

PATHFINDER[®]

PLAYER COMPANION[™]



Blood of the Covets

HAG TYPES



ANNIS HAG

Physically powerful but nearly bereft of magic, annis hags are overbearing bullies and little else. Their plots rarely evolve beyond murder, cannibalism, and petty abuses. Sometimes called iron hags for their invulnerable flesh and wickedly sharp nails, they are terrifying enforcers once bonded in a coven with their sisters.



MUTE HAG

Alone among their kind as the only hags who can spontaneously generate from humanoid spellcasters, mute hags represent the power of arcane magic to warp and corrupt those with a bitter heart. Their hatred for their former colleagues is legend, and mute hags have nothing but contempt for all mortal aspirations.



ASH HAG

Ash hags find life anathema and find comfort only in places already cleansed by flame. They take offense at the humanoid tendency to tame fire and put it to work preserving life, and they delight in punishing their captives with cruel mockeries of the forge and hearth—force-feeding prisoners ashes or scarring them with molten iron.



NIGHT HAG

Generally arising from the souls of the most diabolical hags upon their death, night hags are brokers and bounty hunters of the Outer Planes, corrupting mortals through their dreams and selling souls to the highest bidder. Their festering hearts breed powerful diseases, which they happily exploit to spread misery.



BLOOD HAG

Also called soucouyants, blood hags are extraordinarily social for hags, often dwelling alongside or even in human settlements for years before moving on. Blood hags wear a false skin to contain the arcane conflagration that constantly consumes them and can shed that flesh to become fiery predators.



SEA HAG

While largely devoid of spellcasting, sea hags wield the arcane power of hag-kind through a natural talent for curses and a gaze that rends the living soul and leaves deep psychological scars. As their name implies, sea hags dwell within the water, and they rarely partner with other hags as a result.



DREAMTHIEF HAG

Widely thought to be the ultimate expression of the hag soul, dreamthief hags are outsiders who wield incredible power over mortal minds and souls. Their ability to manipulate the sleeping mind and their strange mind-blotting venom make them feared even among the devils and daemons with whom they barter.



STORM HAG

Bitter old crones who love nothing more than to wallow alone in their hatred for the world, storm hags want privacy but also hunger for the humiliation of anyone they feel crosses them—that is, anyone they have ever laid eyes upon. Their innate connection to the weather makes them a dire threat to isolated communities.



GREEN HAG

Green hags haunt the wild edges of civilization, making their homes in marshes and forests where they torture and feed upon their neighbors. Among the most common hags, they wield considerable druid-like magic and more readily blend into human cultures than many of their sisters.



WINTER HAG

More social than most hags, winter hags demand adulation and worship to warm their frigid hearts, and anyone guilty of not serving or praising their considerable power is a victim to be laid low. Mistresses of both cold and illusion, they are clever deceivers who prey on local defenders before enslaving their communities.

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ON THE COVER



The iconic witch, Feiya, and her ever-patient familiar, Daji, brew up trouble, unleashing the power of witchcraft in this evocative cover art by Setiawan Lie.



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REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Horror Adventures</i>	HA	<i>Ultimate Magic</i>	UM

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Introduction



While most adventurers can call on magic when times get tough, the common people of Golarion have fewer options. Wizardry demands years of expensive study, sorcery necessitates mystical ancestry unavailable to most, and divine magic hinges on unflappable faith and a willingness to serve a divine being without question. In the absence of these, many common folk, and even some adventurers, turn to ritual magic and witchcraft—buying and trading magical power from those willing to sell—and gather into covens.

Like cults, covens usually operate in secret, and meet to share knowledge and resources for a shared benefit. Many covens incorporate divine trappings or worship a god or demigod as well, but ultimately a coven is focused on the welfare and protection of its members; divine patrons are a means to an end, easily acquired and quickly discarded as the coven's needs and priorities shift. Despite their historic association with hags, covens are not inherently evil. Rather, they harness an ancient form of magic that allows many participants to pool their knowledge and willpower to perform what one member could not alone. Most covens feature only one or two dedicated spellcasters, with the remainder of their membership made of cunning and resourceful—but otherwise mundane—participants who assist in rituals.

Hags, being steeped in ancient magic themselves, instinctively seek to form covens. Ironically, their terrible plots have saved this ancient art from the mists of history, and many modern covens revolve around the whims of

these scheming monsters. The covens formed by hags can tap deep wells of arcane power, above and beyond the ritual magic normally employed by these clandestine communities. Those bearing hag blood, such as their changeling offspring, are likewise drawn to coven magic. Changelings in particular rely on covens to help master the magical gifts they inherit from their mothers.

Among those not born with coven magic in their blood, witches most frequently embrace the concept. Gaining their power from patrons, either in exchange for great sacrifices or services, witches often skirt the boundary between civilization and the wild, and even the goodly among them disturb and frighten superstitious commoners. While wizards might build mighty libraries and towers and clerics construct temples, witches must hide away from sight and trade magic and secrets among themselves by moonlight.

Thanks to their secretive nature, the details of most covens are vague and easily misunderstood. Members are traditionally those spurned by society or those whom official channels have repeatedly failed—criminals, victims of injustice, and various minorities—further endangering their reputations. Covens' territories might overlap, or a coven may exist in complete isolation from other spellcasters. Members might work secretly to better their community, protect one another from it, or tear it apart brick by brick. Whatever their aim, coven members know the only people they may ever trust are their sisters, and even then, who can say for certain?

INFLUENCE OF THE COVEN

The influence of covens is felt in the land and the people of Golarion. Presented below are traits for changelings, as well as for people whose lives were impacted by hags or witches.

CHANGELING RACIAL TRAITS

Only changelings can select the following traits.

Cruel Child: Your wicked bloodline shines through, manifesting as a sadistic bloodlust in battle. When you make a full-round attack with your claws, you gain a +1 trait bonus on the attack rolls.

Switched at Birth: You were traded for another child in infancy and remained unaware of your origin as a changeling until some recent tragedy revealed the truth. Now the guilt of knowing you live because another child met a horrible fate haunts you and drives you to push forward in that child's name. Once per day, you can attempt a Will saving throw in place of a Fortitude saving throw against a spell, effect, or condition.

REGIONAL TRAITS

The following traits are for characters hailing from lands where hags and witches practice their magic, either for weal or woe.

Blessed of the Norns (Lands of the Linnorm Kings): You or one of your parents belonged to a coven that honored the norns—powerful fey seers—and you still bear their favor in the form of a subtle sense for danger. You gain a +2 trait bonus on Perception checks to notice traps and ambushes, and a +1 trait bonus to your AC against traps and during any surprise round in which you are caught unaware.

Shadow Dealer (Ustalav): You have survived and thrived in the dark forests of Ustalav by knowing how to make deals with terrible things. You gain a +1 trait bonus on saving throws against fear effects and a +1 trait bonus on Bluff and Diplomacy skills checks against evil fey, monstrous humanoids, and undead.

Swamp Skulker (River Kingdoms): Terrible things prowl the moors of your homeland, and you are all too familiar with hiding or fleeing from them. You gain a +1 trait bonus on Stealth checks when you are in bog, marsh, or swamp terrain, and you treat shallow bogs and swamp undergrowth as normal terrain for the purposes of movement.

Witch-Tongued (Irrisen): Hailing from frozen Irrisen, where witches rule the land, you deal with others in a cool, calculated way. You gain a +1 trait bonus on Diplomacy checks, and you gain a +1 trait bonus on Intimidate checks against non-witches.

OTHER TRAITS

The following traits are appropriate for those who have felt the influence of covens.

Coven Casting (Magic): You have belonged to a coven or magical cabal and know how to coordinate your spellcasting with others. When within 30 feet of an allied spellcaster, you both gain a +2 trait bonus on concentration checks.

Malevolent Temptations (Social): You have resisted or escaped the temptations of a disguised hag, and you learned much from your encounter. You gain a +1 trait bonus on Sense Motive checks and a +2 trait bonus on saving throws to disbelieve illusions.

Preternatural Awareness (Social): Multiple encounters with fell magic have left you wary. You gain a +2 trait bonus on Perception and Sense Motive checks to notice cursed objects, haunts, and magically disguised creatures.

Rebuke the Curse (Faith): Once per day, you can attempt to suppress the effects of a curse on a single creature with a touch. This functions as a *remove curse* spell, treating your character level as your caster level. If you succeed at your caster level check against the curse, the curse's effects are negated for 1 minute. This trait does not allow a person burdened with a cursed item to remove or discard it. Use of this trait is a supernatural ability.

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Changeling Heritages

Creatures of untamed appetites and emotion, hags are amorous, though their malice twists this into horrible purpose. Like most humanoids, they adore physical pleasures and readily find mates of all genders, and while some come to hags willingly—often risking a night of passion to secure powerful magical favors or are even attracted to the hag's might and passion—more often than not such couplings are had through deception or force. These vile depredations often end with the partner slain and devoured, but the hag herself sometimes leaves with something more than bittersweet memories and sated appetites: a child.

Hags, to their credit, command just enough maternal instinct to abandon their children rather than devour them, sometimes sending the child with its humanoid parent and other times simply abandoning it on a convenient doorstep. The wickedest hags secretly swap their own infants for those of others—damning innocent children to horrible ends.

Changelings grow up marked by their mothers' wickedness, first as awkward children and later as uncannily beautiful or commanding women. Most remain ignorant of their supernatural origins until their mothers eventually return to claim and transform their relatively human daughters into hags. The magical nature of hags allows them to bear only female children, though the magic that ensures this is as precarious and uncontrolled as any other hag endeavor, and hags occasionally bear children lacking any clearly defined sexual traits or daughters who grow to express masculine identities. Somewhere in the back of each such child's mind sings a honey-sweet voice—the call—tempting them to sin and cruelty, and while most changelings learn to ignore this temptation through a growing sense of empathy or to please their adoptive families, such adjustments often come after childhoods spent abusing others.

Changelings manifest the impressive size, grace, and confidence of their mothers, as well as wickedly sharp nails and thick hair. Individual changelings vary greatly, depending on their mothers. Heterochromia—different colors in each of the two eyes—is widely believed to be the only sure sign, but even this is merely common, rather than constant. Only the call binds them all.

NON-HUMAN CHANGELINGS

Representative of primal and wild forces, hags are supernaturally fertile and capable of bearing the children of almost any humanoid or monstrous humanoid, although they usually select human mates. Their offspring—changelings—are always tainted by the hag mothers' arcane power and wickedness. While they share their non-hag parents' appearance and size-related traits, they otherwise use the changeling racial traits. A changeling centaur, for example, would look like a centaur woman, gaining Large size and the Undersized Weapons special ability, but otherwise uses changeling racial abilities.

PLANAR HAG HERITAGES

Night hags and their refined form, dreamthief hags (*Pathfinder Campaign Setting: Occult Bestiary* 22), exist as outsiders rather than beings of flesh and blood. This frees these deadly hags from the temptations of the flesh that most hags readily succumb to, allowing them to focus on their depraved work, but it also bars them from motherhood. Most night hags arise from the souls of powerful hags upon their deaths, but the process is unpredictable. On rare occasions, a night hag has need of a true daughter, and can warp the daughter of one of her pregnant coven-mates with the aid of ancient magic. This process creates a night-born changeling, a vile child whose soul is born ready to assume the hideous existence as a night hag in the afterlife, after the inequities of mortal life have crushed any compassion or goodness from her heart.

Dreamthief hags arise from similar rituals, though the night hag must devour the soul of the unborn child and pour her own spirit into the developing form, slaying herself to be reborn as a blank slate with the potential to eventually evolve into the most powerful of hags (see the dreamthief-born changeling on page 6). Such a process leaves the night hag's soul incredibly vulnerable for decades, and is undertaken only with extraordinary protections and guardians in place to watch and corrupt the newborn changeling.

AWAKENING A HAG HERITAGE

Some changelings grow more powerful by embracing—willingly or not—their hag ancestry. Depending on what type of hags their mothers were, this awakening manifests in the form of stronger and sometimes stranger abilities tied to the changeling's existing hag racial trait. While awakening such powers comes with some risk, it does not automatically shift a character's alignment to evil, though a changeling who truly embraces her mother's wickedness is likely to make that shift on her own eventually.

AWAKENED HAG HERITAGE

Through ritual or force of will, you have awakened the latent power inherited from your hag mother.

Prerequisites: Iron Will or Mother's Gift^{ARG}, changeling.

Benefit: Your hag heritage racial abilities grow more powerful, granting you a +2 racial bonus on saving throws to resist arcane spells. You also gain a secondary ability that varies by your hag heritage; see the individual changeling heritage entries on pages 5–9.

Special: As you grow closer to your hag nature, you occasionally manifest signs of supernatural evil. Each day at midnight, there is a 50% chance you radiate an evil aura for the purposes of divination spells and spell-like abilities for the following 24 hours. On these days, you also cause minor displays of corruption nearby—such as curling pages or spoiling milk—at the GM's discretion.



ANNIS-BORN CHANGELING (SLAG MAY)

Broad-shouldered and athletic, slag may demonstrate incredible talent for all physical tasks. They share a vivacity, an addiction to new sights and experiences, and a tendency to collect souvenirs wherever they go.

ANNIS-BORN CHANGELING

Ancestry Annis hag (*Pathfinder RPG Bestiary 3* 16)

Typical Alignment CN

Ability Modifiers +2 Str, +2 Cha, -2 Con

Hag Racial Trait Annis-born changelings gain a +1 racial bonus on melee damage rolls.

The least magically inclined of their kind, slag may instead manifest strength and poise. They are statuesque and broad-shouldered, often standing a full head taller than other women. Their frames encourage give them an advantage when performing athletic displays and physical labor; most changelings spawned by annis hags appreciate nothing more than the sweat of a hard day's work and the sun on their backs. They are vivacious and hungry for emotional highs and new experiences, and for every example of their kind who finds work as a farmer or smith, another embraces a life of excitement as a gladiator, leg-breaker, or soldier.

Slag may are perhaps the most likely changelings to go adventuring, driven by both their changeling sense of alienation and their natural wanderlust. They take well to physical professions—especially as barbarians and fighters—and generally eschew magic.

Despite their healthy physiques and eagerness to live life to the fullest, annis-born changelings display many traits of their hag heritage. The dark side of their vivacity is callousness—they make friends quickly, but move on just as readily, making it difficult for them to develop long-term relationships. While they each inherit an eye color from their fathers, most also inherit a single violet or steely gray eye from their mothers. Their nails are black and stunted, a trait often explained away by the constant accidents of their physical professions, or disguised under gauntlets or heavy work gloves. Most also develop a hag's mark—a tough, gray birthmark—somewhere on the stomach or thigh.

Slag may are born in and around their mothers' usual haunts: cold, northern climates. They are especially common in the Lands of the Linnorm Kings and the Realm of the Mammoth Lords. They are among the more social changelings, and often flock to larger towns and cities of the region. Their love of new experiences also drives many to travel, so they could be encountered anywhere on Golarion.

AWAKENED HAG HERITAGE

Your jagged claws cause gaping wounds, dealing 1 point of bleed damage on a successful critical hit.

ASH-BORN CHANGELING (HEARTH MAY)

Possessed of a blazing inner fire, hearth may are passionate and excitable. Ranging from bubbly to irate, they lack emotional nuance, but their drive and discipline can overcome nearly any obstacle.

ASH-BORN CHANGELING

Ancestry Ash hag (*Pathfinder Campaign*

Setting: Cheliox, The Infernal Empire 57)

Typical Alignment LN

Ability Modifiers +2 Wis, +2 Cha, -2 Con

Hag Racial Trait Ash-born changelings gain a +1 racial bonus on damage rolls for spells with the fire descriptor. This bonus increases by 1 for every 4 character levels the changeling has beyond 1st.



Though rare, the children of ash hags flourish in a crowd. Personable and excitable, they are supremely extroverted, and attempt to overcome their racial tendency to alienate others by doting on those around them. Most show natural talent for brewing, cooking, and pottery, or else embrace dance and music—any skills that make them indispensable or place them at the center of attention. This love of approval is not a sign of low self-esteem, however; hearth may have extraordinary confidence. They swing through emotional extremes, from ecstasy to rage to sorrow, but never lack conviction in those passions.

Ash-born changelings each inherit a single orange or ash-gray eye from their mothers, and many suffer from patches of dry or psoriatic skin. Their emotional extremes are by far their most alienating trait, however. Though prone to overwhelming joy, they cannot moderate their responses. They see small victories as cause for celebration, but minor disappointments as the result of conspiracies and temporary setbacks as devastating blows. Most experience paranoia, and over time may come to see even close friends and lovers as enemies. They tend to prefer fire-wielding classes, especially as sorcerers or oracles.

Like their mothers, hearth may dwell mostly in and around Cheliox, where hellfire can touch off wildfires and devastate whole communities. Most are born in the months following terrible disasters, either because their mothers were attracted to the sites of recent conflagrations, or else because the swaying humors of pregnancy drive their ash hag mothers to eschew their usual private natures and start massive fires of their own.

