



Witches of Porphyra



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Witches of Porphyra

“You there! What business do you have here!? Oh, you thought that just because I’m blind you’d be able to creep past, didn’t you? Well there’s more to sight than just eyes, dear. I may not be able to see your body, but I see your heart, your soul, your intentions. And that’s all I need to know that you are not welcome! Begone, or else I’ll show you just how true those fairy tales you’ve heard about me are.”

-Teceles Bessup, dhosari seer

Witchcraft has existed for nearly as long as sentient races have had access to magic, and yet as ancient as it is, the art is still shrouded in mystery and misinformation. While many see witches within the age-old trope of a green-skinned hag straddling a broomstick, cackling madly as she flies before a brightly-lit moon, there is far more to the witch than that. Following a patron entity which represents a natural force or ideal, witches can weave spells and hexes both beneficial and malicious with the aid of their familiar. They are often compared to other magically-inclined individuals, but where the wizard must study and hone in on specific schools or elements, where the cleric must adhere to their deity’s alignment or else suffer divine retribution, where the sorcerer gains magic abilities instinctively but on a far more limited basis, the witch is mostly free to branch out in their studies and still obtain some esoteric knowledge without even needing to root through libraries, thanks to their patrons.

Of course, on the Patchwork Planet of Porphyra, even the limited lore thought to be concrete regarding the witch fails. The coming-together of cultures where the craft has developed in unique ways proves how little is truly known about it. Some witches put a focus on their martial skills to supplement their magic, some buck the trend of cursing foes to instead heal and protect their charges, some have learned to draw power from their ancestry or alchemical skills rather than relying on a familiar or patron to guide their hand.

Porphyran witches have come upon several forms of patrons that haven’t yet been discovered by those of other worlds. For example, some members of the Sisterhood of the Black Glass take on patronage from the Black Glass itself, while the Dark Mistress provides witches of the Evening Shades power based upon their beauty. Zendiqi witches are known to revere the deserts themselves and draw their magic from the sands, while the dark creatures of the Empire of the Dead take patronage in forces of corrosion and filth.

Due to the prevalence of unusual fauna in the world of Porphyra, it’s no

surprise that even a witch's familiar can take on a strange form. Some even take the shape of constructs created for the specific purpose of aiding magic-users. They help their masters not only in combat, but in their day-to-day lives; a familiar can be not only a storehouse for their spells and a physical link to their patron, but can also run messages and packages for them, become a living battery to power their magical abilities, or assist them in their crafting and professional duties.

Witch Archetypes

The following archetypes represent some of the many unique ways witchcraft has evolved in Porphyra:

Blooded Hag

Most witches' abilities are a combination of innate skill and practice, but the blooded hag's magic is more rooted in their instinct and lineage. Without the guidance of a patron their spellcasting abilities aren't quite as disciplined or versatile, but what they lack in that field they make up for with natural talent. The disloyalty of the hag species has colored the perception of these witches, and they are seldom welcome in civilized lands.

Spells: A blooded hag casts arcane spells drawn from the witch spell list. They can cast any spell their familiar knows without preparing it ahead of time. To learn or cast a spell, a blooded hag must have a Charisma score equal to at least 10 + the spell's level. The DC for a saving throw against a blooded hag's spell is 10 + the spell's level + the blooded hag's Charisma modifier. A blooded hag can cast only a certain number of spells of each spell level per day. Their base daily spell allotment is the same as a sorcerer of the same level. In addition, they receive bonus spells per day if they have a high Charisma score.

A blooded hag's selection of spells is limited. They have the same number of spells known as a sorcerer of the same level, and can choose new spells to replace old ones at 4th level and every even-numbered blooded hag level after that, just as a sorcerer does.

This alters the witch's spellcasting.

Blood Magic (Ex): Choose a bloodline, as per the sorcerer class feature; once this choice is made it cannot be changed. At 3rd level and every 2 levels thereafter, the blooded hag gains bonus spells based on this choice. They

do not, however, gain bonus bloodline feats, and do not automatically gain most of their bloodline's abilities. If they already possess a bloodline through another class or feat, this must match that bloodline.

This replaces patron spells.

Hexed Blood (Sp or Su): At 1st level the blooded witch gains their bloodline's 1st level bloodline power, treating their blooded hag levels as sorcerer levels for this purpose. At 4th, 10th, 16th, and 20th levels, they can choose to gain a bloodline power instead of a hex. Bloodline powers must be taken in the same order they would ordinarily be gained (for example, a blooded hag who takes a hex at 4th level and a bloodline power at 10th would gain that bloodline's 3rd level power, not its 9th level power).

A blooded hag does not gain a bloodline arcana normally; they instead treat it as a hex, and can choose to gain it in place of a hex.

This replaces the 1st level hex and alters the 4th, 10th, 16th, and 20th level hexes.

Brewer

The image of a witch tirelessly toiling over a cauldron, brewing dangerous and mysterious admixtures, is one which is quite well known. The brewer takes this trope to its extreme, utilizing their expertise in the creation of potions to cook up helpful extracts and powerful alchemical weapons.

Limited Knowledge: A brewer has a limited selection of formulae from the witch spell list. They remove all 0th level spells from their formula list, as well as any spell which doesn't target at least one creature or object.

Extracts: A brewer does not have the ability to cast spells as normal for most witches. Instead of learning spells, they store formulae with their familiars which they can use to prepare extracts, much like how an alchemist keeps a formula book. A brewer can prepare as many extracts of each level per day as a typical witch could prepare spells (except for 0th level), and receives bonus extracts per day if they possess a high enough Intelligence score in the same fashion as a typical witch gains bonus spells per day. However, a brewer can only prepare extracts emulating harmless spells or spells with a target of "you" in their formula list.

Creating an extract takes 1 minute of work, and once created, an extract remains potent for 1 day before it becomes inert. Extracts only function for the brewer who made them and their familiar unless the brewer possess the

infusion discovery. A brewer must consult their familiar and use a cauldron in the preparation of any extract.

This alters spellcasting and replaces cantrips.

Splash Extracts: Unlike alchemists, a brewer can create a special extract emulating harmful spells. A splash extract must be prepared from a spell in the brewer's formula list which is neither harmless nor has a target of "you," but targets one or more individual creatures or objects; the splash extract is treated as an alchemical splash weapon that deals 1d3 slashing damage, in addition to the spell's effect, of any. If the spell which a splash extract emulates only affects one target, its effect is only delivered to the primary target of the splash weapon; otherwise, it affects the primary target plus a number of squares affected by splash damage equal to the number of targets the spell could normally affect. Spells which require a melee or ranged touch attack to deliver (such as *chill touch*) treat all targets hit by the splash extract as if they were hit by the touch attack.

Splash extracts, like normal extracts, require 1 minute of work to prepare, and become inert 1 day after their creation. A splash extract has no effect when thrown by anyone other than the brewer or their familiar unless the brewer that made it possesses the infusion discovery. A brewer must consult their familiar and use a cauldron in the preparation of a splash extract.

This replaces patron spells.

Alchemical Familiar (Ex): A brewer's familiar is treated as an alchemist for the purpose of consuming mutagens, and can use any extract or splash extract its master creates (though it must possess the proper anatomy to drink or throw these items as appropriate).

This replaces the familiar's share spells ability.

Cauldron (Ex): At 1st level, the brewer must learn the cauldron hex.

This replaces the 1st level hex.

Throw Anything (Ex): At 2nd level, the brewer gains Throw Anything as a bonus feat. A brewer with this feat adds their Intelligence modifier to damage dealt with splash weapons they use (including splash damage, if any).

This replaces the 2nd level hex.

Hexed Discoveries (Su): A brewer can select the following alchemist discoveries as if they were hexes, using their brewer level -2 as their effective alchemist level:



- *Hex*: cognatogen, collective memory, elemental mutagen, enhance potion, extend potion, feral mutagen, infusion, mutagen, rag doll mutagen, ranged baptism, sandstone solution, spell knowledge (witch spells rather than wizard spells)
- *Major Hex*: combine extracts, deadly excretions, dilution, greater cognatogen, greater mutagen
- *Grand Hex*: awakened intellect, eternal youth, elixir of life, eternal potion, grand cognatogen, grand mutagen, true mutagen

This alters hexes.

Impetuous Dervish

Witches are usually expected to support their allies from a distance with their hexes and spells, but the impetuous dervish subverts this idea. From an eerie stillness, they can suddenly explode into a flurry of motion, hacking away at their foes with a combination of magic and brutal attacks, leaving one thinking twice about underestimating the martial prowess of a spellcaster. Assuming the victim survives the assault, that is. The dervish tradition is strong among the zendiqi of the south, and they always welcome spellcasters who can hold their own in a fight.

Diminished Spellcasting: The impetuous dervish can prepare one less spell per level than a typical witch of their level. If this reduces the number of spells they can prepare to 0, they can only prepare spells of that level if they possess bonus spells due to high Intelligence. An impetuous dervish relies upon a spellbook rather than a familiar to store spells.

This alters spellcasting.

Witchfury (Ex): At 1st level, the impetuous dervish gains Improved Unarmed Strike as a bonus feat. They gain the ability to make a flurry of blows as an unchained monk of their witch level, using their impetuous dervish levels in place of their BAB for this purpose. However, this flurry can only be made with any combination of touch attacks, unarmed strikes, and/or natural weapons they possess. Each natural weapon they possess (not counting unarmed strikes) can only be used once per flurry, regardless of feats or abilities.

Starting at 5th level, the impetuous dervish can cast a single spell which can be delivered with a touch attack as part of this flurry. This spell must be at least three levels lower than the highest level of spell they can cast, and it replaces the first attack in their flurry.

