

FOUR HORSEMEN PRESENT

HYBRID CLASS: POSSESSED



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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Throughout their adventuring careers, many characters choose their path, picking up a sword and training to fight or spending hours of study in the shadowy corners of a lab apprenticing to an experienced magic user. Some acquire their experience in more haphazard fashion, tumbling from one encounter to another as a result of short-sighted choices or a refusal to be pinned down to any one destiny. Some, however, are chosen. Such characters predisposed for a certain destiny might hope for divine intervention or the strength of an ancient bloodline to carry them into the future. Unfortunately, a small few are selected for greatness by hostile entities bent on experiencing the world through their form. Some are alien minds from another dimension, some are dead spirits who use the character as a vessel to finish their work. Some are fiendish forces of the unnatural, a wicked soul that shares its host's body for nefarious purposes it may or may not disclose. Mortal characters dominated by such an entity are called possessed. Their power is considerable, but comes with a weighty price.

Role: Most possessed would gladly exchange the power granted by their malicious benefactor for freedom and a clean heart or mind. The spirits who possess them rarely allow that freedom for long, taking control to protect their vessel and achieve whatever agenda sustains their will. Despite their reluctance, possessed wield considerable arcane power in the form of hexes and spells. They also possess authority in the area of their patron's focus, improving their combat abilities or other skill sets. Some possessed walk the line between their dual natures carefully, choosing companions that tolerate their patron and help further their own goals.

Alignment: Any (see below)

Hit Die: d8

Parent Classes: Medium^{OA} and witch^{APG}.

Starting Wealth: 4d6 x 10 gp (average 140 gp)

CLASS SKILLS

The possessed's class skills are Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha). In addition, each type of patron adds one class skill to this list.

Skill Ranks per Level: 4 + Int modifier

SOURCES AND SORCERY

Listed below are references for the Pathfinder Roleplaying Game rulebooks that some of the mechanics in this book acknowledge. Those references are found in superscript next to the relevant option or rule. By now, there are also a growing number of products in the Four Horsemen Presents line. Where one of those products is mentioned in *Four Horsemen Present: Hybrid Class: Possessed*, we've included that reference below, too.

From Paizo Publishing:

ACG—*Advanced Class Guide*

APG—*Advanced Player's Guide*

OA—*Occult Adventures*

UC—*Ultimate Combat*

UM—*Ultimate Magic*

From Rogue Genius Games:

HCB—*Four Horsemen Present: Hybrid Class Blasphemer*

MCO—*Four Horsemen Present: Mature Character Options*

HoA—*Four Horsemen Present: Heralds of the Apocalypse*

CLASS FEATURES

The following are the class features of the possessed.

Weapon and Armor Proficiency: Possessed are proficient with all simple weapons, light armor, and light shields. Armor heavier than light armor interferes with a possessed's gestures, which can cause her spells with somatic components to fail.

Spells: A possessed casts arcane spells drawn from the possessed spell list. To learn or cast a spell, the possessed must have a Charisma score at least equal to 10 + the spell's level. She can cast any spells she knows without preparing them ahead of time. The saving throw DC against a possessed's spell is equal to 10 + the spell's level + the possessed's Charisma modifier.

A possessed can cast only a certain number of spells of each level per day. Her base daily spell allotment is given in Table 1-1: Possessed. In addition, she receives bonus spells per day if she has a high Intelligence score.

The possessed's selection of spells is limited. A possessed begins play knowing 4 0-level spells and two 1st-level spells of her choice. At each new