AWAKENED HAG HERITAGE

You gain immunity to extremely warm conditions, as if you were under the effects of a permanent *endure elements* spell (heat only) that cannot be dispelled.



BLOOD-BORN CHANGELING (VEIL MAY)

Gifted with a face for every occasion, veil may can adjust to any social situation, showing those around them exactly what they want to see. As easily as they read others, they are equally gifted at hiding their true intentions.

BLOOD-BORN CHANGELING

Ancestry Blood hag (*Pathfinder RPG Bestiary* 4 19)

Typical Alignment N

Ability Modifiers +2 Wis, +2 Cha, -2 Int

Hag Racial Trait The DCs of Sense

Motive checks to gain a hunch about a blood-born changeling increase by 5.

Veil may are among the few changelings who blend in among their parent race effortlessly, inheriting their mothers' extraordinary social graces. They are all things to all people. Yet the deep sense of alienation most changelings know is especially acute among veil may, leaving them alone in a crowd and driving them to fiercely guard their secrets for fear of abuse or rejection. They rarely trust others, even those they love—at their worst, veil may develop into compulsive liars and con artists, while even the best among them are tight-lipped regarding their own pasts, goals, and personal needs.

The daughters of blood hags rarely display the telltale heterochromatic eyes of other changelings, instead developing severely bloodshot eyes as they age. Many learn to conceal this tell through various herbal and alchemical preparations. Veil may bruise easily, bleed freely when cut, and tend to develop varicose veins early in life. Thanks to their natural strength at adopting personas, many feel the call of the stage, though their extraordinary gift for burying their emotions also make them extraordinary diplomats and gamblers. Adventurous veil may excel as bards and rogues, and make surprisingly passionate clerics when they heed the call of gods. They blend into crowds easily, but rarely feel at home around others, needing personal time and isolation to rest and recuperate after their social excursions.

Soucouyants typically abandon their children in isolated coastal and island communities—wherever they happen to be traveling between picking up new lives. Once they leave a child behind, blood hags scrupulously avoid the immediate area. They once flourished in cosmopolitan Lirgen, and many blood hags and veil may still haunt the Sodden Land as well as neighboring Rahadoum. Their gift for blending in leads many blood-born changelings to migrate to large urban areas.

AWAKENED HAG HERITAGE

You gain a +2 racial bonus on Bluff, Diplomacy, and Sense Motive skill checks as your gifts for reading and manipulating others matures.

DREAMTHIEF-BORN CHANGELING (WAKER MAY)

Rare beyond measure, waker may exist only as the result of horrific rituals and bear stained souls. Cursed from birth, they mature like foul fruit into the deadliest of and most powerful of hags.



DREAMTHIEF-BORN CHANGELING

Ancestry Dreamthief hag (*Pathfinder Campaign*)

Setting: Occult Bestiary 22)

Typical Alignment NE

Ability Modifiers +2 Str, +2 Cha, -2 Wis

Hag Racial Trait Dreamthief-born changelings gain a +2 racial bonus on saving throws against mind-affecting effects.

Like night hags, dreamthief hags are not born but made, spawned by a night hag working terrible rituals over another hag's unborn child—typically that of a coven-mate—and pouring her own vile soul into the developing child as part of a mystic evolution. The results are vicious children, corrupted and wicked from birth. Most waker may learn to hide these cruel streaks at a young age, but can't resist the urge to terrorize pets and playmates, eventually graduating to greater crimes as they mature. While physically more powerful than most humans, waker may rarely rely on overpowering those they abuse, instead playing elaborate mind games to prey on fears and insecurities. While the potential for good-hearted waker may exists, any tendency towards charity or kindness must overcome strong instincts inherited from their hag souls; most eventually seek out a hag coven on their own to evolve to their fullest potential as dreamthief hag.

Waker may are restless sleepers, and are incapable of dreaming in addition to the usual changeling tells. They bear heavy bags under their eyes and other signs of physical fatigue as a result. Like moon may, they bear lumps on their foreheads that foretell the growth of horns. They also typically have white streaks in their hair even when young.

Rare in the extreme, dreamthief-born changelings appear without rhyme or reason. Because the ritual to create one results in her night hag mother's death, a waker may's eventual evolution into a dreamthief hag hinges on her mother's coven-mates carrying out their leader's dying command—a surprising show of trust for normally duplicitous hags. Because of this, waker may are rarely found outside the wilder corners of Golarion where covens can flourish for longer than a few years; Nirmathas, the Sodden Lands, and Varisia are their most likely homes.

AWAKENED HAG HERITAGE

You no longer need to sleep and cannot become fatigued due to lack of sleep. You can still be affected by other effects that inflict the fatigued condition, and must rest for 8 hours in order to prepare spells or regain uses of class abilities as normal, even if this time is not spent sleeping.

GREEN-BORN CHANGELING (CALLOW MAY)



Shy and soft-spoken, but possessed of grace and insight, callow mayes are masterful manipulators who deeply appreciate the beautiful things in the world.

GREEN-BORN CHANGELING

Ancestry Green hag
Typical Alignment CN
Ability Modifiers +2 Wis, +2 Cha,
 -2 Con

Hag Racial Trait Green-born changelings gain a +2 racial bonus on Bluff checks against creatures that could be sexually attracted to them.

The most common of changelings, callow mayes are shy and withdrawn, but blessed with pretty faces and kind dispositions. Despite their positive aspects, however, they rarely feel at home around others. Artistic inclinations and a love of beauty runs deep across the daughters of green hags; they love the simple pleasures of heartfelt poetry or a breeze on a flower-bedecked summer meadow. However, this same keen sense of beauty easily gives way to feelings of jealousy and inadequacy, especially around other people. Callow mayes effortlessly spot their own imperfections—whatever traits set them apart from others—and despise the parts of themselves that drive a wedge between them and their neighbors.

There are few common traits among green-born changelings beyond a single vibrant green eye, making them difficult to identify and track. All bear a secondary sign of their heritage—sometimes an auspicious arrangement of freckles, sometimes a green bruise across the belly that never fully heals, sometimes webbed toes, other times a streak of yellowed hair. Most are slight and pale by their fathers' standards, as if newly recovered from a long illness. Their artistic natures make them natural bards, but their shyness lends many into the wilderness and draws them to related classes, especially druids.

Green hags thrive in the wild corners of Golarion, and their young spring up wherever these wilds abut civilization. Brevoy, Molthune, Nirmathas, the River Kingdoms, and Taldor all host sizable populations of callow mayes, most largely ignorant of their heritage until they hear the call and wander thoughtlessly back to their mothers to finish their abominable life cycle.

AWAKENED HAG HERITAGE

You can cast *disguise self* once per day as a spell-like ability, treating your character level as your caster level. The bonus on Bluff checks you gain from your hag racial trait applies when someone could be sexually attracted to your disguised form as well.

MUTE-BORN CHANGELING (SORROW MAY)



Unique among their kind, sorrow mayes manifest spontaneously without the need for hag mothers, and likewise hold the potential to corrupt themselves, transforming into hags should their hearts grow cold.

MUTE-BORN CHANGELING

Ancestry Mute hag
(Pathfinder Module: The Harrowing 31)

Typical Alignment CN

Ability Modifiers +2 Int, +2 Wis, -2 Con

Hag Racial Trait Mute-born changelings gain a +2 racial bonus on saving throws against gaze attacks.

While most changelings are born of hag mothers, sorrow mayes stand apart in being born from corrupt magic itself. Mothers suffering under a curse or passing through blighted lands, or those who themselves wield formidable arcane might and hatred for humanity might birth a child with a single white eye. Though young sorrow mayes are no more evil than other children, bitterness and resentment cling readily to their hearts, and most come of age already skeptical of the world. By far the most dangerous of changelings, sorrow mayes hold the potential for their own apotheosis: should their bitterness ever overwhelm them, the latent magic in their blood can bubble to life, accomplishing the same transformation that normally requires a full coven of hags. They are cunning women naturally drawn to the arcane, making extraordinary arcanists, wizards, and witches.

Mute-born changelings are doubly hunted. Most hags resent sorrow mayes' power, and witch hunters fear the potential danger they present to their communities. Thankfully, less sets a sorrow may apart from her parents' race than most changelings: they are born of mundane parents rather than living as foundlings, and even the single milky-white eye most have waxes and wanes alongside the charity in their souls. More often, they instead bear some physical stain from their mother's curse or arcane gifts—the child of a skilled diviner may be nearsighted or blind, while the daughter of an adventurer hexed with frailty may bruise with supernatural ease.

Mute-born changelings are rare—especially those who survive into adulthood. They spring up where curses and arcane magic flourish, especially in Nex, Nidal, Ustalav, and the Worldwound, though servants of the Umbral Court are adept at hunting these potential threats to Nidal's stability.

AWAKENED HAG HERITAGE

When you confirm a critical hit with your claw attack, your opponent is blinded for 1d6 rounds. A target that succeeds at a Fortitude saving throw (DC = 10 + half your character level + your Charisma modifier) is dazzled for 1 round instead.



NIGHT-BORN CHANGELING (MOON MAY)

As much made as born, moon mayes are deliberately created by night hags with foul futures in mind. Destiny haunts their lives, fanning pride and natural talent into megalomania.

NIGHT-BORN CHANGELING

Ancestry Night hag (*Pathfinder RPG Bestiary* 215)

Typical Alignment N

Ability Modifiers +2 Wis, +2 Cha, -2 Dex

Hag Racial Trait Night-born changelings gain a +2 racial bonus on saving throws against disease.

As creatures with the outsider type, night hags can't supplement their numbers by bearing children of their own, and instead must perform foul rites over another hag's or witch's unborn child to corrupt it into a moon may. Such rituals are taxing, and night hags rarely do so without grand plans. After abandoning her offspring, a night hag follows her child's life from afar, visiting her in dreams and nightmares to tutor her in the arcane arts and poison her mind against the mortal races. Most night-born changelings never realize it is their mother who appears to them in these vivid dreams—at least not until it is far too late. They are sensitive and social young women, often finding comfort in a church or pursuing divine magic thanks to their innate connection to the Outer Planes. Born to become outsiders, they feel like foreigners in their own bodies. Over time, their growing skills and nocturnal tutelage lend them a confidence that can blossom into outrageous egos, especially among those who develop arcane gifts.

Moon mayes are haunted by a hatred of the sun; while it doesn't burn their flesh, they find the light disquieting and take comfort in the cool solace of the evening. Beyond this proclivity, the daughters of night hags bear small lumps on their forehead—the beginnings of their night hag horns—and a single black or violet eye.

Moon mayes spring up only where night hags flourish, such as the Hold of Belkzen, Katapesh, and Varisia. The outsiders typically entrust their offspring to covens, or to cults of Alazhra or Lamashtu; cults of Gyronna are too unstable and self-devouring for a night hag to gamble her investment of time and magic with them.

AWAKENED HAG HERITAGE

You can form a *lesser heartstone* by performing an 8-hour ritual over any gem worth at least 500 gp. While you carry it, a *lesser heartstone* allows you to apply your +2 racial bonus on saving throws against disease to all Fortitude saves. A *lesser heartstone* can also be used as a focus to replace any material spell components worth 10 gp or less. A *lesser heartstone* is considered to have a caster level equal to your character level at the time of its creation.

SEA-BORN CHANGELING (BRINE MAY)

Dauntless free spirits, brine mayes wander like the wind and water, and just like the elements, they have little concern for others' plans.



SEA-BORN CHANGELING

Ancestry Sea hag (*Pathfinder RPG Bestiary* 243)

Typical Alignment CN

Ability Modifiers +2 Dex, +2 Wis, -2 Con

Hag Racial Trait Sea-born changelings can hold their breath for a number of rounds equal to three times their Constitution score before they risk drowning.

Born restless, brine mayes cannot abide a sedentary life and yearn to travel and see new sights. Curiosity and wonder grip them, but a disposition that changes like the winds means they find it difficult to permanently bond with places, possessions, or people. They are vivacious and lively, but also temperamental, prone to quick shifts between emotional highs and lows. A brine may might yearn for a simple life of natural splendor one week, only to find herself lonely and craving the orchestral din of city life the next. In addition to being gregarious, sea-born changelings also have the keen senses and quick reflexes of ocean-going predators. Easily inspired by the myriad new sights they behold, at least as many sea-born changelings become artists and writers as become sailors. Like slag mayes, brine mayes find themselves readily drawn into lives of adventure, often becoming druids, rogues, or swashbucklers.

Sea hags pass on a number of traits to their children, most notably a slight webbing between the fingers and the scent of sea winds or tidal flats. Most also stand apart with a single sea-green or blue eye, though divided eye colors are less common among these changelings than most of their kin. Green or blue hair tints or streaks are common, though their fickle natures drive many brine mayes to radically reinvent their appearance on a whim, often employing hair dyes. As they mature, brine mayes develop the sleek builds of swimmers, or else the heavily insulated and muscular frames common among aging sailors.

Sea-born changelings are found all along the coastlines of Golarion, especial Minata, the Shackles, and the Isle of Kortos, where they are often mistaken for gillmen. Their restless feet take them all over the world, however, so they can be found even in areas untouched by hags. Only the call brings brine mayes back home, the voice following them no matter how far they travel.

AWAKENED HAG HERITAGE

You gain a swim speed equal to your base speed and can move in water without attempting Swim checks. Swim is a class skill for you.



STORM-BORN CHANGELING (VIRGA MAY)

Born with cold temperaments but hot passions, virga mayes reject large crowds and open spaces and prefer to keep their emotions under tight control, all too aware of raging torrents that burble below their calm exteriors.

STORM-BORN CHANGELING

Ancestry Storm hag
(*Pathfinder RPG Bestiary*
5 235)

Typical Alignment CN

Ability Modifiers +2 Wis, +2 Cha, -2 Con

Hag Racial Trait Storm-born changelings are treated as two size categories larger for the purpose of resolving wind effects.

Like the summer sky, virga mayes are calm and lazy, but with an ever-present potential for powerful wrath. Cursed with terrible tempers, their one saving grace is an otherwise easygoing attitude that rarely leads to such terrible outbursts. Storm-born changelings who lash out at friends and loved ones withdraw into themselves more and more after every outburst, growing increasingly agoraphobic over time. Those capable of keeping their tempers under control maintain healthier social connections, but hold others at arm's length, appearing aloof and haughty. By adulthood, every virga may has learned to bottle up her emotions—positive or negative—and leads a life without introspection. The daughters of storm hags eschew those careers and classes that embrace chaos or raw emotion—especially barbarians, skalds, and sorcerers—in favor of those that reinforce their discipline. Those who adventure often become alchemists, monks, or even paladins. This same self-control also makes virga mayes the most likely changelings to escape the call and their mother's influence, and their terrible-tempers make them the most likely to strike back against their mothers when finally captured.

Virga mayes typically bear one crystal-blue or rain-gray eye, but also tend towards blue eyes, with only subtle differences in shades. Instead, the most identifiable trait of the storm-born is their hair, which appears wind-blown or frazzled regardless of the amount of attention and pampering paid to it, and is often streaked with white. Many also develop jagged, spiderweb-like scars around their hands or feet as they age, like scars inflicted from electrical burns.

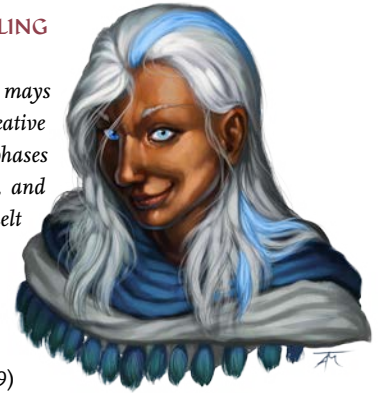
Storm hags follow seasonal stormfronts, and most commonly start families in and around the Lands of the Linnorm Kings, the Shackles, and the Sodden Lands.

AWAKENED HAG HERITAGE

You can cast following spell-like abilities: 1/day—*alter winds*^{APG}, *create water*, and *obscuring mist*. The caster level for these effects is equal to your level. The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

WINTER-BORN CHANGELING (SNOW MAY)

Playful and easily amused, snow mayes are lighthearted but terribly creative once their anger is roused. Little phases these capricious women for long, and their casual cruelty can easily melt back to kindness.



WINTER-BORN CHANGELING

Ancestry Winter hag
(*Pathfinder RPG Bestiary* 4 279)

Typical Alignment CN

Ability Modifiers +2 Int, +2 Cha, -2 Con

Hag Racial Trait Winter-born changelings gain a +5 racial bonus on Acrobatics and Climb checks on icy or slippery surfaces.