Starting at 8th level, the impetuous dervish can use this flurry as part of a charge attack action.

This replaces familiars and the 8th level hex.

Insufflator

The insufflator possesses a unique method of spreading hexes: through their breath. Like the wyrmwitch, it's thought that they have some blood link to dragons and drakes because of their unusual abilities, but this bond with draconic entities has never been completely proven. Dragonblood witches often study insufflation, if only to emulate their draconic power.

Hag's Breath (Su): At 1st level, the insufflator chooses between cone or line; once this choice is made, it cannot be changed. When using a hex which normally affects a single creature and can normally be used as a standard action, the insufflator can choose to spend a full-round action to exhale a fog of magical energy that delivers the hex's effects to those caught within its area so long as they can be affected; this is either a 10 ft. cone or a 20 ft. line, depending on the shape chosen by the insufflator. Rather than any normal saves allowed, creatures must succeed a Reflex save against the hex's normal DC to take half damage and ignore other effects of hexes delivered this way. The insufflator witch can only use this ability once every 1d4 rounds, and only if they are able to breathe deeply.

Wicked Breath (Ex): At 2nd level, the insufflator gains the Wicked Breath metamagic feat as a bonus feat, ignoring its prerequisites. They must choose the same shape as they chose for their hag's breath ability (either cone or line). They can prepare witch spells with this metamagic feat in spell slots one level higher than the spell's actual level rather than three.

This replaces the 2nd level hex.

Distant Patron: The insufflator gains spells from their patron 2 levels later than normal, and treat their effective witch level as -2 (minimum 1st) to determine their familiar's effective level. This stacks with the delay in levels for taking a patron familiar (meaning an insufflator with a patron familiar does not learn the spell their patron normally provides at 18th level unless allowed to advance to 21st level).

This alters familiars and patron spells.

Expanded Hag's Breath (Su): Starting at 4th level, instead of taking a hex,

the insufflator can choose to increase the area of their hag's breath ability by 5 ft. if it is a cone or 10 ft. if it is a line. They can do this once, plus one additional time per 4 insufflator levels they possess beyond 4th, up to a total of 4 times (for a maximum area of 30 ft. for a cone or 60 ft. for a line). This added area of effect is also added to spells they prepare with the Wicked Breath metamagic feat. This cannot be used to replace a hex taken with the Extra Hex feat.

This alters hexes.

Patron Familiars

Witches' familiars are often tied to their patrons, enhancing and reinforcing the spellcasters' connections to the sources of their magical might. Just as a sorcerer can gain a bloodline familiar, a witch can gain a patron familiar by choosing one at 1st level in place of her standard familiar. A patron familiar acts in all ways like a standard witch's familiar, with the addition of the special ability indicated below according to the witch's patron. In addition, the witch gains patron spells one level later than they normally would—gaining the patron spell they'd normally receive at 2nd level at 3rd level instead, and so on.

More information on patron familiars can be found on online content sites.

Legionmaster

While many witches are granted a single familiar with which they form a powerful kinship, some patrons will instead send several weaker familiars to aid a witch in their service. Though they must focus harder to keep this brood of beasts in line, having a literal army at their disposal can prove a great boon to any witch able to handle them.

Familiar Horde (Su): A legionmaster can have more than one familiar, but must divide their effective witch levels between their familiars (for example, a 3rd level legionmaster can possess a 3rd level familiar, three 1st level familiars,

or one 1st level familiar and one 2nd level familiar). Each time they gain a level, they choose how to allocate the increase among their familiars, including choosing to gain an additional 1st level familiar. Each of the legionmaster's familiars must be the same species and archetype, but cannot be bloodline familiars, improved familiars, patron familiars, or school familiars, and no familiar the legionmaster controls can have an effective level higher than the legionmaster's level. If a familiar provides any special benefit to its master for being a familiar, this benefit is only provided once, no matter how many familiars the legionmaster possesses.

If any of the legionmaster's familiars die, so long as at least one remains alive, the legionmaster can still prepare spells. However, the number of spells they can prepare of each level is reduced by half the effective levels of the dead familiars (for example, if a 6th level legionmaster who possesses four 2nd level familiars loses one of them, they can prepare one fewer spell of each level). 24 hours after losing their familiar(s), they can perform a ritual that takes 8 hours and 500 gp for each effective witch level those familiars possessed to re-attribute those levels, either adding these to familiars the legionmaster already possesses or gaining new familiars. A legionmaster does not need to replace their spells known unless all of their familiars die and are replaced through this ritual.

This ability replaces familiars and the 1st level hex.

Teamwork (Ex): Whenever the legionmaster could gain a hex, they can instead select a teamwork feat for which they qualify as a bonus feat. At the start of each day, as part of communing with their familiars, they choose one familiar for each teamwork feat they possess, granting it that feat as a bonus feat until the next time they commune with their familiars. They can choose the same familiar multiple times for this purpose if they possess multiple familiars. At 8th level they can instead grant each of their teamwork feats to up to two familiars, and at 16th they can instead grant each of their teamwork feats to up to three familiars.

This replaces the 8th level hex, and alters hexes.

Improved Bonds (Ex): At 4th level, the legionmaster's effective witch level increases by 2 to determine how many levels they can attribute to their familiars. They gain an additional 2 effective witch levels at 10th and 16th levels.

This replaces the 4th, 10th, and 16th level hexes.

The following familiar abilities function differently for the legionmaster:

Empathic Link (Su): This ability only functions with one familiar at a

time.

Store Spells: The legionmaster's familiars possess a shared memory of spells; they all are treated as knowing all of the legionmaster's spells.

Deliver Touch Spells (Su): If a touch spell has a single charge while multiple familiars are in contact with the legionmaster, the legionmaster must choose which familiar to designate as the "toucher." If a spell has multiple charges, the legionmaster can divide these charges amongst their familiars, designating multiple touchers.

Scry on Familiar (Sp): The legionmaster can only scry on a single familiar per day in this way.

In addition, if a familiar possesses any ability limited to a certain number of uses (such as uses per day) or a resource pool (such as burn or *ki*), all of the legionmaster's familiars share the number of uses or the resource pool, treating their effective level as the legionmaster's level if it is required to determine how many uses are allowed between them or how many points the resource pool possesses.

Note: This archetype can allow a single player to control a large number of creatures, making it a strong option for a "solo" campaign. However, dealing with this large number of creatures could be overwhelming for less experienced players, making their turns take a long time, forcing other players to wait extended periods of time. GMs are encouraged to only allow this archetype for experienced players, or to find ways to speed up the legionmaster's turn (such as by having other players control their familiars).

Mentor

There comes a time when a witch's best means of serving their patron is by initiating a new follower into their service. Rather than taking on a familiar, the mentor seeks out individuals with magical potential and trains them in their ways. Bards tell many stories of these relationships, like Paddock Green and her mentor, Toad the Frog, a pair of boggard and grippli witches of the post-Calling era.

Heir (Ex): At 1st level, a mentor acquires the services of an heir to their powers. This functions similarly to a cohort, though the heir begins as a 1st-level commoner with Magical Aptitude as their 1st-level feat and NPC ability scores (13, 12, 11, 10, 9, 8 before racial modifiers). When the mentor reaches



3rd level, if their Leadership score is at least 2, the heir becomes a 1st-level witch and gains heroic ability scores (15, 14, 13, 12, 10, 8 before racial modifiers). The heir does not gain a familiar or patron; they can take a witch archetype, but cannot select one with a class feature which would replace or alter patrons or familiars. The heir can never gain a familiar from feats, but qualifies for feats as if they possessed a familiar. The heir never gains item creation feats, but otherwise follows the normal rules for a cohort.

Each time the mentor gains a level, they can dismiss their existing heir as graduated (or expelled, depending on their performance), and gain a new cohort following the same rules. If an heir dies in service to the mentor, the mentor takes a –2 penalty to their Leadership score. This penalty is reduced by 1 for every level the mentor gains after the death, to a minimum of 0.

Because cohorts are most interested in the mentor's magical ability, the mentor uses their Intelligence modifier, rather than Charisma, to determine their Leadership score. At 7th level, a mentor can select the Leadership feat—using their Intelligence modifier to determine their Leadership score—but doing so only provides followers, never a second cohort.

Because neither the mentor nor their heir gains a familiar, they instead store their spells in spellbooks, similar to a wizard, and must prepare their spells as a wizard does. They otherwise learn and cast spells as normal. This does not count as altering spellcasting for the purpose of taking archetypes.

This replaces the mentor's familiar and the heir's familiar and patron spells.

Inherent Magic (Su): The heir treats their mentor as if they were a patron. When the heir reaches 2nd level, select one 1st level spell the mentor possesses, and the heir gains access to that spell as if it was a patron spell. This can be a spell gained from the mentor's own patron or any spell they possess which their heir does not (including non-witch spells). Once this choice is made, it cannot be changed, and the chosen spell can never be replaced when the mentor gains a level. This is done for every even-numbered level beyond 2nd the heir gains, with them gaining a spell of a level equal to $\frac{1}{2}$ the heir's witch levels.

If the heir is ever replaced, the new heir can only gain the same spells through this ability that were chosen for the previous heir.

Note: If the mentor possesses the warweaver archetype, the heir instead gains one spell at 3rd level and an additional one every 3 levels thereafter from the mentor's spells of a spell level equal to $\frac{1}{3}$ the heir's witch levels.

Familiar Form (Sp): At 6th level, choose a type of familiar. Once this choice is made it cannot be changed unless the mentor's heir is replaced. The mentor can transform themselves into this form, acting as a temporary familiar for their heir for 1 minute per mentor level they possess. This duration can be split up, but must be used in 1-minute increments. They cannot choose a familiar from the Improved Familiar list unless the heir possesses the Improved Familiar feat and meets the requirements to take that type of familiar.

