or place the witch within the area of effect, if possible. The witch is treated as having evasion versus lightning effects for the duration of this curse, and if she makes a successful Reflex save, the line of effect terminates at the witch's square, regardless of its normal range. **Dread Escalation**: Rather than the line of effect terminating in the witch's square with a successful Reflex save, the witch can divert any remaining area of the attack, in any direction she chooses, even directing it back at the point of origin.

*Leaden Arms (Su)*: By expending 2 points from her strife pool, the target of this curse must make a Fortitude save or be restricted to one fewer attacks of opportunity per round than normal (for most creatures, this results in them being unable to take any attacks of opportunity). **Dread Escalation**: The target becomes unable to make any attacks of opportunity for the duration of the effect.

*Oafstep (Su)*: By expending 1 point from her strife pool, the witch causes a single foe to suddenly lose his footing. The target is subjected to a trip combat maneuver by the witch. She uses her scholar level in place of her Base Attack Bonus and her Wisdom or Intelligence modifier, whichever is higher instead of her Strength modifier. **Dread Escalation**: The target hits the ground with such tremendous force that he is nauseated for one round.

*Squirming Grip (Su)*: By expending 2 points from her strife pool, the witch chooses an object held by a target. They are subjected to a disarm combat maneuver by the witch. She uses her scholar level in place of her Base Attack Bonus and her Wisdom or Intelligence modifier, whichever is higher instead of her Strength modifier. **Dread Escalation**: The dropped object bounces and skitters 1d4 x 10 feet in a direction chosen by the witch. If the object then enters the witch's square, she can catch it as a free action, if she has a hand free.

*Taboo (Su)*: By expending 3 points from her strife pool, with an imperious warning, a witch can decree a single creature within the range of this curse to be taboo. Creatures that attempt to make a melee attack against, touch, or pass through the square occupied by a taboo creature must make a Will save or become stunned for one round. A witch can also make a large or smaller unattended object taboo (witches frequently use this curse to cut off escape routes). Once a creature successfully saves against the taboo curse, he cannot be affected by it again for 24 hours. The witch can only have one taboo active at a given time. This is a sonic, mind affecting effect. **Dread Escalation**: Creatures that fail their saves against a dread taboo are blinded and deafened in addition to being stunned, and the effect lasts for an additional round.

*To the Hilt (Su)*: By expending 1 point from her strife pool, the target of this curse finds his movements buffeted by unseen forces, and even glancing blows dig deeply. For the duration of the effect, the target must make a Fortitude save or weapons deal damage to the target as if the attacker had the Improved Critical feat. **Dread Escalation**: Against the target, attackers are also treated as if they possess the Critical Focus feat.

*Ungainly Lunge (Su)*: By expending 2 points from her strife pool, the target of this curse must make a Will save or be unable to make 5-foot steps for the duration of the effect. **Dread Escalation**: Once per round, if the affected creature fails a Reflex save, or makes a missed melee attack, he provokes an attack of opportunity.

*Unwilling Bodyguard (Su)*: By expending 2 points from her strife pool, a creature targeted with this curse must make a Will save or become irresistibly attractive to ranged attacks. While this curse is in effect, any ranged weapon attacks (but not magical ranged touch attacks, such as rays) that target the witch and miss, instead targets the afflicted enemy, using the same modifiers as the original attack, as long as the enemy is within 10 feet of the witch. A witch can only have one creature under the effects of unwilling bodyguard at a time. **Dread Escalation**: If the creature affected by this curse is within 10 feet of the witch, the witch is treated as having cover from ranged attacks.

These abilities replace scholar exploits.

**Steal Victory (Su)**: At 5th level, the witch can stifle the luck of an opponent. As an immediate action, whenever a target within 10 feet rolls a d20 for an attack roll, the witch may spend a point of strife to force the target to roll two dice for their attack, and use the lowest roll. The witch must do this before the result of the roll is known.

This ability replaces consume MP.

**Discord (Ex)**: At 9th level, creatures that team up to attack a witch find that they impede each other more than they help. Characters using the Aid Another action against a witch need to successfully attack AC 15, rather than AC 10, in order to have an effect, and creatures that flank the witch take a -2 profane penalty on their attack rolls against her instead of the normal +2 bonus.