Snow mayes are among the most playful of changelings, gifted with creativity and long memories. They find sport in almost any activity, and are equally skilled at amusing themselves and entertaining others. However, this tranquil inner beauty can change to devious cruelty once winter-born changelings are crossed—their insight points them toward their enemies' fears, and their creativity invents countless ways to wield such information. These vendettas are rarely long-term affairs, though; just as winter winds cover all tracks, time quickly soothes a snow may's temper. They have little to prove to anyone but themselves, so few slights genuinely bother them, and many snow mayes never realize their own capability for cruelty until it is far too late.

Winter-born changelings' extraordinary creativity makes them excellent bards and skalds, though many are raised directly by their mothers, studying witchcraft.

Though many winter-born changelings bear white hair or a blue-white eye, their most common tells are flesh cold to the touch and tolerance for winter's chill. While most lack their mothers' immunity to cold, they rarely find icy climates uncomfortable, and rare is the snow may who hasn't lost a toe to frostbite she never noticed setting in.

Unsurprisingly, winter-born changelings frequent the icy climates their mothers favor, most notably Irrisen. Winter hags most commonly bear inhuman young with tribes of monstrous humanoids, and in Irrisen, they're among the few hags to care for their own children—to a certain extent. Leaving the drudgery of child-rearing to nannies, Irriseni winter hags spend their time tutoring their daughters in magic and honing daughters' senses of humor into wicked blades. Those snow mayes born outside Irrisen—often among the Erutaki or Ulfen—are generally abandoned in the vein of other changelings, and grow up leading far happier lives... at least until their mothers return to reclaim their scions.

AWAKENED HAG HERITAGE

You gain cold resistance equal to your character level and are no longer affected by severe cold or extreme cold.

Arcane Malignancy

As changelings sense the awakening of the eerie powers they inherited from their hag progenitors, they are often mortified to discover terrifying and debilitating alterations to their physique. While the call seizes the changelings' minds around the time their bodies begin maturing, the arcane malignancies that mar their features and extremities have nothing to do with puberty.

Not every changeling develops a malignancy, and when a changeling does develop a malignancy, it is often unrelated to whatever traits her hag mother has. These transformations are more akin to a magical allergy, manifesting in response to the well of arcane energy bubbling away in the changeling's core.

A changeling character can take an arcane malignancy as a drawback (*Pathfinder RPG Ultimate Campaign* 64) in order to select an additional trait at character creation. Randomly determine the arcane malignancy by rolling a d% and consulting the table below.

ARCANE MALIGNANCIES

d%	Effect
1-2	The smallest three toes on each of your feet have fused together. You take a -2 penalty on Acrobatics, Climb, and Perform (dance) checks.
3-4	Your incisors grow so long and sharp that you have difficulty eating. Eating takes twice as long. Consuming a potion or other magical foodstuff requires a full-round action.
5-7	You have an extra digit on each hand, which hampers your fine motor skills. You take a -2 penalty on Craft, Disable Device, and Sleight of Hand checks.
8-10	Your limbs and torso are covered with piscine scales that you must constantly moisten. If more than 1 day passes without you applying at least a gallon of water to them, you take 1d3 points of damage each hour until you do so.
11-13	Your skin bears a sizable scarlet mark that flushes and lightens with your moods. You take a -2 penalty on Bluff and Disguise checks.
14-16	One of your eyes has grown enlarged and developed a pale, milky film. Daylight seems uncomfortably bright to you. You take a -2 penalty on saving throws against light-based spells and effects, and you are automatically dazzled for 1d6 rounds when exposed to bright light or sunlight.
17-19	The soles of your feet are flat, and you tire quickly. You can hustle for only a half hour before becoming fatigued, and every 4 hours spent traveling by foot in a day deals 1 point of Constitution damage.
20-22	Your already pallid complexion grows unusually sensitive to the rays of the sun. Exposure to direct sunlight for more than 1 hour at a time makes you sickened for 24 hours.

23-25	The tip of your tongue is forked and stiff. You have difficulty making yourself understood. You take a -2 penalty on Bluff, Diplomacy, and Disguise checks to fool or persuade others.
26-28	The painful and stiff swelling of your joints puts you at a disadvantage in combat. You take a -2 penalty on combat maneuver checks and Escape Artist checks to free yourself when grappled or pinned.
29-31	Your ears have stretched to an abnormal size, making you overly sensitive to loud noises. Whenever you are dealt sonic damage, you take 1 additional point of damage, and you are deafened for 1 minute whenever you take damage from any sonic effect.
32-33	The pupils of your eyes resemble a cat's, and beasts cannot abide your presence. You take a -2 penalty on Handle Animal and Ride checks.
34-35	You grow velvety-soft fur along your back, arms, and legs that chafes and catches under clothing and armor, increasing the armor check penalty of any armor by 1 and applying a -1 armor check penalty to ordinary clothing. Clothing and armor can be specially fitted for you, eliminating the increased penalty but increasing their price by 50 gp.
36-37	You grow an extra row of sharp, crooked teeth. The uneven set of your jaws gives you constant headaches. You take a -2 penalty on concentration checks and saving throws against pain effects.
38-40	It is nearly impossible to find armor that fits your concave chest and unusually narrow, sloping shoulders. The armor check penalty of any armor you wear increases by 1, and you take a -1 penalty to AC when wearing medium or heavy armor.
41-42	Your throat balloons out like a frog's, and your voice comes out as an odd croak. You take a -2 penalty on Diplomacy checks and on Perform (act, oratory, and sing) checks.
43-45	An oozing sore has developed on your face that refuses to heal and makes you more susceptible to illness. You take a -2 penalty on saving throws against disease.
46-48	Your flesh grows bark, and your major joints have become gnarled and knotted like tree limbs, causing you to move slowly and stiffly. You take a -2 penalty on Reflex saves.
49-51	Your thin, almost translucent skin is delicate and tears easily. You take 1 point of bleed damage from slashing attacks that deal at least 1 point of damage to you.
52-54	A massive patch of multicolored warts covers much of your face. People cannot help but stare, and they always remember you once they've seen you. You take a -4 penalty on Disguise checks.

- 55-57 Your unruly hair grows with alarming speed. If you do not spend 1 hour trimming and grooming your hair every 48 hours, it snarls in nearby foliage whenever you are outdoors, imposing a -2 penalty to your Armor Class and on attack rolls and Stealth checks.
- 58-60 Your limbs are thin and frail. You take a -2 penalty to CMD against disarm, grapple, and trip attempts.
- 61-63 Your bones shatter as easily as glass. You take 2 additional points of damage each time you are hit by an attack made with a bludgeoning weapon.
- 64-65 One arm is turning to stone, though you retain limited mobility. You take a -4 penalty on all skill checks requiring the use of two hands and on attack rolls when wielding a two-handed weapon or fighting with two weapons.
- 66-67 You develop an allergy to one spell per spell level from the witch spell list (determined by your GM). Casting or being the target of a spell you're allergic to causes you to break out in a painful rash. This rash deals 1d4 points of damage per spell level, and imposes a penalty on your Charisma equal to the level of the spell. The rash fades after a number of hours equal to the level of the spell.
- 68-69 The joints in your unnaturally long thumbs have fused, and you often fumble objects. When you retrieve a stored item, you have a 10% chance of dropping it.
- 70-72 Your knees bend backward like a bird's, which makes many athletic movements difficult to master. You take a -2 penalty on Climb and Swim checks, and your running speed is only three times your regular walking speed.
- 73-75 A tenacious patch of fungus has sprouted on your back, weakening your system against toxins. You take a -2 penalty on saves against poison effects.
- 76-77 Your misaligned eyes affect your ability to judge distances. You take a -2 penalty on ranged attack and damage rolls.
- 78-80 When you get flustered, heat builds up in your face until it glows with inner fire. You take a -4 penalty on Diplomacy and Perform checks when in the presence of 5 or more creatures.
- 81-83 Your ears curl up like dried leaves, and you experience difficulty picking up sounds. You take a -2 penalty on hearing-based Perception checks.
- 84-86 Your curving, clawlike fingernails grow so long so quickly that they impede you in dangerous situations. You take a -2 penalty on Escape Artist and Sleight of Hand checks.
- 87-89 One of your legs measures noticeably longer than the other, and you lose your balance easily. You take a -2 penalty to CMD against bull rush and trip attempts.
- 90-92 Your eyes have swollen to mere slits. You take a -2 penalty on sight-based Perception checks.

- 93-96 You develop a shaggy pelt about your neck and shoulders that makes you overheat quickly. You take a -4 penalty on checks and saves to resist environmental heat effects.
- 97-98 You grow a tail that you can't easily conceal and that thrashes violently at inconvenient moments. You take a -2 penalty on Disguise and Stealth checks.
- 99-100 You grow vestigial gills. While they grant you no ability to breathe in water, they make it harder for you to catch your breath. When you are fatigued, it takes 12 hours of complete rest to recover. When you are exhausted, it takes 2 hours of complete rest to become fatigued.



Hag Covens

While those of many magical traditions—especially witches of all alignments—gather themselves into covens for mutual support, hags are by far the most steeped and knowledgeable in this ancient art. Able to access deep wells of magic forgotten by the civilized world, hags are inexorably spiteful creatures that relish opportunities to corrupt and destroy. As long as the three hags of a coven work as one, they can draw forth as many spells as they wish from a bottomless well of power. With this magic, they can imbue corpses with necromantic energy and send the undead to attack any mourning loved ones. They can inflict curses upon anyone who dares to cross them, transforming them into animals or wracking them with debilitating pain. Even the forces of nature bend to hag covens, who can control the weather and cause crops to wither away. When they are not engaged in destruction, hags can use their powers to gather secrets for future use, prying them from the mouths of the dead or coaxing them from shadowy divine powers.



Despite the dangers a coven presents, a few desperate souls seek them out for aid. Hags excel at enacting vengeance and sowing suffering—often wanting only for victims. They are sometimes willing to direct their ire at the behest of others, especially if plied with treasures, sacrifices, or the potential to corrupt both their target and their client at once. Hags are often the most powerful (or even the only) spellcasters in the wild frontiers they call home, and rural communities may beg knowledge or fair weather from them in exchange for food, livestock, or human sacrifice. Hags covens can, after all, calm foul weather, divine lost knowledge, and even return the dead to life... for a price. Hags delight in making these prices unexpectedly high, and even those who obey all of the hags' orders may find themselves betrayed, corrupted, and cursed.

The social hags—blood hags, green hags, and winter hags—are those most likely to form covens with other humanoids, even tutoring young girls in the ways of witchcraft from childhood to mold them into useful pawns and advance their own power. While other mortals can work together to perform powerful rituals and pool resources, the true power of any coven is the primordial arcane energy all hags instinctively link to, and so a hag remains the keystone of any true coven.

CUSTOMIZING HAG COVENS

Any group of three hags can form a coven, but realistically, many types of hags will never cross paths or deign to work with one another. Blood hags are loath to form covens that are not under their control. Annis hags are likewise domineering, rarely working with more powerful hags. Storm hags usually prefer allying with other storm hags, but they will occasionally form covens with green hags or sea hags. Sea hags sometimes seek out a green hag to lead them. Mute hags—among the most powerful of mortal hags—relish the destruction of relationships, and their involvement in a coven is typically transient, lasting only as long as whatever barrier prompted them to seek sisters in the first place. Night hags and dreamthief hags are outsiders that wander the planes in search of victims. These cautious schemers do not hesitate to involve mortal hags in their machinations, readily joining covens when it proves expedient. Their immortality grants them great patience and enough time to plan contingencies so that betraying them becomes a risky proposition.

A typical hag coven can cast the spells listed in the green hag's monster entry (*Pathfinder RPG Bestiary* 167).

Blood hags, storm hags, and winter hags always grant the spells and abilities listed in their bestiary entries. To reflect the diversity of powers hags can invoke, Game Masters can customize the spell lists of covens based on their membership; each type of hag makes specific spells available to cast as coven magic. All covens can cast the following spells, regardless of the hags that

comprise them: *animate dead*, *baleful polymorph*, *bestow curse*, *clairaudience/clairvoyance*, *commune*, *dream*, *forcecage*, *mind blank*, *reincarnate*, *speak with dead*, *veil*, and *vision*.

Annis Hag: *Charm monster*, *cloudkill*, *giant form I*, *mass bull's strength*.

Ash Hag: *Ash storm*^{UM}, *fire storm*, *solid fog*, *volcanic storm*^{UM}.

Blood Hag: *Blood mist*^{UM}, *mass inflict serious wounds*, *mass pain strike*^{APG}, *skinsend*^{UM}.

Dreamthief Hag: *Cloak of dreams*^{APG}, *dream voyage*^{OA}, *modify memory*, *nightmare*.

Green Hag: *Blight*, *charm monster*, *control weather*, *mirage arcana*.

Mute Hag: *Epidemic*^{UM}, *greater age resistance*^{UM}, *insanity*, *malicious spite*^{UM}, *vengeful outrage*^{UM}.

Night Hag: *Contagion*, *finger of death*, *major curse*^{UM}, *maze*, *nightmare*.

Sea Hag: *Control water*, *eyebite*, *power word blind*, *water breathing*.

Storm Hag: *Call lightning storm*, *control weather*, *solid fog*, *scouring winds*^{UM}.

Winter Hag: *Circle of death*, *dominate person*, *icy prison*^{UM}, *simulacrum*.

CHANGELING COVENS

The hag blood coursing through changelings' veins makes them especially adept at coven magic. Changeling witches with the coven hex (*Pathfinder RPG Advanced Player's Guide* 66) can form covens of three changelings without the usual need for a hag member. But as a changeling draws upon the power of her heritage, the call to wander into her hag mother's clutches becomes more persistent; changelings who form a coven only with other changelings take a -1 penalty on Will saving throws due to this increased stress.

Changeling witches with the coven hex who wish to form a coven must perform a 1-hour ritual. When the ritual is complete, the changeling coven gains access to the following spell-like abilities based on the witch level of their lowest-level participant.

1st Level: *disguise other*^{UM}, *fog cloud*; **3rd Level:** *bestow curse*; **5th Level:** *speak with dead*; **7th Level:** *baleful polymorph*; **9th Level:** *mirage arcana*; **11th Level:** *forcecage*; **13th Level:** *commune*; **15th Level:** *control weather*; **17th Level:** *vision*; **19th Level:** *mind blank*.

Coven spells use the caster level of the coven's most powerful witch. They require each member of the coven to participate simultaneously, taking a full-round action or the spell's normal casting time to cast, whichever is longer. A changeling coven can cast a total of three coven spells each day, regardless of the spell level.

FEATS

Two of the feats below are coven feats, special teamwork feats whose effects require three participants. While such feats often represent the connection between coven members and refer to the group as a coven, any group of three individuals who meet the prerequisites can select these feats.

COVEN-TOUCHED

You have a natural affinity for coven magic.

Prerequisites: Cha 11, changeling.

Benefit: You can join a changeling coven even if you are not a witch with the coven hex. Your effective witch level is equal to half your character level. A changeling coven must still include at least one changeling witch who has the coven hex.

Additionally, select a single a o-level spell drawn from the witch's spell list. You gain the ability to cast this spell three times per day as a spell-like ability with a caster level equal to your character level. The save DC for this spell is 10 + your Intelligence modifier.

ENHANCED COVEN

By deepening your connection with your coven members, you have made your coven capable of casting more spells each day.

Prerequisites: Changeling, coven hex or Coven-Touched.

Benefit: Your changeling coven can cast three more spells each day from its list of spell-like abilities. If multiple members of your coven take this feat, the benefits stack.

FAMILIAR LINK (COVEN, TEAMWORK)

Within your coven, you have formed a bond with your fellow witches' familiars.

Prerequisites: Coven hex or Coven-Touched, familiar or spirit animal class feature, witch level 1st.

Benefit: You share an empathic link with the familiars of all other witches in your coven who also have this feat, as per the witch's familiar ability. Additionally, you can use the share spells, deliver touch spells, and scry on familiar abilities with a coven member's familiar as the target, as long as your witch level is high enough to grant access to these abilities. You can communicate with the familiar using its speak with master ability. You gain a +5 bonus on Spellcraft checks to help your familiar learn spells from a coven member's familiar.

METAMAGICAL SYNERGY (COVEN, TEAMWORK)

You and the other members of your coven can weave your spells together to great effect.

Prerequisite: Allied Spellcaster^{APG}.

Benefit: If all three coven members with this feat cast the same spell in the same round, you can combine your efforts, resolving the spell only on the last member's initiative. The effects of the spell are resolved only once, but the coven can apply one of the following metamagic feats without altering the spell slot used: Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, or Widen Spell. Casters do not need the appropriate metamagic feat to apply it via this feat. The synergy spell resolves using the caster level, save DC, and other modifiers of the caster of the coven's choice. The spell does not apply other metamagic feats unless all three members included the same feat in their casting. This ability cannot be used if the chosen metamagic feat would normally alter a spell to use a spell slot above 9th level.