While in this form, the mentor effectively is their heir's familiar, except it remains a PC under the player's full control, uses the mentor's mental scores, and benefits from all items they had equipped. These items meld into their form, allowing them to benefit even if they normally could not use such items in the chosen form, but they cannot access any activated abilities such items possess, and are not treated as wielding any weapons they were wielding outside their familiar form. If the mentor ever falls unconscious while in this form, the duration of this ability immediately ends.

This is considered a polymorph effect, but ignores any immunity to polymorph effects the mentor possesses.

This replaces the 6th level hex.

Patron Form (Su): At 20th level, the mentor can choose to perform a ritual to ascend to patronhood, effectively giving up their mortal life in the process. This process takes 8 hours and requires 50,000 gp in materials and the participation of the mentor's heir. When they complete this ritual, their heir gains a permanent familiar of the same type as that chosen for the mentor's familiar form ability (transferring all spells from their spellbook to the familiar in the process) and treats the mentor as their patron for all purposes (continuing to learn patron spells as per the inherent magic ability). If the heir wills it, they can become a conduit for the mentor's soul, allowing them to become a PC under the mentor's player's control. The exact nature of the ritual, as well as how the player comes to control the heir as a PC, can vary depending on the patron, and is up to the GM and player to determine.

This replaces the 20th level hex.

Polytheistic Witch

While most witches serve a single patron, there are those that instead serve a pantheon. Polytheistic witches split their magical focus as well, sacrificing a considerable amount of versatility for more skill in the manipulation of certain schools of magic, namely the psychic magic usable by the occultist class type of psychic magicians, who focus their power through special, psychical-

ly-powered implements.

Spells: The polytheistic witch casts spells drawn from the witch spell list, limited by the implement groups they know. They treat these spells as psychic rather than arcane and can cast any spell they know without needing to prepare it, but each spell the polytheistic witch knows has an implement component. They gain the spells per day of a sorcerer of their polytheistic witch level. A spell is not considered to be on the polytheistic witch's spell list unless they have learned it through an implement school or their patron.

The polytheistic witch's selection of spells is limited. For each implement school they learn to use, they can add one spell of each level they can cast to their list of spells known, chosen from those from that school in the witch's spell list. If they select the same implement school multiple times, they add one spell of each level from that school for each time they have selected that school. When the polytheistic witch learns to cast a new level of spells, they immediately add one spell of that level to their list of spells known from each implement school they know (plus any extra spells from schools they have selected multiple times).

At every even-numbered level, the polytheistic witch can choose to learn a new spell in place of one they already know, effectively replacing that spell. The new spell must be the same as that of the spell being replaced, and it must be one level lower than the highest level of spell they can know. They can only switch one spell out this way at any given level, and must do so at the same time they gain new spells.

This alters spellcasting.

Implements (Su): At 1st level, the polytheistic witch learns to use one implement school, and at 6th, 12th, and 18th levels, they learn the use of one additional implement school. This ability otherwise functions as the occultist class feature.

Patron Pantheon: At 1st level, the polytheistic witch selects a patron, learning the spell that would ordinarily be added to their spell list at 2nd level plus any one cantrip from the witch spell list. They gain an additional patron and cantrip at 2nd, 9th, and 15th levels, but cannot select the same patron more than once (these patrons usually are of related themes, but this is not always the case). They gain spells from these patrons in the same manner as from their implements, but spells gained from their patrons are cast as arcane spells rather than psychic. A polytheistic witch's familiar can never be a patron familiar.

This replaces patrons.

Mental Focus (Su): This ability functions as the occultist class feature of the same name, using the polytheistic witch's levels in place of occultist levels. In addition, the polytheistic witch can invest points of mental focus into their patrons. For each 2 points of mental focus invested into a patron, they increase the caster levels of its associated spells by 1, up to a maximum of 1 per 4 polytheistic witch levels they possess.

This replaces the 1st level hex.

Focus Powers (Su): At 1st level, a polytheistic witch learns the base focus power from their implement school. Whenever the polytheistic witch learns a new implement school, they gain the base power of that school. In addition, whenever the polytheistic witch would gain a hex, they can instead choose to learn a new focus power from the options granted by all implement schools they know. They use their polytheistic witch levels in place of occultist levels to determine the DCs and effects of their focus powers.

As a standard action, the polytheistic witch can expend 1 point of mental focus from a patron to grant their familiar its patron powers for 1 minute, as if it was a patron familiar. The familiar can only be granted access to one patron familiar power at a time; if this ability is used before the duration runs out, the duration of its previous use immediately ends.

This alters hexes.

Sanguisuge

Most witches see their familiars as an ally, a companion, even a gift. There are those, however, who instead only see the creature as another means to an end, and would happily drain its essence dry if it means obtaining greater power. Though the sanguisuge may seem a cruel and unfavorable master to serve, their familiars are fully aware of their status as a living battery for their master's magic, gladly accepting whatever fate awaits them if it is to better serve the sanguisuge and their patron.

Familiar Burn (Su): At 1st level, the sanguisuge's familiar gains the kineticist's burn class feature, except that the familiar sustains lethal damage rather than nonlethal, and there is no maximum amount of burn it can accept this way. Because the familiar knows its role when it is bestowed to its master, it resists other roles that would be given to it, and thus cannot take an archetype.

This alters familiars.

Corpulent Familiar (Ex): At 1st level, the sanguisuge's familiar adapts to being a living battery for its master's abilities by becoming tougher, gaining an additional hit point per level its master possesses. It appears as an obese representative of its species, covered in rolls of fat and thick pulsing veins, but this appearance does not affect its abilities or size category in any way.

This replaces the familiar's alertness ability.

Lifeblood (Ex): The sanguisuge's sympathetic bond with their familiar causes them to become resistant to the pain they cause to them. At 1st level they gain Toughness as a bonus feat.

This replaces the 1st level witch hex.

Patron Exploits (Sp or Su): A sanguisuge can use their familiar's blood or life force to perform unusual arcane tricks. At 2nd level, they select an arcane exploit, treating their sanguisuge level as their arcanist level and using their Intelligence modifier in place of their Charisma modifier for this purpose. At 4th level and every 2 levels thereafter, the sanguisuge can choose to learn an arcane exploit this way instead of gaining a hex. At 12th level they can select greater exploits as well. They cannot select the following exploits: arcane discovery, bloodline development, consume magic items, counter drain, familiar, greater metamagic knowledge, item crafting, metamagic knowledge, potent magic, resistance drain, school understanding, siphon spell, or swift consume. Additional arcane exploits may be excluded at GM discretion.

Rather than gaining an arcane reservoir, the sanguisuge forces their familiar to accept a number of points of burn equal to the number of points they would normally spend from their arcane reservoir. If doing so would kill their familiar, they add 4 to their effective arcanist level to determine the arcane exploit's effect. The sanguisuge's familiar must be conscious and within 60 ft. of its master to be forced to accept burn this way. An arcane exploit used in this manner uses the familiar as its point of origin instead of the sanguisuge unless the familiar and its master share a space, and an arcane exploit that specifically affects the user instead affects both the sanguisuge and their familiar equally.

This replaces the 2nd level witch hex and alters hexes.

Sightless Seer

An expert at divination, the sightless seer has given up their ability to see with

their eyes, granting them an altogether different kind of sight that transcends what the sighted are capable of. Many are hermits of the wild spaces of Porphyra, communing with the heartbeat of the Patchwork Planet with their sentient matoyasite crystals, so similar to porphyrite.

Spells: The sightless seer adds all divination spells from the wizard spell list to their spell list, but also removes all conjuration (summoning) spells from their spell list. This does not affect conjuration (summoning) spells learned through a patron, trait, or feat.

This alters spellcasting.

Crystal Familiar: The sightless seer must select a matoyasite crystal (see New Familiars) as their familiar. They benefit from its beyond sight ability as if touching it so long as it remains within 5 ft. per 3 witch levels they possess (up to 30 ft. at 18th level), and any vision-based senses gained through the familiar this way use its perspective rather than their own. They can always sense if a creature is touching their matoyasite crystal, although this does not allow them to see the creature if their matoyasite crystal is outside the range of its beyond sight ability.

This alters familiars.

Blinded Seer (Su): The sightless seer is permanently blind; they lose all sight-based senses and vulnerabilities and cannot gain sight or sight-based senses or vulnerabilities through any means besides their matoyasite crystal's beyond sight ability.

See the Unseeable (Su): At 2nd level, the sightless seer learns the scrying sight hex as a bonus hex and gains Spell Focus (divination) as a bonus feat. If they already possess Spell Focus (divination) they instead gain Greater Spell Focus (divination) as a bonus feat.

At 6th level, they learn the major scrying sight hex (though they cannot otherwise learn major hexes until they normally would be allowed). In addition, they suffer reduced penalties from their blindness; they no longer lose their Dexterity bonus to AC against anything they've detected through a hex or spell in the last round, only suffer a -1 penalty to AC and a -2 penalty to Strength and Dexterity-based skill checks and opposed Perception skill checks, and treat opponents as having partial concealment rather than total concealment.

At 14th level they learn the grand scrying sight hex (though they cannot otherwise learn grand hexes until they normally would be allowed). In addi-

tion, they suffer greatly reduced penalties from their blindness: creatures they have not detected through a hex or spell in the last round are treated as having only partial concealment, and they must succeed at a DC 10 Acrobatics check when moving faster than their base speed (rather than half their base speed) to not fall prone.

If they are ever able to see themselves through a vision-based sense gained through their matoyasite crystal's beyond sight ability, they completely ignore any effects of blindness (including the reduced penalties described above).