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TABLE 1-1: POSSESSED

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day												
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th				
1st	+0	+0	+0	+2	Knacks, patron, control curse, favored hex, patron bonus +1	3	—	—	—	—	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Favored spell (1st)	4	—	—	—	—	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Hex	5	—	—	—	—	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Protected vessel +2	6	3	—	—	—	—	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Patron bonus +2	6	4	—	—	—	—	—	—	—	—	—	—	—
6th	+4	+2	+2	+5	Favored spell (3rd)	6	5	3	—	—	—	—	—	—	—	—	—	—
7th	+5	+2	+2	+5	Hex	6	6	4	—	—	—	—	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6	Protected vessel +3	6	6	5	3	—	—	—	—	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Patron bonus +3	6	6	6	4	—	—	—	—	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Favored spell (5th)	6	6	6	5	3	—	—	—	—	—	—	—	—
11th	+8/+3	+3	+3	+7	Greater Hex, hex	6	6	6	6	4	—	—	—	—	—	—	—	—
12th	+9/+4	+4	+4	+8	Protected vessel +4	6	6	6	6	5	3	—	—	—	—	—	—	—
13th	+9/+4	+4	+4	+8	Patron bonus +4	6	6	6	6	6	4	—	—	—	—	—	—	—
14th	+10/+5	+4	+4	+9	Favored spell (7th)	6	6	6	6	6	5	3	—	—	—	—	—	—
15th	+11/+6/+1	+5	+5	+9	Hex	6	6	6	6	6	6	4	—	—	—	—	—	—
16th	+12/+7/+2	+5	+5	+10	Protected vessel +5	6	6	6	6	6	6	5	3	—	—	—	—	—
17th	+12/+7/+2	+5	+5	+10	Patron bonus +5	6	6	6	6	6	6	6	4	—	—	—	—	—
18th	+13/+8/+3	+6	+6	+11	Favored spell (9th)	6	6	6	6	6	6	6	5	3	—	—	—	—
19th	+14/+9/+4	+6	+6	+11	Grand Hex, hex	6	6	6	6	6	6	6	6	4	—	—	—	—
20th	+15/+10/+5 +6	+6	+6	+12	Perfect vessel	6	6	6	6	6	6	6	6	6	6	6	6	6

possessed level she gains one or more new spells, as indicated on Table 1-2: Possessed Spells Known. She also gains known spells based on her patron at certain levels.

Upon reaching 4th level, and every third level thereafter, the possessed can choose to learn a new spell in place of one she already knows. In effect, the possessed loses the old spell in exchange for the new one. The new spell's level must be the same as that being exchanged. A possessed may swap only a single spell at a given level, and must choose whether or not to swap the spell at the same time she gains new spells known for her level. A possessed may not replace one of her favored spells with this ability.

Knacks: Possessed learn a number of knacks, or 0-level spells, as noted on Table 1-2. These spells can be cast like any other spell, but they don't consume slots and can be used again.

Patron Spirit: Every possessed shares space in her body, mind, or soul with a hostile spirit. This patron grants power to the possessed at the price of autonomy and sanity. The possessed can use some of these abilities on her own, but is at her most powerful when she gives in to the patron spirit and lets it take control. At 1st level, a patron from the list below chooses the possessed and gives her access to a number of abilities. The patron's reasons for this possession vary widely. One might be an alien intelligence unable to express itself in any other manner. Another might have been exorcised from a host and fled to another suitable vessel. Whatever a patron's reasons for inhabiting the possessed, the spirit aggressively pursues its own agenda, taking over when its host surrenders control or feels threatened.

Each patron grants a bonus that increases as the possessed increases in level. The patron bonus is +1 at 1st level, and increases by +1 at 5th level, and every four levels thereafter (to a maximum bonus of

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+5 at 17th level). Her patron bonus also affects her favored spells and her favored hex. She also gains an additional class skill based on her patron, and adds her patron bonus to rolls involving that skill while her patron is in control.

A patron spirit grants additional favored spells to the possessed's list of spells known. Each patron's description lists the spells gained at the indicated spell levels. A possessed adds her patron bonus on caster level checks and concentration checks when her patron is in control. A favored spell that allows no save (such as a harmless or beneficial spell) and has no effect tied to class level instead adds her patron bonus to her caster level to determine the spell's duration.

At 1st level, the possessed gains the listed favored hex, granted by her patron spirit. This hex reflects the interests or motivation of the patron, and can only be cast when the patron is in control of the possessed. The possessed adds her patron bonus to her class level to determine the save DC and effects of her favored hex. A favored hex that allows no save (such as a harmless or beneficial hex) and has no effect tied to class level is instead extended a number of rounds equal to her patron bonus.

Control (Su): A possessed can surrender control of her body to her patron spirit during her turn as a free action, allowing it command of her abilities until she regains control. When she does this, the patron has access to her known spells and any other abilities, including abilities gained from racial hit dice or traits. The patron acts in the best interest of its own driving theme (see below), as well as in the best interest of its host. The patron spirit may also seize control of its vessel if it feels threatened. A possessed who suffers a critical hit in combat, fails a saving throw, or is reduced to half her hit points must make a Will save (DC 10 + 1/2 the possessed's level + the possessed's Charisma modifier)

Patron spirits are not altruistic or good by nature. A possessed's patron has its own alignment, which cannot be good. When in control it may take actions its host would not normally approve. Attempts to detect alignment never detect a possessed's patron's alignment, except when the patron is in control. Effects related to alignment (such as smite evil) work normally against the possessed while the patron is in control. A possessed with a specific moral code (such as a paladin) must still atone for deeds that violate that code if she intends to regain powers or resume levels in a class that mandates that code.