Witchcraft

While clerics' deities are well documented by doctrine and myth, presenting prominent faces to the world at large, witch patrons are mysterious and secretive—so much so that even witches don't know the identities of their patrons. Theirs is a relationship of bargains rather than blind devotion or faith, gaining power in exchange for esoteric prices, pushing their patrons' worldly agendas, or their immortal souls. For many witches, the price is left vague at first: power is granted as a mysterious gift in time of need, and only once the mortal has grown dependent on such power does the patron reveal the cost of its continued use. Fair or foul, the price must be paid, or whatever power the patron invested is revoked, including hexes, spellcasting, and the familiar that serves as the bond between agent and master. Mortals relied on these bargains in the ages before arcane magic was codified and documented for those who were not blessed at birth with sorcerous blood. Even millennia later, the wheeling and dealing road to

power still tempts many without the patience or mindset for arduous study.

Many witches prefer to think of their patrons as a concept, rather than entities, to downplay their uncertainty regarding the ultimate sources of their power. Others make up identities for their patrons, either invented from whole cloth or chosen to be impressive and socially acceptable beings related to the patrons' portfolios. For example, in Irrisen, many witches with the winter patron claim their patron is winter itself, or even Baba Yaga, despite the fact that the Queen of Witches herself has a fate patron. Usually this simply amuses patrons or serves to further their ends by increasing their anonymity. But rarely, a witch's dissonant beliefs can open a tiny window to the bond between the witch and the patron, allowing something truly terrible to crawl through.

PATRONS

Witch patrons are enigmatic entities, sometimes fair minded and other times malevolent. Some are demigods or powerful spirits, such as those that grant shamans their spellcasting. Others are manifestations of cosmic forces, created by the certainty of mortals and the fundamental need for balance in much the same way aeons manifest. While kindly patrons are rare—attracting worshipers more readily than agents—the majority are high-minded and neutral figures. They dispense arcane power to those whose interests and mindsets align with their needs, and once a witch drifts from the cause or refuses to pay the price for such power, her patron divests the spellcaster of her powers and depart. Wicked patrons enjoy longer-lasting relationships, however, manipulating the witches' minds and punishing disobedience in a manner far more personal than an evil god. The familiar of a wicked patron becomes equal parts power source and prison guard, forever studying its charge for disobedience.

The various published witch patron themes present a wide array of concepts and priorities to align with a large variety of supernatural beings. Some specific patrons, however, might offer variations within the spells they grant. Special patron categories listed on page 15 swap out the spells normally provided by a patron theme at specific levels, and grant a specific hex and drawback at 1st level. Once a specific patron has been selected, a witch cannot change her patron or raise a hand against that entity without losing her spellcasting, hexes, and familiar. These categories are limited in the patron themes they can provide; their witches must select from one of the four listed for



each entry. These patrons are extraordinary examples of their kind, often invested with unique or mythic powers and pursuing long-term agendas measured in centuries or eons.

Celestial Agenda: While good deities and empyreal lords have organized faiths to carry out their wills, powerfully ranked agathions, angels, and archons—and occasional intersectional councils of good outsiders—sometimes invest white witches with celestial might to defend the weak and heal the sick. You gain the ward hex at 1st level, but your patron holds you to a higher standard: you must be of good alignment, and you take a –2 penalty on Bluff, Intimidate, Sleight of Hand, and other skill checks to deceive or threaten others. *Available Patron Themes:* Endurance, Healing^{UM}, Light^{UM}, Portents^{UM}, 4th—*castigate*^{APG}, 10th—*rebuke*^{APG}, 16th—*greater planar ally* (good outsiders only).

The Condition of All: Aeons are often patrons to witches, seeking out mortals who share their vested interest in some agenda that helps them promote the cosmic balance. You gain the scar hex at 1st level, but such service requires unwavering commitment to their cause, and you lose your spellcasting and hexes (but not your familiar) if your alignment changes after taking your first witch level; you regain your spellcasting and hexes once you revert to your original alignment. *Available Patron Themes:* Elements, Time^{UM}, Transformation, Wisdom; 2nd—*forbid action*^{UM}, 8th—*dismissal*, 12th—*geas/quest*

Empath: Your patron is a manifestation of the collective living experience—mortal desire and purpose given direction by the beliefs of countless minds and hearts. You gain the tongues hex at 1st level, but you cannot help but feel the despair, pain, and other negative emotions in those around you, taking a –5 penalty on saving throws against emotion effects. *Available Patron Themes:* Ancestors^{UM}, Mind^{OA}, Spirits^{UM}, Wisdom; 2nd—*burst of insight*^{OA}, 6th—*analyze aura*^{OA}, 10th—*retrognition*^{OA}.

Fey Gifts: A powerful fey or other entity from the First World has offered you magic. You serve as an anchor and scrying focus in the Material Plane for your patron, but you also provide frequent amusement. You gain the charm hex at 1st level, but your fey patron delights in your failure and injury and frequently jinxes you; once each day, the Game Master can demand you reroll a single ability check, attack roll, saving throw, or skill check and use the worse result. *Available Patron Themes:* Agility, Enchantment, Trickery, Winter^{UM}; 2nd—*disguise self*, 4th—*hideous laughter*, 16th—*irresistible dance*.

Green Whispers: Your witch powers are a manifestation of the Green Faith or bestowed by a representative of natural forces, such as an ancient treant or nature spirit, who expects you to wield such gifts on its behalf. You gain the feral speech hex at 1st level, but you cannot abide the touch of iron or steel; contact with either metal deals 1d3 points of damage each round, and wearing metal armor prevents you from casting spells until it is removed. *Available Patron Themes:* Animals, Endurance, Moon^{UM}, Transformation; 2nd—*entangle*, 6th—*plant growth*, 10th—*tree stride*.

Hag's Calling: Hags of exceptional power—most often mute hags and dreamthief hags—sometimes invest mortal agents with the same well of ancient power they have mastered. Hags most often invest their changeling daughters with such power, either once they have proven loyal or else to tempt them into wickedness. You gain the coven hex at 1st level, but you can neither use the aid another action nor receive benefits from others' aid another actions. *Available Patron Themes:* Moon^{UM}, Plague, Shadow, Vengeance^{UM}; 2nd—*disguise self*, 8th—*sending*, 10th—*commune* (hag/patron rather than deity).

Infernal Contract: Your power was brokered from a powerful daemon, demon, or devil to speed the corruption and moral decay of mortals. When you die, your soul goes to Abaddon, the Abyss, or Hell, and you can't be raised or resurrected except by extraordinary means—though bold service may earn you a favored position in damnation. You gain the misfortune hex at 1st level, but your magic requires sacrifice; each day when you prepare spells, you must deal 1d6 points of damage to yourself as part of your infernal ritual, feeding the lost blood to your familiar. At 5th level and every 5 levels thereafter, this damage increases by 1d6. *Available Patron Themes:* Enchantment^{UM}, Strength, Trickery, Vengeance^{UM}; 8th—*lesser planar ally*, 12th—*planar ally*, 16th—*greater planar ally* (your bonus spells can be used to summon only the type of outsider your patron represents).

Touched by the Outer Gods: Your powers hail from an incomprehensible being from beyond the stars, whose motivations and needs erode your psyche. You gain the unnerve beasts hex at 1st level, but you take a –2 penalty on saving throws against confusion and emotion effects and are affected by such effects for at least 1 round even on a successful saving throw. *Available Patron Themes:* Insanity^{UM}, Occult^{UM}, Stars^{UM}, Transformation; 2nd—*lesser confusion*, 8th—*dreadscape*^{HA}, 10th—*compelling rant*^{HA}.

Shadowbound: Deep exposure to entities from the Plane of Shadow—kytons, nightshades, owbs, and similar ethereal forces—has infused you with shadow. You gain the disguise hex at 1st level, but you also gain light blindness. *Available Patron Themes:* Death^{UM}, Deception, Ethereal^{OA}, Shadow; 8th—*shadow conjuration*, 12th—*shadow walk*, 16th—*greater shadow evocation*.

WITCH ARCHETYPES

Witches serve a variety of roles in the world and invoke countless superstitious stereotypes among the unenlightened who see them bartering for power and consorting with unknown forces. These reputations are sometimes well earned, as many witches serve their own needs or strike desperate bargains to save themselves or exact vengeance on those who have wronged them. Other witches are selfless and caring, taking on a community's suffering while healing, dispensing medicines, and helping those who struggle find their inner strength.

All of the archetypes listed here are appropriate for the witch class.

HAGBOUND (WITCH ARCHETYPE)

Whether a changeling in the process of succumbing to her mother's call, a witch cursed by a hag to become her instrument of torment, a vain and petty witch overeager for power, or some other unfortunate soul, a hagbound witch finds its soul has been infected by a hag's spite and powerful, corrupt arcane magic. Her mind and body begin to transform to reflect her new being. Hagbound witches suffer a slow transformative taint that is similar to the accursed corruption (*Pathfinder RPG Horror Adventures* 16) and make ideal candidates for this additional power—and tragedy.

Hagbound: A hagbound can take this archetype only if her first character level is a witch level, and she must select one of the following patrons: Deception, Jynx (see Witch Patron Themes on page 17), Moon^{UM}, Occult^{UM}, Plague, Shadow, Strength, Vengeance^{UM}, or Winter^{UM}. She can escape her inevitable fate only by removing the hag's hold on her soul, typically with *miracle* or an effect of similar power. Until then, she can't take levels in any class other than witch and her alignment can never become good. Removing the hag's hold causes her to lose this archetype and become a normal witch.

Hag's Claws (Ex): A hagbound's hands grow into a pair of hideous claws that deal 1d4 points of damage for a Medium hagbound (1d3 for a Small creature).

This replaces the hex gained at 1st level.

Hunched Muscle (Ex): At 2nd level, warty growths and knobby muscles twist the hagbound's body. She gains a +2 size bonus to her Strength score. This bonus increases by 2 at 8th level and 14th level, to a maximum of +6.

This replaces the hexes gained at 2nd, 8th, and 14th levels.

Vain Glamour (Sp): At 4th level, the hagbound gains the ability to disguise her hideous form behind various pleasing shapes. This allows her to magically disguise herself at will, as per *disguise self*. At 12th level, she can transform herself at will rather than spin illusions, as per *alter self*.

This replaces the hexes gained at 4th and 12th levels.

Vile Curse (Sp): At 10th level, the hagbound becomes exceptionally skilled at cursing others. She can cast *bestow curse* at will, but its duration becomes 24 hours. Once a creature has been affected by this ability, it is immune to the witch's vile curse ability for 24 hours. If the witch learns some secret fear or vulnerability of her target and tailors the curse to exploit this, her target takes a –2 penalty on its Will saving throw against the effect.

This replaces the hex gained at 10th level.

Hag Transformation: At 20th level, the hagbound transforms into a true hag, purging all goodness and light from her in exchange for dark power. Her alignment becomes evil if it isn't already. Her type changes to monstrous humanoid, and she gains darkvision 60 feet; immunity to charm, fear, and spell effects; and the ability to join a coven. She gains spell resistance 31, and she grants this benefit to her other coven members.

This replaces the hex gained at 20th level.

PUTREFACTOR (WITCH ARCHETYPE)

Some witches find their patrons while in the throes of despair and grief, when all they desire is to see the veneer of civilization peel back to reveal the filth and rot that underlies all things. The arcane power they inherit is bleak and tainted, eating them from the inside out and transforming them into living avatars of entropy.

Infestation of Entropy: A putrefactor's body hosts various pests—insects, rats, or other scavengers—as part of her connection with her patron. She treats the infestation as her familiar, and she communes with the infestation to prepare spells. She still selects a familiar, which must be a house centipede^{UM}, rat, scarlet spider^{UM}, or toad; the familiar crawls within her among the other vermin. A putrefactor must be of chaotic alignment and must choose one of the following patrons: Animals, Death^{UM}, Plague, or Rot (see Witch Patron Themes on page 17).

This alters the witch's familiar and patron.

Disgorge Familiar (Ex): As a standard action, a putrefactor can cough up her familiar, allowing it to act as a separate entity. She can also devour it again as a standard action when the familiar is within reach. While within her, the familiar cannot be targeted for effects or take any action, but effects affecting it persist, and their duration continues until the next time she disgorges it.

This replaces the hex gained at 1st level.

Verminous Blood (Ex): At 2nd level, the swarming creatures within a putrefactor begin to replace her bodily fluids. Whenever she takes slashing or piercing damage from a melee attack, the creatures spill out and bite the attacker, dealing 1d6 points of damage, which count as damage from a Diminutive swarm. A creature can take damage from this ability only once per round. This damage increases by 1d6 at 8th level and every 4 levels thereafter.

This replaces the hex gained at 2nd level.

Putrefied Innards (Ex): At 4th level, the infestation begins assuming various functions of the witch's organs. She gains a 25% chance to negate the extra damage from critical hits and sneak attacks, as per the *light fortification* magic armor ability. At 10th level, this increases to a 50% chance (as per *moderate fortification*), and at 16th level it increases to a 75% chance (as per *heavy fortification*). Whenever the putrefactor negates additional damage from a melee attack in this way, the attacker takes damage as if exposed to her verminous blood, even if it has already been targeted by this ability this round.

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

Disgorge Swarm (Ex): At 6th level, while her familiar is inside her, the putrefactor can disgorge all the crawling creatures within her at once as a standard action, retaining only her familiar. When she does, she loses 2 hit points per class level and forms a spider swarm as per the spell *vomit swarm*^{APG}. The swarm gains the Armor Class and saving throw bonuses of her familiar. The swarm deals her verminous blood damage instead of its normal damage; while the swarm lasts, the putrefactor loses access to her verminous blood ability. The witch can target creatures with her hexes

as if she occupied both the swarm's space and her own. When the duration ends, the swarm tries its best to return to her and crawl back into her body, restoring hit points equal to its current hit points, up to her maximum hit points. If the swarm dies or cannot return to her once the spell's duration ends, the witch does not regain any of her spent hit points. Once she reabsorbs the swarm, she can't disgorge it again for 1 hour.

This replaces the hex gained at 6th level.

VELLEMANCER (WITCH ARCHETYPE)

While the popular stereotype envisions witches as wicked spellcasters sowing misery, many people turn to the arcane to heal others and better the world. The vellemancer is a guide, using her witchcraft to empower and teach others. She rarely dispenses every gift a needy soul asks, but she instead offers the advice, opportunities, and tools people require to achieve their own dreams.

Keen Counselor: The vellemancer is a guide and counselor. She adds Diplomacy and Sense Motive to her list of class skills. If a vellemancer's alignment becomes evil, she loses access to all the unique abilities provided by this archetype.

Invested Hex (Su): At 2nd level, a vellemancer learns to invest magical aid into a willing creature. Each day, she can implant a number of hexes equal to half her witch level (minimum 1) plus her Intelligence bonus (if any). Any given creature can have only one hex implanted at a given time, and implanting a new hex ends the previous one (the witch still loses the use of this ability she spent on the previous hex). Only beneficial hexes capable of affecting another creature can be implanted with invested hex, and this counts against the uses per day of hexes with limited uses per day or per creature.

To implant a hex, the vellemancer must take a standard action and touch a willing creature. The vellemancer can activate the hex as a free action, or the hex can activate automatically when a single predetermined condition is met (decided when the hex is implanted). The subject must be within medium range (100 feet + 10 feet per level) for the witch to trigger the hex, but a predetermined condition can activate the hex regardless of range. An implanted hex lasts until the next time the witch regains her spells. Once triggered, a hex is no longer implanted and can't be triggered again.

This replaces the hex normally gained at 2nd level.

Wishgranter (Su): Beginning at 6th level, a vellemancer can borrow mental strength from others' hopes and dreams to empower her own spellcasting. A creature can make a wish as a free action at any time, even during the vellemancer's turn. The vellemancer must be able to hear and understand a wish in order to use it as a spell component. A spell that doesn't normally have a verbal component gains one when cast using this ability. A wish doesn't need to mention the name of a specific spell, but it must describe an outcome that can be accomplished by casting a spell the vellemancer knows (for example, wishing to be more likable could supply the verbal component for *alter self*, *eagle's splendor*, or even *baleful polymorph*, depending on the results). A vellemancer gains a +1 bonus to her caster level when using a creature's wish as a verbal component in this manner, but she cannot include herself as a target of such spells. She can be affected by such a spell if it affects an area rather than one or more targets. A vellemancer is under no compulsion to grant a creature's wish. Once the vellemancer grants a creature's wish using this ability, she cannot use this ability to grant that creature any further wishes for 24 hours.

This replaces the hex gained at 6th level.

Expanded Wishgranter (Su): At 8th level, the vellemancer adds the following spells to her familiar for free: *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, and *owl's wisdom*. The vellemancer can cast these spells only as part of her wishgranter ability, but she can sacrifice any prepared spell of 2nd level or lower to spontaneously cast one of these spells.