This replaces the 2nd, 6th, and 14th level hexes.

Warweaver

Few and far between are the witches that put more focus on their physical prowess than their mystical powers. What the warweaver combines the two, sacrificing some of their magical ability in order to supplement their martial skills. Certain orders of warweaver witches are the personal bodyguard of the Sisters of Black Glass among the hobgoblin tribes of Parl Pardesh and Kesh.

Weapon and Armor Proficiency: The warweaver is proficient in all simple weapons, as well as one light or one-handed martial or exotic melee weapon of their choice. They are proficient in light armor and bucklers, but still suffer a chance for their arcane spells with somatic components to fail as normal.

This alters the witch's weapon and armor proficiency.

Base Attack Bonus and Saves: The warweaver's base attack bonus is equal to $\frac{3}{4}$ their level. Their Reflex save is equal to $2+\frac{1}{2}$ their level, and their Will save is equal to $\frac{1}{3}$ their level.

This alters the witch's base attack bonus and saves.

Spells: The warweaver receives spells per day as a magus of their warweaver level. Their highest level of spells is 6th; they remove witch spells 7th level and above from their spell list, and they cannot use spell completion or spell trigger magic items of witch spells of 7th level or higher without making a successful Use Magic Device check.

The warweaver learns spells from their patron at a delayed pace. The spell that would normally be learned at 2nd level is instead learned at 3rd, and subsequent patron spells are gained at 6th, 9th, 12th, 15th, and 18th levels (rather than at 4th, 6th, 8th, 10th, and 12th). The warweaver never learns the patron spells normally learned at 14th, 16th, or 18th levels. This archetype stacks with those that alter patrons, but not with those that replace them.

This alters spellcasting and patrons.

Might of the Mind (Su): At 1st level, the warweaver selects one light or one-handed melee weapon with which they are proficient and which qualifies for Weapon Finesse. If an ability, effect, or feat would replace their Strength modifier with their Dexterity modifier for attack or damage rolls, they can choose to have their Intelligence modifier replace it instead while using the chosen weapon.

Whitelighter

Although they have a reputation for being malevolent worshipers of chaos and evil, witches often act against this trope, being forces of goodness. None embody this philosophy more so than the whitelighters who aided Deist forces during the NewGods War, and as such avoided much of the persecution that followed witches in years to follow.

Benevolence: Whitelighters follow a mindset of pacifism and kindness to one's fellow. They cannot be of any Evil alignment, nor can they be Chaotic Neutral. A whitelighter who becomes one of these banned alignments loses all witch class features and must seek *atonement* to gain them back.

White Magic: Due to the whitelighter's philosophy, they use a more limited selection of spells compared to many other witches. They remove all necromancy spells and spells with the death or evil descriptors from their spell list, and they exude an aura of good as a cleric of their whitelighter level. In addition, they cannot target any creature with a spell or a spell-like or supernatural ability, nor can they include it in the area of such an ability, unless they take a swift action to formally ask for and receive that creature's permission, even if the effect is harmless; this also includes the use of spell trigger and spell completion items. The whitelighter does not need to ask permission to cast spells on themselves, their familiar, any object or creature without an Intelligence score, or any creature of animal intelligence that takes hostile action against the whitelighter or their familiar.

The whitelighter cannot select from the following patrons: Chains, Corrosion, Death, Decadence, Enchantment, Entropy, Filth, Insanity, Nightmares, Occult, Revelry, Revenge, Screams, and Vengeance. Other patrons may be excluded at the GM's discretion. If they would normally learn a patron spell from the necromancy school or with the death or evil descriptors, they instead learn a single bonus spell from their spell list of a level no greater than

that spell's level. This archetype can stack with others which alter patrons so long as it is not forced to take one of these banned patron (it does not, however, stack with archetypes that replace patrons).

The whitelighter cannot select the following hexes: agony, blight, cook people, death curse, delicious fright, dire prophecy, forced reincarnation, hoarfrost, infected wounds, pain, poison steep, major pain, scar, steal breath.

This alters spellcasting, hexes, and patrons.

Chosen Charge (Su): Once per day, a whitelighter can have a willing individual participate in a ritual which takes 10 minutes to have them become a chosen charge indefinitely. The whitelighter can target their chosen charge with spells, spell-like abilities, and supernatural abilities, as well as include them in the areas of such abilities, without needing to first ask for permission (as per the white magic class feature). A whitelighter's caster level is treated as 1 higher to determine their spells' and abilities' effects on their chosen charge; this increases by an additional 1 caster level per 5 whitelighter levels they possess (up to 5 additional caster levels at 20th level). At 1st level a whitelighter can only have one chosen charge at a time; this increases to two at 8th level, and three at 16th level. The whitelighter or their chosen charge can give up this connection as a free action; if they do, they cannot become a chosen charge again for 24 hours. If a chosen charge dies, they remain the whitelighter's chosen charge for 1 week before the whitelighter is allowed to break this bond themselves, allowing them to take a new chosen charge to replace them.

A chosen charge can transfer their chosen charge status to any creature as a swift action for 24 hours, allowing the whitelighter to treat that creature as if it was a chosen charge. This requires that the whitelighter has witnessed the creature taking hostile action against the chosen charge within the last minute, and a creature that transfers their chosen charge status this way ceases to be a chosen charge.

This replaces the 1st level hex.

Healing Hexes (Sp): At 2nd level, the whitelighter gains the healing hex. Whenever they use this hex on one of their chosen charges, treat it as if affected by *celestial healing* as well.

At 10th level, the whitelighter gains the major healing hex. Whenever they use this hex on one of their chosen charges, treat it as if affected by *greater celestial healing* as well.

At 18th level, the whitelighter gains the life giver hex. Whenever they use this hex on one of their chosen charges, it does not gain any negative levels nor does it take Constitution damage from this hex. In addition, they can use

it any number of times per day, but a creature cannot be affected by it more than once every 24 hours, whether it is one of their chosen charges or not.

This replaces the hexes gained at 2nd, 10th, and 18th levels.

Wood Witch

Often mistaken for druids, wood witches are no wardens of the forest. Rather, they are able to bend and twist plant life to their liking with no real regard toward the balance of nature. This arcane manipulation earns them the ire of some who protect the woodlands, but others see them as simply serving the forest deities in a more aggressive manner, perhaps even being heralds of the ancient, elemental world before The Calling.

Spells: Wood witches use spells from the druid spell list rather than the witch spell list, treating all druid spells as arcane. They still learn and prepare spells as normal for witches, and use their Intelligence modifier in place of their Wisdom modifier to determine these spells' DCs and effects.

This alters spellcasting.

Green Patron: The wood witch can only select from Plant and Thorns patrons. Their familiar appears as if it is partially plant matter (such as having flowers sprouting from its body, being covered in moss, or being wrapped in vines). As a supernatural ability, the wood witch's familiar can affect plant creatures with touch spells delivered by them through their master as if those creatures were animals or magical beasts. Wood witches learn their patron spells one level later than normal. This archetype stacks with those that alter patrons so long as they allow the Plant or Thorns patrons to be taken.

Wood witches are treated as druids for the purpose of the Shade of the Woodlands feat.

This alters patron spells and familiars.

Offensive Foliage (Sp): At 2nd level, the wood witch gains wood blast (as per the kineticists' kinetic blast ability), and at 10th level, the wood witch gains autumn, spring, summer, and winter blasts. Instead of paying a burn cost, they must prepare these blasts as if they were spells; wood blast is treated as a 0th level conjuration (creation) spell for this purpose and deals damage as if used by a 1st level kineticist, and autumn, spring, summer, and winter blasts are treated as 4th level conjuration (creation) spells with the earth, air, fire, and cold descriptors respectively for this purpose, and deal damage as if used by a kineticist of half the level of spell slot in which they are prepared.

Wood witches can never apply infusions to a blast prepared in this way, but can use metamagic feats with them as if they were spells.

A wood witch who possesses the Shade of the Woodlands feat does not gain summer blast.

This replaces the 2nd and 10th level hexes.

Blessing of the Wood: At 4th level, the wood witch gains the Plant domain (or a subdomain thereof), treating themselves as a cleric of their level -3 and using their Intelligence modifier in place of their Wisdom modifier to determine when they gain granted powers and any effects of these granted powers. They add the spells gained from this domain to their spell list, but do not automatically learn these spells as they do patron spells and do not gain additional spell slots in which they can prepare domain spells as a cleric would.

This replaces the 4th and 14th level hexes.

Familiar Archetypes

The following archetypes represent ways in which Porphyran witches' familiars fulfill their duty to their masters and patrons:

Conduit

Some familiars are much more adept at delivering spells to enemies than others, though they sacrifice the ability to fully benefit from their masters' magic to do so.

Deliver Spells (Su): The familiar gains the ability to deliver touch spells at 1st level rather than 3rd. In addition, at 3rd level, it can also deliver spells which require a ranged touch attack, and at 7th level it can deliver spells with a cone, emanation, or line area of effect. The familiar does not need to be in contact with its master to deliver these spells; instead, it must be within 5 ft. per level its master possesses when its master casts the spell.

This alters the ability to deliver touch spells and replaces alertness, share spells, and the ability to speak with animals of its kind. This archetype is only available to familiars belonging to a magus or witch.

Kidnapper

More nefarious individuals teach their familiars to snatch others up and take the hapless victims to secret locations.

Improved Grapple (Ex): The familiar gains Improved Grapple as a bonus feat. While it is within arm's reach of its master, it grants this feat to them as a bonus feat as well.

This replaces alertness.

Spirit Away (Su): If the familiar is grappling a creature, it can attempt to deliver a conjuration (teleportation) spell as part of maintaining a grapple. If it succeeds, the grappled creature is treated as if willing to determine the spell's effect. Any damage the familiar delivers through a touch spell is nonlethal, regardless of the type of damage normally dealt.

