

WITCHES+

An Expansion & Errata to the Core Class

PATHFINDER
INFINITE

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Credits

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This book goes out to Dave, Ritz & Luna. Thanks for making the last 5 years awesome. Keep it rollin'!

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FOUNDRY MANIFEST

<http://www.freelancelotgames.com/wp-content/themes/medieval/witches/module.json>

PATHBUILDER LINK

<http://www.freelancelotgames.com/wp-content/themes/medieval/pathbuilder2e/witches/>

WANDERER'S GUIDE INTEGRATION

Teddy

https://wanderersguide.app/homebrew/?view_id=700
key code: 4f579cee-c232-408e-a67f-9c7828311b6c

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<https://discord.gg/yHQbmVzDfR>

SOMETHING WICKED THIS WAY COMES

There's a common murmuring where adventurers gather. The sentiment that, of all casters, witches are the least strong. Now, they'll wave their hands and say it's not that witches aren't good, but certain options are under-tuned, and there aren't as many choices, etcetera, etcetera, all while dancing around saying that they'd prefer to play a wizard or sorcerer.

This is a terrible shame, since frankly, witches are perhaps the most interesting class in the game from a role-play perspective. A built in mystery to unravel, lessons that can be selected by the GM rather than the player to provide hints towards the nature of the terrible, unknowable entity that sponsors them, and their peculiar familiar with unusual abilities.

When two of my players in two concurrent campaigns both said they wanted to make witches, but any advice found online for the class was full of hand wringing and "yes, but" comments that nearly convinced them to look at other classes instead. I couldn't let that happen! This book is not just an expansion of the core class, but a love letter to it and an attempt to bridge the gap between it and other spellcasters. Perhaps one day, I'll come around to other classes to make a Classes+ series, but for now... grab a broomstick and cackle into the night, and enjoy the tome you are about to pour over!

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Witches+

Those that walk the path of allegiance to attain knowledge do so to meet appropriate ends, whether those allegiances be false, earnest, or dubiously accepted. Witches form bonds with entities, creatures, gods, devils, or even ideals, their magic bargained through amenable agreements with such parties in exchange for these allegiances. These lessons are provided by beings and entities whose power far outweighs their own, and yet, their potent nature empowers witches to perform powerful hexes and seemingly unnatural magic. These allegiances are offered as a wager of purpose, that the end goals of the patron match that of the sponsored.

Patron Themes

Some patrons are more obscure and seek out specific witches of potent nature with which to bestow their gifts. These patrons will sometimes grant less than traditional bargains for witches, usually in exchange for knowledge more tailored to their needs. Though some patrons may grant multiple types of gifts, those with specific purposes will look to recruit followers as needed for their purposes.

BOG

Your powers are granted to you by either a powerful creature of the swamp or even the marshlands themselves.

Spell List primal

Patron Skill Nature

Hex Cantrip *muck emergence*

Granted Spell *mud pit*

MUCK EMERGENCE

CANTRIP 1

UNCOMMON CANTRIP CONJURATION EARTH HEX WATER WITCH

Cast ◆ somatic

Range 30 feet; **Area** all squares in a 5-foot-radius burst

Duration sustained up to 1 minute

You turn the designated area into muck and swamp water. The muck is considered difficult terrain. When you Sustain the Spell, you can increase the area of the burst by 5 feet up to a maximum of 15 feet. While the spell is active, you can ignore difficult terrain caused by mud or swamp water.

Heightened (+2) The initial burst increases by 5 feet and the maximum area increases by 10 feet.

CHAOS

Whether gifted power by the Maelstrom or yourself an entropic being who has gained the attention of something greater, you use the power of chaos to carry out your works.

Spell List arcane

Patron Skill Performance

Hex Cantrip *realityflicker*

Granted Spell *agitate*

REALITYFLICKER

CANTRIP 1

UNCOMMON CANTRIP HEX ILLUSION MENTAL WITCH

Cast ◆ somatic

Range 30 Feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You randomly assault the target with overwhelming curses from

multiple realities that end and begin within moments, dealing force damage equal to the spell level and randomly selected conditions depending on their Will Save. You deal the force damage initially and then again the first time each round you Sustain the Spell, starting on the round after you cast it and rolling the damage based on the target's saving throw result each time. However, the creature only attempts the Will save once, when you first Cast the Spell. When the spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes 1d4 damage, and then rolls a d4 and gains the following condition until the end of its next turn.

1. Clumsy 1
2. Stupefied 1
3. Enfeebled 1
4. Frightened 1

Critical Failure The target takes double damage and rolls 2d4. If they would get the same condition twice, they also become dazed.

Heightened (+2) The damage increases by 1d4.

CLOCKWORK

UNCOMMON

Your patron grants you an affinity for manipulating clockwork and infusing your magic into its mechanical operations. If you select a clockwork specific familiar, the Toggle Standby Mode only requires a single action from your familiar. Your familiar knows one common or uncommon gadget formula of your level. When you gain a level you can choose to have your familiar learn a gadget formula of your level or lower instead of a spell.

Spell List arcane

Patron Skill Crafting

Hex Cantrip *conjure gadget*

Granted Formula one common or uncommon 1st-level gadget formula.

CONJURE GADGET

CANTRIP 1

UNCOMMON CANTRIP CONJURATION HEX WITCH

Cast ◆◆ material, somatic, verbal

Range 30 feet; **Target** you or one ally within range

Duration sustained up to 1 minute

You conjure a gadget to be equipped by you or an ally. You can summon a gadget whose formula your familiar knows and with a level equal to the level of this spell or lower. This gadget appears ready to be used by the target in its appropriate usage case and remains as long as you Sustain the Spell. The target must be able to satisfy the usage case, such as having a hand available to hold the item, or the spell automatically fails. After this spell ends, you cannot cast Conjure Gadget for 1 hour.

Heightened (6th) You can select up to two targets when you cast this spell.

FEY

Whether through a strange deal made with the Eldest, a curse placed on you for stumbling somewhere you shouldn't have or a blessing for leaving out food for strange guests, you now find yourself with the power of the first world as a thank you or curse for your actions.

Spell List primal

Patron Skill Deception

Hex Cantrip *beguile*

Granted Spell *lose the path*

BEGUILE

CANTRIP 1

UNCOMMON AUDITORY CANTRIP ENCHANTMENT HEX
MENTAL VISUAL WITCH

Cast ◆ verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You call out to the target with a voice seemingly more beautiful than any other and an appearance somehow more soothing than their truest love, willing them to think only of you. Regardless of the outcome, the target is then temporarily immune for 1 minute.

Critical Success The target is unaffected

Success The target is dazzled for 1 round and is then temporarily immune to Beguile for 1 minute.

Failure The target is dazzled and deafened for as long as you Sustain the Spell.

Critical Failure As failure, except the target must spend its first action on each turn to Step towards you.

MEPHISTOPHELES

UNCOMMON

Your patron is the archdevil Mephistopheles, ruler of Caina, the Eighth Layer of Hell, and you are tasked with bringing him more contracts as part of your service. You and your familiar can draft an Infernal Contract of your level or lower with a Decipher Writing DC equal to your spellcasting DC and Mephistopheles as the beneficiary of the payment clause. You must attempt a Crafting check of a hard DC equal to the level of the Infernal Contract chosen with no cost. You can only have one Infernal Contract open at a time or attempts to create another Infernal Contract automatically fail. You can never agree to an Infernal Contract without Mephistopheles' approval, whether created by you or another devil.

Spell List divine

Patron Skill Religion

Hex Cantrip *wicked temptation*

Granted Spell *summon lesser servitor* (devil only)

WICKED TEMPTATION

CANTRIP 1

UNCOMMON AUDITORY CANTRIP ENCHANTMENT HEX
LINGUISTIC MENTAL WITCH

Cast ◆ verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You present the target a proposition that they find difficult to oppose. You can ask the target to spend a single action to

approach you, run away (as if it had the fleeing condition), release what it's holding, pick up an item, drop prone, or stand in place. The target must attempt a Will save. The effects of the spell last as long as you Sustain the Spell or until the target completes the designated action, after which the spell immediately ends. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target takes a -1 status penalty to attack rolls and skill checks until the beginning of their next turn and the spell immediately ends.

Failure The target takes a -1 status penalty to attack rolls and skill checks.

Critical Failure The target takes a -1 status penalty to attack rolls and skill checks and the target becomes fascinated with completing the designated action.

Heightened (6th) The status penalty increases to attack rolls and skill checks increases to -2.

SEA

Your master calls from the sea, giving you the power of ever-churning tides and crashing waves.

