

The
KNOTTY
WORKS



PLAYER

Paraphernalia



TOOLS OF THE TRADE
THE WITCH HUNTER

#12.5



PLAYER PARAPHERNALIA #12.5

By the Knotty-Works

Welcome to a special issue of Player Paraphernalia, a hodge podge of character ideas and alternate rules that may be used with the Pathfinder Roleplaying Game (Paizo, Inc©). This issue introduces several items that are used by the witch hunter as he plies his trade in the battle against the dark arts. Combating the powers of the dark takes more than strength and guile and the items presented below will commonly be found within the possession of a traveling witch hunter.

These items were designed for use with the witch hunter classes introduced in the [Player Paraphernalia #11](#), [Player Paraphernalia #12](#), and [Player Paraphernalia #13](#), though these supplements are not required to use the tools provided below.

Tools of the Trade

The following items are the tools of the trade for a full time witch hunter. Unless otherwise specified, none of these items are magical or enchanted in nature. Many can be created from alchemical reagents and materials but also the blessing of a priest whose deity opposes witchcraft or dark arcane magics.

Cold Iron Dust: Typically distributed in a leather pouch or thin glass vial, cold iron dust is known to have debilitating effects on the powers of the witch. When used as a thrown splash weapon, cold iron dust will fill a 5 foot area and settle on anyone within that space. The dust has a 10 foot range increment and is resolved as a splash weapon but only affects the 5 foot area struck. If the area is targeted rather than the witch, the dust is less effective and the target is allowed a reflex save (DC 12) to avoid the effects of the dust.

If the target of the dust is a witch, she must make a [concentration check](#) when attempting to use any of her [hex powers](#) that take a standard action or less. The DC is equal to 10 +5 for [common hexes](#), +10 for [major hexes](#), and + 15 for [grand hexes](#). The dust also

obscures vision and perception checks by those within the area of effect suffer a - 2 penalty.

The dust may be removed by hand as a full round action, though it does provoke attacks of opportunity. The dust naturally wears off within 2d4 rounds through normal movement and actions of the recipient.

Weight 0.5 lb; **Cost** 200 gp

Dye of Poison Detection: This bright blue liquid comes in a small blue vial whose exact formula is generally unknown but the glow effect is generally attributed to a phosphorus reaction. If a drop is applied to a piece of fruit or other piece of food it glows for a single round if the fruit is under the effects of either the witch's [Eternal Slumber](#) or [Poison Steep](#) hex. The liquid does not detect any other type of poisons that may be present within the fruit or food item. The dye also does not confer any benefit if the food is consumed. A vial will have 50 doses.

Weight --; **Cost** 100 gp

Figs of Repentance: These dried fruits are blessed by a priest and then imbued with sacred energies to ward off the effects of witchcraft. If consumed by an individual under the effects of the following hexes it grants an immediate saving throw with a +2 sacred bonus to end the effects of the hex. The fig is used for the hexes of [Agony](#), [Cursed Wound](#), [Delicious Fright](#), [Evil Eye](#), [Infected Wounds](#), and [Unnerve Beasts](#).

Weight none individually, 1 lb per 50 figs; **Cost** 300 gp per 50 figs

Lazarus Licorice: This bitter tasting candy is used to offset the effects of the witch's [Death Curse](#). If the recipient is chewing the licorice when the hex is cast on him, he gains a +2 sacred bonus to the initial Will saving throw. If the initial save is failed, the recipient gains a +2 sacred bonus to the Fort save against the death effect and even if the saving throw fails, the recipient does not die but falls into a catatonic state that lasts until a Remove Curse is cast upon him. The candy takes 2d4 rounds to thoroughly chew, but once the recipient begins chewing it, the licorice must be consumed. Saving a partially chewed piece of

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licorice for later does not confer the benefits listed above. **Weight** --; **Cost** 800 gp

Ointment of Hex Protection, (Minor, Major, and Grand): These ointments grant a +2 sacred bonus to saving throws against a witch's hex powers. The Minor Ointment grants a bonus against **common hexes**, the Major Ointment grants bonuses against common and **major hexes**, and the Grand Ointment grants bonuses against all types of hexes. The ointment lasts for 24 hours before it wears off. It can be washed off and if the wearer is submerged in water or other liquid the ointment will become diluted and no longer grant any benefit. **Weight** --; **Cost** 100 gp (Minor), 300 gp (Major), 700 gp (Grand)

Quartz Monocle: A large piece of translucent uncolored quartz is encircled by a band of iron inscribed with arcane and divine markings. The witch hunter may use this item in an attempt to pierce the disguise of a witch using the **Disguise** hex. It requires a perception check with a DC equal to 10 + the witch's class level and if successful, the witch hunter notices inconsistencies with the form of the person being viewed by the monocle. The monocle has an effective range of 30 feet and it takes some concentration and a standard action to effectively scan the area about the wielder to detect the presence of the witch.