This replaces the ability to speak with animals of its kind and alters the ability to deliver touch spells.

Messenger

The messenger is sent by its master as their personal emissary, delivering messages and packages on their behalf.

Speakerbox (Su): At 1st level, the familiar gains a one-way telepathic bond with its master. The master can speak through it for one minute per level per day; this can be divided into one-minute increments. This speech manifests as a disembodied voice. At 5th level, the master can also listen to replies, effectively holding conversations through the familiar. While this is occurring, the familiar is unable to perform any actions besides moving. This ability can be used no matter the distance between the master and familiar, so long as both are on the same plane.

This replaces empathic bond and the ability to speak with animals of its kind.

Deliver Touch Spells (Su): Once per day, the familiar can be designated as a "toucher" of a touch spell even if it is not in contact with its master. This increases the casting time of such a spell to 1 full round if it is normally less. This ability can be used an additional time per day at 7th level and every 4 levels beyond 7th (maximum 5 times per day at 19th level).

This alters the ability to deliver touch spells and replaces share spells.

Patrons of Porphyra

Below are several ideals and themes to which a witch of Porphyra and their patron could prescribe, including the spells gained and the powers a familiar might gain if its master takes the patron familiar option. Desert patrons are common in the south, Chains in Pardesh and with followers of Kamus, Filth in the swamps of Avandrool, Glass in the Glass Sea among the Ashyimites, and various elemental foci in areas where Elementalism holds sway.

Note: All spells listed are treated as being at a spell level equal to half the level at which they are listed as being learned. For example, a witch with the Desert patron treats *shifting sand* as a 2nd level spell, despite other spellcasters that can learn it treating it as 3rd level.

Air

Spells: 2nd—*alter winds*, 4th—*gusting sphere*, 6th—*wind wall*, 8th—*hurricane blast*, 10th—*calm air*, 12th—*path of the winds*, 14th—*wind walk*, 16th—*whirlwind*, 18th—*winds of vengeance*

Patron Familiar Ability

Air—Huff and Puff (Sp): The familiar can cast *alter winds* as a spell-like ability a number of times per day equal to 1 + 1 per 5 witch levels its master possesses. At 10th level it can consume 3 uses of this ability to instead cast *gentle breeze* as a spell-like ability, and at 20th level it can consume 5 uses to instead cast *gust of wind* as a spell-like ability.

Beauty

Spells: 2nd—*quintessence*, 4th—*eagle's splendor*, 6th—*air of authority*, 8th—*true form*, 10th—*seeming*, 12th—*mass eagle's splendor*, 14th—*veil*, 16th—*simulacrum*, 18th—*overwhelming presence*

Patron Familiar Ability

Beauty—Silverback (Su): The familiar gains a minimum Charisma score of 6. This score increases by 1 point at 3rd level and every 2 levels thereafter (at the same rate as its Intelligence score).

Chains

Spells: 2nd—*barbed chains*, 4th—*shackle*, 6th—*chain of perdition*, 8th—*shadow barbs*, 10th—*incorporeal chains*, 12th—*leashed shackles*, 14th—*chains of fire*, 16th—*binding* (chaining or bound slumber only), 18th—*imprisonment*

Patron Familiar Ability

Chains—Protective Chains (Su): The familiar's body is wrapped in chains, gaining a +1 enhancement bonus to its natural armor bonus. This enhancement bonus increases by +1 per 5 witch levels its master possesses.

Corrosion

Spells: 2nd—*corrosive touch*, 4th—*acid arrow*, 6th—*touch injection*, 8th—*vitriolic mist*, 10th—*corrosive consumption*, 12th—*acid fog*, 14th—*caustic eruption*, 16th—*transmute blood to acid*, 18th—*scourge of the horsemen*

Patron Familiar Ability

Corrosion—Acidic Touch (Su): The familiar gains acid resistance 5. When it delivers a touch spell that deals damage, it deals an additional amount of acid damage equal to twice the spell's level; if the spell has the acid descriptor, increase this to three times the spell's level.

Desert

Spells: 2nd—*endure elements*, 4th—*shifting sand*, 6th—*sand whirlwind*, 8th—*earth glide*, 10th—*greater sand whirlwind*, 12th—*oasis*, 14th—*scouring winds*, 16th—*sunburst*, 18th—*canopic conversion*

Patron Familiar Ability

Desert—Sandwalker (Su): The familiar has adapted to desert life; it does not suffer penalties to its speed or to Acrobatics or Stealth checks when moving in desert or sandy terrain, and ignores the effects of hot climates as if under the effects of *endure elements*. Familiars that normally cannot survive out of water gain the water dependency universal monster ability, and familiars that already normally possesses this ability instead replace it with the amphibious universal monster ability.



Filth

Spells: 2nd—*advanced scurvy*, 4th—*ghoul touch*, 6th—*fungal infestation*, 8th—*vomit twin*, 10th—*bloatbomb*, 12th—*conjure black pudding*, 14th—*flesh to ooze*, 16th—*blood mist*, 18th—*energy drain*

Patron Familiar Ability

Filth—Rapid Infection (Su): Diseases delivered by the familiar (including those delivered as touch attacks from spells cast by their master) have their onset time reduced by 1 day at 1st level, 2 days at 10th level, and 3 days at 20th level. If this would reduce the onset time to 0 or fewer days, it instead becomes instant.

Force

Spells: 2nd—*magic missile*, 4th—*cushioning bands*, 6th—*battering blast*, 8th—*forceful strike*, 10th—*wall of force*, 12th—*forceful hand*, 14th—*forcecage*, 16th—*telekinetic sphere*, 18th—*mage's magnificent enclosure*

Patron Familiar Ability

Force—Shared Force (Su): Whenever the witch is under the effects of a beneficial abjuration or conjuration (creation) spell with the force descriptor, their familiar receives the same effects.

Glass

Spells: 2nd—*mirror hideaway*, 4th—*shatter*, 6th—*diamond spray*, 8th—*obsidian flow*, 10th—*etheric shards*, 12th—*cold ice strike* (earth descriptor instead of cold, piercing and slashing damage instead of cold), 14th—*form of the exotic dragon I* (crystal dragon only), 16th—*form of the exotic dragon II* (crystal dragon only), 18th—*form of the exotic dragon III* (crystal dragon only)

Patron Familiar Ability

Glass—Crystal Shell (Su): The familiar gains DR 2/bludgeoning and vulnerability to bludgeoning. This DR increases by 2 at 3rd level and every 2 levels thereafter (maximum DR 20/bludgeoning at 19th level) and does not stack with other forms of damage resistance.

Intellect

Spells: 2nd—*rite of centered mind*, 4th—*fox's cunning*, 6th—*synesthesia*, 8th—*mnemonic enhancer*, 10th—*awaken*, 12th—*mass fox's cunning*, 14th—*mass synesthesia*, 16th—*awaken construct*, 18th—*divide mind*

Patron Familiar Ability

Intellect—Free Speech (Su): Choose one language the witch knows. Their familiar can speak, read, and understand this language, even if it does not have the anatomy to speak. It can also write in this language, although it must possess the proper anatomy to be able to do so.

Mercy

Spells: 2nd—*peace bond*, 4th—*touch of mercy*, 6th—*sacred bond*, 8th—*absolution*, 10th—*hymn of mercy*, 12th—*atonement*, 14th—*serenity*, 16th—*hymn of peace*, 18th—*freedom*

Patron Familiar Ability

Mercy—Restorative Touch (Sp): Once per day, the familiar can use *cure light wounds* on its master as a spell-like ability using the witch's caster level. At 10th level it instead uses *cure moderate wounds*, and at 20th it instead uses *cure serious wounds*.

Revelry

Spells: 2nd—*enhance water*, 4th—*shamefully overdressed*, 6th—*create drug*, 8th—*bountiful banquet*, 10th—*freedom's toast*, 12th—*joyful rapture*, 14th—*heroes' feast*, 16th—*euphoric tranquility*, 18th—*freedom*

Patron Familiar Ability

Revelry—Party Animal (Sp): The familiar can imbibe alcoholic beverages relatively safely, experiencing the same effects as a typical Medium humanoid would, regardless of its actual species. In addition, it can inspire courage in its master and allies as the inspire courage bardic performance, using the witch's caster levels as bard levels for this purpose. It cannot take any other actions while using this ability.

Screams

Spells: 2nd—*ear-piercing scream*, 4th—*sonic scream*, 6th—*screaming flames*, 8th—*shout*, 10th—*wall of sound*, 12th—*ki shout*, 14th—*greater shout*, 16th—*wail of the banshee*, 18th—*magnifying chime*

Patron Familiar Ability

Screams—Familiar Resonance (Su): Once per day, when the witch casts a spell with the language-dependent or sonic descriptors, they can cause the sounds produced by it to come from their familiar instead of themselves (treating it as the spell's point of origin). To do this their familiar must possess the share spells and deliver touch spells abilities and be within 60 ft. of the witch. This increases to twice per day at 8th, and three times per day at 16th.

Shelter

Spells: 2nd—*hold portal*, 4th—*campfire wall*, 6th—*shadowy haven*, 8th—*secure shelter*, 10th—*locate gate*, 12th—*getaway*, 14th—*mage's magnificent mansion*, 16th—*secret vault*, 18th—*resplendent mansion*

Patron Familiar Ability

Shelter—Security System (Sp): Once per day, the familiar can use *alarm* as a spell-like ability using its master's caster level, but only as an audible *alarm*. When triggered, the sound of the *alarm* is emitted from the familiar.