A mortal vessel struggles to contain the influence of its patron, manifesting signs of the patrons control. These effects are detailed in the description of each patron spirit below. The harmful condition the patron bestows on its host acts as a conduit during the patron's control, so any effect that prevents the condition from occurring (such as immunity to nonlethal damage in the case of a Famine spirit) prevents the patron from taking control. Any lingering effects from the spirit's presence after the possessed regains control can be healed or treated normally. While the patron spirit is in control, the possessed adds her patron bonus to her caster level when casting her favored hex and favored spells.

A possessed regains control from her patron spirit as a full round action, whenever a spell or effect dispels or suppresses a possession or spirit, or any time she becomes unconscious. She remembers her patron's actions and experiences accurately, but her memory can be altered by deception or magic. Spells or effects that exorcise or quiet spirits do not free the possessed from her patron, but do allow her to regain control from her patron if the spirit fails its saving throw, however a spirit in control of the possessed's body adds its own patron bonus to saves against such effects.

Hex: Possessed learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 3rd level, a witch gains one hex of her choice, chosen from regular witch hexes, from the list of hexes in this book, or from the hexes available to shamans. She cannot choose a shaman hex with the same name as a witch hex, or any hex granted by a shaman spirit. She gains an additional hex at 7th level and for every 4 levels attained after 3rd level, as noted on Table 1-1. A possessed cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the possessed's level + the possessed's Intelligence modifier.

Protected Vessel (Su): At 4th level, the patron spirit invests enough energy in the possessed host that it works to protect her physical form. The possessed gains a +2 bonus on Fortitude saving throws, as well as saving throws against possession effects and mind-affecting effects that are not related to possession. This bonus increases by +1 at 8th level, and again every four levels after 8th.

HERALDS OF THE APOCALYPSE

**TABLE 1-2:
POSSESSED SPELLS KNOWN**

Level	0	1	2	3	4	5	6	7	8	9
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Perfect Vessel (Su): At 20th level, the possessed and her patron spirit live in perfect, if forced harmony. Her bonus from the protected vessel ability increases to +6. In addition she chooses one spell and one hex she already knows as an additional favored hex and spell. She adds her patron bonus to her effective class level for both favored hexes and all favored spells even if she does not surrender control to her patron.

PATRONS

A possessed is chosen by a patron spirit that exerts authority over one of the following forces. While the patron may or may not reveal its identity to the possessed, it imparts its vessel with the knowledge of the powers it bestows, as well as the side effects of the spirit's full control and the conditions under which the patron will attempt full control.

ANCESTOR

The possessed hosts an ambitious or bitter family member who has already passed away.

Class Skill: Knowledge (history).

Control Curse: Whenever the possessed gives up control to her patron, her ancestors distrust and ignore her companions. She cannot receive morale bonuses or the benefit of aid another actions unless the source of the effect is herself or a blood relative.

Favored Hex: At 1st level, the possessed gains the ward^{APG} hex.

Favored Spells: 1st—*comprehend languages*, 3rd—*blood biography*^{APG}, 5th—*legend lore*, 7th—*vision*, 9th—*soul bind*.

Patron Bonus: The possessed adds her patron bonus to all Intelligence-based skill and ability checks made while her patron is in control.

DARKNESS

The possessed hosts a spirit that has hates, or perhaps has never seen, daylight.

Class Skill: Stealth.

Control Curse: Whenever the possessed gives up control to her patron, she becomes partially blind. She loses her Dexterity bonus to AC and attack rolls with her spells or weapons have a 20% miss chance.

Favored Hex: At 1st level, the possessed gains the dark eyes* hex.

Favored Spells: 1st—*obscuring mist*, 3rd—*deeper darkness*, 5th—*shadow evocation*, 7th—*power word blind*, 9th—*polar midnight*^{UM}.

Patron Bonus: The possessed gains darkvision 60 feet and adds her patron bonus to Perception checks while her patron is in control. The DC to dispel her darkness spells increases by her patron bonus. If the possessed already has darkvision as a racial trait, the range of her darkvision increases by 30 feet.

DEATH

The possessed hosts a spirit inimical to the living.

Class Skill: Heal.

Control Curse: Whenever the possessed gives up control to her patron, she cuts herself off from regenerative energies. She cannot regain hit points from positive or negative energy.

Favored Hex: At 1st level, the possessed gains the condemnation* hex.

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Favored Spells: 1st—*deathwatch*, 3rd—*speak with dead*, 5th—*slay living*, 7th—*finger of death*, 9th—*power word kill*.

Patron Bonus: The possessed adds her patron bonus to Fortitude saves and to caster level checks when casting necromancy spells.