Spell List primal

Patron Skill Athletics

Hex Cantrip *tidal rings*

Granted Spell *hydraulic push*

TIDAL RINGS

CANTRIP 1

UNCOMMON CANTRIP CONJURATION HEX WATER WITCH

Cast ◆ somatic

Range 30 Feet; **Targets** 1 Large or smaller creature

Saving Throw Fortitude; **Duration** sustained up to 1 minute

Water rushes around the target's frame, encircling and restraining them with the force of the raging seas. When you cast this hex, you make a spell attack roll against the target. This spell attack roll resolves as a Grapple check against the target.



If successful, the target is grabbed by your tidal rings. When you Sustain the Spell, you make another spell attack roll to Grapple. If you fail your attempt to Grapple the target, they become temporarily immune to this spell for 1 minute.

Heightened (3rd) You may target Huge or smaller creatures with this spell.

Heightened (7th) You may target Gargantuan or smaller creatures with this spell.

SPECTRAL

You have an affinity for spirits, and one of note has placed you in their ephemeral service. When you cast phase familiar, your familiar has the granted resistance until the end of your next turn.

Special If you are using the suggested Errata for Witches+, you can select the Reanimator Dedication instead of your Basic Lesson

Spell List divine

Patron Skill Religion

Hex Cantrip *spirit's blessing*

Granted Spell *spirit link*

SPIRIT'S BLESSING

CANTRIP 1

UNCOMMON CANTRIP ABJURATION HEX WITCH

Cast ◆ somatic

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You command the surrounding spirits to protect the creature. The target creature gains resistance 2 to physical damage but

the target must attempt a DC 5 flat check whenever they take the Interact action with an object they are not already holding at the time you cast this spell. The target rolls the check after spending the action, but before any effects are applied. Once this spell ends, the target becomes temporarily immune for 1 minute.

Heightened (+1) The resistance increases by 1.

STARSONG

Your powers are drawn from the cosmic song whose tune winds itself through the stars, an entity closely tied to Desna, or even the Starsong herself.

Spell List divine

Patron Skill Religion

Hex Cantrip *cosmic tune*

Granted Spell *ventriloquism*

COSMIC TUNE

CANTRIP 1

UNCOMMON CANTRIP EMOTION ENCHANTMENT HEX
MENTAL WITCH

Cast ◆ verbal

Range 30 feet; **Targets** 1 ally

Duration sustained up to 1 minute

You grant an ally within 30 feet the ability to hear your cosmic song within their mind. The ally gains a +1 status bonus to AC and saves against auditory and emotion effects. When you Sustain the Spell, the target can choose to continue to benefit from the spell but becomes deafened as long as it does so as the song overwhelms their ability to hear. While deafened by your cosmic tune, your ally gains a +2 status bonus to saves against emotion effects. Once this spell ends, the target becomes temporarily immune for 1 minute.

STREETS

The thrum of footsteps on pavement beats in your heart, perhaps gifted to you by a genius loci of a city or something similar.

Spell List arcane

Patron Skill Society

Hex Cantrip *lost in the crowd*

Granted Spell *temporary tool*

LOST IN THE CROWD

CANTRIP 1

UNCOMMON CANTRIP HEX ILLUSION MENTAL WITCH

Cast ◆ somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You wave a hand, clouding the vision of your target and making them see their own face on everyone around them, and hear their own voice in a strange language from all those who speak to them. When the spell ends, the target becomes temporarily immune for 1 minute.

Success The target is unaffected.

Failure The target cannot tell who is their ally or their enemy. They treat allies and enemies as enemies for the purposes of determining flanking unless they spend an action to Seek allies within the designated area and attempting a Perception check against your spell DC to end this effect.

Critical Failure As failure, except the target cannot benefit from abilities that target allies and is flatfooted.



TAPESTRY

Your powers are granted to you from the beyond by an entity of the Dark Tapestry, their maddening motives manifest in your magic.

Spell List occult

Patron Skill Occultism

Hex Cantrip *creeping madness*

Granted Spell *mind link*

CREEPING MADNESS

CANTRIP 1

UNCOMMON CANTRIP ENCHANTMENT HEX MENTAL

WITCH

Cast ◆ verbal

Range 30 feet; **Target** 1 creature

Duration sustained up to 1 minute

You spur the creation of dark futures within the mind's eye of your target. These images deal 1d4 mental damage and make it difficult to concentrate, depending on its Will save. You deal the mental damage initially and then again the first time each round you Sustain the Spell, starting on the round after you cast it and rolling the damage based on the target's saving throw result each time. However, the creature only attempts the Will save once, when you first Cast the Spell. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage.

Critical Failure The target takes double damage and if the target attempts a concentrate action, it must succeed at a DC 5 flat check or it is lost; roll the check after spending the action, but before any effects are applied.

Heightened (+1) The damage increases by 1d4.

New Witch Feats

Witches if nothing else are capable of learning that which comes unnaturally to others, something most witches would consider a virtue. Measures of what feats a witch is able to accomplish often reflect on the witches status among others in their communities. The knowledge of these abilities are sometimes traded among circles, usually with an equivalent exchange.

1ST

GIFTS FROM BEYOND

FEAT 1

WITCH

Your patron has gifted you some planar energy as part of your pact, providing the first clues as to what they might be. Choose an ancestry with a lineage and select a lineage from that ancestry. Once this choice is made it cannot be changed. You gain a level 1 ancestry feat with the lineage trait appropriate for your choice. You may select feats from your selected ancestry but they must be feats for your selected lineage and you must still satisfy any other prerequisites. You can take this feat even if you already have a lineage granted from another ancestry.

4TH

ESSENCE PRACTICUM

FEAT 4

WITCH

You have learned to manipulate the essences of magic to learn spells that are otherwise unavailable to you. Choose a spellcasting tradition based on the list below and your familiar learns a single 1st-level spell from that tradition and you can

cast that spell as a spell of your spellcasting tradition. In addition, you can use the Learn a Spell activity on spells of the chosen tradition, but you can only learn one spell of that tradition for each level of spell you can cast. Once your spellcasting tradition selection is made it cannot be changed.

Arcane, Divine - Occult or Primal

Occult, Primal - Arcane or Divine

HARROW READER

FEAT 4

WITCH

You've mastered the art of the harrow, and can use its fortune-bending powers to control your own fate. You gain a harrow deck of fine quality bestowed with power granted by your patron. You can never get rid of this deck by any means, as others will outright refuse to accept the deck as a gift or bartering item, and any attempts to abandon or destroy the deck cause it to reappear on your person during your next daily preparations. When you make your daily preparations, you may draw a harrow card from the deck. Record the alignment and suit of the card. Once per day, as a reaction, when a creature attempts the associated roll for the card you selected, you may choose to have the target roll twice. If the card was of good alignment they can take the higher result of the two rolls. If the card was of evil alignment they must attempt a Will save against your spellcasting DC, and on a failure they take the lower result. If the card is neither evil or good, you can choose between the two at the time the card is drawn. This effect gains the fortune or misfortune trait respectively.

Hammer (Str) melee attack rolls and Athletics checks

Key (Dex) Reflex saving throws and Thievery checks

Shield (Con) Fortitude saving throws and recovery checks

Book (Int) spell attack rolls and skill checks

Star (Wis) ranged attack rolls and Perception checks to Seek

Crown (Cha) Will saving throws and Diplomacy checks



MUTABLE FAMILIAR

FEAT 4

CONCENTRATE POLYMORPH TRANSMUTATION WITCH

Your familiar can mold its form like clay, allowing it to take on whatever appearance you wish. You can spend 10 minutes to change one of your familiar's abilities. If you are interrupted during such a swap, the original ability remains and you do not gain the new ability. You can try again to swap out the ability later, but you must start the process over again. You cannot swap out abilities that can only be used once per day once you have used them, and you cannot swap in abilities your familiar previously had in the day.

PATRON'S WARD

FEAT 4

WITCH

You gain the ability to ward others from harm via your patron's magic. You gain the patron's ward hex cantrip.

PATRON'S WARD

CANTRIP 2

UNCOMMON ABJURATION CANTRIP HEX WITCH

Cast ♦ somatic

Area 10-foot emanation

Duration sustained up to 1 minute

You are infused with the ward of your patron, and its power deters the effects of those of similar magic. When you Cast the Spell, choose a creature type associated with your spellcasting tradition's skill. You and your allies within the area gain a +1 status bonus to saves against the chosen creature type as long as they remain in the emanation. On subsequent turns, the first time you Sustain the Spell you increase the radius by 5 feet up to a maximum of 30 feet.

Heightened (+3) The starting emanation and expanded radius when you Sustain the Spell increase by 5 feet and the maximum radius increases by 15 feet.