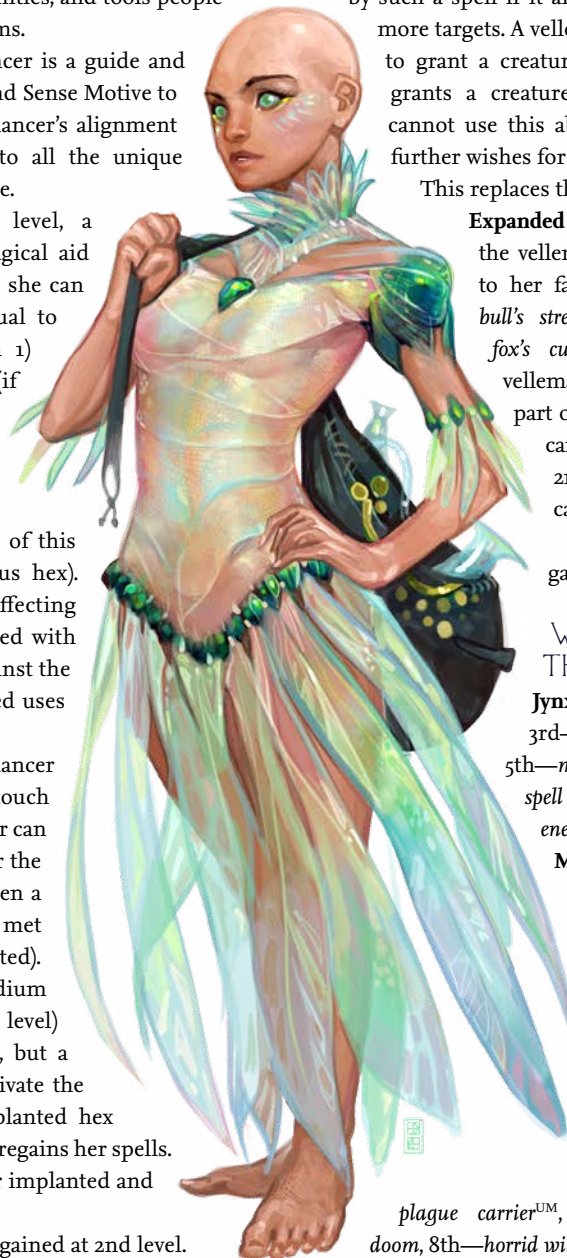
This replaces the hex normally gained at 8th level.

WITCH PATRON THEMES

Jynx: 1st—*ill omen*^{APG}, 2nd—*shatter*, 3rd—*bestow curse*, 4th—*retribution*^{APG}, 5th—*mark of justice*, 6th—*eyebite*, 7th—*spell turning*, 8th—*antipathy*, 9th—*energy drain*.

Mercy: 1st—*cure light wounds*, 2nd—*eagle's splendor*, 3rd—*remove curse*, 4th—*restoration*, 5th—*cleanse*^{PG}, 6th—*heroes' feast*, 7th—*foe to friend*^{APG}, 8th—*euphoric tranquility*^{APG}, 9th—*true resurrection*.

Rot: 1st—*decompose corpse*^{UM}, 2nd—*warp wood*, 3rd—*fungal infestation*^{UM}, 4th—*fleshworm infestation*^{UM}, 5th—*plague carrier*^{UM}, 6th—*epidemic*^{UM}, 7th—*creeping doom*, 8th—*horrid wilting*, 9th—*cursed earth*^{UM}.



Witch Religions

Many witches mingle their arcane rituals with faith and prayer, claiming that various gods act as their true patrons. This is equal parts theatrics and misunderstanding the nature of patrons, a misconception that often aggrandizes or legitimizes the witch's ego, especially in regions hostile to such magic. Though they have the authority and might to control clerics, inquisitors, and similar divine casters, the gods themselves only rarely invest witches with power directly. While witches can pray to their gods like anyone else, their power usually flows from smaller and more practical fonts—occasionally servants of the gods they revere, but just as often other powerful forces whose agendas overlap with the witch's faith.

Religious witches tend to worship trinities rather than single deities. This reverence of the coven-like trinity embodies the interdependence of powers and the strength



gained in sisterhood. The most common of these trinities is Calistria, Gozreh, and Pharasma—a powerful grouping that represents the constant cycle of conception, mortal existence, and death. Regional cults tend to replace Gozreh with Lamashtu, Sivannah, or various demon lords or empyreal lords central to their goals or cultures.

Calistria (CN goddess of lust, revenge, and trickery): Favored especially by young witches wronged by the world, but who have not been completely corrupted, Calistria is embraced as a patron of freedom, especially in urban areas where the church's teachings have wandered far from her elven roots.

Gozreh (N god of the nature and weather): Enigmatic at the best of times, Gozreh is as much a force of creation as a god, and that indistinct nature makes her a popular cornerstone of witch faiths in rural lands where wizards are rare and the distinction between “witch” and “priest” is largely semantic. Witches of northern Garund honor Gozreh first and foremost, and many are counted among his stormkindlers cult.

Lamashtu (CE goddess of madness and nightmares): The Mother of Monsters also frequently serves the role of godmother to witches, providing divine succor to those whose bitterness and hatred have turned them away from society to seek power. While Lamashtu herself rarely invests these followers with arcane power, her various monstrous and demonic children are all too happy to accommodate.

Nethys (N god of magic): Though Nethys is rarely worshiped as part of a trio, many witches offer prayers and sacrifices to god of magic or move in and out of his faith as they explore their magical abilities. He is especially popular among Osirian witches and those who barter with patrons of Mind^{OA}, Trickery, or Wisdom.

Pharasma (N goddess of birth, prophecy, and death): If any of Golarion's deities could be said to be the witch goddess, it is Pharasma, who is revered by most witches and holds a central place in nearly all trinities worshiped in covens thanks to her role in both life and death. Hedge witches especially revere Pharasma as the divine feminine and a source of life, and many also serve their communities as leaders of the Pharasmin faith in addition to their roles as healers.

Sivannah (N goddess of illusions and mystery): While less commonly known or worshiped, Sivannah holds a place of honor among many intellectual witches for the cleverness and intrigue she encourages in her faithful. Many witches who hide their power honor Sivannah and curry favor with—or even lead—her worshipers.

THE HAG GODDESSES

No examination of witch faiths would be complete without consideration of the hag goddesses. While the three hag goddesses only intermittently work with mortal worshipers, their hag worshipers in turn help to shape the worst aspects

of evil witches and the public perception of witchcraft. Of all gods, they are those most likely to act as direct patrons for witch worshippers—for obvious reasons.

The hag goddesses are divinities of last resort, lending some small comfort to the spurned and ample ammunition to the vengeful. When a woman finds herself cast aside by society or denied justice, it is these beings that offer a violent alternative and the power to execute the most heinous acts of revenge. The hag faiths are especially common in the River Kingdoms, which boast a substantial population of hags, few laws to protect the spurned, and a proud tradition of taking bloody justice into one's own hands.

Ironically, though three hag goddesses exist, their mutual hatred is so legendary that no event to date has brought the trio together to form a divine coven.

Alazhra (NE goddess of dreams, night hags, and planar travel): Of all the hag deities, the Dream Eater is the least likely to accept mortal worshippers. Instead, she favors the night hags, extraplanar beings who believe they are Alazhra's favored daughters. It is she who negotiated with the dreaded Four Horsemen, brokering a deal that allows night hags the freedom to travel Abaddon and trade souls. Rarely, Alazhra offers her divine blessings to a mortal spellcaster in exchange for the priest's soul after death—along with all other souls that priest should capture in life.

Gyronna (CE goddess of extortion, hatred, and spite): Legend holds that Gyronna gave birth to the creatures that would become hags, and this earns her a considerable following of them. As a being disfigured by some powerful rival, Gyronna is a patron of those cast aside and overlooked, especially when that allows her faithful to take revenge against those who wronged them. These priests form small cells in both cities and rural townships to watch for potential recruits and inflict grievous harm against perceived oppressors. Changelings persecuted by their adopted communities sometimes turn to Gyronna for protection, yet the Hag Queen rarely offers safety so much as vengeance.

Mestama (CE demon lord of cruelty, deception, and hags): The Mother of Witches is a cruel deity of stealth, subtlety, and unexpected violence. Much like Gyronna, she is a patron of hags of all kinds, and the similarities between the faiths of the two often confuse scholars. Regardless, the jealous Mestama finds Gyronnans infuriating, and their priests often clash with one another for dominance. The differences are subtle; whereas Gyronna promotes vengeance and outcasts, Mestama's faithful proactively pursue cruelty and destruction for its own sake. Mestama readily shares her furious power with supplicants, making her a popular patron for witches who demand more power at any cost.

TRIADIC PRIEST (CLERIC ARCHETYPE)

Power comes not just from communion with one's deity, but also from the formation of divine triumvirates. At the head of these groups are triadic priests. Although witch covens and changelings are the most likely to pursue this tradition, the practice sometimes appears among other faiths.

Triadic Bond (Su): A triadic priest can perform a 10-minute ritual with exactly two allies in order to create an enduring bond between them that lasts until the triadic priest either dissolves the bond (a process that takes 1 minute of concentration) or creates a new bond. When performing the bonding ritual, the triadic priest can also include any of her allies' familiars or spirit animals; these creatures gain the benefits of the bonded channeler ability and the drawbacks of being in the bond, but they are not treated as bonded allies for the purpose of the triadic priest's bonded domain. Only intelligent and fully independent creatures can serve as her two bonded companions. Animal companions, eidolons, familiars, phantoms, and similar nonsentient or dependent creatures are not suitable.

The bonded allies gain numerous benefits and can help empower the triadic priest's spellcasting, as noted in the abilities below. However, if a bonded ally dies, the other members of the bond must each succeed at a Fortitude save (DC = 10 + the triadic priest's class level) or gain 1 permanent negative level.

Bonded Channeler (Su): When a triadic priest uses her channel energy ability, she must choose to affect either only her bonded allies or everyone except her bonded allies.

Bonded Domain (Su): A triadic priest selects only one domain granted by her deity. However, while she is within 10 feet of least one of her bonded allies, she gains the following benefits.

This alters the domains class feature.

Bonded Power (Su): A triadic priest gains either a witch's coven hex or the Allied Spellcaster feat (*Pathfinder RPG Advanced Player's Guide* 150) as a bonus feat.

Bonded Unity (Su): As a move action, a triadic priest can share one teamwork feat she has with up to two bonded companions that are within 10 feet of her. Her bonded companions do not need to meet the feat's prerequisites and gain the benefits of the feat for 1 round plus 1 additional round for every 5 class levels the triadic priest has. A bonded companion can gain only one teamwork feat in this way at a time. The triadic priest can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Bonded Ritual: A triadic priest can prepare any of the spells below as though they were domain spells, though she can cast these domain spells only while she is within 10 feet of one of her bonded allies. At 8th level, once per day while within 10 feet of both her bonded allies, a triadic priest can cast any one of her domain spells of a spell level she can cast, whether she has prepared the spell or not, without expending a spell slot. If one of these domain spells has a casting time of more than one standard action, the triadic priest must succeed at a concentration check (DC = 20 + double the spell's level) or lose the spell if at any point during the casting she does not have a bonded ally within 10 feet.

Domain Spells: 1st—*ill omen*^{APG}, 2nd—*blindness/deafness*, 3rd—*bestow curse*, 4th—*charm monster*, 5th—*baleful polymorph*, 6th—*control weather*, 7th—*forcecage*, 8th—*mind blank*, 9th—*astral projection*.

Curses

Spells with the curse descriptor (*Pathfinder RPG Ultimate Magic* 137) are generally long-term impositions, with many being permanent and requiring *break enchantment* or *remove curse* to remove. Rather than dealing direct damage, they impose bad luck, twist the body or mind, or otherwise interfere with a creature's life for days or months at a time, ruining the cursed individual's life or controlling his behavior. That is ultimately the strength of curse magic, whether permanent or temporary: it does not compel anything from its victims—in the end, they choose to corrupt themselves.

Not all spellcasters who dabble in curses are evil. Many good churches and lawful witches use *mark of justice* and *geas/quest* to compel criminals to reform themselves or atone for their crimes, or they use them to ward forbidden places.

CURSE FEATS

A world where curse magic flourishes is a world where many have learned to navigate this foul and dangerous art. This specialized training is especially common in lands such as Irrisen, Nidal, Shenmen, and Ustalav, where dark magic, hags, and witches flourish.

CURSED CONDUIT

Something inside you soothes the lingering malice within corrupted magic items.

Benefit: You are not compelled to keep or use cursed items you touch so long as your character level is equal to or higher than the item's caster level. You are still affected by the afflictions of any cursed item you carry or use, but you gain a bonus on saving throws against curse effects equal to one-third the caster level of the highest-level cursed item you carry.

LATENT CURSE (METAMAGIC)

You can imbue curse magic into objects.

Benefit: You can alter a spell with the curse descriptor to target an object rather than a person. Your spell immediately targets the next creature to pick up, handle, or interact with the object as if that creature were the spell's original target. The curse affects only the first creature to use the item, even if the curse originally affected multiple targets. An object invested with a latent curse detects as magical, with an aura appropriate for the spell's original level and school. As with all cursed items, someone studying the object's magic aura recognizes that it is cursed only if her Spellcraft check exceeds the target DC by 10 or more. So long as a latent curse remains active in an item, you cannot recover the spell slot used to cast that spell. A latent curse remains active in an item for 1 day per caster level, but you can dispel the latent curse whenever you recover your spells as a free action, rendering the cursed object harmless and regaining the expended spell slot.

A latent curse spell uses up a spell slot 1 level higher than the spell's actual level.

SCAPEGOAT

Your calloused soul attracts curses, even those afflicting others, and you have grown resistant to their effects.

Prerequisite: Great Fortitude or Iron Will.

Benefit: You gain a +2 bonus on saving throws against curses. Once per day as a standard action, you can touch a creature suffering from a curse effect in an attempt to remove that curse from its target. You must attempt a character level check against the DC of the curse effect you wish to absorb. If you succeed, the curse is removed from the target but immediately affects you instead as if you were the original target and had failed your initial saving throw against the curse; you are subject to the curse's effects, removal conditions, and remaining duration.

SIN-SHARING CRITICAL (COMBAT, CRITICAL)

Your hateful focus can sometimes spread your own misfortune to others in combat.

Prerequisites: Critical Focus, base attack bonus +13.

Benefit: Whenever you confirm a critical hit against an opponent, you can choose a single curse effect currently affecting you to also affect the target. The target can negate this magical effect with a successful Will save (DC = 10 + your base attack bonus). If you are currently affected by multiple curses, you choose which one affects the target. This transferred curse affects the target exactly as it affects you, except that it lasts 1d4 minutes or the remaining duration of the curse affecting you, whichever is less. If the target succeeds at its Will save, or if you are not suffering from any curse effects, the target instead rolls twice on its next ability check, attack roll, saving throw, or skill check and takes the less favorable result. This is a curse effect.

Special: You can apply the effects of only one critical feat to a given critical hit unless you have Critical Mastery.

CURSE SPELLS

Spellcasters are endlessly creative at vexing others.

CALAMITOUS FLAILING

School necromancy [curse]; **Level** bard 3, cleric 4, mesmerist 3, sorcerer/wizard 4, spiritualist 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You cause the victim's attacks to careen wildly, endangering itself and those around it. Your target gains a 25% miss chance on all attack rolls. If an attack misses due to this magical effect, the victim instead targets an ally, or else itself if there are no allies within range of the original attack. Apply the attack roll for the original attack to the new target's Armor Class to determine if this attack hits. This is a curse effect.

CURSE OF DRAGONFLIES

School conjuration [air, curse]; **Level** druid 3, magus 3, shaman 4, sorcerer/wizard 4, summoner 4, witch 3

Casting Time 1 standard action

Components V, S, M (a paper insect)

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration permanent (D)

Saving Throw Will negates; **Spell Resistance** yes

You invest a target with cursed elemental energy, making the open skies anathema to it. If the affected creature ever tries to fly more than 5 feet above the ground, paper insects erupt from the air around the creature to interfere with its movement. The affected creature's flight maneuverability decreases by one step for every 3 caster levels you have. A creature whose maneuverability would be brought below clumsy must land at the end of its turn each round or fall.

This spell does not affect incorporeal creatures or creatures that are otherwise intangible (such as a wizard using *gaseous form* to fly).

FAIR IS FOUL

School transmutation [curse]; **Level** antipaladin 2, cleric 3, shaman 3, sorcerer/wizard 4, spiritualist 3, witch 2

Casting Time 1 standard action

Components V, S, M (a newt eye)

Range touch

Target creature touched

Duration permanent (D)

Saving Throw Fort negates; **Spell Resistance** yes

You curse the target with a disfiguring or painful mutation. The target gains one random deformity from the Arcane Malignancies table (see page 10). The curse bestowed by this spell cannot be dispelled but can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

HAG'S SEASONING

School transmutation [curse]; **Level** antipaladin 2, bloodrager 2, druid 3, shaman 3, witch 3

Casting Time 1 standard action

Components S, M (a handful of spices)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration permanent (D)

Saving Throw none; **Spell Resistance** yes

You render the affected creature supernaturally delicious, making it the preferred target for animalistic monsters, as well as biting insects, stray animals, and vermin. A creature that makes a successful bite attack against or otherwise ingests a portion of the victim (such as with drain blood or swallow whole) gains a number of temporary hit points equal to half your caster level. These temporary hit points last for 1 hour. A creature cannot gain temporary hit points from this spell more than once per day, no matter how many times it bites your target or how many different cursed targets it bites.