DECEPTION

The possessed hosts a spirit that delights in spreading lies and mistrust.

Class Skill: Disguise.

Control Curse: Whenever the possessed gives up control to her patron, she becomes a glib pathological liar. She cannot make any statement that does not contain enough mistruth that makes her whole statement a lie. Effects that automatically detect lies still work normally, but effects that compel the possessed to speak truthfully automatically fail.

Favored Hex: At 1st level, the possessed gains the disguise^{APG} hex.

Favored Spells: 1st—*disguise self*, 3rd—*glibness*, 5th—*false vision*, 7th—*project image*, 9th—*screen*.

Patron Bonus: The possessed adds her patron bonus to Bluff checks and to the DC to disbelieve or dispel her illusion spells. This bonus does not apply to the initial saving throw against such an effect.

ELEMENTS

The possessed hosts a malignant spirit with ties to the elemental planes. A possessed with an elemental patron chooses air, earth, fire, or water as her patron element. Her favored spells marked with an asterisk (*) only produce effects with the energy type appropriate for her patron's element.

Class Skill: Knowledge (nature).

Control Curse: Whenever the possessed gives up control to her patron, she gains vulnerability to the energy type that opposes her patron's element. For the purposes of this ability, air (electricity) opposes earth (acid), and fire (fire) opposes water (cold). Additionally, spells she casts that deal a single type of energy damage deal the damage type associated with her element instead. Spells that deal multiple types of energy damage function normally.

Favored Hex: At 1st level, the possessed gains the vulnerability* hex.

Favored Spells: 1st—*endure elements*, 3rd—*protection from energy*, 5th—*flame strike**, 7th—*elemental body IV**, 9th—*elemental swarm**.

Patron Bonus: The possessed adds her patron bonus to Reflex saves and to damage rolls with her spells that have the same descriptor as her patron's energy type. This additional damage only applies to damage rolls once per casting of each spell.

ETHEREAL

The possessed hosts an extraplanar patron from the ethereal plane.

Class Skill: Escape Artist.

Control Curse: Whenever the possessed gives up control to her patron, she becomes partially ethereal. Attacks and spells still affect her normally from either plane, but her weapon attacks and spells that require attack rolls deal half damage.

Favored Hex: At 1st level, the possessed gains the ether sight* hex.

Favored Spells: 1st—*vanish*^{APG}, 3rd—*ectoplasmic snare*^{OA}, 5th—*ethereal envelope*^{OA}, 7th—*ectoplasmic eruption*^{OA}, 9th—*etherealness*.

Patron Bonus: The possessed adds her patron bonus to touch attack rolls and as a deflection bonus to AC.

FAMINE

The possessed hosts a harbinger of starvation and thirst.

Class Skill: Survival.

Control Curse: The possessed takes a number of points of nonlethal damage equal to her Charisma modifier each round her patron is in control.

Favored Hex: At 1st level, the possessed gains the blight^{APG} hex.

Favored Spells: 1st—*ray of sickening*^{UM}, 3rd—*cup of dust*^{APG}, 5th—*suffocation*^{APG}, 7th—*mass hunger for flesh*^{HA}, 9th—*microcosm*^{OA}.

Patron Bonus: The possessed adds her patron bonus on Fortitude saves and on Knowledge (geography), Knowledge (nature), and Survival checks.

INSANITY

The possessed hosts a spirit that spreads mental instability.

Class Skill: Diplomacy.

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Control Curse: Whenever the possessed gives up control to her patron, she counts as having a chaotic alignment in addition to whatever her and her patron's alignments are. In addition, she must pass a Will save at the beginning of her turn each round or take 1 point of Wisdom damage. The DC of this saving throw is 10 + the 1/2 possessed's class level + the possessed's Charisma modifier.

Favored Hex: At 1st level, the possessed gains the charm^{APG} hex.

Favored Spells: 1st—*memory lapse*^{APG}, 3rd—*rage*, 5th—*mind fog*, 7th—*insanity*, 9th—*overwhelming presence*^{UM}.

Patron Bonus: The possessed adds her patron bonus to Diplomacy and Intimidate checks, and to her caster level when casting enchantment spells.

MIND

The obsessed hosts a psychic spirit that seeks to crush mortal minds.

Class Skill: Sense Motive.

Control Curse: Whenever the possessed gives up control to her patron, she speaks in a rush of incoherent words as she delivers the thoughts of her patron over its dormant period. The possessed cannot communicate verbally and cannot use language-dependant spells or abilities. She can communicate normally via telepathy if another effect allows such communication.

Favored Hex: At 1st level, the possessed gains the befuddle* hex.