6TH

CHANT

FEAT 6

WITCH

You can channel one of your hexes through a powerful chant that affects those around you. You learn the *chant* focus spell. Increase the number of Focus Points in your focus pool by 1.

CHANT

FOCUS 3

UNCOMMON AUDITORY ENCHANTMENT METAMAGIC WITCH

Cast ♦ verbal

By speaking the words of the spell rhythmically and in sequence, you can spread its affects to those who can hear. If the next action you use is to Cast a Spell that has the hex trait and targets a single creature with a duration of sustained, you can instead target all allies or enemies in a 30-foot emanation. When you do so, that hex gains the auditory trait and creatures only remain affected while within the area. Creatures that enter the area after you Cast the Spell are not affected by your chant and creatures that leave the emanation do not regain its effects if they enter the area with temporary immunity. When you Sustain the Spell, your Sustain gains the auditory trait and the emanation remains in effect. You can't cast more than one chant at a time, and you can have only one active at a time. If you cast a chant again, the hex you targeted with your chant immediately ends for all creatures and any ongoing effects from your previous chant end immediately.

If your spell produces an active effect against a single target when you Cast the Spell or Sustain the Spell, such as malicious shadow, you choose one target under the effects of the hex in the emanation to be the target of the effect.

Heightened (+2) The emanation increases by 5 feet.

PROTECTION CIRCLE

FEAT 6

WITCH

You have a mysterious ritual involving hanging scraps of paper with strange incantations in surrounding trees, marking out perimeters with salt and chalk or otherwise blessing an area of reprieve from creatures. You take 10 minutes to mark out a space in a 15-foot burst for you and your allies, keeping you safe from danger. Make a secret check in the skill associated with your spellcasting tradition and choose a creature you could identify using your spellcasting tradition's skill. Your GM might allow you to target a creature type that your tradition would not allow, such as using Occultism to target humanoids of a specific cult or Religion to target tieflings. Creatures inside the area of the circle are invisible to creatures of the chosen type outside of the circle if your secret check exceeds their Perception DC. You also gain a +1 status bonus to saves against effects from those creatures as long as you and your allies remain in the area. If a creature inside the circle takes a hostile action against a creature outside the circle or any of the creatures inside the circle leave the circle, the invisibility immediately ends for all creatures inside the circle. A creature can spend a single Interact action to break the circle by touching the area. The circle lasts 8 hours, until you create another circle, or the circle is broken, whichever comes first. While resting in the circle overnight, you restore double the amount of Hit Points you normally would. If you are Legendary in your spellcasting tradition's skill, the status bonus to saves increases to +2.

TAP PATRON LEY LINE

FEAT 6

RARE WITCH

You use your familiar as a conduit to ley lines known to your patron. You can Tap Ley Line (Secrets of Magic) using your familiar as the location for a Basic or Energy Ley Line of your casting tradition and level (or lower). When you get a failure, you and your familiar both suffer the effects.

8TH

ACCURSED NAILS

FEAT 8

WITCH

Prerequisites Eldritch Nails

Your eldritch nails have become fused with your hex magic and become a stronger vessel for their delivery. When you deliver a hex using your nails, if your Strike is successful the target treats their degree of success against the delivered hex as one degree worse. In addition, when you make a successful Strike against a creature that is temporarily immune to one of your hexes, it loses this immunity (though it can become temporarily immune again as normal).

BORROWED LESSON

FEAT 8

WITCH

Prerequisites Basic Lesson

You, your patron, or your familiar have brokered a deal for magic that only the most resourceful can claim for themselves. Select one hex cantrip spell from a patron other than your own. You gain the hex cantrip of that patron and can cast that spell as a spell of your tradition, regardless of the tradition of the chosen patron.

CRYSTAL SAGE

FEAT 8

WITCH

You've learned the secrets that a crystal can impart through conversations with your patron. You keep crystalline implements on your person at all times, whether in the form of crystal balls, magic mirrors, or even bags of loose gemstones. While holding these crystals, your divination spells and rituals takes less time to cast; from a day to an hour, an hour to 10 minutes, 10 minutes to 1 minute or 1 minute to 3 actions. In

addition, if the spell or ritual requires you to succeed against a DC or if the GM must roll a flat check to determine the results of the spell (such as augury), you reduce the DC by 2.

10TH

BARGAIN SOUL ◆

FEAT 10

WITCH

Frequency once per day

You've earned enough respect in the eyes of your patron to now be able to broker additional minor pacts with them. You can offer a portion of your life energy to your patron in exchange for greater power. You become doomed 1 and drained 1 or increase these values by 1 if you already had them, and you gain a -1 circumstance penalty to saving throws against death effects. In exchange, you can regain a spell slot at least one level lower than your highest spell level, and you regain a focus point as if you'd Refocus. These penalties last until your next daily preparations and cannot be removed by any means. If you die while under the effects of your patron's bargain, your soul is forfeit, likely turned into an extraplanar creature with no memories of your last life to further your patron's agendas more directly. You can only be restored via resurrection or other magic if your patron is contacted and bargained with before hand.

MITES OF MUTATION

FEAT 10

WITCH

Your patron gives you the power of the creatures of their realm. You can spend 10 minutes in communion with your familiar to replace one spell you've prepared in one of your witch spell slots with a battleform spell (such as *animal form*, *dragon form*, etc.) that appears on the spell list of your spellcasting tradition.

The spell you replaced must be of at least the battleform spell's minimum spell level.

12TH

JINX EATER ➤

FEAT 12

FORTUNE WITCH

Trigger You would be affected by an enchantment or a misfortune effect.

Using an ancient technique brought from Tian Xia by tengu witches, you feast on the energy of the jinx, absorbing its power. If the effect requires a save, you treat your degree of success as one better and if the effect requires you to roll twice and take the worse result, you only roll once. In addition, you gain temporary Hit Points equal to half your level that last for 1 minute.

GREATER ESSENCE PRACTICUM

FEAT 12

WITCH

Prerequisite Essence Practicum

Your cross-essence magic knowledge develops further. You gain an additional spell slot of your highest level which you can only use to cast spells you learned from your chosen tradition of Essence Practicum. This does not include 10th level spells.

SUPERNATURAL PROTÉGÉ

FEAT 12

UNCOMMON WITCH

You've gained enough power to become a patron in your own right, loaning out some of your otherworldly powers to a student who pledges themselves to you. You gain the servitude of a protégé, an NPC who you've spoken to and trust with a fraction of your soul. The NPC must be no higher level than half your level. While in combat they function as your minion and gain the minion trait. They gain the ability to cast the hex cantrip associated with your patron and a 1st-, 2nd-, and 3rd-level spell that your familiar knows. They otherwise use the same Hit Points, saves, AC, and other characteristics as if they were your familiar. They are considered trained in your spellcasting

tradition with a level equal to your own. At 18th level, they are instead expert in your spellcasting tradition and gain a 4th-level spell your familiar knows. If your protégé dies, you may replace them after a week of training with another NPC. If you die, you may choose to transfer all your powers and some vague memories to your protégé, gaining your level and abilities as if they were you during their next daily preparations. Your familiar serves them, and they may become your next PC. You may choose to keep any uncommon, rare or unique feats or spells that you had on your original witch, but you only retain items or equipment if they were able to be retrieved from you before you died.

14TH

ENCHANTED BROOMSTICK

FEAT 14

WITCH

You implant a portion of your mysterious power into a broomstick, carpet or other seemingly normal item in order to gain a semblance of flight. During your daily preparations, you may enchant an object of at least 1 Bulk that could support your weight to act as a mode of flying transport. You can Mount the object even though it would not normally satisfy the requirements and the object has a fly speed equal to your land speed. You can Command the object once per turn, giving it 2 actions to Fly. If you do not Command the object, it will automatically use the Fly action to move 0 feet and hover at the end of your turn.



WITCH'S COVEN

FEAT 14

WITCH

Prerequisite Witch's Communion

You've invested a part of your soul into your companions, and they have invested theirs with you. Choose up to two allies who can cast spells from spellslots as your charges. When you are within line of sight of each other, you may determine the point of casting for any spells you cast as if they originated from your allies. Your charges can also cast spells in this way, using you or other charges as the point of casting for any spells they cast. In addition, your charges can spend their reaction to Aid you on spells you cast as if they had prepared to do so but they must know the spell in question in order to provide Aid in this way.

