



Advanced Options:

PATRON HEXES



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ADVANCED OPTIONS: PATRON HEXES

The power of a witch comes from her patron, a mysterious force that extends this power for its own mysterious purposes. Witches gain bonus spells from their patrons, based on the arena of concern the patron is focused on. However it seems odd that hexes, the lynchpin powers of the witch class, are not affected by a witch's choice of patron. To add one more level of customization, and help distinguish between witches of different patrons, *Advanced Options: Patron Hexes* presents a series of special hexes, each tied to a specific patron. Only a witch of the listed patron may select such a hex, granting a unique power that is available only to witches with the proper supernatural allies.

AGILITY PATRON:

Boneless Steps (Su): The witch can grant a creature within 30 feet additional preternatural flexibility for 1 round. The target gains a bonus to all Acrobatics checks made to avoid provoking attacks of opportunity while moving through threatened spaces. This bonus is equal to the witch's Int bonus +1/2 the witch's level. Additionally, subjects of this hex may make such Acrobatics checks even when wearing medium or heavy armor, or carrying a medium or heavy load.

At 8th level and 16th level, the duration of this hex is extended by 1 round. The boneless steps hex can be extended by the witch if she uses a cackle hex. Once a creature has benefited from the boneless steps hex, it cannot benefit from it again for 24 hours.

ANCESTORS PATRON:

Whispers from Beyond the Grave (Su): With a touch, the witch grants a creature the ability to commune with the wisdom of its ancestors. This allows the target to reroll one Knowledge skill it has failed in the past one minute, with a bonus equal to the witch's Int modifier. Once a creature has benefited from the whispers from beyond the grave hex, it cannot benefit from it again for 24 hours.

ANIMALS PATRON:

Primal Fury (Su): The witch can grant a creature of the animal type that is within 30 feet a burst of primitive rage for 1 round. The animal gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class.

At 8th level and 16th level, the duration of this hex is extended by 1 round. The primal fury hex can be extended by the witch if she uses a cackle hex. Once an animal has benefited from the primal fury hex, it cannot benefit from it again for 24 hours.

DEATH PATRON:

Touch of the Grave (Su): The witch can touch a dead creature to make it significantly more difficult to bring back to life. The creature is treated as having been killed by a death effect for purposes of what spells can restore it to life.

DECEPTION PATRON:

Eldritch Masque (Su): The witch may touch a creature to make it significantly more difficult to gain information about that creature

through magical means. The creature acts as though the witch has cast a nondetection spell on it, but the effect only protects against *detect* spells (spells with detect in the name) and not any other form of divination.

An eldritch masque hex lasts until the witch is killed or falls unconscious, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous eldritch masque hex ends.

ELEMENTS PATRON:

Elemental Warp (Su): The witch can grant a creature within 30 feet the ability to change what kind of elemental damage it deals for one round. Whenever the target does damage of the acid, cold, electricity, fire, or sonic type, it may choose as a swift action to instead have the same damage be of a different one of those damage types.

At 8th level and 16th level, the duration of this hex is extended by 1 round. The elemental warp hex can be extended by the witch if she uses a cackle hex. Once a creature has benefited from the elemental warp hex, it cannot benefit from it again for 24 hours.

ENCHANTMENT PATRON:

Dark Desires (Su): The witch can cause a creature within 30 feet to suffer desires it finds distasteful and distracting for 1 round. Anytime the creature attempts to use a spell or spell-like ability, or use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration, it must make a concentration check to do

so. (Creatures that do not normally have a concentration check may make one of 1d20 + hit dice + Constitution modifier). The DC of this check is 10 + the witch's Int modifier + the witch's level.

A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. The dark desires hex can be extended by the witch if she uses a cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