New Familiars

These creatures were first trained as familiars by Porphyran witches, though some can be taken by other classes as well:

Hoop Snake

The serpent doesn't appear to be anything special, aside from the spine at the tip of its tail. And the fact that it's bitten said tail and is tumbling your way like a runaway wheel of brie.

Hoop Snake (CR 1/4; XP 100)

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

Defense

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +1

Offense

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d3-3), sting +3 (1d2-3 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks poison

Statistics

Str 4, **Dex** 16, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

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

Feats Weapon Finesse

Skills Climb +11, Perception +9, Stealth +15, Swim +11; **Racial Modifiers**

+4 Perception, +4 Stealth

Ecology

Environment desert, forest, hills, plains

Organization solitary

Treasure none

Special Abilities

Familiar (Ex) The master of a hoop snake familiar gains a +4 bonus to saves against poisons.

Poison (Ex) Sting-injury; save Fort DC 9; frequency 1/round for 2 rounds; effects 1d4 Con drain; cure 1 save

Rolling Charge (Ex) When a hoop snake charges a target with its sting, it receives a +20 ft. circumstance bonus to its base speed.

A distant relative of the viper, the hoop snake features a bladed tail steeped in a deadly venom. It is known to chase after prey by gripping its tail in its mouth, curling its body up like a wheel, and rolling toward the target before bringing its venomous sting down at the last moment. While its venom is incredibly deadly, there is little to the rumors that it can instantly kill.

Hoop snakes have proven to be a nuisance, but not much more dangerous than other venomous snakes. They came to Porphyra along with Morah'Silvanath, where they make their homes under the giant fungi of the Shadelands. Colothorians who possess more skill refining snake venom than the toxic flesh and spores of the local fungi practice by milking hoop snake venom.

Matoyasite Crystal

A chunk of the glassy substance along the caverns' walls suddenly rips itself free, floating toward you as if curious to your intent.

Matoyasite Crystal (CR 1/2; XP 200)

N Tiny construct

Init +0; **Senses** blindsight 60 ft.; Perception +7

Defense

AC 12, touch 12, flat-footed 12

(+2 size)

hp 5 (1d10)

Fort +0, **Ref** +0, **Will** +3

Immunities construct traits

Vulnerabilities bludgeoning

Offense

Speed fly 30 ft. (average)

Melee slam +1 (1d3-2)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks sightsteal

Statistics

Str 6, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 2

Base Atk +1; **CMB** -1; **CMD** 6 (can't be tripped)

Feats Skill Focus (Perception)

Skills Fly +8, Perception +7

SQ beyond sight

Ecology

Environment mountains, ruins, underground, urban

Organization solitary, pair, or cluster (3-24)

Treasure none or 60-200 gp worth of matoyasite

Special Abilities

Beyond Sight (Sp and Su): Any creature touching a matoyasite crystal gains access to all of its senses as if they possessed them. Once per day, the matoyasite crystal can grant a creature touching it a vision of the world as if viewing a map for 1 minute; this duration ends early if the creature ever stops touching the matoyasite crystal.

Familiar (Ex): The master of a matoyasite crystal familiar receives a +2 bonus to DCs of divination spells they cast.

Sightsteal (Sp): As a standard action, a matoyasite crystal can attempt to permanently blind a creature. They must succeed a Will save with DC equal

to 15 + the matoyasite crystal's Intelligence modifier or suffer permanent blindness. Regardless of success, a creature targeted with this effect cannot be targeted again for 24 hours. This ability can only affect one creature at a time; if the matoyasite crystal successfully blinds another creature with this ability, the previous creature's blindness is cured instantly.

Matoyasite is a mineral especially suited to fortunetelling, but in some instances it becomes ensouled, obtaining a will of its own and a rudimentary amount of intelligence. Whether a property of the crystal or of the spirits possessing it, it is known to cause blindness in those who misuse it. Most matoyasite crystals that have become ensouled are formerly or currently used for divination, and are smooth polished orbs that vary from complete translucence to seeming to contain a dancing fog. Raw, unprocessed matoyasite crystal that has been ensouled is much rarer, but it does exist, which leads some to believe it is truly a life form all its own.

Only wizards of the divination school can select a matoyasite crystal as a familiar; a witch that selects a matoyasite crystal as a familiar must have at least 1 divination spell per castable level as part of her familiar's spell storage.

Tome of Teeth

A sickening crunch can be heard as the book you were flipping through suddenly slams shut. In your shock, you don't even notice the pain from losing your ring and pinkie fingers until you see the severed digits drop from the bloodied pages that are now framed by vicious, drooling fangs.

Tome of Teeth (CR 1/2; XP 200)

N Tiny construct

Init +3; **Senses** blindsense 30 ft.; Perception +1

Defense

AC 15, touch 15, flat-footed 10

(+3 Dex, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +3, **Will** +1

Immune construct traits

Vulnerability fire

Offense

Speed fly 30 ft. (average)

Melee bite +4 (1d3-2)

Space 2 ½ ft.; **Reach** 0 ft.

Statistics

Str 6, **Dex** 16, **Con** —, **Int** 3, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +2; **CMD** 9 (can't be tripped)

Feats Weapon Finesse

Skills Fly +11, Stealth +4

Languages as chosen (see living spellbook ability)

SQ living spellbook

Ecology

Environment ruins, urban

Organization solitary, pair, or stack (3-12)

Treasure none or 1 scroll containing a random 0th or 1st level spell

Special Abilities

Familiar (Ex): The master of a tome of teeth familiar chooses any one 0th level spell, adding it to the spell list of one class which provides them with a familiar. If the master cannot cast 0th level spells, they can instead use the chosen spell at will as a spell-like ability.

Living Spellbook (Ex): A tome of teeth knows one random language based upon who constructed it. If it is a familiar, it instead knows one language which its master also knows. It can write in this language by causing the words to magically appear on its pages.

At first glance, a tome of teeth appears identical to a typical spellbook, usually being constructed with common paper and leather bindings. Those that approach them without proper caution and start leafing through their pages may quickly find themselves missing several fingers as the book's teeth spring out and it clamps itself shut on their hands. They are common beings to encounter in wizards' libraries and towers, acting as a first line of defense to deter overly-curious rivals from learning their secrets, but adventurers seldom learn more from them than not to go thumbing through strange books.

Some rare variants are known to be the former tomes of necromancers. These books are composed entirely of leather - typically the cured hide of a human, elf, or other intelligent humanoid - and have a faint stench of decay about them despite their perfect preservation. It's highly common for an extra layer of leather consisting of a humanoid's face to be gracing the cover. These variants are undead and possess undead immunities, but still receive hit points as a construct, and are otherwise treated identically to more common tomes of teeth.

Only characters that can prepare 1st level arcane spells can select this familiar. A character that prepares their spells using a spellbook can use this familiar as their spellbook, like a witch's spells are stored in their familiar.

Winged Monkey

The primates approach cautiously, wings tucked in tight, their unsettling crimson eyes seeming all the brighter through the sparse foliage they've been hiding in.

Winged Monkey (CR 1; XP 400)

N Tiny magical beast

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

Defense

AC 15, touch 15, flat-footed 12

(+3 Dex, +2 size)

hp 5 (1d10)

Fort +2, **Ref** +5, **Will** +0

Offense

Speed 30 ft., fly 30 ft. (average)

Melee 2 slams +0 (1d3-3)

Space 2 ½ ft., **Reach** 0 ft.

Statistics

Str 5, **Dex** 16, **Con** 10, **Int** 3, **Wis** 11, **Cha** 7

Base Atk +1; **CMB** +2; **CMD** 9

Feats Skill Focus (Fly)

Skills Fly +17

Ecology

Environment forest, jungle, ruins

Organization solitary, pair, band (3-9), or troop (10-40)

Treasure none

Special Abilities

Familiar (Ex): When a winged monkey's master uses it to deliver a touch spell or hex, increase the DC of the spell or hex by 1.

Prehensile Tail (Ex): A winged monkey can use its tail to retrieve an unattended object within its natural reach as a swift action. This does not allow it to wield weapons or perform fine manipulations with its tail.

Initially created by Erkusaan witches to serve as exotic familiars, these unusual monkeys escaped from the ones who failed to reign their unruly natures in, found their way into the wild, and thrived. They resemble spider monkeys, except they possess feathered wings which range in color from brilliant white to muddy dark grey, as well as generally having red eyes (though other colors such as brown and gold aren't entirely uncommon). They are a good bit more intelligent than the common monkey, though still a far cry from the level of

intellect most sentient races bear. Winged monkeys are popular familiars not only for erkunae, but also dhosari, since the latter race sees them almost as kindred creatures who escaped slavehood alongside them.

Hexes

The following hexes were innovated by Porphyran witches, although they are available to any witch who chooses to learn them.

Curse Transference (Sp): Choose one creature affected by a curse effect, plus any one other creature. If both targets fail their saves against this hex, choose one curse effect on the first target and transfer it to the second. The transferred curse effect retains the remaining duration it originally had. Creatures can choose to willingly allow themselves to be targeted; treat such creatures as failing their saves against this hex.

Dental Decay (Sp): Choose a creature within 30 ft. to be affected by this hex. The target must succeed at a Fortitude save or else its teeth become loose and brittle. Whenever the hexed creature attempts a bite attack, it suffers an amount of nonlethal damage equal to $\frac{1}{4}$ the damage its bite dealt, and its bite's damage is reduced by 2 stages. If the hexed creature attempts to eat solid food, it has a 25% chance of suffering the same effects for each minute it continues eating (it must roll for damage as if it had made a bite attack appropriate for its size). The effects of this hex are reversed by magical healing. Whether a creature succeeds a save against this hex or not, it cannot be targeted by this hex more than once every 24 hours.