16TH

HEXED NAME

FEAT 16

UNCOMMON WITCH

You have enchanted your name in such a way that if it is ever uttered aloud, you are aware of it. When a creature utters your name aloud, you gain knowledge of that creature's name and they must attempt a Will save against your spellcasting DC. If a creature fails its save, you learn their name and vague details about the creature, and if the creature critically fails their save you also learn their exact location. Once per day, if a creature utters your name 3 times in quick succession, you can transport yourself to their location as a 3-action activity with the effects of teleport cast at a spell level equal to the highest level spell you can cast. You can choose to ignore the use of your name by specific creatures or the use of your name entirely, but if you do so, they remain ignored until you decide to allow it again.

MAJOR ESSENCE PRACTICUM

FEAT 16

WITCH

Prerequisite Greater Essence Practicum

You have learned to wield the essences of magic so easily, you blur the lines between spellcasting traditions. Your familiar learns a spell of your Essence Practicum's chosen tradition for each level you can cast. Once these spells have been chosen they cannot be changed and you know these spells in addition to any spells you learned from your Essence Practicum.

MONSTROUS FAMILIAR

FEAT 16

CONCENTRATE POLYMORPH TRANSMUTATION WITCH

Frequency once per day

You transform your familiar into a terrible creature, unleashing the true fury of your patron upon your foes. When you Cast a Spell from your spell slots that grants you a battle form such as *dragon form* or *monstrosity form*, you may cast it on your familiar rather than yourself. In this form, on top of the extra temporary HP gained from the battle form, your familiar gains an additional 4 HP for every level you have. Your familiar loses access to its usual familiar and master abilities while in this form, but retains the minion trait.

18TH

ACCURSED FORMATION

FEAT 18

WITCH

You have learned how to bind structures you conjure for longer periods of time. You gain the *accursed formation* hex.

ACCURSED FORMATION

FOCUS 9

UNCOMMON ENCHANTMENT HEX WITCH

Cast ◆ verbal; (varies)

Range 30 feet; **Targets** see text

You've learned how to use your hexing magic to bind protections, hazards, and blockades. You can target a spell you

have cast with a duration of at least 1 minute that creates a physical barrier, object, structure, or hazard, such as a healing well or a wall of thorns, and that spell lasts until your next daily preparations. When you do so, you can imbue your accursed formation with one of your hexes that targets a creature by spending a number of additional actions casting this spell equal to the number of actions to cast the chosen hex, spreading these actions across multiple rounds if necessary. Creatures that take damage or are otherwise affected by your accursed formation are subject to the hex you cast in addition to the normal effects of the spell. Creatures continue to be affected by your hex each turn they are affected by the target spell as if you had Sustained the Spell, and your hex ends normally if not Sustained. If the hex you chose required a focus point to cast, you must spend 2 focus points to cast this spell and you cannot regain focus points spent to cast this spell until the spell you chose ends, is dismissed, or otherwise is ended by its complete destruction. You can continue to spend appropriate spell slots and focus points during your daily preparations to keep your accursed formation in place and you do not have to be in range of the hexed formation to do so.

PATRON'S FORM

FEAT 18

WITCH

You transform as your patron so desires, giving you new grand powers to come with your change in appearance. For example, a Sea Witch may grow scales and gills, a Fiend Witch might sprout monstrous wings and horns and a Fate Witch may grow a third eye. When you choose the abilities your familiar has during your daily preparations, you also gain any familiar abilities until your next daily preparations (but do not gain any of its selected master abilities). If your familiar is a specific familiar, you gain any granted familiar abilities and any applicable abilities that it gains as part of its initial abilities (subject to GM's discretion). If you gain an ability that would require your familiar to target you, you instead target your familiar when you use this ability.



20TH

FINAL LESSON

FEAT 20

WITCH

Your Patron reveals an ultimate truth about their nature, and gives you untold powers to reconcile with your new knowledge. Choose a final lesson. You gain its associated hex, and your familiar learns the associated spell. Increase the number of Focus Points in your focus pool by 1.

New Lessons

When witches learn a lesson it is said that they progress from student to teacher, though those they bestow their new found curriculum upon may not be quite so ready to absorb such knowledge. Witches adopt these lessons into their folds through careful practice and diligent evenings spent communing with their familiars. What started as a cryptic metaphor from their patron can quickly evolve into tangible and powerful magic.

BASIC

LESSON OF PLAGUE

Lesson Type Basic

You gain the *sudden outbreak* hex, and your familiar learns *goblin pox*.

SUDDEN OUTBREAK

FOCUS 1

UNCOMMON DISEASE HEX NECROMANCY WITCH

Cast ♦ verbal

Range 30 feet; Targets 1 creature

Duration sustained up to 1 minute

You cause a sudden turn for the worst in a target creature. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target is sickened 1.

Failure The target is sickened 1 and if it is suffering from a disease it must attempt a save against the DC to progress to the next stage of one of its diseases (target's choice).

Critical Failure As failure, but the target is sickened 2.

LESSON OF PROPHECY

Lesson Type Basic

You gain the *soothsayer's prediction* hex, and your familiar learns *anticipate peril*.

SOOTHSAYER'S PREDICTION

FOCUS 1

UNCOMMON DIVINATION HEX WITCH

Cast ♦♦ somatic, verbal

Duration 1 hour

You look into the future, gaining glimpses of what is to come. You gain a vague description of the next creature you are likely to encounter. The next time you engage in combat and roll for initiative, make an immediate Recall Knowledge against one creature in the encounter you can see and you gain a +2 circumstance bonus to your roll. You use your spellcasting tradition's associated skill instead of the normal skill associated with that creature. After you make this check, the spell ends.

These benefits last for the duration and you cannot regain the focus point you spent to cast this spell until the duration has expired.

LESSON OF SIGILS

Lesson Type basic

You gain the *bloodbound* glyph hex, and your familiar learns *message rune*.

BLOODBOUND GLYPH

FOCUS 1

UNCOMMON DISEASE HEX NECROMANCY WITCH

Cast ♦♦ somatic, verbal

Range touch; Targets 1 creature

Duration sustained up to 1 minute

A carved glyph appears on the body of the target creature, causing it to be anchored to the ground. The target takes 1d4 persistent bleed and if the creature uses an action with the move trait while the spell is active, the creature takes 1 additional bleed damage at the end of a turn it completes the action, depending on its Fortitude save. Regardless of the result, the target is immune to your bloodbound glyph for 1 minute.

Critical Success The target is unaffected and the spell immediately ends.

Success The target takes half the persistent bleed damage and the spell immediately ends.

Failure The target takes the full persistent bleed damage.

Critical Failure The target takes double the persistent bleed damage and doubles the additional persistent bleed damage when it takes an action with the move trait.

Heightened (+2) The initial persistent bleed damage increases by 1d4 and the additional persistent bleed increases by 1.

LESSON OF STUDIOUSNESS

Lesson Type Basic

You gain the *brief lesson* hex, and your familiar learns *pocket library*.



BRIEF LESSON

FOCUS 1

UNCOMMON DIVINATION HEX WITCH

Cast ◆ focus

Range 30 feet; **Targets** 1 creature

Duration 1 round

You temporarily flood the target's mind with information and experience, as if they have been studying the topic at hand for years. The target gains the Trained proficiency in a skill of your choice. If your target already had the listed proficiency, they gain a +1 status bonus to the designated skill.

Heightened (3rd) The target gains Expert proficiency.

Heightened (5th) The target gains Master proficiency.

Heightened (8th) The target gains Legendary proficiency.

LESSON OF WEAVING

Lesson Type Basic

You gain the *sinister stitching* hex, and your familiar learns *animate rope*.

SINISTER STITCHING

FOCUS 1

UNCOMMON HEX ILLUSION INCAPACITATION WITCH

Cast ◆ somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You stitch a creature's eyes, mouth or hands closed, forcing them to remain shut. When the spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The target is unaffected.

Success Choose eyes, hands, or mouth. The target creature feels a strange warmth and the inability to open the chosen entity as illusory stitches appear sealing their eyes, hands, or mouth. Depending on your choice, the target is dazzled, unable to use actions with the auditory trait, or unable to use actions with the manipulate trait for one round based on your selection. After this, the hex ends. The creature can spend a Seek action to disbelieve the effect as an illusion.

Failure As a success, but the hex lasts until it is no longer sustained.

Critical Failure You stitch together two options, not just one.



LESSON OF BRAMBLES

Lesson Type Greater

You gain the *grasping vines* hex, and your familiar learns *wall of thorns*.