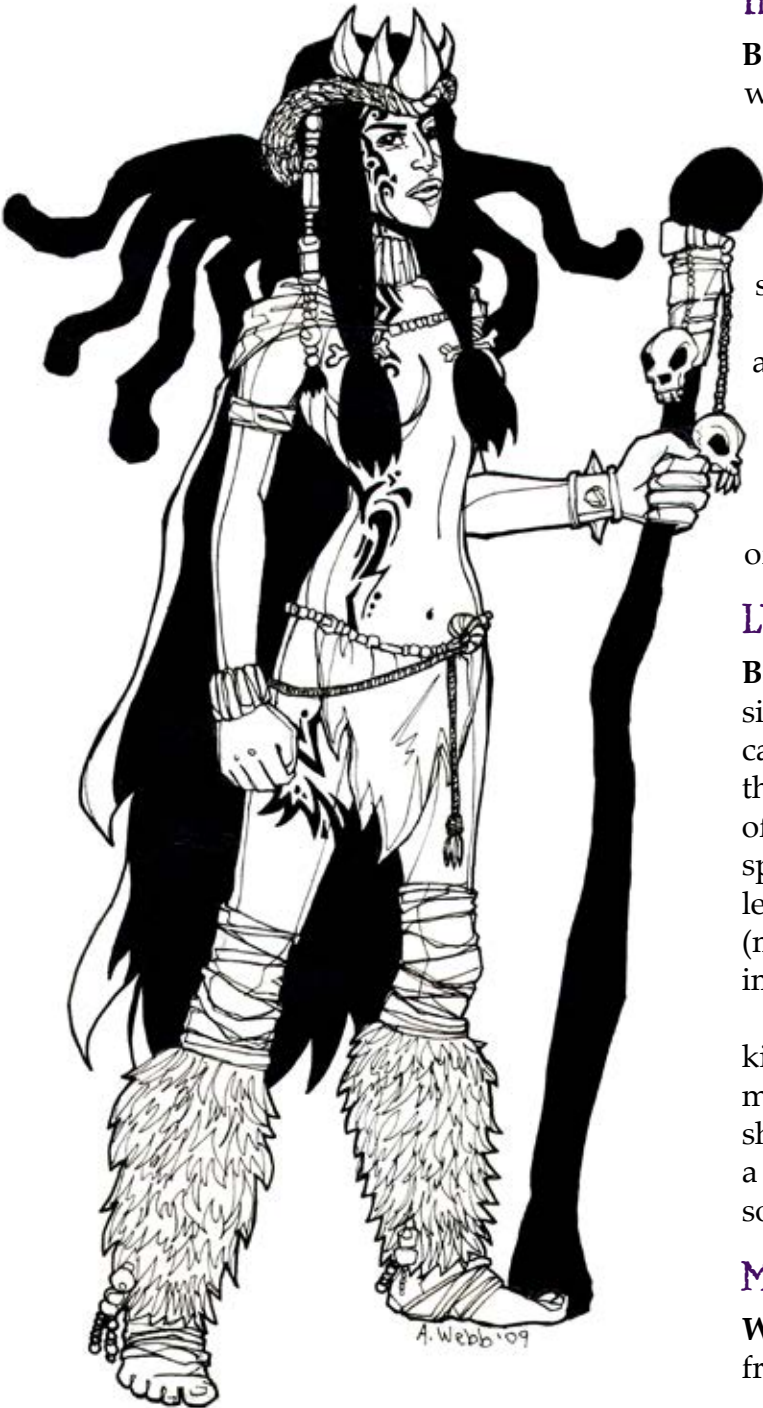
ENDURANCE PATRON:

Vitality (Su): A witch can boost the life force of those she touches. This grants the creature touched 1d8 temporary hit points, +1 temporary hit point per two witch levels.

A vitality hex lasts until the witch is killed or falls unconscious or the temporary hit points are expended, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous vitality hex ends.

HEALING PATRON:

Healing Hands (Su): The witch's hands soothe wounds as well as the application of medicinal material. The witch is always considered to have the benefit of a healing kit when she makes Heal skill checks (gaining a +2 circumstance bonus to such checks, and is always able to treat deadly wounds as if she had expended two uses from a healer's kit). Additionally the witch may make a Heal skill check to treat a disease or tend to a creature wounded by a *spike growth* or *spike stones* spell as a standard action (rather than the normal 10 minutes of work).



INSANITY PATRON:

Babble (Su): The witch can cause a creature within 30 feet to have the urge to loudly spout gibberish for 1 round. Each round there is a 50% chance the target shouts nonsense, making it impossible to be quiet, communicate verbally, or cast any spell with a verbal component.

A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. The babble hex can be extended by the witch if she uses a cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

LIGHT PATRON:

Brightening (Su): The witch may touch any single light source (mundane or magic), and cause it to increase light levels one step more than its usual illumination (to a maximum of bright light). This illumination also acts a spell with the light descriptor, with a spell level equal to one third the witch's level (minimum 1st level) for purposes of its impact on *darkness* spells.

A brightening hex lasts until the witch is killed or falls unconscious or the light source moves more than 30 feet from the witch, but she may only have one such hex active at a time. If she grants the hex to a new light source, any previous brightening hex ends.

MOON PATRON:

Witchlight (Su): The witch may create a light from any object she is holding, as the *light*

spell. For a number of minutes per day equal to her witch level, she may choose to make this light only visible to herself (and up to six creatures she touches when she uses the hex), in which case the light does not increase illumination levels for other creatures and cannot *dispel* magic darkness (having no effect on magic darkness even for creatures able to see the witchlight).

OCCULT PATRON:

Gravebound (Su): A witch can infuse a creature she touches with a fraction of the power of undeath, causing it to take on some aspects of the appearance of an undead (pale skin, red eyes, fangs, and similar features). Additionally, the creature gains a +1 bonus to saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), death effects, disease, paralysis, poison, sleep effects, stunning, ability drain, and energy drain. At 8th level this bonus increases to +2, and at 16th level it increases to +4.

A gravebound hex lasts until the witch is killed or falls unconscious, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous gravebound hex ends.