Favored Spells: 1st—*mindlink*^{OA}, 3rd—*purge spirit*^{OA}, 5th—*explode head*^{OA}, 7th—*mass synesthesia*^{OA}, 9th—*psychic crush*^{VOA}.

Patron Bonus: The possessed adds her patron bonus on Will saves and to concentration checks.

MOON

The possessed hosts a patron that venerates shape-shifters and the night.

Class Skill: Stealth.

Control Curse: Whenever the possessed gives up control to her patron, she gains the light blindness universal monster rule. If the possessed gives up control during the day, she takes 1 point of Constitution damage for every minute the patron is in control.

Favored Hex: At 1st level, the possessed gains the slumber^{APG} hex.

Favored Spells: 1st—*sleep*, 3rd—*twilight knife*^{APG}, 5th—*aspect of the wolf*^{APG}, 7th—*lunar veil*^{UM}, 9th—*symbol of insanity*.

Patron Bonus: The possessed adds her patron bonus to Handle Animal, Knowledge (nature), Ride, Sense Motive, and Survival checks. Additionally, she gains this bonus on Charisma checks (including abilities such as wild empathy) and Charisma-based skill checks when dealing with animals, magical beasts, and creatures with the shapechanger subtype.

NIGHTMARE

The possessed hosts a being of nightmares and haunting visions.

Class Skill: Sense Motive.

Control Curse: Whenever the possessed gives up control to her patron, she becomes frustrated with confined reality. She suffers a -2 penalty to caster level when casting spells other than from the enchantment and illusion schools. She can still cast spells from spells slots higher than her effective caster level, so long as her class level allows them.

Favored Hex: At 1st level, the possessed gains the speak in dreams^{UM} hex.

Favored Spells: 1st—*sleep*, 3rd—*oneiric horror*^{OA}, 5th—*nightmare*, 7th—*dream travel*^{OA}, 9th—*weird*.

Patron Bonus: The possessed adds her patron bonus to checks made while inside her own mindscape, and to Will saves made to detect or disbelieve illusions. Additionally, she adds this bonus to hit point damage dealt by her illusion spells and effects.

OCCULT

The possessed's patron seeks to hide and/or uncover the darkest mysteries.

Class Skill: Linguistics.

Control Curse: Whenever the possessed gives up control to her patron, she becomes obsessed with potential secrets, and regards any statement with suspicion of conspiracy. She takes a -10 penalty on Sense Motive checks for any speech or expression she witnesses and pursues the truth of anything she believes concealed from her.

Favored Hex: At 1st level, the possessed gains the fetish^{ACG} shaman hex.

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Favored Spells: 1st—*identify*, 3rd—*arcane sight*, 5th—*lesser planar binding*, 7th—*inflict mass pain*, 9th—*foresight*.

Patron Bonus: The possessed adds her patron bonus to Appraise, Disable Device, Linguistics, and Use Magic Device checks, as well as to the caster level of any spell completion or spell trigger magic items (such as scrolls or wands) she uses.

PESTILENCE

The possessed hosts a spirit devoted to the spread of disease and toxins.

Class Skill: Heal.

Control Curse: Whenever the possessed gives up control to her patron, her physical body weakens and she manifests all manner of diseases. Her maximum hit points are reduced by her class level and she takes a -2 penalty to Constitution checks.

Favored Hex: At 1st level, the possessed gains the infected wounds^{UM} hex.

Favored Spells: 1st—*diagnose disease*^{UM}, 3rd—*contagion*, 5th—*greater contagion*^{UM}, 7th—*plague storm*^{UM}, 9th—*energy drain*.

Patron Bonus: The possessed adds her patron bonus to Fortitude save against diseases and to the save DCs of diseases and poisons she employs naturally. This does not apply to diseases and poisons she acquires as a result of a spell (such as poison or *vermin shape II*).

SHADOW

The possessed hosts a being from the Plane of Shadow.

Class Skill: Stealth.

Control Curse: Whenever the possessed gives up control to her patron, her equipment and gear becomes partially composed of shadow. She loses any armor or natural armor bonus to AC, including force effects. If the bonus originates from a magic item or spell, the effect is suppressed and resumes normally once the possessed regains control so long as its duration has not expired.

Favored Hex: At 1st level, the possessed gains the steal senses* hex.

Favored Spells: 1st—*shadow weapon*^{UM}, 3rd—*deeper darkness*, 5th—*vampiric shadow shield*^{ACG}, 7th—*shadow body*^{OA}, 9th—*shades*.

Patron Bonus: The possessed adds her patron bonus on Reflex saves and to Disguise, Escape Artist, and Stealth checks. She also gains her patron bonus as a deflection bonus to AC.