GRASPING VINES

FOCUS 3

UNCOMMON HEX PLANT TRANSMUTATION WITCH

Cast ◆◆ somatic, verbal

Range 30 feet; **Area** a 10-foot burst that contains plants

Duration sustained up to 1 minute

You summon the surrounding foliage to aid you. When you Cast the Spell, and each time you Sustain the Spell, the grasping vines make an Athletics check to Disarm or Trip a creature in the area or an adjacent square using your spell attack roll modifier. The grasping vines cannot leave the area and are treated as a Large creature for the purposes of determining what creatures it can make Athletics checks against. If you Sustain the Spell multiple times in a round, you gain this effect each time. The grasping vines use and contribute to your multiple attack penalty.

Squares filled with grasping vines are difficult terrain. Each square can be cleared of grasping vines by a single attack or effect that deals at least 10 slashing damage or 2 fire damage. A square has AC 5, and it automatically fails its saving throws. The grasping vines don't grant flanking, or have any other attributes a creature would. The grasping vines can't make any other attacks other than the specified Athletics maneuvers.

Heightened (+1) The slashing damage is increased by 5 and the fire damage is increased by 1.

LESSON OF BINDING

Lesson Type Greater

You gain the *binding summon* hex, and your familiar learns *summon lesser servitor*.

BINDING SUMMON

FOCUS 3

UNCOMMON CONJURATION HEX WITCH

Cast ◆ focus

Range 30 feet; **Targets** 1 summoned creature with the minion trait

You bind the summoned creature to this realm, allowing it to fight by your side as a real creature. When you Cast a Spell that summons a creature, you can bind the summoned creature to your service for an extended duration. You no longer have to Sustain the Spell that conjured the summoned creature and the duration for the spell becomes until your next daily preparations. When you use Binding Summon, you cannot regain the focus point spent to Cast the Spell until the duration of the spell you used for the binding ends or the summoned creature dies. The summoned creature gains a single action at the end of your turn even if it has not been commanded and the creature becomes more independent. This independence means the creature has an intellect, personality, can speak one language you share, and is considered Helpful when first summoned by you. As a helpful creature, it acts on your wishes normally, but may be unwilling to fight alongside you under certain circumstances, or attempt to negotiate its role in your service. Once the duration of the spell expires, the creature leaves your service and returns to its home plane (if applicable). You can summon the same specific creature again in the future, though it will remember your past actions and retain any previous attitude it had towards you.

Special Your bound summon counts as an animal companion for the purposes of determining how many minions you are allowed to have in your service.

LESSON OF WISHES

Lesson Type Greater

You gain the *promise heart's desire* hex, and your familiar learns *locate*.

PROMISE HEART'S DESIRE

FOCUS 3

UNCOMMON ENCHANTMENT INCAPACITATION HEX MENTAL WITCH

Cast ♦♦ focus, somatic

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** sustained up to 1 minute

You show the target the thing they most desire in life, only just out of reach. Select a space within 30 feet of the target. The target must attempt a Will save. The effects of the spell last as long as you Sustain the Spell or until the target completes the designated action, after which the spell immediately ends. Once this spell ends, the target becomes temporarily immune for 1 minute.

Critical Success The creature is unaffected and gains a +1 circumstance bonus to Will Saves against your spells and hexes for 1 minute.

Success The creature is slowed 1 for 1 round, and the hex ends.

Failure The creature is fascinated, and it must spend at least 1 of its actions on each of its turns to move closer to the designated space as expediently as possible, while avoiding obvious dangers. If the creature ends its movement or turn adjacent to the space, it is stunned 1 and the spell immediately ends.

Critical Failure As failure, but the creature must spend each of its actions moving closer to the space, and if it ends its movement or turn adjacent to the space, it is stunned 3 and the spell immediately ends.

LESSON OF WITHERING

Lesson Type Greater

You gain the *warped visage* hex, and your familiar learns *curse of lost time*.

WARPED VISAGE

FOCUS 3

UNCOMMON HEX POLYMORPH TRANSMUTATION WITCH

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You warp the visage of the target to become an unrecognizable and hideous version of itself. The creature must attempt a Fortitude save.

Success the target is unaffected.

Failure The target is enfeebled 1 for the duration. The first time you Sustain the Spell each turn, one of the target creatures' allies within 30 feet of the target must attempt a Will save against your spellcasting DC or become frightened 1; or frightened 2 on a critical failure. A creature targeted by this effect is then temporarily immune for 10 minutes.

Critical Failure As failure, but the target is enfeebled 2 and creatures do not treat the target as an ally while frightened.

LESSON OF LEGACY

Lesson Type Major

You learn the *forebearers reckoning* hex, and your familiar learns *invoke spirits*.

FOREBEARERS RECKONING

FOCUS 5

UNCOMMON ABJURATION HEX WITCH

Cast ♦ somatic

Duration sustained up to 1 minute

You were not the first witch in servitude to your patron, and their souls are still bound to their former master. When you cast this hex, you leave trails of afterimages of previous witches bound to your patron as you move, and when you cast, so too do they. You receive a +1 status bonus to your Spellcasting DC and spell attack rolls while this hex is active.

Heightened (9th) The status bonus increases to +2.

LESSON OF IMMOLATION

Lesson Type Major

You learn the *undying blaze* hex, and your familiar learns *flame vortex*.

UNDYING BLAZE

FOCUS 5

UNCOMMON AURA HEX TRANSMUTATION WITCH

Cast ♦♦ somatic, verbal

Duration sustained up to 1 minute.

You light yourself up with all-consuming flames that refuse to be put out. Whenever you would be damaged by a fire effect, you are instead healed by the same amount instead. Creatures that end their turn within 15 feet of you take 3d6 fire damage with a basic Reflex. If you are brought to 0 HP, you avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1. If your wounded value is ever equal to your maximum dying value, you burst into flames and instantly die.

Heightened (+2) The damage is increased by 1d6.



LESSON OF LIGHT

Lesson Type Major

You learn the *intensify spectrum* hex, and your familiar learns *chromatic image*.

INTENSIFY SPECTRUM

FOCUS 5

UNCOMMON EVOCATION FIRE HEX LIGHT VISUAL WITCH

Cast ♦♦ somatic, verbal

Range 250 feet; **Area** 20-foot burst

Saving Throw basic Fortitude; **Duration** sustained up to 1 minute

You create an area of intense, ultra-saturated light that burns at those caught in the area. Creatures who begin their turn in the spectrum take 5d8 fire damage and must attempt a Fortitude save. Undead creatures treat their degree of success as one lower. When you Sustain the Spell, you may move the area up to 30 feet.

Critical Success The target is unaffected.

Success The target takes half damage.

Failure The target takes full damage, and is dazzled until the beginning of your next turn.

Critical Failure The target takes double damage, and is permanently blinded.

Heightened (+1) The fire damage increases by 1d8

LESSON OF REFLECTIONS

Lesson Type Major

You learn the *specular portals* hex, and your familiar learns *mirror's misfortune*.

SPECULAR PORTALS

FOCUS 5

UNCOMMON AURA CONJURATION HEX TELEPORTATION WITCH

Cast ♦♦ somatic, verbal

Area 120-foot burst

Duration sustained up to 1 minute

With a wave of your hand, you liquefy the surfaces of all reflective materials within your vicinity, allowing you to walk through one and leave through another. Any surface that could bear a visible reflection (such as a mirror, shiny metal or water) becomes a doorway that you can pass through. You may enter through one, and appear in the space of another within the area of the spell as if it were an adjacent space. Passing through a reflective surface in this way costs the same amount of movement as it would to walk through any other space. If the space is not large enough for your body (such as a coin), it costs an extra action to leave it as you push your way out of the impossible space. Other creatures may move through this space so long as the hex is active.

LESSON OF THE APOCALYPSE

Lesson Type Final

You learn the *end of days* hex, and your familiar learns *disjunction*.

END OF DAYS

FOCUS 10

UNCOMMON EVOCATION HEX WITCH

Cast ♦♦♦ focus, somatic, verbal

Range 120 feet; **Area** four 10-foot bursts

Duration sustained up to 1 minute

You wave your hand in the sky, beckoning in the end of the world as foreseen by your patron. The ground adjacent to you cracks, becoming greater difficult terrain. You may select up to four 10-foot non-overlapping bursts at any point within range, even if they are stationary points in the air. These become points of the apocalypse, and deal 18d6 damage associated with the type of apocalypse envisioned by your patron (basic Reflex save). After they first appear, the points of the apocalypse become hazardous terrain that deals 5 damage of the same type to anyone within their space. You can use an action with the

concentrate trait to move one of these points of the apocalypse by 10 feet. You select the type of apocalypse envisioned by your patron when you first take the Lesson of the Apocalypse, and can't change it later. Your points of the apocalypse gain the following damage types, and additional effects that occur when you Sustain the Spell.