PLAGUE PATRON:

Mark of Plague (Su): The witch can make a creature within 30 feet to feel seriously ill for 1 round, causing it to be sickened. A Fortitude save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. The mark of plague hex can be

extended by the witch if she uses a cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

PORTENTS PATRON:

Third Eye (Su): A witch can determine if an action taken by a specific creature in the next 10 seconds (1 round) will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per witch level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the third eye hex succeeds, you determine if the action is a boon (if the action will probably bring good results), bane (for bad results), boon and bane (for both), or nothing (for actions that don't have especially good or bad results).

If the hex fails, you get the "nothing" result. A witch who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful third eye hex. The result of a third eye hex does not take into account the long-term consequences of a contemplated action. Once a creature's actions have been the subject of a third eye hex, it cannot be the subject of the hex again for 24 hours.

SHADOW PATRON:

Shroud (Su): A witch can infuse a creature she touches with a fraction of the power of shadow, causing it to be totally covered in a black shroud. This does not impair

the creature's sight, but does make it impossible to identify the creature's features or identity by sight and grants the target a circumstance bonus to Stealth checks in dim or less light equal to the Witch's Int modifier. Additionally, the creature gains a +1 bonus to saving throws against blindness and light effects. At 8th level this bonus increases to +2, and at 16th level it increases to +4.

A shroud hex lasts until the witch is killed or falls unconscious, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous shroud hex ends.

SPIRITS PATRON:

Spirit Knife (Su): The witch can grant a creature within 30 feet the ability to deal unarmed, weapon, and natural weapon damage normally to incorporeal creatures for 1 round, as if the creature had a *ghost touch* weapon. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the spirit knife hex, it cannot benefit from it again for 24 hours.

STARS PATRON:

Glory of the Heavens (Su): The witch can direct a fantastic display of the glory of the stars at one creature within 30 feet, overawing it for 1 round and causing it to be shaken. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. The glory of the heavens hex can be extended by the

witch if she uses a cackle hex. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. This hex is a mind-affecting fear effect.

STRENGTH PATRON:

Mighty Thews (Su): A witch can infuse a creature she touches with great lifting power, doubling its carrying capacity. This does not stack with any other effect that increasing a creature's carrying capacity without altering its Strength (such as *ant haul*). At 8th level the creature gains triple its carrying capacity, and at 16th level it –gains quadruple its carrying capacity.

A mighty thews hex lasts until the witch is killed or falls unconscious, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous mighty thews hex ends.

TIME PATRON:

Spare Time (Su): A witch can give extra time to one creature within 30 feet, granting it an extra swift action on its next turn. At 8th level, this becomes an extra swift or move action. Once a creature has benefited from a spare time hex, it cannot be affected again for 24 hours.

TRANSFORMATION PATRON:

Race Shift (Su): A witch can cause a creature she touches to shift in appearance to seem to be a member of a different race of the same type. The creature acts as if under the effects of a *disguise* spell, only to appear to be a member of a different race. While so transformed, the

creature gains one of the following abilities if the race it is shifted into gains that ability: elven immunities, intimidating, keen senses, stability, sure-footed. A GM may decide to grant other abilities of the same approximate power level if the creature shifts into a race with none of the abilities listed.

A race shift hex lasts until the witch is killed or falls unconscious, but the witch may only have one such hex active at a time. If she grants the hex to a new creature, any previous race shift hex ends.

TRICKERY PATRON:

Master Trickster (Su): The witch gains Sleight of Hand as a class skill, and gains a competence bonus to Sleight of Hand checks equal to half her witch level. This hex affects only the witch.

VENGEANCE PATRON:

Retributive Strike (Su): When a creature strikes the witch in melee, it provokes an attack of opportunity from the witch. Once a creature has provoked an attack of opportunity as a result of this hex (regardless of whether the witch takes the attack of opportunity, or if the attack hits), the creature does not provoke as a result of this hex again until 24 hours have passed.

WATER PATRON:

Waterborn (Su): The witch grows more at home in water as she gains power, eventually gaining the ability to operate in water as easily as in air. At 1st level, the witch can breathe water at will and gains a +4 racial bonus on

Swim checks. At 3rd level, she gains a 20 foot swim speed. At 5th level, she can act as if under the effects of a *freedom of movement* spell (in regards to restrictions of combat underwater only), for a number of minutes per day equal to 10 times level. These minutes do not need to be consecutive, but they must be spent in 10-minute increments. This hex only affects the witch.

WINTER PATRON:

Hoar Blade (Su): The witch can grant a creature within 30 feet the ability to deal +1d6 cold damage with unarmed, weapon, and natural weapon attacks for 1 round. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the hoar blade hex, it cannot benefit from it again for 24 hours.

WISDOM PATRON:

Insight (Su): The witch gains Perception as a class skill, and gains a competence bonus to Perception checks equal to half her witch level. This hex affects only the witch.



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