SPACE

The possessed hosts an alien entity from worlds beyond.

Class Skill: Linguistics.

Control Curse: Whenever the possessed gives up control to her patron, her perception of space becomes distorted. Every diagonal square counts as 10 feet of space for the possessed whenever she measures any distance, including movement, ranged attacks, and spell targeting. In addition, she becomes unable to take a 5-foot-step during combat.

Favored Hex: At 1st level, the possessed gains the body portal* hex.

Favored Spells: 1st—*mirror strike*^{UC}, 3rd—*contact entity II*^{HA}, 5th—*impossible angles*^{HA}, 7th—*greater teleport*, 9th—*black hole*^{GV}.

Patron Bonus: The possessed adds her patron bonus to her caster level when casting spells from the conjuration school or that allow contact with creatures outside their world or on another plane.

STRENGTH

The possessed hosts a competitive spirit that seeks to dominate others physically.

Class Skills: The possessed chooses Climb or Swim as a class skill.

Control Curse: Whenever the possessed gives up control to her patron, she relishes physical contest and forsakes mental exertion. She takes a -2 penalty to Intelligence, Wisdom, and Charisma checks (including skill checks) and on Will saves.

Favored Hex: At 1st level, the possessed gains the strong spirit* hex.

Favored Spells: 1st—*ant haul*^{APG}, 3rd—*force punch*^{UM}, 5th—*strong jaw*^{APG}, 7th—*giant form I*, 9th—*shapechange*.

Patron Bonus: The possessed adds her patron bonus on to her CMD to resist combat maneuvers.

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TIME

The possessed hosts an entity living or trapped outside normal time.

Class Skill: Knowledge (history).

Control Curse: Whenever the possessed gives up control to her patron, the flow of time around her alters unpredictably. She loses all ties when determining initiative order. She rerolls initiative every round and acts in her new place in initiative order each round. Finally, the fits and starts of time make it impossible for the possessed to respond with precise timing. She cannot interrupt the action of another party using readied or delayed actions. In the event of a readied or delayed action, any creature or object whose turn she would otherwise interrupt completes its turn and resolves its actions normally before the possessed takes her action. She can choose not to act after a trigger or after an action she would interrupt is complete.

Favored Hex: At 1st level, the possessed gains the hinder* hex.

Favored Spells: 1st—*unprepared combatant*^{UM}, 3rd—*haste*, 5th—*retroognition*^{OA}, 7th—*mass hold person*, 9th—*time stop*.

Patron Bonus: The possessed adds her patron bonus to Reflex saves and initiative rolls.

TRANSFORMATION

The possessed hosts a patron that hates static forms and seeks to change them.

Class Skill: Knowledge (nature).

Control Curse: Whenever the possessed gives up control to her patron, she endures a series of random alterations to her physical body. She suffers a -2 penalty on saving throws against transmutation spells and effects. In addition, the first attack roll, save, ability check or skill check she makes each round is at a -2 penalty due to a brief alteration to her form.

Favored Hex: At 1st level, the possessed gains the shapeshift^{ACG} hex.

Favored Spells: 1st—*enlarge person*, 3rd—*versatile weapon*^{APG}, 5th—*baleful polymorph*, 7th—*greater polymorph*, 9th—*shapechange*.

Patron Bonus: The possessed adds her patron bonus on Fortitude saves and to her caster level when determining the duration of her transmutation spells.

VENGEANCE

The possessed hosts a patron that pursues revenge, but is never fulfilled.

Class Skill: Escape Artist.

Control Curse: The possessed's patron spirit seeks retribution against all opponents. The possessed takes a -2 penalty on Will saves to resist giving up control due to humiliation or hit point damage. Whenever the possessed gives up control to her patron, she suffers a -2 penalty to attack rolls, skill checks, and caster level checks made against creatures that have not caused her damage or targeted her with an attack or spell.

Favored Hex: At 1st level, the possessed gains the retribution^{APG} hex.

Favored Spells: 1st—*murderous command*^{UM}, 3rd—*rage*, 5th—*litany of vengeance*^{UC}, 7th—*phantasmal revenge*^{APG}, 9th—*soul bind*.

Patron Bonus: The possessed adds her patron bonus on rolls made against one creature, creature type, or organization (such as a cult or guild) that has attacked or wronged her in the last week. If multiple creatures or organizations attacked her within this week, the possessed names her enemy as she gives up control. This bonus functions like the ranger's favored enemy bonus. The patron can only offer this bonus against one creature, type, or organization at a time. Once chosen, it cannot be changed for 24 hours.

WAR

The possessed hosts a harbinger of massive conflict.