Chaos Whether through reality fracturing entirely or some malevolent force from beyond the stars, your version of the apocalypse gives the battle an otherworldly, unknowable look. Your points of the apocalypse deal force damage. When you Sustain the Spell, a random creature within 20 feet of one of the points of the apocalypse (also selected randomly) takes 10d8 force damage (basic Reflex Save).

Floods Tsunamis churn and massive sea monsters roar as the world sinks under the waves. Your points of the apocalypse deal bludgeoning damage with the water trait. Water pours endlessly from the points of the apocalypse, traveling downwards first if they open in the air. This makes all space between themselves and the floor hazardous terrain too, and the points are 20-foot pits that require a Swim check to escape from if they are on the floor. When you Sustain the Spell, the points of the apocalypse cast *sea surge* in a 20-foot burst around themselves, or the point where they touch the floor if they are in the air. You can choose if *sea surge* brings creatures towards the point of the apocalypse or pushes away when you sustain.

Rapture Angelic chords or the screams of the damned echo from the points of the apocalypse as the day of judgement arrives upon the unworthy. Your points of the apocalypse deal good or evil damage, whichever befits your patron more. When you Sustain the Spell, those that your patrons deem worthy (usually your allies) within 20 feet of a point of the apocalypse are affected by *bless*, and those deemed unworthy are affected by *bane*.

Flames Fire scorches the world and smoke chokes the life out of those who remain in your master's visions of the end. Your points of the apocalypse deal fire damage. When you Sustain the Spell, the points of the apocalypse reignite, blasting those too close with hellish fire. Creatures within 20 feet of a point of the apocalypse take 10d6 fire damage (basic Reflex Save).

Freeze Ice spreads and crawls from your point of the apocalypse, making breaths foggy and veins turn still. Your points of the apocalypse deal cold damage. When you Sustain the Spell, the points of the apocalypse grow in size by 5 feet. Any creature within a point of the apocalypse takes 10d6 cold damage and becomes slowed for 1 round (basic Fortitude Save).

Nature The world returns to the things that came before us as plants grow and wild creatures unknown to our worlds spawn. Your points of the apocalypse deal slashing or piercing damage, chosen randomly. When you Sustain the Spell, areas within 20 feet of a point of the apocalypse become greater difficult terrain as never before seen plants grow. Every 5 feet that a creature has to travel through this area, they must make a DC 5 flat check. On a failure, they become immobilized and take 5d10 slashing or piercing damage as plants and monsters assault them and hold them down. Creatures can make Escape checks against your Spell DC to end the immobilized condition.

Plague Whether through a natural disease or the shambling curse of undeath, it is through illness that your world seems to end as miasmic fog clouds pass through the area. Your points of the apocalypse deal poison damage. When you Sustain the Spell, dead creatures are affected by undead curses, parasitic illnesses or crawling fungi. Corpses within 20 feet of the points of the apocalypse rise as if you had cast *animate dead* at 7th level. They get 1 action per turn, starting the turn that they rise.

LESSON OF DESTINY

Lesson Type Final

You learn the *unleash true power* hex, and your familiar learns *overwhelming presence*.

UNLEASH TRUE POWER

FOCUS 10

UNCOMMON CONJURATION HEX WITCH

Cast ♦ somatic

Duration sustained up to 1 minute

Your eyes burst with light and you begin to float as you embrace your destiny as written by your patrons. When you cast this spell, you may immediately cast another spell with a cast time of 2 actions or less in 1 action as your patrons cast directly through you. When you do so, you take 2d6 force damage per level of the spell as fate itself pulls at your life. All spells you cast while this hex is active are Heightened by one spell level. The first time you Sustain the Spell, you can cast another spell of two actions or less as one action and suffer the damage. When you end the hex, you take 10d6+60 force damage as a final shock of power surges through you. Creatures within 10 feet of you must make a basic Fortitude save or take this damage as well.



LESSON OF NIGHTMARES

Lesson Type Final

You gain the *eternal slumber* hex, and your familiar learns *weird*.

ETERNAL SLUMBER

FOCUS 10

UNCOMMON CURSE ENCHANTMENT HEX INCAPACITATION MENTAL SLEEP WITCH

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Duration sustained up to 1 minute

You cause the target to fall into a deep slumber, unable to wake itself. The creature must attempt a Will save.

Critical Success The target is unaffected.

Success The target becomes drowsy and takes a -2 status penalty to Perception checks to Seek and to saves against illusions as long as you Sustain the Spell.

Failure The target creature becomes unconscious for as long as you Sustain the Spell. While unconscious, the target is still able to see your illusions and treats its degree of success against your illusions as one degree worse while it remains unconscious.

Critical Failure As failure, but the creature remains unconscious permanently even after the spell ends. You can set a condition that will end this effect, but otherwise the unconscious condition can be removed only through *miracle*, *wish*, or other powerful magic.

LESSON OF SOULS

Lesson Type Final

You gain the *soul transfer* hex, and your familiar learns *bind soul*.

SOUL TRANSFER

FOCUS 10

UNCOMMON HEX NECROMANCY WITCH

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 undead creature or a corpse who died in the last 24 hours

Duration sustained up to 1 minute

You have learned to move souls with magic. Choose a target in range. If the target is a corpse, it becomes reanimated as if returned to life by resurrect ritual but the target only remains alive for the duration. If the target is an undead, the creature must attempt a Will save and if it is a mindless undead it treats its degree of success as one worse. Regardless of the type of target selected, the creature then becomes immune to this spell for 1 day.

Critical Success The target is unaffected

Success The target is enfeebled 1 and takes 4d12 positive damage initially and each time you Sustain the Spell.

Failure The target becomes enfeebled 2 and takes 8d12 positive damage initially and each time you Sustain the Spell.

Critical Failure The target is destroyed. This effect has the incapacitation trait.



Hexmarked Witch

Those that serve patrons are already known for binding themselves to the powers that be in strange ways, but some choose a different path. Patrons of these witches mark them for power, literally, granting them a visible manifestation of their patrons power. Such witches need not bother with conduits or messengers, they commune directly with the patron in a land of parley, a shared realm within the mind's eye that is made by agreed construction between witch and patron. The hexmarked know no world without a constant connection to their benefactor, though such a connection is not without its own secrets.

UNCOMMON

Even though most patrons send a literal messenger in the role of a familiar, your patron has instead chosen to mark you as their own in inducting you into its service by way of a hexmark. You gain the Mark of the Patron. Your mark might be a scar, flowered hair, a horned shadow, or a simple tattoo, but no matter its form it serves as the binding to your patron. You can communicate with your patron by interacting with your mark. Your patron can also communicate with you, which it does by altering the mark's form, whispering within your mind, or sending you brief visions, though it can only convey vague messages with you when it does so in this way.

You and your patron can form a stronger means of contact when you tap into the powers of your mark to enter a shared realm, which you access through careful concentration. This shared realm exists in your mind's eye and serves as an intermediary location where you

communicate with your patron. This shared realm is usually the same location everytime, though both you and your patron possess the ability to manipulate the space and the location may change between visits to your shared realm. The shared realm of a night witch might be under the stars in a forest at night, a rune witch might be an ancient library with winding book shelves, and a winter witch might be among the frozen halls in a castle made of ice. Whatever form your shared realm takes, you access it by spending 10 minutes to concentrate much the same way other witches commune with their familiar. When you access your shared realm, you project a mental image of yourself to the location but your body remains in the real world and you remain aware of your surroundings in the real world. If something would break your concentration or otherwise prevent you from concentrating to access your shared realm, your mental image is expelled from your shared realm and you cannot enter again until you spend 10 minutes concentrating.

SHARED REALM (1ST)

As a hexmarked witch you do not gain a familiar and instead you have a shared realm where you can communicate with your patron. Your shared realm serves as a repository for your spells your patron has bestowed to you, and you enter your shared realm to prepare your spells each day using your witch spellcasting. You have the same number of spells as a witch does with a familiar except your shared realm gains these spells. If you choose this class archetype, you must select the Hexmarked Witch Dedication as your 2nd-level class feat.

Each time you gain a level, your patron grants two new spells of any level you can cast to your shared realm, chosen from common spells of your tradition or others you gain access to. Feats or abilities that would normally grant your familiar spells instead grant your shared realm spells.

You can learn new spells independently of your patron by adding them to your shared realm. You can add any spell on your tradition's spell list to your shared realm by offering the scroll of that spell to your patron via your shared realm, a process that takes 1 hour. You can use the Learn a Spell exploration activity to prepare a special written version of a spell in your shared realm, which you can then add to your shared realm.