This ability replaces eldritch surge.

**Dread Escalations (Su):** Once a witch reaches 10th level, her curses become empowered. These are called dread escalations, and are described in greater detail in each individual curse entry.

This ability replaces sublimation.

**Major Hex (Su):** Starting at 11th level, and every two levels thereafter, a witch can choose one of the following major hexes whenever she could select a new hex.

*Agony (Su):* With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Drain Life (Su):* The witch spits a curse at a creature within 30 feet and the creature begins to feel its life draining away. If the creature fails a Fortitude save, it suffers 1 temporary negative level. The creature must attempt another Fortitude save on the following round or take an additional temporary negative level. This continues until the creature succeeds 1 Fortitude save, a number of Fortitude saves equal to the witch's Wisdom or Intelligence modifier, whichever is higher, have been failed, or the creature has a number of temporary negative levels equal to its HD (at which point the creature dies). A creature affected by the drain life hex cannot be affected by this hex again for 24 hours.

*Beast Eye (Su):* The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, chocobo knight mounts, and similar unusual animals may resist with a Will save; the witch may use this ability on her own familiar as if it were an animal. If the witch has the coven hex, all other witches within 10 feet of her who also have the coven hex can see through this animal at will, although the acting witch still controls the ability. The witch can use this ability for a number of minutes per day equal to her level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

*Delicious Fright (Su):* The witch can feed on the fear of her victim. The target of this hex becomes shaken for a number of rounds equal to 3 + the witch's Wisdom or Intelligence modifier, whichever is higher. As long as the witch remains within 30 feet of her target, she gains a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws as long as this effect persists. A successful Will save reduces the duration of this hex to 1 round. This is a mind-affecting fear effect.

*Hidden Home (Su):* The witch can conceal or disguise her home and the area around it as if using *mirage arcana*. Before using the hex, she must spend 1 day pacing out the border of an area that measures roughly 40,000 square feet (approximately 200 feet by 200 feet) to define her home territory. Thereafter, she can use the hex to change the appearance of that area as a standard action as long as she is within the area. The illusion persists until the witch changes or dismisses it. For the purpose of this ability, a witch can only have one "home" at a time.

*Hoarfrost (Su):* The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fortitude negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. *Esuna*, *dispel*, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is an ice effect.



*Ice Tomb (Su)*: A storm of ice and freezing wind envelops the target, which takes 3d8 points of ice damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

*Infected Wounds (Su)*: The target's wounds become infected (Fortitude negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

*Major Healing (Su)*: By calling upon eerie powers, the witch's touch can mend even the most terrible wounds of those she touches. This hex acts as *cure III*, using the witch's caster level. Once a creature has benefited from the major healing hex, it cannot benefit from it again for 24 hours. At 15th level, this hex acts like *full-cure*.

*Nightmares (Su)*: Calling upon fell powers, a witch can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell *nightmare* each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

*Pariah (Su)*: The witch can cause a creature within 60 feet to be shunned by its allies for a number of rounds equal to the witch's Wisdom or Intelligence modifier, whichever is higher. Any other creature attempting to directly assist the target with a harmless spell or aid another action must attempt a Will save. If the save succeeds, the aiding creature is unaffected by this hex. If the save fails, the aiding creature can't follow through, the action is lost, and the aiding creature can't directly aid the target for the duration of this hex. This hex does not prevent the target from benefiting from area of effect spells.

*Retribution (Su)*: A witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Wisdom or Intelligence modifier, whichever is higher. A Will save negates this effect.

*Speak in Dreams (Su)*: The witch can contact a creature as if using *dream*. The witch can use this ability on a number of creatures per day equal to her Wisdom or Intelligence bonus, whichever is higher, but can dream-speak to those creatures as often as desired throughout that time period.

*Waxen Image (Su)*: The witch can spend a full-round action to create a crude and unnerving wax duplicate of a creature she can see within 30 feet. Once the image is complete, the subject must make a Will save. If the subject fails, the witch gains a small measure of control over the creature. Whenever she exercises this control, the creature receives a new Will save to end the effect. This effect occurs on the witch's turn and does not impede the creature's actions on its turn. The witch can use the waxen image a number of times equal to her Intelligence modifier before it melts. As a standard action, the witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lay down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours.