KNELL OF THE DEPTHS

School conjuration [curse, water]; **Level** druid 3, magus 2, shaman 3, sorcerer/wizard 3, summoner 3, witch 2

Casting Time 1 round

Components V, S

Range touch

Target one creature

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You invest a target with cursed elemental energy, causing nearby bodies of water to roil when the target draw nears and tendrils of water to drag it deeper under the waves. The target takes a -10 penalty on Swim checks and automatically sinks 15 feet per round when in any body of liquid. The creature does not sink if standing upon a solid surface capable of supporting its weight, even if it is submerged.



Hags and the Occult

Hags are corrupters of mind, body, and spirit. They consort in covens and dark rituals, and night hags even haunt dreams and travel the Ethereal Plane collecting souls and selling them to the highest bidder. As such, hags are a particularly occult threat, as opposed to foes such as goblins or ogres. Changelings experiencing the calling develop a psychic connection to this evil and can feel its temptation. Those who refuse to succumb often use the same tools to combat these threats and protect others, sometimes as psychics or even as spiritualists harboring souls to protect them from the ethereal deprivations of night hags. In addition to the assorted occult options presented below, mesmerists have been known to bargain for new tricks from green hags and bold stares from sea hags, though always at a terrible price. Additionally, mediums have discovered several legendary spirits that represent powerful deceased hags; those

mediums who allow the hag spirit to gain enough influence to take control quickly learn to never repeat that mistake—death does nothing to temper the evil a hag will inflict, and more often than not a medium has no family or friends left to protect after the first such incident.

HAGTOUCHED IMPLEMENTS

Hags' dark magic pervades their bodies and belongings, granting those items psychic significance and making them perfect occultist implements. Hags' nails and skulls, as well as night hags' former heartstones, can serve as necromancy implements and grant their power over curses and souls. Stylized hag masks as well as rings and bracelets made of knotted hag hair can serve as illusion implements and grant their deceptive abilities. Though morbid, an eyepiece made from a hag's eye—or replacing one of your own living eyes with a preserved hag's eye—can grant access to considerable divination or enchantment magic. Finally, stringed instruments strung with a hag's hair and necklaces of hags' tongues can serve as divination implements and grant an occultist the hag's ability to manipulate and control others.

ARAKINETICIST (KINETICIST ARCHETYPE)

Those of strong will who live under a dark curse long enough might learn to control and channel the corrupt energy afflicting them. Changelings who resist the call of their hag mothers are especially given to the arts of the arakineticist.

Living Curse: An arakineticist's curse lives within her, granting her dark powers. She must choose void as her primary element (see *Pathfinder Player Companion: Occult Origins*) and negative blast as her first simple blast.

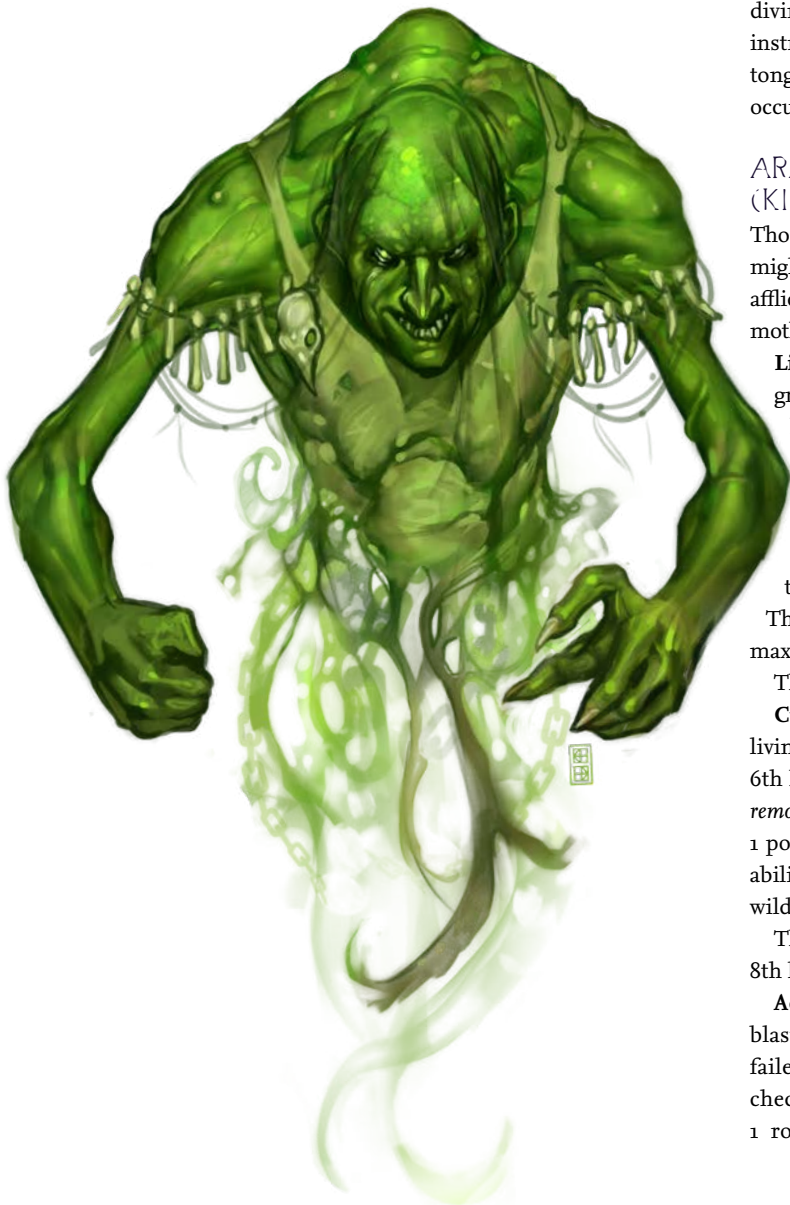
Accursed Shadow (Sp): At 4th level, an arakineticist's curse casts a dark shadow over her soul, shielding her from death magic. She gains a +2 bonus on saving throws against necromancy spells and death effects. This bonus increases by 1 every 4 levels beyond 4th, to a maximum of +6 at 20th level.

This replaces the utility wild talent gained at 4th level.

Curse Spinner (Sp): An arakineticist learns to wield her living curse like a needle to weave and unravel curses. At 6th level, an arakineticist can accept 1 point of burn to cast *remove curse* as a spell-like ability. At 8th level, she can accept 1 point of burn to curse a target as *bestow curse* as spell-like ability. Both of these abilities count as 4th-level utility wild talents.

This replaces the utility wild talents gained at 6th and 8th levels.

Accursed Infusion (Su): At 13th level, an arakineticist's blasts can temporarily curse and bedevil her foe. On a failed Will save, the target takes a –4 penalty on ability checks, attack rolls, saving throws, and skills checks for 1 round as if it were affected by *bestow curse*. A single



creature can't be affected by more than one curse from this infusion at a time. This is a 6th-level substance infusion that costs 4 points of burn and can be used with negative and void blasts.

This replaces the utility wild talent gained at 13th level.

HAG-CALLED (PSYCHIC DISCIPLINE)

A hag's call echoes through your mind like a siren's song, enticing you to surrender and become something horrible. Even after you've resisted the call or even killed your hag mother, those echoes remain, shaping your mind into something else and telling you who you were meant to be. While you're almost certainly a changeling, you might be a latent psychic who came into accidental psychic contact with a hag's call through a changeling associate, or your dreams might have long been infested by a night hag's machinations.

Phrenic Pool Ability: Charisma

Bonus Spells: *Ill omen*^{APG} (1st), *enthrall* (4th), *bestow curse* (6th), *charm monster* (8th), *threefold aspect*^{APG} (10th), *veil* (12th), *control weather* (14th), *trap the soul* (16th), *dominate monster* (18th).

Discipline Powers: The echoes of the hag's call shapes the psychic potential of your mind, granting you exceptional abilities that might one day exceed the hag's own.

Threefold Casting (Ex): While you cannot join a true witch's coven, you are nonetheless skilled at casting magic in conjunction with others. You gain a +2 insight bonus on skill checks for ritual magic in which you have at least two secondary casters. In addition, whenever you are within 30 feet of another hag, psychic, or witch, you can use the aid another action to grant a +1 bonus to the other spellcaster's caster level for 1 round.

Mother's Embrace (Su): The hag's call grows stronger as you grow more desperate, promising protection and release if only you would succumb. When you would fail a Will save, you can add 1d4 to your result; whether or not this causes you to succeed at the saving throw, you take 2 points of Wisdom damage. When you perform an act of cruelty, you regain 1 phrenic pool point. You can use each aspect of this ability a number of times per day equal to your Charisma modifier.

Deceptive Shapes (Su): At 5th level, you learn the hag's art of concealing your true face to get what you want. You can change into any Small or Medium humanoid at will as *alter self*, though you don't gain any special abilities or ability score adjustments. You can't replicate a specific person using this ability.

Curse Mastery (Sp): At 13th level, you have made the accursed magic of the hags your own. You become immune to spells of the curse subschool and curse effects. Furthermore, the DCs of your spells with the curse descriptor increase by 1, and you can apply the overpowering mind and synaptic shock phrenic amplifications to spells with the curse descriptor so long as you have learned those amplifications.

HAG-HAUNTED (SPIRITUALIST ARCHETYPE)

Hags—those of flesh and blood, at any rate—die like any other mortals, and their souls normally depart to the Outer Planes for judgment. A hag who dies with a curse on her breath is often anchored to the Ethereal Plane by the power of her hatred—similar to vile and angry mortal souls—and some even claw their way back to the living world through the souls of those they despised or ruined... or those unfortunate souls they birthed. Hag-haunted spiritualists are tethered to these spiteful spirits, anchoring them once again in the world of the living. While this partnership imparts powerful magic, they run the constant risk of serving as little more than mounts for their overwhelming phantoms.

Hag-haunted spiritualists are rarely the masters in their relationship with their phantoms, and the only tool at their disposal to control their wicked minion is to dismiss them back to the Ethereal Plane. In the best scenarios, the relationship is one of mutual competition and constant bargaining, but just as often the hag phantom dominates and abuses her spiritualist.

Hag Phantom: A hag phantom forms from the soul of a deceased hag. She always has an evil alignment, rather than matching the spiritualist's alignment, and must select one of the following emotional focuses: anger, hatred, jealousy, or zeal. The hag phantom starts with a +2 bonus to Strength and Intelligence and has her own agenda—usually contrary to the spiritualist's—though she recognizes that the spiritualist can unmanifest her, and therefore she typically hides suspicious actions from her spiritualist. When in the spiritualist's consciousness, the hag phantom can grant the hag-haunted Spell Focus (necromancy) and Skill Focus (Bluff), but she often revokes them if the spiritualist banishes her there as a punishment, and she might use them as leverage to get what she wants. When the spiritualist reaches 10th level, the hag can also grant these feats while manifested, and when the spiritualist reaches 12th level, she can also grant Greater Spell Focus (necromancy).

This alters phantom and replaces shared consciousness and fused consciousness.

Hag Spellcasting: A hag-haunted spiritualist's spells come from her connection to her hag phantom. Her spells are considered arcane rather than psychic, and they use verbal and somatic components instead of thought and emotion components. She still selects her spells known from the spiritualist class list.

Death Curse (Sp): A hag phantom is partially animated by the power of a hag's dying curse, and at 4th level this grants her a death curse of her own. As an immediate action, whenever the hag phantom is slain and returned to the Ethereal Plane, the phantom can utter a curse on the creature that killed her, targeting it with *bestow curse*. At 6th level, the spiritualist gains *bestow curse* as an extra 3rd-level spell known. At 16th level, the spiritualist gains *major curse*^{UM} as an additional 6th-level spell known.

This replaces spiritual interference and greater spiritual interference.

Ritual Magic

Though occult rituals can be dangerous, many people are drawn to ceremonial magic and the ease with which it grants access to impressive power. For changelings, rituals open the door to a mystic heritage they barely understand. For hags and witches, rituals come naturally, thanks to their instinctive communion with others. Rituals are often passed down through communities of hedge witches and their occasional hag benefactors, migrating to new lands as covens dissolve or are hunted and scattered by superstitious fools. Changelings, whose heritage leaves them without such support networks, are forced to piece together obscure incantations from scraps of old tomes or trial and error.

WITCH RITUALS

These rituals are most often cast by covens but can also linger in areas that once had a strong witch presence.

FIVE-GENERATIONS CURSE

School necromancy [curse, evil]; **Level** 7

Casting Time 7 hours

Components V, S, M (a sample of the victim's hair or blood), F (a ruby worth at least 5,000 gp), SC (up to 4)

Skill Checks Knowledge (arcana or history) DC 33, 2 successes; Knowledge (nobility or religion) DC 33, 2 successes; Spellcraft DC 33, 2 successes

Range touch; see text

Target see text

Duration permanent

Saving Throw Will negates (see text); **Spell Resistance** yes

Backlash All casters become exhausted and gain 1 temporary negative level.

Failure All creatures that would have been targeted by the ritual gain the benefits of *spell resistance* (CL = primary caster's Hit Dice) against the primary and secondary casters of the ritual until the next full moon.

EFFECT

This ritual inflicts a terrible curse upon an entire family line. The casters use a sample of the victim's hair or blood to infuse a ruby with dark magic and a shred of their target's soul. If successful, the ritual functions as *bestow curse*, affecting the primary target, as well as the primary target's siblings, children, grandchildren, parents, and grandparents, no matter their location. Each target can resist the curse with a successful Will saving throw; success means the negative effects of the curse do not affect that individual, though they may still pass the curse on to their descendants. Children born into the curse manifest its effects and attempt their saving throws upon reaching maturity.

By increasing the skill check DCs by 2, the ritual can be modified to instead affect the primary target and the primary target's children, grandchildren, and two additional generations of descendants beyond.

When cast, the ritual must specify a single condition any member of the family can fulfill to destroy the curse—this condition must be possible, however unlikely, though victims of the curse do not automatically know what condition or actions might destroy the magic. The curse remains empowered by the gem originally used as the ritual focus. Should the focusing gem be destroyed, the curse ends immediately. As such, most covens take great care in hiding and defending the focusing gems of their victims. An individual can be freed from the five-generations curse with a *break enchantment* or *remove curse* spell cast by a spellcaster whose caster level is higher than the primary ritual caster's Hit Dice, and the curse can be removed from an entire line with a *miracle* or *wish* spell.

GRAND COVEN

School enchantment; **Level** 5

Casting Time 50 minutes

Components V, S, M (elderberry wine and secret herbs worth 100 gp per caster), SC (up to 12; see text)

Skill Checks Knowledge (nature) DC 28, 2 successes; Perform (sing or dance) DC 28, 2 successes; Spellcraft DC 28, 1 success

Range touch

Target one willing creature

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Backlash The subject and all casters are fatigued for 24 hours.

Failure The subject and all casters are sickened until the next full moon.

EFFECT

This ritual allows an established coven to induct a new member, allowing the coven to increase in size beyond the usual limit of three members. The newcomer must be a creature that could normally join a coven, such as a hag or a witch with the coven hex. Under the shadow of the new moon, the entire coven and the prospective member must prepare a bowl of rich red wine as they dance and chant, with each member adding handfuls of rare and expensive herbs. At midnight, the coven consumes the wine together. If the ritual is a success, the newcomer becomes a full member of the coven; see the details of forming a coven on page 167 of the *Pathfinder RPG Bestiary*. Every additional coven member above four increases the ritual skill check DCs by 2. No coven can be larger than 13 members.

Any three coven members can participate together to cast coven spells, as normal. Each additional coven member participating in a coven spell beyond the minimum requirement for a given spell increases the effective caster level of that spell by 1, to a maximum of CL 20th. Every two coven members participating in a coven spell beyond the minimum requirement also increase the saving throw DC by 1. When a coven reaches seven members, it gains

the following new spells, which require all seven participants acting in concert to cast: *create undead*, *dominate person* (DC 18), *epidemic*^{UM} (DC 19), *fairy ring retreat*^{ACG}, *major curse*^{UM} (DC 18), *magic jar* (DC 18), and *prying eyes*. When a coven reaches 13 members, it gains the following new spells, which require 13 participants acting in concert to cast: *create greater undead*, *cursed earth*^{UM} (DC 22), *dominate monster* (DC 22), *greater prying eyes*, and *wail of the banshee* (DC 22).