MARK OF THE PATRON (1ST)

Your patron's mark represents the nature of the spell your patron has placed on you, a choice made when you first become a hexmarked witch that cannot be changed. Your patron's spell is particularly potent against creatures tied to your spellcasting tradition and these creatures might recognize your mark. Creatures can recognize your mark by succeeding at a Recall Knowledge using your witch spellcasting DC as the DC. Creatures that succeed are aware of your spellcasting tradition, have awareness of how your mark will affect them, and may treat you differently depending on how they regard those with your patron's mark. You gain one of the following benefits:

- **Denizen of the Elements** Your mark makes you resistant to the elements. Choose two of the following: acid, cold, electricity, fire, poison, or sonic. You gain resistance equal to half your level to the chosen damage types (minimum 1). You gain a +1 status bonus to saves against effects with the damage trait you chose if the creature is tied to your spellcasting tradition. If you are at least a master in your tradition's spellcasting, the resistance you chose is equal to your level and the status bonus to saves increases to +2.
- **Emotional Aura** - Your mark cultivates an aura of emotional influence. Creatures within 15 feet of you must attempt a Will save or they take a -1 status penalty to saves against emotion effects on a failure or -2 on a critical failure. If the creature is one tied to your spellcasting tradition, the creature treats its degree of success as one lower. If you are at least a master in your tradition's spellcasting, the range increases to 30 feet and the penalty becomes -2 and -3 respectively. This effect has the aura trait and the DC of your aura is equal to your witch spellcasting DC. Creatures that leave the area of this effect or succeed at their save become temporarily immune to this effect for 1 hour.
- **Furious Retribution** - Your patron demands blood from those that wish to harm you. You gain a +1 status bonus to attack rolls against creatures that damaged you for 1 round. If the creature that damaged you was tied to your spellcasting tradition, you also gain a status bonus to damage equal to half your level (minimum 1). If you are at least a master in your tradition's spellcasting, the status bonus to attack rolls increases to +2.
- **Nurtured Mind** - Your mark massages your mind to absorb more knowledge. You gain a +1 status bonus to Will saves and a +2 status bonus to Recall Knowledge about creatures tied to your spellcasting tradition. If you are at least a master in your tradition's spellcasting, this bonus increases to +2 and +3 respectively.

- **Sensations of the Other** - You gain the ability to sense things others could not. You gain one of the following: darkvision, scent (imprecise, 30 feet), tremorsense (imprecise, 20 feet), wavesense (imprecise, 30 feet). You gain a +1 status bonus to Perception against creatures tied to your spellcasting tradition. If you are at least a master in your tradition's spellcasting, you gain the following based on your initial selection: greater darkvision, scent (precise, 30 feet), tremorsense (precise, 20 feet), or wavesense (precise, 30 feet) and the status bonus increases to +2.
- **Shrouded Guard** - Your mark makes you harder to perceive. You gain a +1 status bonus to Stealth and the flat check to target you when hidden is 13 instead of 11. Creatures tied to your spellcasting tradition take a -1 status penalty to their Perception checks against you. If you are at least a master in your tradition's spellcasting, the status bonus is +2 and the status penalty is -2.

Special If you are using the Witches+ suggested errata, you may select the Hexmarked Witch Dedication instead of your Basic Lesson and, if you do, this class archetype does not require you to spend your 2nd-level class feat.

HEXMARKED WITCH DEDICATION FEAT 2

ARCHETYPE DEDICATION WITCH

As a hexmarked witch, you can target your allies with the mark of your patron. You gain the marked by patron hex cantrip.

MARKED BY PATRON CANTRIP 1

UNCOMMON CANTRIP HEX TRANSMUTATION WITCH

Cast ✨ somatic

Range 30 feet; **Targets** 1 ally

Duration sustained up to 1 minute

You branch the connection of your hexmarked nature to an ally. You place the mark of your patron on your ally, and they gain the benefits of your Mark of the Patron class feature for the duration as though they were you.

HEXMARKED OBJECT FEAT 4

ARCHETYPE WITCH

Prerequisites Hexmarked Witch Dedication, a patron that grants arcane or occult spells

You have learned to mark an object in your possession. During your daily preparations, you can place your patron's mark on a single object of 1 Bulk or less in your possession. If you do so, you gain the benefits of your Mark of the Patron only while you are in possession of the object and your marked by patron hex gains the focus component with the chosen object as your focus. While marked in this way, the first time you cast marked by patron each turn does not count towards the limit of one spell with the hex trait per turn.

MARKED TERRITORY FEAT 4

ARCHETYPE WITCH

Prerequisites Hexmarked Witch Dedication, a patron that grants divine or primal spells

You have learned to bind your patron's power to an area you can see, transferring the power of your mark to the target area. When you cast marked by patron, you can instead target a 10-foot

burst within 30 feet and all creatures in the area gain the benefits of your Mark of the Patron. You lose your Mark of the Patron benefits for the duration of the spell unless you are inside the area. When you Sustain the Spell, you can move the area occupied by your mark 15 feet to another area within 30 feet.

WATCHFUL PATRON

FEAT 6

ARCHETYPE WITCH

Prerequisites Hexmarked Witch Dedication

Your mark warns you when danger is near, granting you advanced knowledge of impending peril. Your mark gains lifesense (imprecise, 15 feet) in the form of your patron's watchful eye, which is the only means by which it can perceive others. Your mark gains a Perception DC and has a Perception modifier equal to your level plus your spellcasting modifier. Your mark can perceive things even when you normally couldn't, such as when you are blinded, dazzled, or unconscious. You can use your mark to Seek if you spend an action to Interact with it, but it can only target the area around you. When a creature is detected by your mark, it alerts you to its presence and that creature becomes hidden to you instead of undetected or observed if the creature has no means to hide. If you are sleeping and your mark detects danger, it will automatically attempt to wake you at a DC 5 Perception each turn if it believes you are in danger. Over time, your mark learns the difference between your allies and other creatures, though it will still alert you to danger if it believes an ally is hostile.

MATERIAL BINDING

FEAT 8

ARCHETYPE WITCH

Prerequisites Hexmarked Witch Dedication, a patron that grants arcane or primal spells.

You have learned to wield the material essences to keep your allies protected. Your marked by patron hex makes it more difficult to move your allies. Allies affected by your marked by patron gain a +2 status bonus to saves against forced movement and effects that cause the prone condition when you Sustain the Spell, as the mark anchors them in place. If you are at least a master in your spellcasting tradition, this bonus increases to +3.

SPIRITED REPRISAL

FEAT 8

ARCHETYPE WITCH

Prerequisites Hexmarked Witch Dedication, a patron that grants divine or occult spells.

The spiritual essences of your mark allow you to tap into surrounding spirits for protection. When you Sustain your marked by patron hex, you gain a +1 circumstance bonus to AC until the beginning of your next turn as the spirits shield you from harm. Once per 10 minutes, when you would take damage while benefiting from this AC bonus, you may prevent damage equal to the level of your mark by patron hex as a reaction but the spell immediately ends and you lose the benefits of your Mark of the Patron class feature until that time has elapsed.

SHARED MINDSCAPE

FEAT 12

RARE ARCHETYPE WITCH

Your shared realm becomes so formulated, it transcends existing simply in your mind's eye and becomes a mindscape. Your shared realm becomes an immersive mindscape that exists in a plane appropriate for your patron and you gain the ability to travel to it and exist there instead of merely through your mind's eye. Your patron gains the ability to physically manifest within your mindscape, but may or may not choose to do so and it can choose what form it appears in if it does. You can bring a number of willing creatures equal to half your level with you into your mindscape, but those creatures are immediately expelled from your mindscape after 1 hour, you go unconscious, or die, whichever comes first.

SUGGESTED ERRATA

While the Witch class does have bright spots in its design, there are notable opportunities for improvement in the base design. Option disparity between different patron cantrips and class feats render certain choices that might be made for thematic reasons, inferior to other options in the same lateral spectrum. The below changes to the base class, hexes, and class feats is an attempt to level the playing field between competing options.

BASE WITCH CHANGES

BASIC LESSON IN PLACE OF PHASE FAMILIAR

- Witches no longer gain the phase familiar hex at 1st level, which is instead a level 1 Class Feat
- Basic Lesson is granted as a class feature at 1st level and is no longer a level 2 Class feat

PATRON CANTRIPS

NUDGE FATE

- Change the second sentence in Nudge Fate to read: "Once during the duration, when the target rolls an attack roll, skill check, or saving throw and a +1 status bonus would turn a critical failure into a failure, a failure into a success, or a success into a critical success, you grant the target a +1 status bonus to the check retroactively, changing the outcome appropriately."
- Remove the following line from Nudge Fate...
"If you cast nudge fate while a previous casting of this hex is still in effect, the previous effect ends."