*Weather Control (Su)*: A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

*Witch's Charge (Su)*: Once per day, a witch can designate a willing creature as her charge. She gains a constant *status* effect on this creature and can target it with beneficial touch spells from a range of 30 feet. The creature remains her charge until she designates a new one.

*Witch's Brew (Ex)*: When the witch uses her cauldron to brew a potion, she may spend double the cost to create 2 identical potions that day instead of just 1. At 15th level, she may spend triple the cost to create 3 identical potions that day. **Prerequisite**: The witch must have the cauldron hex to select this hex.

This ability replaces light arts: celerity, dark arts: alacrity, light arts: rapture, and dark arts: ebullience.

**Great Discord (Su)**: At 13th level, creatures near the witch become even more inept. Creatures within the witch's aura of misfortune take a -5 profane penalty on attack rolls made while flanking, and must successfully attack AC 25 in order to use the Aid Another action.

This ability replaces improved surge.

**Grand Hex (Su)**: Starting at 17th level, and every two levels thereafter, a witch can choose one of the following grand hexes whenever she could select a new hex.

*Curse of Nonviolence (Su)*: The witch can curse a creature to prevent it from attacking innocents. If the target fails its Will save, it cannot take violent actions or do anything destructive against any creature with fewer Hit Dice than itself. If another creature takes hostile action against the cursed creature, the cursed creature can act normally in regard to that creature only. This is an enfeebling effect. The curse is permanent but can be removed with a *basuna* spell. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Death Curse (Su)*: This powerful hex seizes a creature's heart, causing death within just a few moments. This hex has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fortitude save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the witch. Slaying the witch that hexed the creature ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

*Dire Prophecy (Su)*: The witch curses the target so he is doomed to die (Will negates). As long as the curse persists, the target takes a -4 penalty to his armor class and on attack rolls, saves, ability checks, and skill checks. While the curse persists, the witch may end it by bringing its full force upon her victim all at once. Doing so gives the victim a penalty equal to the witch's caster level to his armor class or on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. The witch must decide to apply this penalty before the roll to be modified is made. If the witch does not have line of sight to the target, the full force of the curse occurs when the GM considers it most appropriate, such as when the target is in mortal danger. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the hex is successful, a creature cannot be the target of this hex for 1 day. This is a curse effect.

*Eternal Slumber (Su)*: The witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a *basuna* or similar magic, although slaying the witch ends the effect. The witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after

1 minute if not consumed. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

*Life Giver (Su)*: Once per day the witch can, as a full-round action, touch a dead creature and bring it back to life. This functions as *full-life*.

*Natural Disaster (Su)*: A witch using this hex calls down the forces of nature to wreak havoc on an area. This functions as a *storm of vengeance* combined with an earthquake that occurs on the second round of the effect (while acid is raining from the sky). A witch must concentrate for the duration of this effect. If disrupted, the effect immediately ends. A witch can only use this ability once per day.

*Summon Spirit (Sp)*: The witch calls forth the ghost of a humanoid creature with no more than 18 Hit Dice. The ghost has its own personality and desires, but is willing to bargain with the witch, as if she had cast *greater planar ally*. To seal an agreement with the witch, the ghost requires life energy equal to 1 temporary negative level (this is in addition to the standard payment for the ghost's service). This negative level persists as long as the ghost remains in the service of the witch; the witch can end the agreement as a standard action, immediately removing the negative level.

This ability replaces greater surge and bottomless well.

**Utterance of Damnation (Ex)**: At 20th level, the witch speaks of doom and the target becomes hopeless and more susceptible to curses. As a standard action, the witch speaks words of conviction and all enemies within 60 feet who are capable of hearing (and comprehending) the witch's speech must make a Will save (DC 20 + her Wisdom or Intelligence modifier, whichever is higher) or be forced to roll twice for all saving throws related to curses or hexes, taking the worse result for 1 minute.

This ability replaces magical supremacy.