HAG'S EYE BREW

School transmutation (creation); **Level** 4
Casting Time 2 weeks, plus 4 hours; see text
Components V, S, M (a hag or witch eye), SC (up to 6)
Skill Checks Knowledge (dungeoneering) DC 30, 2 successes; Craft (alchemy) or Profession (cook) DC 30, 2 successes
Range touch
Duration instantaneous
Backlash All casters are sickened from the fumes for 24 hours.
Failure The primary caster is permanently blinded.

EFFECT

This ritual is used to create a loyal servant and spy for the coven: a hag eye ooze (*Pathfinder RPG Bestiary* 5 140). Before the ritual can begin, the primary caster must spend 2 weeks carefully preparing an alchemical stew of animal organs, poisonous plants, and potent liquors.

Once the brew is prepared, the casters begin a 4-hour ritual of chanting around the bubbling cauldron. At the ritual's end, the eye of a hag or witch—ideally the primary caster—is added to the cauldron (using an eye from anyone not participating in the ritual increases all skill check DCs by 5). If the ritual is successful, the noxious fluid in the cauldron animates into a hag eye ooze loyal to the ritual's primary caster.

INVOKE THE NEMESIS

School conjuration [calling, curse]; **Level** 7
Casting Time 7 hours
Components V, S, M (a treasured possession of the target), F (a depiction of the nemesis creature worth at least 5,000 gp)
Skill Checks Bluff DC 30, 2 successes; Diplomacy DC 30, 2 successes; Knowledge (planes) DC 30, 3 successes
Range touch; see text
Target one creature; see text
Duration a year and a day; see text
Saving Throw Will partial, see text; **Spell Resistance** yes, see text
Backlash The nemesis creature feeds on a portion of the

primary caster's life force, inflicting a permanent negative level that cannot be healed until the nemesis creature is dismissed.

Failure The nemesis creature is offended and harries the primary caster for a year and a day.

EFFECT

This ritual conjures forth a restless spirit or otherworldly entity to harass and sabotage a target of the caster's choice. The ritual must take place in an environment pleasing to the nemesis creature (an allip must be called in an asylum, a gremlin must be called in a clocktower or site of misfortune, etc.). The caster supplicates before a representation—usually a statue or tapestry—of the nemesis creature, reciting a long litany of the target's real or imagined sins and how deeply the target deserves to suffer.

Success conjures up the nemesis creature chosen from the list below, which goes forth to harass the victim to the best of its abilities. A pugwampi will hide and subject its victim to bad luck, while a lovelorn will stalk the victim and undermine his relationships.

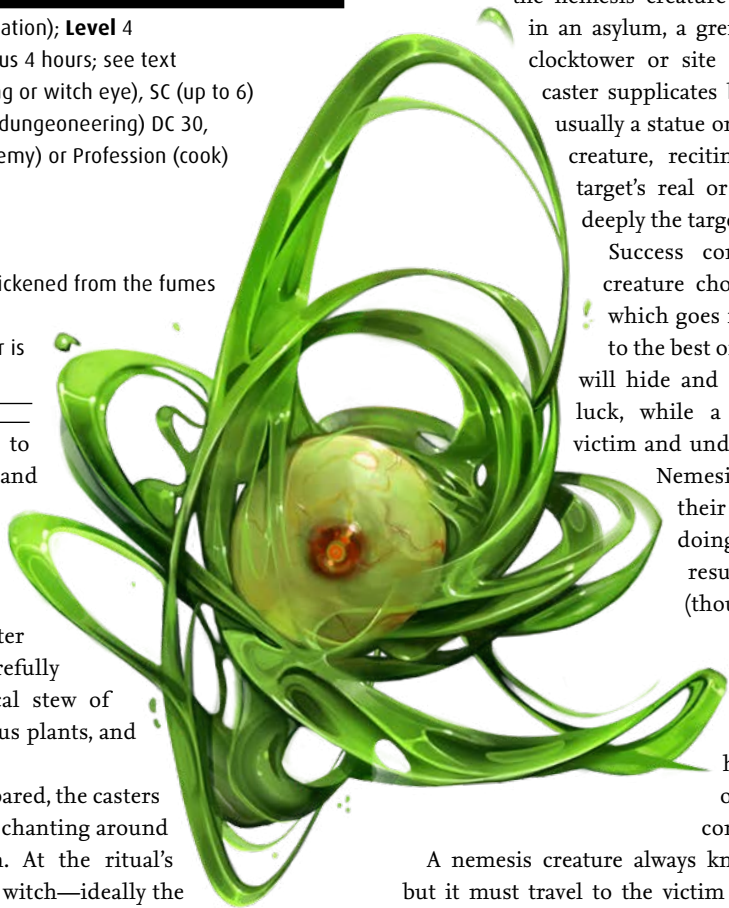
Nemesis creatures do not kill their victims, and they avoid doing anything that might result in their victims' deaths (though they have no rules against killing others).

Beyond defining the nemesis creature's target, the ritual casters have no special control over or connection to the conjured beast.

A nemesis creature always knows its victim's location, but it must travel to the victim under its own power (or its creator's power). A victim can conceal itself from the nemesis creature's senses for 24 hours by succeeding at a Will saving throw each day at dawn. Should the nemesis creature be discovered and slain, its spirit returns to the depiction used to conjure it, where it re-forms after 1d4 days per Hit Die. Once re-formed, the nemesis creature emerges from its depiction to resume its campaign of subterfuge.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a *miracle* or *wish* spell. If the depiction of the nemesis creature is destroyed or if it is targeted with a *remove curse* or *break enchantment* spell, the nemesis creature is immediately destroyed and the curse ends.

The following creatures can be summoned as nemesis creatures: allip (*Pathfinder RPG Bestiary* 3 12), gremlin (any, *Pathfinder RPG Bestiary* 2 141), hellhound (*Bestiary* 173), imp (*Bestiary* 78), lovelorn (*Bestiary* 5 182), poltergeist (*Bestiary* 2 211), quasit (*Bestiary* 66), or tooth fairy (*Pathfinder RPG Bestiary* 4 262).



Those Who Hunt

Arcane power is tempting—corrupting, some would argue—and those who come into it quickly without years of study and struggle are prone to abuse it to make their own lives easier. Sorcerers, witches, and all manner of magical creatures sway or terrorize communities to get what they want, but wherever magic wounds, scars grow. As such, a variety of warriors and guardians have emerged in the wake of arcane abuse.

Witch hunters—named more for the public perception of corrupt magic users than for any particular concern with witches—are far from universally selfless or well intentioned. For every pure-hearted guardian, another greedy mercenary, zealot, or broken and bitter soul vows to stop spellcasters for selfish reasons.



COVENBANE (SLAYER ARCHETYPE)

Covenbane slayers are scarred by arcane magic at a young age, and that resonance gives them supernatural insight into the psychic bonds between others. They are adept at fighting tight-knit groups, exploiting their connections to hunt and wound teams. The churches of Iomedae and Milani in particular dispatch special agents to rescue hexed children from Irrisen, Razmiran, and other lands plagued by abusive arcanists and then raise them in this deadly art.

Hag Sense (Su): A covenbane's magical scars throb in the presence of magic. A covenbane adds half his level (minimum +1) on Perception, Sense Motive, and Survival checks to identify, recognize, or track a hag, arcane spellcaster, or creature with spell-like abilities. He can also use his hag sense to recognize whether someone within 30 feet of him is using magic to hide her true form. To do this, he must succeed at a Perception check against a DC equal to 15 + the target's CR; success indicates the presence of a magical disguise, but it does not reveal the creature's true form.

This replaces track.

Studied Coven (Su): At 2nd level, a covenbane can designate an entire coven as his studied target by studying any single member. He applies his studied target bonus against all members of the studied creature's coven, and all members of the coven count as one target for the purposes of determining the maximum number of studied targets a slayer can maintain. This bonus remains even if one or more members of the coven die after the covenbane studies them. Beginning at 7th level, the covenbane can designate other magically linked creatures, such as those bound by a hivemind or a *telepathic bond* spell, as a coven, but he can target only three members of such a link. Studying a coven always requires a move action, even if the slayer could normally study a target with a swift or immediate action.

This replaces the slayer talent gained at 2nd level.

Disrupt Coven (Su): Anyone the slayer threatens no longer counts as an ally for the purposes of friendly spellcasting or employing teamwork feats and cannot access any special abilities gained from being part of a coven (including coven spellcasting).

This replaces stalker.

Unseen Sense (Su): At 11th level, the covenbane learns to use his hag sense to help target concealed or invisible opponents in combat. He can use his hag sense to detect invisible opponents as well as magically disguised creatures. He also gains *Blind-Fight* as a bonus feat but gains its benefits only against spellcasters and creatures with spell-like abilities.

This replaces swift tracker.

HAG-RIVEN (BLOODRAGER ARCHETYPE)

All changelings have the potential to transform into hags, but the process is a slow one, requiring several nights to complete. When left incomplete—by virtue of a wily changeling’s escape or her mother’s death—the creature is scarred and saturated in arcane power. Though she remains in possession of her own faculties, the seeds of hag hatred sprout within her. These hag-riven wield powerful magic interlaced with more powerful emotions.

The painful rituals that create a hag-riven can work for any creatures tenacious enough to endure them, and the art has sprung up as a defense against the devastating power of hags in various remote communities.

Arcane Influence: A hag-riven bloodrager does not gain proficiency with martial weapons and must choose from one of the following bloodrager bloodlines: arcane, destined, elemental, fey, or hag (see below).

This alters the bloodrager’s weapon and armor proficiencies.

Claws of the Hag (Ex): A hag-riven grows a pair of vicious claws that are treated as natural weapons. These claws are primary attacks and deal 1d4 points of damage each (1d3 for a Small creature) plus the hag-riven’s Strength modifier. At 2nd level, these claws are considered magic weapons for the purpose of overcoming damage reduction. At 5th level, the damage increases to 1d6 points (1d4 for a Small creature). At 13th level, the hag-riven’s claws threaten a critical hit on a natural roll of 19–20. At 16th level, the damage increases again to 1d8 points (1d6 for a Small creature).

This replaces fast movement and uncanny dodge.

Sorcerous Claws (Su): At 5th level, a hag-riven can expend one of her daily spell slots as a swift action to grant her claws an enhancement bonus equal to the level of the spell slot sacrificed. This bonus lasts for 1 minute and stacks with existing enhancement bonuses (such as those provided by *magic fang* or magic items) to a maximum of +5. Multiple uses of this ability do not stack with themselves.

Beginning at 7th level, the hag-riven can also expend some or all of the bonus provided by her sorcerous claws to add any of the following weapon properties to her claws for 1 minute: *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *nullifying*, *seaborne*^{UE}, *spellstealing*^{UE}, *shock*, *shocking burst*, or *wounding*. Her claws must have a minimum enhancement bonus of +1 before any special abilities can be added.

This replaces improved uncanny dodge.

Scarred Hide (Ex): At 7th level, a hag-riven’s scarred flesh becomes thick and leathery. She gains a +1 natural armor bonus to AC. At 10th, 13th, 16th, and 19th levels, this bonus increases by 1.

Hexing Claws (Su): At 10th level, a hag-riven gains Critical Focus as a bonus feat, but she can apply its benefits only to her claw attacks. Each morning, she can select a single feat with Critical Focus as a prerequisite and apply its benefits to her claw attacks. She must meet all other prerequisites for any feat she wishes to apply with this ability.

This replaces damage reduction.

HAG (BLOODRAGER BLOODLINE)

Hags interbreed with other races frequently, and those children who escape their grasp may pass their heritage on to later generations before it reemerges. The potent humors that accompany hag blood are better suited to a bloodrager’s ferocity than to traditional spellcasting.

Bonus Feats: Blind-Fight, Deceitful, Great Fortitude, Improved Natural Attack, Intimidating Prowess, Mother’s Gift^{ARG}.

Bonus Spells: *chill touch* (7th), *blindness/deafness* (10th), *bestow curse* (13th), *charm monster* (16th).

Bloodline Powers: While bloodraging, you manifest the physical power and arcane corruption of your hag ancestor.

Evil Eye (Su): At 1st level, you can curse an opponent with a wicked glance. As a standard action, you can afflict one target within 30 feet that you can see, causing it to take a –2 penalty to AC and on attack rolls for 1 round per class level or until the target hits you with an attack. The target can negate this effect with a successful Will saving throw (DC = 10 + half your bloodrager level + your Charisma modifier). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Hag Fortitude (Su): At 4th level, you become immune to mundane and magical diseases. At 8th level, you also become immune to poison.

Hag Transformation (Su): At 12th level, your form grows more twisted and powerful while bloodraging, but clumsy, blind aggression clouds your mind. Your morale bonus to Strength increases by 2, and you gain low-light vision and darkvision (60 feet), but you take a –2 penalty to both Dexterity and Wisdom for the duration of your bloodrage. At 16th level, you apply your morale bonus on Will saving throws while bloodraging to Fortitude and Reflex saving throws against spells and spell-like abilities.

Covenguard (Su): At 16th level, you can cast *bestow curse* three times per day as a spell-like ability. You count as a hag for the purposes of joining a coven; the coven must contain at least one hag.

Curse Conduit (Su): At 20th level, you gain immunity to negative energy damage and all spells with the curse descriptor. Whenever you confirm a critical hit with a melee weapon, you can immediately target your opponent with a *bestow curse* spell or spell-like ability as a free action.

HEXBREAKER (MAGUS ARCHETYPE)

Hexbreakers—sometimes called witch-hammers for their proclivity toward warhammers—have borne witness to the damage of unrestrained arcane power and hone their own arcane arts to battle such abuse. They train themselves to shatter the curses and dark transformations that can haunt others for a lifetime.

Repel Curse (Su): At 4th level, a hexbreaker has the chance to protect others from being cursed. As an immediate action when a spell with the curse descriptor or a curse-style effect (such as a witch’s evil eye or misfortune hex or a sea hag’s evil eye) targets a creature within 30 feet of him, a hexbreaker

can spend 1 point from his arcane pool to attempt to dispel that effect, as if he had cast *remove curse*. This ability has no effect on ongoing effects, such as a sea hag's horrific appearance or a pugwampi's unluck aura.

The magus adds *remove curse* to his spell list as a 3rd-level spell and adds *break enchantment* as a 4th-level spell.

This replaces spell recall.

Counter Curse (Su): At 11th level, whenever a hexbreaker successfully dispels a curse effect or spell with the curse descriptor using his *repel curse* ability, he can immediately spend 2 points from his arcane pool to reflect the spell back on the original caster. This otherwise functions as *spell turning*.

This replaces improved spell recall.

Hexbreaker Arcana: A hexbreaker can select from the following arcana in addition to those normally available.

Improved Remove Curse (Su): The hexbreaker can spend additional points from his arcane pool to improve his ability to remove a curse. Each point spent while casting *remove curse* or *break enchantment* grants a +2 bonus to his caster level check. He can use this arcana after rolling the caster level check, but only before the results are revealed. This can be used with the hexbreaker's *repel curse* and *counter curse* abilities.

Wracking Dispel (Su): Whenever the hexbreaker successfully dispels a spell using *break enchantment*, *dispel magic*, or *remove curse*, he can expend 1 point from his arcane pool to wrack the original caster with pain, dealing 1d4 points of damage per spell level of the effect dispelled. If the target succeeds at a Will save (DC = 15 + the level of the spell dispelled + the hexbreaker's Intelligence modifier) it takes only 1 point of damage per spell level. The hexbreaker cannot target the same caster more than once per round with this ability, regardless of how many effects he dispels.

Magus Arcana: The following magus arcana complement the hexbreaker: *bane blade*^{UC}, *dispelling strike*^{UM}, *disruptive*^{UC}, *lingering pain*^{UC}, *spellbreaker*^{UC}, and *reflection*^{UM}.

MALICE BINDER (INVESTIGATOR ARCHETYPE)

A lock of hair, a bit of blood, even a footprint is enough to grant a wily witch hunter an edge. Malice binders often rise from the ranks of the common folk rather than from wealthy nobles or the church. Their magic is old and crude, but devastatingly effective against those they hunt.

Witch Lore (Ex): Malice binders hunt and kill those who would plague the world with supernatural power. A malice binder can use inspiration on Knowledge (arcana), Spellcraft, Sleight of Hand, and Survival checks without expending a use of inspiration, provided he is trained in the skill, rather than on any Knowledge and Linguistics checks. He can later spend an investigator talent to gain the ability to use inspiration on any Knowledge and Linguistics checks.

This alters inspiration.

Take a Bit (Ex): The malice binder gains Improved Steal^{APG} as a bonus feat at 1st level. At 3rd level, he can use inspiration to improve a steal^{APG} combat maneuver check by spending one use of inspiration rather than two.

This replaces trapfinding and trap sense.

Fettering (Su): A malice binder forgoes alchemy for the study of sympathetic magic that allows him to hinder foes. Fetters rely on the magical resonance of creatures capable of casting spells (spellcasters and creatures with spell-like abilities) which saturates even their hair and clothing. Fetters cannot target a creature with no magical ability. The malice binder knows one fetter at 1st level and gains another at 4th level and every 2 levels thereafter.