Jagged Smile (Su): The witch's teeth are long, sharp, and needle-like. This grants the witch a bite attack; this is a primary natural weapon which deals 1d3 slashing and piercing damage (1d2 for a Small witch).

Jumpy Hexer (Sp): Select one other hex the witch knows that can affect one opponent when selecting this hex. Whenever a creature provokes an attack of opportunity from the witch, the witch can attempt to use the chosen hex on it instead of making an attack of opportunity. It must be a viable target of the chosen hex for the witch to be able to do this.

Living Vomit (Sp): Once per day, the witch can vomit up any assortment of vile creatures to assault their foes. Treat this as the *vomit swarm* spell, except the witch can choose any ooze or vermin swarm with a CR of 1 or less. At 4th level and every 3 levels thereafter, increase the CR of swarms the witch can vomit with this hex by 1 (to a maximum of CR 7 at 19th level).

Pain (Sp): A witch can spread pain through those they touch. This acts as an *inflict light wounds* spell using the witch's caster level. Once a creature has

taken damage from a pain hex, it cannot be affected by it again for another 24 hours. At 5th level, this hex acts as *inflict moderate wounds*.

Scrying Sight (Sp): Select any one 0th or 1st-level spell with “detect” in its name (such as *detect evil* or *detect magic*). This hex functions as that spell, except its area is a 60 ft. radius centered on the witch, and its duration is 1 round per witch level the user possesses with no need to concentrate. This hex can be used once per day. This hex can be taken multiple times, selecting a new spell each time.

Songbird (Sp): Choose a creature within 30 ft. to be affected by this hex. It must succeed a Will save or else it gains an uncontrollable compulsion to sing whenever it vocalizes for the next 24 hours. For all skill checks made involving the hexed creature attempting to speak, it must use its ranks in Perform (sing) in place of the skill it normally would use if its Perform (sing) ranks are lower. Spells used by the hexed creature that have verbal components fail unless the creature succeeds a Perform (sing) check (DC = 10 + level of spell). Whether a creature succeeds a save against this hex or not, it cannot be targeted by this hex more than once every 24 hours. This is a mind-affecting compulsion effect.

Tactical Transference (Sp): When the witch uses this hex, select one feat they possess. The target of this hex is treated as if it possessed the chosen feat for 1 round per witch level the witch possesses while the witch is treated as if they no longer possessed it or any other feat for which it is a prerequisite. The target does not need to meet the prerequisites of this feat to gain its benefits. A target cannot be affected by this hex more than once every 24 hours.

Major Hexes

The following major hexes were innovated by Porphyran witches, although they are available to any witch who chooses to learn them.

Major Jumpy Hexer (Sp): Treat this as the jumpy hexer hex, except the witch can also select a major hex.

Major Pain (Sp): A witch can call upon dark powers to cause terrible injuries to form in those they touch. This acts as an *inflict serious wounds* spell using the witch’s caster level. Once a creature has taken damage from a major pain hex, it cannot be affected by it again for another 24 hours. At 15th level, this hex acts as *inflict critical wounds*.

Major Scrying Sight (Su): Select any spell with “detect” in its name which the witch has previously selected with the scrying sight hex. When using the scrying sight hex for that spell, its area increases to a 120 ft. radius and its

duration becomes 1 minute per witch level the user possesses with no need to concentrate. A witch must know the scrying sight hex to select this hex.

Major Tactical Transference (Su): When using the tactical transference hex, the witch does not lose access to the chosen feat or any feat for which the chosen feat is a prerequisite. A witch must know the tactical transference hex to select this hex.

Vile Vomit (Sp): This functions as the living vomit hex, except the witch can also vomit aberrations, outsiders, and undead with the swarm subtype. The witch must know the living vomit hex to select this hex.

Wild Thing (Ex): Natural weapons granted to a witch by a hex deal damage as if from a creature one size category larger. At 16th level, they deal damage as if from a creature two size categories larger. The witch must know the jagged smile, nails, or prehensile hair hex to select this hex.

Grand Hexes

The following grand hexes were innovated by Porphyran witches, although they are available to any witch who chooses to learn them.

Grand Jumpy Hexer (Sp): Treat this as the jumpy hexer hex, except the witch can also select a major or grand hex.

Grand Scrying Sight (Su): The spell selected for the witch's major scrying sight hex is constantly active and has its area increased to a 240 ft. radius. A witch must know the major scrying sight hex to select this hex.

Steal Breath (Sp): Once per day, as a full-round action, the witch can touch a single creature to draw its breath from its lungs, killing it instantly. This functions as the *instant suffocation* spell.

Feats

The following feats were developed by witches of Porphyra, though any individual who meets their requirements can put them to use:

Accursed Spell (Metamagic)

"I know just the trick to make sure this spell takes hold. You wouldn't happen to have a bit of his hair or a toenail clipping on hand, would you?"

Prerequisites: Hex class feature

Benefit: An accursed spell with the curse descriptor uses your hex's DC rather

than the spell's normal DC. An accursed spell uses the same level of spell slot as the spell's actual level. Spells without the curse descriptor are unaffected.

Conductive Strike (Combat)

"It's a lot less of a drain on your strength when you channel your energy through the blade like this, you see?"

Prerequisites: Arcane Strike, able to cast 2nd level arcane spells

Benefit: While wielding a weapon with the *conductive* quality while your Arcane Strike is active, that weapon's *conductive* quality consumes 1 use of an ability rather than 2.

Normal: *Conductive* weapons consume 2 uses of a spell-like or supernatural ability when used to deliver its effects alongside a weapon attack.

Hex Conduction (Combat)

"Yeah, I'd understand the blow knocking my teeth out if she had used a club. But she stabbed me. In the leg..."

Prerequisites: Arcane Strike, Hex Strike, hex class feature

Benefit: While your Arcane Strike is active, you can deliver the effects of a hex you've chosen for Hex Strike alongside any successful weapon attack once per round as a free action. Doing so does not provoke an additional attack of opportunity.

Hexed Spell (Metamagic)

"If there's anything worse than getting a fireball to the face, it's getting a fireball to the face that puts you right to sleep."

Prerequisites: Able to cast 2nd level spells, able to learn hexes through a class feature.

Benefit: When you gain this feat, choose one hex you know which can affect a single opponent. When a creature fails its save against your hexed spell, it is subjected to the chosen hex so long as it could normally be targeted by it. If the hexed spell affects multiple targets, choose one to be affected by the chosen hex. A hexed spell uses up a spell slot one level higher than the spell's actual level.



Patron-Blessed Familiar

“Hub. Ain’t never done seen a crab what could jump over my head b’fore.”

Prerequisites: Patron or spirit class feature, must possess a familiar, shaman or witch level 3rd

Benefit: Your familiar can use the 1st-level spell granted by your patron or spirit once per day as a spell-like ability.

Special: If you possess both the patron and spirit class features, you can only select one to grant your familiar its 1st-level spell, and you must know the spell to select it for this feat.

Patron-Blessed Familiar, Improved

“Silly almiraj, tricks are for- oh. Oh, so you do know some tricks. Never mind, then...”

Prerequisites: Patron-Blessed Familiar, must possess a familiar, patron or spirit class feature, shaman or witch level 9th

Benefit: Your familiar can use the 1st-level spell granted by your patron or spirit three times per day as a spell-like ability. In addition, it can use the 2nd-level spell granted by your patron or spirit by expending three uses of its 1st-level spell.

Special: If you possess both the patron and spirit class features, you can only select one to grant your familiar its 2nd-level spell, and you must know the spell to select it for this feat.

Patron-Blessed Familiar, Greater

“Yer a hairy wizard.”

Prerequisites: Improved Patron-Blessed Familiar, must possess a familiar, patron or spirit class feature, shaman or witch level 15th

Benefit: Your familiar can use the 1st-level spell granted by your patron or spirit five times per day as a spell-like ability. In addition, it can use the 3rd-level spell granted by your patron or spirit by expending five uses of its 1st-level spell.

Special: If you possess both the patron and spirit class features, you can only select one to grant your familiar its 3rd-level spell, and you must know the spell to select it for this feat.

Ray Breath

“I’ve met some people with bad breath in my day, but never so bad it literally makes ya bleed just smellin’ it.”

Prerequisite: Wicked Breath

Benefit: Your Wicked Breath metamagic feat can be used with spells which require a ranged touch attack. If a spell prepared as a wicked breath spell would normally require a ranged touch attack, it instead requires a Reflex save; succeeding this save halves damage dealt and negates any other effects.

Wicked Breath (Metamagic)

“And you’re sure you don’t have a dragon in your family a few generations back?”

Prerequisite: Able to cast 4th level spells

Benefit: Your spell is emitted from your mouth as if it was a breath weapon. When you select this feat, you must choose either a cone or a line; once this choice is made, it cannot be changed. When casting a spell which normally affects a single target, it instead affects a 30 ft. line or a 15 ft. cone, regardless of its original range. A wicked breath spell uses up a spell slot three levels higher than the spell’s actual level. Touch-range spells, spells that require a ranged touch attack, and spell which affect more than one single target are not affected by this spell. Although the spell is emitted from your mouth, this does not interfere with verbal components.

Special Materials

The following materials are native substances to Porphyra, and can be used in the creation of equipment ad items both mundane and magical:

Hauntwood

The hauntwood is exactly what one might expect from its name. Usually found in swamps and marshland, these trees bear pale grey bark that at first glance appears brittle, but is surprisingly firm and difficult to break off from a healthy hauntwood. This is due to its thick adhesive sap, which hardens into a tough, rubbery layer just underneath the bark. Their foliage is similar to that of a willow, but is much more sparse and hair-like, often tangling into sheets that resemble dirty linen hanging from their limbs. In spite of their tough bark, the wood is soft and easy to cut or burrow through, making the

trees ideal homes for insect colonies, while smaller insectivores such as spiders and toads stay in the branches and around the roots. Porphyran hauntwood is found in Avandrool (and used extensively by the grippli there), the Mires of Ashael, and is a brisk export from the Sowton Moors in southern Geranland.