Class Skill: Knowledge (engineering).

Favored Hex: At 1st level, the possessed gains the fury^{ACG} hex.

Control Curse: Whenever the possessed gives up control to her patron, she gains a lust for combat and forsakes subtlety. She cannot cast spells or use spell activation or spell completion magic items that cast spells from the schools of divination, enchantment, illusion, or universalist magic. Spells she cast before giving up control function normally.

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Favored Spells: 1st—*shield*, 3rd—*deadly juggernaut*^{UC}, 5th—*blessing of fervor*^{APG}, 7th—*mass inflict serious wounds*, 9th—*heroic invocation*^{UC}.

Patron Bonus: The possessed adds her patron bonus on weapon attack and damage rolls.

POSSESSED SPELLS

Possessed gain access to the following spells.

0-level possessed spells: *arcane mark*, *bleed*, *detect magic*, *detect poison*, *grave words*^{OA}, *guidance*, *light*, *mending*, *message*, *putrefy food and drink*, *read magic*, *resistance*, *spark*, *touch of fatigue*

1st-level possessed spells: *beguiling gift*^{APG}, *burning hands*, *burst of insight*^{OA}, *calm spirit*^{OA}, *cause fear*, *charm person*, *chill touch*, *command*, *cure light wounds*, *enlarge person*, *expeditious retreat*, *frostbite*^{UM}, *fumble tongue*^{UM}, *hex vulnerability*^{ACG}, *hypnotism*, *ill omen*^{APG}, *inflict light wounds*, *mage armor*, *nauseating dart*, *object reading*^{OA}, *obscuring mist*, *ray of enfeeblement*, *shadow weapon*^{UM}, *sleep*, *unseen servant*

2nd-level possessed spells: *air step*^{ACG}, *alter self*, *apport object*^{OA}, *bestow insight*, *blindness/deafness*, *cure moderate wounds*, *death knell*, *disfiguring touch*^{UM}, *enshroud thoughts*^{OA}, *false life*, *feast of ashes*^{APG}, *feral tooth*^{HoA}, *fester*^{APG}, *fog cloud*, *hold person*, *inflict moderate wounds*, *levitate*, *mad hallucination*^{UM}, *paranoia*^{OA}, *qualm*^{UC}, *scare*, *see invisibility*, *shadow anchor*, *spectral hand*, *stricken heart*^{ACG}, *twilight haze*^{ACG}

3rd-level possessed spells: *arcane sight*, *bestow curse*, *blackbolt*^{HoA}, *contagion*, *deep slumber*, *fly*, *heroism*, *hex glyph*^{ACG}, *hostile levitation*^{UC}, *howling agony*^{UM}, *lightning bolt*, *marionette possession*^{UM}, *poison*, *rain of frogs*^{UM}, *ray of exhaustion*, *remove curse*, *sands of time*^{UM}, *sinsation*^{HoA}, *speak with dead*, *suggestion*, *strangling hair*^{UM}, *thorny entanglement*^{ACG}, *vampiric touch*, *vision of hell*^{UM}, *water walk*

4th-level possessed spells: *arcane eye*, *black tentacles*, *crushing despair*, *cure serious wounds*, *curse of burning sleep*^{ACG}, *enervation*, *fear*, *fire shield*, *fleshworm infestation*^{UM}, *inflict serious wounds*, *ice storm*, *lesser age resistance*^{UM}, *lesser geas*, *moonstruck*^{APG}, *neutralize poison*, *phantasmal killer*, *profanity*^{HCB}, *purge spirit*^{OA}, *riding possession*^{OA}, *screaming*, *sleepwalk*^{APG}, *spite*^{APG},

threefold aspect^{APG}, *thaumatugic circle*^{OA}, *triggered suggestion*^{ACG}, *wicked wind*^{HoA}

5th-level possessed spells: *acrogeria*^{MCA}, *baleful polymorph*, *blight*, *break enchantment*, *cure critical wounds*, *execration*^{HCB}, *feeblemind*, *hold monster*, *inflict critical wounds*, *magic jar*, *major curse*, *mind fog*, *overland flight*, *possess object*^{UM}, *possession*^{OA}, *rancor*^{HCB}, *sessile spirit*^{OA}, *soldier's curse*^{HoA}, *spirit-bound blade*^{OA}, *suffocation*^{APG}, *vampiric shadow shield*^{ACG}, *vulgar description*^{HCB}, *waves of fatigue*