Every fetter requires a token taken from his desired target: a few hairs, a lost tooth, nail clippings, a scrap of clothing, or a small treasured possession with some significance. An investigator can obtain a single token in any of the following ways: a successful Sleight of Hand check against an unsuspecting target, a successful steal^{APG} combat maneuver, or a successful Perception check (DC = 15 + the creature's CR) to search an area his target occupied for at least 2 hours. Malice binders can search such a location for additional tokens, but each subsequent Perception check increases the DC by 5, regardless of success or failure. Tokens rely on the magic that clings to spellcasters and creatures with spell-like abilities; they must be carefully preserved as soon as they are recovered and before they can be used. Preparing a token requires a move action, and a malice binder can maintain one prepared token per class level. Each token can be used only to power a fetter targeting the creature it came from, and it is consumed in the process. At 7th level, the malice binder can instead prepare a token as a swift action.

The DC to resist a fetter is equal to 10 + half the investigator's class level + the investigator's Charisma bonus. Activating a fetter is a standard action that provokes attacks of opportunity, and unless otherwise stated the target must be within 30 feet, plus 5 feet per 2 levels. Once a creature has been the target of a specific fetter, it is immune to that effect for 24 hours.

This replaces alchemy.

Divine Dread (Su): Binding a token to a holy symbol anathema to the target fills the creature with supernatural dread, imposing the shaken condition for 1 round per class level. At 6th level, the target is frightened instead. At 11th level, the target becomes panicked instead. On a successful Will saving throw, the target is instead shaken for a single round.

Hexing Shield (Su): By placing a token between two shiny copper coins and then putting them in a creature's mouth, the malice binder can ward himself or others. This fetter grants whoever holds it in his mouth a +2 resistance bonus on Will saving throws against the target's spells, supernatural abilities, and spell-like abilities. The fetter lasts 10 minutes per class level, but whoever holds it in his mouth cannot eat, drink, speak, or cast spells with verbal components without ending the effect early. At 4th level and every 3 levels thereafter, the resistance bonus granted improves by 1, to a maximum of +8 at 19th level. The malice binder can have only one hexing shield active at a time.

Incapacitate (Su): By rubbing soot into a token, the malice binder clouds his target's senses or stifles the target's tongue. This fetter deafens or silences the target for 1 round per 2

class levels (minimum 1 round). Silenced creatures cannot speak or cast spells with verbal components, but they are otherwise unrestricted from making sounds. At 6th level, a malice binder can either blind his target or both silence and deafen it. On a successful Will saving throw, the target is instead dazzled for a single round.

Repulse (Su): By binding a token to a bit of rancid meat, the malice binder can impede his target's approach. Once activated, this fetter forces its target to spend twice the normal amount of movement to approach the fetter while within range of its effect; it does not affect the target's ability to move away. At 11th level, the fetter's target cannot physically approach within 10 feet of the fetter, as if affected by a *repulsion* spell. This fetter remains active for 1 minute per class level and can be handed to another creature or left somewhere to ward against a witch's entry. A target can overcome this effect with a successful Will saving throw when the fetter is first activated.

Salting Wounds (Su): The malice binder can rub salt into a wound—his own or that of an adjacent ally—treating the wound as a token to protect the injured creature from the danger that threatens it. This fetter grants a +2 deflection bonus to AC against attacks from the creature that caused the original wound, which is treated as the fetter's target for the purposes of how often it can be used. At 5th level and every 5 levels thereafter, the deflection bonus to AC increases by 1, to a maximum of +6 at 20th level. This fetter is painful to whom it protects, sickening the protected creature while the fetter remains in effect.

Shackle (Su): Binding a token to manacles or a length of rope causes the restraints to fly out and entangle the target. A target can avoid this fetter with a successful Reflex save. An entangled target can attempt to escape as a standard action with either an Escape Artist check or a combat maneuver check using the same DC as the initial saving throw. Using masterwork manacles in this fetter increases the escape DC by 2.

Temptation (Su): Anointing a token with incense or scented oils creates a supernaturally appealing object to attract a target's attention. Once activated, this fetter lasts for 1 minute per class level. If the target approaches within the fetter's area of effect, it is compelled to approach the fetter and pick it up; the compulsion can be negated with a successful Will save. This effect ends immediately if the target picks up the fetter or the fetter moves more than 30 feet plus 5 feet per 2 levels away from the target. At 11th level, the fetter fascinates its target once picked up, affecting it as if by the spell *hypnotism* for 1 round per class level; this fetter is not limited by the target's Hit Dice.

Witch Compass (Su): Placing a token on top of a compass causes the needle to point toward the malice binder's target for 1 hour per class level, granting a +10 circumstance bonus on Survival checks to track that creature. The target must be within 1 mile per class level, or else the needle spins aimlessly.

Wrack (Su): The binder can drive an iron nail through a token to leave his target sickened with pain

until the end of the malice binder's next turn. At 6th level, the target is instead staggered until the end of the malice binder's next turn. The target can negate this fetter with a successful Fortitude save. For this fetter, a binder can use a clear footprint as a token; finding an appropriate footprint requires a successful Survival skill check to track the target.

Take a Bit More (Ex): At 8th level, taking a bit of clothing or hair to use as a token becomes second nature for the malice binder. He gains Quick Steal^{APG} as a bonus feat. When attempting to steal a token, he gains a +2 competence bonus on combat maneuver checks.

This replaces poison resistance.

Witch Trapper (Ex): Beginning at 11th level, whenever the malice binder would gain a fetter, he can instead select a ranger trap (*Pathfinder RPG Ultimate Magic* 64), treating his investigator level as his ranger level for the purpose of determining the trap's effect.

This replaces poison immunity.



Coven Gear

Witches and witch hunters engage in a magical arms race against one another, with witch hunters favoring spell-turning and dispelling weapons and various protective talismans and with witches preferring accessories to augment their already-formidable magic, such as the *cackling hag blouse*^{UE} or *metamagic rods*. The following new magic items are just a few of the strange tools developed in this unending magical one-upping.

CAULDRON, BATTLEPOT		PRICE
		9,312 GP
SLOT	CL	WEIGHT
none	8th	8 lbs.
AURA moderate transmutation		

This small cast-iron cauldron has ring handles and three latches that can secure the lid in place. While the pot can be used for cooking and brewing potions, when gripped by the handles, it can also be wielded as a *+1 heavy mace* without imposing an improvised weapon penalty. As a standard action that provokes an attack of opportunity, a potion can be sealed inside the cauldron, destroying the potion and infusing the iron with its magic. As a free action when he successfully strikes a creature with the *battlepot*, the wielder can inject the stored potion into the target, treating the struck creature as if it had just consumed the potion. Up to five potions can be stored in a *battlepot* at a time, but only one potion can be expended per successful hit; the wielder decides which potion is discharged with each blow.



CONSTRUCTION REQUIREMENTS	COST
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Craft Magic Arms and Armor; cauldron hex or *touch injection*^{UC}; creator must have 8 ranks in Craft (alchemy)

CAULDRON OF FIREWORKS		PRICE
		7,500 GP
SLOT	CL	WEIGHT
none	17th	25 lbs.
AURA strong transmutation		

This heavy cauldron emits colorful smoke whenever a potion is poured into it. Pouring a potion into a *cauldron of fireworks* is a standard action, and a creature can use the *fireworks cauldron* to store a number of potions equal to her Intelligence modifier. The wielder can command the cauldron to fire a stored potion at a target within 30 feet as a standard action; the target creature is affected as if it drank the potion. The wielder can target allies automatically, but she must succeed at a ranged touch attack to target unwilling creatures.

Only the creature that placed potions in the *cauldron of fireworks* can command it, and only one creature can store potions within the cauldron at a time. A new creature adding a potion to the *cauldron of fireworks* immediately destroys any potions currently stored within it. A creature that has the cauldron hex can command a *cauldron of fireworks* she controls to fire potions stored by another user.

CONSTRUCTION REQUIREMENTS	COST
Brew Potion, Craft Wondrous Item, Reach Spell, cauldron hex	

COLLAR, BLOODSTONE		PRICE
		900 GP
SLOT	CL	WEIGHT
neck	3rd	—
AURA faint necromancy		

This leather collar is studded with red and black heliotropes and fastened with an iron clasp. It functions only when worn by a spellcaster's familiar or spirit animal. If a familiar wearing a *bloodstone collar* is reduced to fewer than 0 hit points, the familiar immediately stabilizes at -1 hit points, and any remaining damage is dealt to the familiar's master. The master can refuse this damage, but the feedback of doing so immediately slays the familiar. Each time a *bloodstone collar* activates, one of its heliotrope studs cracks; once a third stud cracks, the collar becomes an ordinary nonmagical collar. A *bloodstone collar* is not triggered by death effects or other damaging effects that do not deal hit point damage.



CONSTRUCTION REQUIREMENTS	COST
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Craft Wondrous Item, *life pact*^{ACG}

COLLAR OF SACRIFICE		PRICE
		2,000 GP
SLOT	CL	WEIGHT
neck	10th	—
AURA moderate necromancy		

This plain black collar is decorated with snowflake obsidian and functions only when worn by a spellcaster's familiar or spirit animal. If the bonded master of a familiar wearing a *collar of sacrifice* is slain, the collar drains the familiar's life force to restore its master; the familiar is killed instantly and the bonded master is returned to life with 1 hit point. This item does not work if worn by familiars who do not have a physical life force, such as undead or construct familiars.

A familiar that wears a *collar of sacrifice* becomes despondent and paranoid. It will do nothing except skulk along in the shadows to follow its master. A master must succeed at a DC 15 Charisma check to compel behavior or obedience from such a familiar.

CONSTRUCTION REQUIREMENTS	COST
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Craft Wondrous Item, *death knell*

COVEN CHARM		PRICE
		75,000 GP
SLOT	CL	WEIGHT
belt	15th	1 lb.
AURA strong evocation and necromancy		

This grisly bag is worn by a member of a coven and binds its sisters together even across vast distances. The *coven charm* can be charged by placing a sizable chunk of flesh—at least the size of a finger, toe, or tongue—from a member of the coven into the bag as a full-round action.



Removing an appropriate offering from her own body deals 1d6 points of damage to the respective coven member, as well as a permanent negative level that cannot be regained until the charge in the bag is expended. Each body part placed within the bag generates 1 charge, and a *coven charm* can hold up to 3 charges.

As a full-round action, the *coven charm's* wearer can spend charges from the bag to cast a spell that normally requires the presence of her entire coven to cast. Expending 1 charge allows the wearer to cast a spell of up to 4th level. Expending 2 charges allows the wearer to cast a spell of up to 6th level. Expending 3 charges allows the wearer to cast a spell of up to 8th level. These spells must be selected from those bonus spells normally available to her collected coven.

If any member of the coven is slain, the bag loses all remaining charges. Once a *coven charm* is drained of all charges, it cannot be refilled for 24 hours, and it must be completely drained of all charges before it can be refilled.

CONSTRUCTION REQUIREMENTS	COST 37,500 GP
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Craft Wondrous Item, creator must be a changeling or hag

FOXFIRE LANTERN		PRICE 3,000 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint divination		

This small copper lantern always glows with a faint green light equivalent to a candle flame. If its reservoir is filled with oil as a full-round action, it burns with the normal intensity of a lamp for 6 hours. A creature filling the lantern can attune the *foxfire lantern* to a specific creature type (such as aberrations or monstrous humanoids) with a successful DC 15 Knowledge check (appropriate to the creature type). Once the lantern is attuned, its green flame will change to red whenever creatures of that type approach within 50 feet. The creature filling the lantern can choose a more specific type of creature (such as green hags), but doing so increases the DC of the Knowledge check to 15 + the creature's CR.

CONSTRUCTION REQUIREMENTS	COST 1,500 GP
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Craft Wondrous Item, *alarm, blood biography*^{APG}

LOCK OF FORMBINDING		PRICE 50,000 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration		

Forged from adamantine and silver, this heavy lock's shank is large enough to wrap around a humanoid ankle, magically resizing itself to fit any wearer. When the lock is placed on a creature, it immediately suppresses all magical polymorph effects or supernatural shapechanging effects (such as a lycanthrope's change shape ability) affecting the wearer, returning her to her true form. The *lock of formbinding* does not negate these effects, and creatures return to their altered form if the lock is removed before the effect's duration expires. Creatures targeted by a polymorph



effect while wearing a *lock of formbinding* are affected for only a single round before the lock returns them to their true form. A creature wearing a *lock of formbinding* can likewise change its own shape, but it must succeed at a DC 16 Will saving throw at the end of each round or revert to its true form; the lock resizes to accommodate whatever new forms its wearer might temporarily assume.

Attaching the *lock of formbinding* is a full-round action that provokes an attack of opportunity. Unwilling creatures must be unconscious, pinned, or helpless before the lock can be attached. The lock has hardness 20 and 20 hit points, and without the key, it can be removed only with a successful DC 30 Strength check, a DC 37 Escape Artist check, or DC 30 Disable Device check.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
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Craft Wondrous Item, *true form*^{APG}

PACTSEEKER'S BLADE		PRICE 55,330 GP
SLOT none	CL 9th	WEIGHT 4 lbs.
AURA moderate necromancy		

This +2 *cruel*^{UE} *longsword* features layers of cold iron and steel folded over one another repeatedly. The blade counts as cold iron for the purpose of overcoming a creature's damage reduction. Whenever a *pactseeker's blade* successfully deals at least 1 point of damage (after damage reduction) to a target, the weapon also deals damage equal to the weapon's enhancement bonus to each ally that shares an ongoing spell (such as *haste*) with or is otherwise magically bound to the target (such as other members of a hag coven). This damage disregards the range between the weapon's target and such bound creatures, and the damage bypasses damage reduction.

CONSTRUCTION REQUIREMENTS	COST 27,830 GP
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Craft Magic Arms and Armor, *cause fear, death knell, symbol of pain*

WITCHING DOLL		PRICE 30,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA moderate abjuration		

A spellcaster binds herself to a *witching doll* through an hour-long ritual in which the owner stitches some of her hair and fingernails into the rag doll's mouth. Thereafter, the owner can concentrate to see and hear as if she were the doll for up to 1 hour at a time; doing so leaves the owner blind and deaf to her body's immediate surroundings. While concentrating, the spellcaster imparts a modicum of animation to the doll, allowing it to turn its head, gesture, and speak in hushed whispers. Extraordinary senses such as darkvision function through this link, but magical senses such as *arcane eye* and *detect magic* do not. Once per day, the owner can cast a single spell with a range of touch or greater from the *witching doll* instead of herself. Many hags use this ability to make a witching doll seem mundane by casting *magic aura*, or they transform it into a distant minion with *animate object*.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
----------------------------------	-----------------------

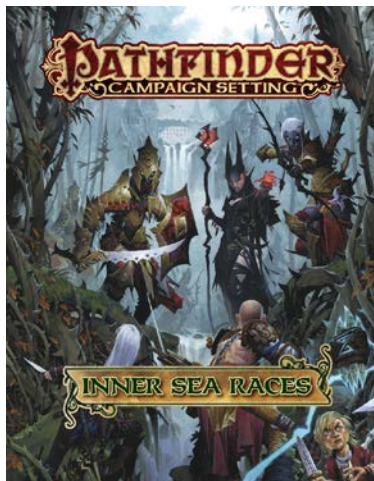
Craft Wondrous Item, *enter image*^{APG} or scare hex

Next Month

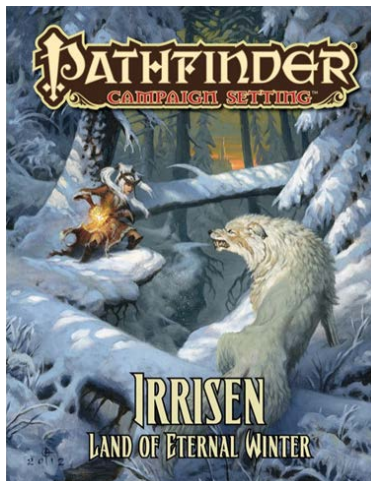
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ARE YOU A GOOD WITCH? OR A BAD WITCH?

Wizards may wield studied spells and clerics pray to the gods themselves, but witchcraft—wild, untamed, perilous—is the magic of the common folk, with all the desperation and danger that implies. Embodied by hags and their half-blood daughters, changelings, witchcraft has always been one of the broadest, most potent, and most misunderstood forces of magic... until now. Learn the dark rituals and curses witchcraft empowers, and the good it stands to do in the world as well.

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- ▶ New hag- and witchcraft-focused archetypes for a variety of classes, including bloodragers, clerics, investigators, and witches.
- ▶ New curse spells and magic rituals employed by witches, as well as curse-related feats to help adventurers get the most out of a bad day.

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but it can easily be incorporated into any fantasy world.



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