Hauntwood is highly conductive of magical energies, particularly those of illusion and necromancy, and is often used to form paper for spellbooks, but is too soft to function well for weaponry or armor. Its bark, however, is a substance quite suitable for armor and shields should large enough pieces be pried from a tree, and is just as magically conductive as the heartwood.

Equipment crafted from hauntwood bark grant those wearing them some nominal protection from spells from the illusion and necromancy schools, granting a bonus on saves against such effects equal to the armor or shield's enhancement bonus. In addition, they provide damage reduction of 1 against damage from illusion and necromancy effects. Witches wearing hauntwood armor receive the added benefit of increasing the DC of their hexes by 1; however, they must wear such armor with care, since it could still interfere with the somatic components of their spells.

Hauntwood can be used to craft any light or medium armor or shield that could be made of either wood or metal, but not leather or cloth, and it cannot be used to craft weapons or heavy armor. Equipment crafted out of hauntwood has three-quarters its normal hit points and is always masterwork quality. Because it is wood, any equipment crafted from hauntwood is suitable for druids to use.

Type of Item	Item Price Modifier
Light armor	+1,500 gp
Medium armor	+4,000 gp
Shield	+500 gp

Matoyasite

This crystalline substance is easily mistaken for common glass, and is known by some as “sightstone” due to its unique qualities. The easiest way to tell the difference between it and glass is to hold it to light; where glass will be more likely to divide the light as a prism, matoyasite simply appears to absorb it, causing cloudy whiteness to form inside it. It is a native Porphyran stone, and is never found anywhere near porphyrite; it is, ironically, completely absent from the mineral-rich Creeper's Rift. It is found in significant quantities only in Nor-du-Mag, making it difficult to obtain, but small pockets are found in

strictly Porphyran mountain ranges.

Orbs made of matoyasite, appear to be completely translucent when outside of direct light. False diviners have been known to use matoyasite crystals set upon a hole in a table and cast light cantrips underneath to take advantage of this property while telling fortunes, but those familiar with the material will be likely to recognize the trick.

An unusual trait this substance bears - and one which makes its use by fake fortune tellers all the more ironic - is its ability to become "ensouled." Far more than any other substance, an object made of matoyasite can gain its own will and intelligence, though the process by which this occurs is still unknown. Some speculate that it's actually composed of countless creatures that bond into a gem-like form when dormant, and magical energies awaken them, while others believe sightstone is able to absorb the souls of beings when it's used for divination and necromancy. A few believe them to be immature crystalline horrors, or the remains thereof. In addition, matoyasite is strongly linked with sight, and can both provide and take it away from others. Matoyasite that has not become ensouled holds the same sight-related qualities as ensouled matoyasite does, although ensouled matoyasite is active about using them. This material is very popular with witches - particularly those who focus on divination magics - though spellcasters in general also enjoy its benefits.

Matoyasite can be used to craft melee and thrown weapons which deal slashing or piercing damage as well as arrows and crossbow bolts, being broken into sharp slivers or arrowheads much the way obsidian is, but because it's so fragile and is found in relatively small amounts, it's not particularly useful as armor, and bullets for both slings and firearms shatter harmlessly on impact, making matoyasite useless for their construction. When one strikes with a matoyasite weapon or ammunition, they gain a brief glimpse at the world through the eyes of the creature they hit, granting the user an insight bonus to AC against that creature equal to 1 + the weapon's enhancement bonus for 1 round. The target must succeed a Will check (DC = 15 + the weapon's enhancement bonus) to avoid this effect. When a weapon made of matoyasite is sundered (whether or not it is broken or destroyed), the creature that struck it must succeed a Will check (DC = 10 + the weapon's enhancement bonus) or be blinded for 1d4 rounds as the shattering crystal drains away their eyesight. Witches and other spellcasters have a powerful bond with matoyasite equipment; witches add ½ their caster levels to the DCs of effects of matoyasite weapons, while other spellcasters add ¼ their caster levels.

Non-magical matoyasite weapons and ammunition gain the fragile quality and are always masterwork. They have half the base hit points of normal

equipment of the same type, but despite their fragility, are quite difficult to shatter, possessing half again as much hardness if constructed properly. Weapons made of matoyasite cost an additional 2,500 gp, while ammunition costs an extra 45 gp per item (this includes the cost to make the weapons masterwork).

Sample Character

The following sample character was built using options from this product and other sources.

Kabal Dunedusk

“So, you cheloks plan to travel across the Glass Sea? This one doubts many two-legged ones could make it, and you seem more ill-prepared than most. Fortuitous for you, then, that this one is headed the same way, is it not?”

Kabal Dunedusk (CR11; XP 13,200)

Male khvostik polkan witch (insufflator) 11

NG Medium monstrous humanoid

Init +7; **Senses** low-light vision, Perception +12

Defense

AC 20, touch 16, flat-footed 18

(+4 armor, +3 deflection, +2 Dex, +1 insight)

hp 93 (11d6+22)

Fort +8, **Ref** +9, **Will** +11

Offense

Speed 40 ft.

Melee +1 *starknife* +5 (1d3, 3x)

Ranged +1 *starknife* +9 (1d3, 3x, 20 ft.)

Special Attacks hag's breath, hexes (cackle, evil eye[-4, 10 rounds], jumpy hexer [evil eye], major pain, pain)

Spell-Like Abilities (CL 11th; concentration +11)

Constant—*endure elements*

Witch Spells Prepared (CL 11th; concentration +18)

6th—reach *blood boil* (F-DC 23), reach wicked breath *touch of slime* (F-DC 21)

5th—*hold monster* (W-DC 22), *major curse* (W-DC 23), reach wicked breath *bestow curse* (W-DC 21)

4th—*black tentacles*, *cure serious wounds*, reach *bestow curse* (W-DC 21),

reach *sands of time*

3rd—reach wicked breath *inflict light wounds* (3) (W-DC 20), reach wicked breath *cure light wounds, sand whirlwind* (2) (W-DC 20)

2nd—*shifting sand* (2) (R-DC 19), wicked breath *mudball* (2) (R-DC 18), wicked breath *ray of sickening* (2) (F-DC 19)

1st—*mage armor* (2), *nauseating dart* (2) (F-DC 18), *sleep* (2) (W-DC 18)

0th (at will)—*detect magic, read magic, resistance, touch of fatigue* (F-DC 18)

Patron Desert

Statistics

Str 8, **Dex** 16, **Con** 14, **Int** 24, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 17 (+4 racial bonus vs. trip attempts)

Feats Boon Companion, Martial Weapon Proficiency (starknife), Ray Breath, Reach Spell, Spell Focus (necromancy), Wicked Breath (cone)

Skills Acrobatics +9, Diplomacy +4, Escape Artist +9, Heal +15, Intimidate +13, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +12, Profession (farmer) +11, Sense Motive +12, Spellcraft +21, Swim +7, Use Magic Device +14

Languages Common, Draconic, Polkan, Samsaran, Sylvan, Terran

SQ witch's familiar (compsognathus [conduit])

Combat Gear *lesser extended rod of metamagic, scroll of dimension door, wand of cure light wounds* (38 charges); **Other Gear** *cackling hag's blouse, cloak of resistance +3, dusty rose prism (normal) ioun stone, headband of vast intelligence +4, horseshoes of the Great Steppes (Dex), +1 returning matoyasite starknife+1, ring of protection +3, ring of sustenance, spell component pouch, 1,021 gp*

Demographics

Faith Paletius

Homeland Lotus Blossom Steppes

A member of his father Yrimik's stado, Kabal's early life was spent farming and hunting, but it was on one fateful night that he heard the call of his patron, interpreting it as the word of Paletius, in a fevered dream. Upon waking, he found all of his crops withered, and a small saurian beast patiently sleeping in the dried, dusty stalks. Through it, he saw visions of heat, sand, and decay, but also the power to use such things productively. Unable to fulfill his role in his clan, he left his home behind to search out his destiny.

This was five years ago, and he has traveled and experienced much in his life already, having developed a gift for necromancy and learned much of the lands beyond the Steppes. However, he has come to the conclusion that, in order to learn where he belongs, he will need to consult those most strongly linked to the desert.

Boon: Kabal is generally distrusting of *cheloks*, but also knows well enough that he may require help to find his place in the world. He begins with an attitude of neutral toward all PCs; all Medium two-legged races besides dwarves receive a -2 penalty to skill checks to affect his attitude, while all Small races receive a -4 penalty. These penalties can be overcome by dueling with and defeating him, which immediately improves his attitude so long as he was defeated fairly. He is particularly trusting of dhosari and other polkan however, and those races receive a +2 circumstance bonus on skill checks to improve his attitude toward them, increasing to +4 for other khvostik polkan. Those who intentionally seek to harm his familiar gain his ire, and immediately reduce his attitude to unfriendly (or hostile, if he is already unfriendly toward them).

His ultimate goal is to find information regarding any desert, and will join individuals he is at least friendly with and who have missions within the Ghadab, the Deserts of Siwath, or the Wastes of Simoon. Succeeding these missions will see him finding a sense of fulfillment and purpose, and he will leave the group at such time but also teach all individuals in the party the Polkan language and give them his *+1 returning matoyasite starknife* as a parting gift. From that point forward he will reside in a major city within the region in which the mission took place, and can be sought for aid in further missions within that region.

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