SHROUD OF NIGHT

- Change the failure effect to: "The target is shrouded in murky darkness. The target becomes concealed, and all creatures outside the shroud become concealed to the target. Creatures with darkvision can ignore this concealment."
- Add the following: "Heightened (4th) Even creatures with darkvision (but not greater darkvision) can barely see through the darkness. Only creatures with greater darkvision can ignore this concealment."

DISCERN SECRETS

- Add the following sentence before the last sentence: "Alternatively, you can target a concealed creature to remove the concealed condition as long as you Sustain the Spell. If the creatures concealment is the result of a spell or effect, you can attempt a counteract check to remove the concealed condition, but all other effects of the spell remain and the concealed condition returns if the effect is still active when you end this spell."

WILDLING WORD

- Add the auditory and incapacitation traits
- Alter the target to: "1 living creature"
- Alter the spell text to read: "With a few words, you convince a creature you are a kindred spirit, making it reluctant to harm you. The target must attempt a Will save. If the creature is an animal, fungus, or plant, this spell loses the incapacitation trait. Regardless of the outcome, the target is then temporarily immune for 1 minute."

CLINGING ICE

- Add the following sentence after the first sentence: "You deal the cold damage initially and then again the first time each round you Sustain the Spell, starting on the round after you cast it and rolling the damage based on the target's saving throw result each time."

HEX FOCUS SPELLS

NEEDLE OF VENGEANCE

- Add the following sentence after the last sentence: "On a critical failure, the target also becomes enfeebled 1 the first time it uses a hostile action against the named creature for the duration of the spell."

ELEMENTAL BETRAYAL

- Alter the Heightened effect to occur at every level instead of every two levels.

PERSONAL BLIZZARD

- Alter the Heightened effect to read: "Heightened (+2) The cold damage increases by 1d6 and the persistent cold damage increases by 2 (2d6 and 4 on a critical failure)."

CLASS FEAT ALTERATIONS

CAULDRON

- Remove the last sentence and replace with: "You can create one oil or potion you know during your daily preparations of your level or lower. Any items you create this way become inert bottles of liquid the next time you make your daily preparations, and any remaining effects of the temporary items end. A temporary oil or potion has no value."

WORTWITCH

- Add the following Special to the end of the feat: "You can take the druid class feat Leshy Familiar Secrets as a level 4 witch class feat even if you do not meet the prerequisites."

ELDRITCH NAILS

- Add the "finesse" trait.
- Alter the final three sentences to read: "You can deliver hexes through your nails. When you successfully cast a non-cantrip hex that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a nails Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect and if you get a critical success on this Strike the target treats its degree of success as one worse."

MURKSIGHT

- Alter to read: "Your vision pierces through darkness, illusions, weather, and other effects. You don't take circumstance penalties to attacks or Perception checks if a creature is concealed to you, and when you target concealed creatures you don't require a flat check to succeed."

"RITES" FEATS

- Add the following line to the Rites feats...

"Once per day, you can swap out an appropriate spell as a single action with the concentrate trait."

SYU TAK-NWA'S HEXED LOCKS

- Alter the final three sentences to read: "You can deliver hexes through your hair. When you successfully cast a non-cantrip hex that doesn't require a spell attack roll, if your target is within your reach, as part of the spellcasting activity you can make a hair Strike against the foe before applying any effects of the hex. If this Strike misses, the hex has no effect and if you get a critical success on this Strike the target treats its degree of success as one worse."



WITCH'S BOTTLE

- Alter to read: "You gain the witch's bottle focus hex. Increase the number of Focus Points in your focus pool by 1."

WITCH'S BOTTLE

FOCUS 4

UNCOMMON HEX WITCH

Cast ➤ verbal; **Trigger** A creature within 30 feet of you consumes an oil or potion you created.

Duration sustained up to 1 minute.

You Cast a Spell with the hex trait on the triggering target. If the spell you chose required two actions to be cast, you become slowed 1 until the end of your next turn, or slowed 2 if the spell you chose required three actions. If the hex spell requires a Sustain to remain in effect, you must Sustain the Spell as normal on your next turn or the spell ends.

TEMPORARY POTIONS

- Reduce the level to level 4
- Alter the first three sentences to read: "During your daily preparations, you can create a batch of four temporary oils or potions using a formula you know instead of the normal one granted by Cauldron. These items follow the normal rules to Craft them, except for the time they take, with some additional restrictions. They must each be the same type of oil or potion, and they must be of your level or lower."
- Alter the last sentence to read: "If you have master proficiency in your tradition's spell DCs, you can create two batches of four oils or potions using a formula you know, and each of these batches can be

of a different type of oil or potion. If you have legendary proficiency, you can instead create three batches of four oils or potions."

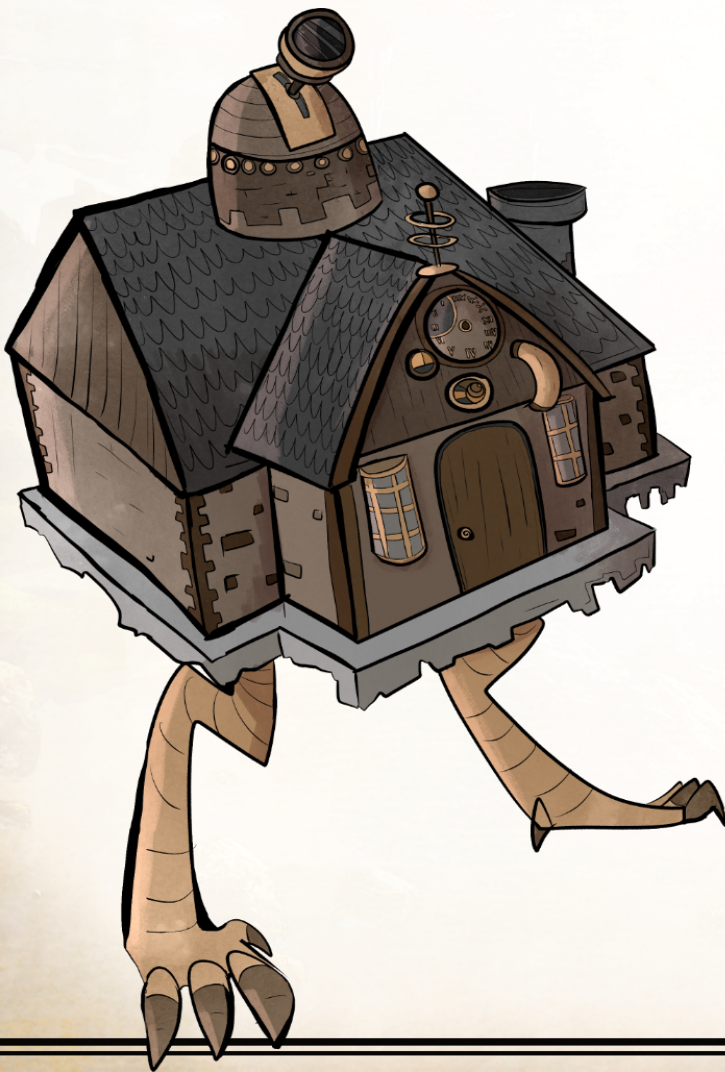
WITCH'S HUT

- Add the following command to the list of options: "**Attack** The hut makes an attack against an adjacent enemy using one of the portions of its construction to bludgeon the target. This attack is a melee spell attack roll that uses your spell attack roll modifier and deals 4d8 plus your spellcasting modifier in bludgeoning damage on a success or double damage on a critical success."
- Add the following command to the list of options: "**Shift** The hut spends 24 hours stationary before traveling to another plane of existence as a 7th-level *plane shift* spell. You must select the destination as part of issuing the command and you must have specific knowledge of the destination plane in order to travel there. You must be inside the hut when it completes this command or your hut immediately reverts to a normal structure of its kind upon arriving in the new plane."
- Remove the following lines:
 - "The hut can't attack or attempt skill checks."
 - "; after 1 round of reconfiguring itself, the hut then follows that command until you give it a different command"
 - "While perfectly suitable for overland travel, the hut's broad movements and 1-round delay on response time are too imprecise to predictably direct in a combat encounter or other situation where seconds and precise locations count."

WITCH DEDICATION

BASIC LESSON

- Basic Lesson witch feat is added as a level 4 feat for the witch archetype.
- Alter the third sentence to read "Your familiar has one familiar ability, but if you select another feat from the Witch Dedication your familiar gains two familiar abilities as normal."
- Remove the second sentence from Basic Witchcraft.



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