6th-level possessed spells: *age resistance*^{UM}, *animate objects*, *banshee blast*^{ACG}, *control water*, *entrap spirit*^{OA}, *epidemic*^{UM}, *eyebite*, *geas/quest*, *greater heroism*, *locust storm*^{HoA}, *mass cure light wounds*, *mass fester*^{APG}, *mass inflict light wounds*, *mind swap*^{OA}, *slay living*, *telepathy*^{OA}, *thoughtsense*^{OA}, *true seeing*

7th-level possessed spells: *control weather*, *firebrand*^{APG}, *greater age resistance*^{UM}, *greater arcane sight*, *greater scrying*, *greater shadow conjuration*, *harm*, *heal*, *mass cure moderate wounds*, *mass hold person*, *mass inflict moderate wounds*, *phantasmal revenge*^{APG}, *plane shift*, *primal regression*^{OA}, *spell turning*, *symbol of weakness*

8th-level possessed spells: *bilocation*^{OA}, *destruction*, *greater possession*^{OA}, *frightful aspect*^{UC}, *horrid wilting*, *irresistable dance*, *mass acrogeria*^{MCA}, *mass cure serious wounds*, *mass inflict serious wounds*, *mass soldier's curse*^{HoA}, *moment of prescience*, *nine lives*, *polar ray*, *prediction of failure*^{UM}, *symbol of insanity*, *trap the soul*

9th-level possessed spells: *akashic form*^{OA}, *astral projection*, *cursed earth*, *dominate monster*, *mass cure critical wounds*, *mass hold monster*, *mass inflict critical wounds*, *mass suffocation*^{APG}, *misery*^{HoA}, *polar midnight*^{UM}, *storm of vengeance*, *telekinetic storm*^{OA}, *wail of the banshee*

NEW HEXES

Traditions of possessed, shaman, and witches display a wide set of mystical abilities, shaping the fates of themselves and others with countless different hexes. The following hexes are available to classes that have the hex class feature (referred to below as the hexer). A hexer who chooses one of these feats below uses the ability score that modifies her spellcasting in place of the a listed ability score.

Befuddle (Su) The hexer curses an intelligent creature within 60 feet with distraction and self

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doubt. The target takes a -4 penalty to concentration checks and is unable to take a 10 or a 20 on any skill check. A Will save negates this effect. This hex has a duration of 1 minute.

Body Portal (Su) The hexer warps the space around one creature, allowing passage through its space without incident. The target cannot make attacks of opportunity against creatures moving through its space. A Will save negates this effect. This ability lasts until the beginning of the hexer's next turn. At 12th level this ability lasts for 2 rounds.

Condemnation (Su): The hexer marks a living target within 30 feet for death. An effected creature dies instantly if reduced to fewer than 0 hit points, rather than becoming disabled or unconscious. A Fortitude save negates this effect. This effect lasts for 1 round. At 12th level, this effect lasts for 1 minute. This is a death effect.

Dark Eyes (Su): The hexer imposes a curse on a single creature within 60 feet. The light level within 10 feet of the subject decreases by 2 levels. This effect moves with the subject, changing the light near it until the effect is dispelled via *break enchantment* or *remove curse*. This change in light levels affects creatures within this radius normally.

Ether Sight (Su): The hexer sees a vague outline of ethereal and invisible creatures, reducing such creatures from concealment to partial concealment against attacks by the hexer. At 8th level, this functions like see invisibility for the hexer. This hex lasts for 1 minute.

Hinder (Su) The hexer causes time to slow for one creature. Her target takes a -4 penalty to its initiative score and gains the staggered condition. These effects last for 1 round. A Will save negates both the initiative penalty and the staggered condition. At 8th level, the effects last for 2 rounds. At 16th level, these effects last for 3 rounds.

Steal Senses (Su): The hexer causes a creature within 60 feet to lose any darkvision or low-light vision it possesses. The creature can succeed at a Will save to negate this effect. If it loses either or both of these senses, the hexer gains them. The stolen sense works exactly the same for the hexer as it did for the target. This effect lasts for 1 round. At 8th level and 16th level, the duration of this hex increases by 1 round.

Strong Spirit (Su): The hexer places the full force of her resolve into a melee attack. This hex has a duration of 1 minute. During that time, the hexer can use the modifier of the highest of her Intelligence, Wisdom, or Charisma modifier instead of her Strength or other modifier as a bonus on a single melee damage roll. She makes this decision after the attack hits, at which point the hex expires.

Vulnerability (Su): The hexer chooses a creature within 60 feet and an energy type (acid, cold, electricity, or fire). The target gains vulnerability against the chosen energy type for 1 round. A Fortitude save negates this effect. At 8th level, the hexer targets two creatures within range and the effect lasts for 2 rounds. At 16th level, the hexer targets three creatures within range and the effect lasts for 3 rounds.



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