Learning to see the tell-tale signs of the witch's disguise hex takes experience and only those that have class levels as a witch hunter or have five or more ranks with **spellcraft** can effectively attempt to use the quartz monocle. **Weight** --; **Cost** 500 gp

Salt: The witch hunter may use salt to disrupt the link between a witch and her familiar. If a pound of salt is thrown at a witch as a ranged splash weapon, it will cover a 5 foot area and anyone within that space. The salt has a 10 foot range increment and is resolved as a splash weapon but only affects the 5 foot area struck. If the area is targeted rather than the witch, the salt is less effective and the target is allowed a reflex save (DC 12) to avoid the effects of the salt.

If a witch is covered with salt, it temporarily disrupts the link between the witch and her familiar for 1d4 rounds.

The witch hunter may also spread salt in a ring about a witch or her familiar, using 1 pound per 5 foot square. When used in this way, the salt disrupts the link between the witch and her familiar if they both are not within the ring of salt. When used in this way, the ring may last indefinitely, though typically it needs to be refreshed once daily. If exposed to rain or water, the ring completely dissolves within a round.



The salt also disrupts any hexes that grant the witch extra sensory perception such as **Beast Eye** or **Hag's Eye** while the witch is surrounded by salt. **Weight** 1 lb per dose; **Cost** 1 gp per dose

Salt of the Earth: This alchemical substance is composed of rock salt and other natural substances combined through arcane and divine rituals involving the blessing by a priest. When applied to an area affected by a witch's **Blight**, the sower of the salt may make a saving throw vs the hex and if successful the **Blight** is removed from the area. This substance will not work on creatures affected by the **Blight** hex. **Weight** 1 lb; **Cost** 500 gp

Silver Dust: Typically found in small leather pouches or in emptied egg shells, the dust is normally thrown as a ranged splash weapon, coating a 5 foot area. The dust has a 10 foot range increment and is resolved as a splash weapon but only affects the 5 foot area struck. If the area is targeted rather than the witch, the dust is less effective and the target is allowed a reflex save (DC 12) to avoid the effects of the dust.

If a witch is in the area of effect of the silver dust, any **hexes** she uses while coated are weakened and the saving throw DC is reduced by 2. The dust also obscures vision and perception checks by those within the area of effect suffer a -2 penalty.

The witch may spend a full round to remove the dust, provoking attacks of opportunity and the dust naturally falls off and becomes ineffective within 2d4 rounds of normal movement and actions of the target. **Weight** 0.5 lb; **Cost** 100 gp

Witch Hunter's Balm: The balm is composed of lard mixed with silver shavings and prepared through arcane and divine rituals. The balm may be applied to a single victim of the witch's **Scar** hex, and the victim may then make another Will save with a +2 sacred bonus to remove the scar and its effects.

Weight --; **Cost** 500 gp

Witch Hunter's Charm: This small silver emblem is typically styled in the witch hunter's own emblem and is blessed by a priest through a divine ritual. When worn in plain sight, the charm grants the wearer a +2 sacred bonus against a witch's **Misfortune** hex. The charm does not take up any slots on the body, but does not stack with other sacred bonuses against the hexes including other charms. **Weight** --; **Cost** 100 gp

Witch Hunter's Chime: This small silver chime is imbued with the ability to disrupt a witch's **Charm** hex. As a standard action, the possessor of the chime may produce a tone that can be clearly heard within 30 feet. Anyone or thing under the effects of the **Charm** hex is allowed to make another saving throw to negate the effects of the charm. The chime can also be used to disrupt the effects of the **Beast Eye** hex to any animal within 30 feet, granting that animal a Will save even if it normally does not get a saving throw for this hex.

The wielder of the chime may also use it to disrupt a witch's **Cackle** as a readied action. The wielder must be able to see the witch and have the chime in hand. A perception or spellcraft check with a DC of 10 must be used to determine that the witch is about to use the **Cackle** hex. If successful, the wielder may ring the chime during the witch's cackle, automatically disrupting it for any effects within 30 feet of the chime wielder. **Weight** --; **Cost** 150 gp

Witch Hunter's Gong: This beaten iron gong is inscribed with silver runes and arcane markings, blessed by a priest while it is being created with special prayers and rituals. The witch hunter may use the gong to disrupt the effects of the witch's **Slumber** hex. When clanged as a standard action, anyone within 30 feet that is under the effects of the witch's slumber hex may make a new saving throw to wake up from the slumber.

The wielder of the gong may also use it to disrupt a witch's **Cackle** similarly to the witch hunter's chime. The wielder must be able to see the witch and have the gong in hand and have a readied action to use the gong. A **perception** or **spellcraft** check with a DC of 10 must be used to determine that the witch is about to use the **Cackle** hex. If successful, the wielder may clang the gong during the witch's cackle, automatically disrupting it for any effects within 30 feet of the gong wielder. **Weight** 4 lbs; **Cost** 300 gp

Witch Hunter's Tool Kit: The witch hunter typically carries a large leather satchel that contains his spell components (if any), and comes initially stocked with the following items: One vial of cold iron dust, a small vial of dye of poison detection (20 doses), 10 figs of repentance, one vial of ointment of hex protection (minor), 5 pounds of salt, one dose of sneezing or itching powder, and a pouch of silver dust. **Weight** 8 lbs; **Cost** 500 gp



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