

The Hexer

*An Alternate Character Class
For Swords & Wizardry White Box*



The Hexer

Scattered around the lands are a handful of fortress keeps - schools where a few chosen individuals are trained to hunt down and destroy beasts and monsters. These hunters are known as Hexers, and to most people they are little different from the creatures they hunt.

Hexers adopt children from outside their order - orphans, cast-offs, and the like - and train them throughout their youth. It's a brutal regimen in which they are taught to destroy monsters in combat, and subjected to alchemical body modifications, either of which can prove fatal. Only about a third of would-be Hexers survive the process, but the ones who do gain exceptional abilities.

Most Hexers carry two swords: one steel, and the other silver. The steel blade is used when fighting against fairly mundane creatures, while the silver one is used against creatures affected by silver or magic. All Hexers also carry an amulet that vibrates when they're close to magic, curses, and many monsters. This amulet is cast or carved in the form of the animal associated with the Hexer's school.

Hexer Advancement Table

Level	XP Points	Hit Dice	Hit Bonus	Saving Throw	Charms per Day	Resistance
1	0	1+1	+0	14	1	1
2	3,000	2	+1	13	2	2
3	6,000	3	+2	12	2	3
4	12,000	4	+2	11	3	4
5	24,000	5	+3	10	3	5
6	48,000	6	+4	9	4	6
7	96,000	7	+4	8	4	7
8	192,000	8	+5	7	5	8
9	384,000	9	+6	6	5	9
10	768,000	10	+6	5	6	10

Weapon and Armor Restrictions

Although Hexers are skilled warriors, their weapons and armor are restricted by the school of training they went through (see **Hexer Schools** below) because the focus is so intense. When creating a Hexer character, one of the schools must be chosen, which gives the character their starting equipment, and determines their Prime Attribute and some of their abilities.

Hexer Abilities

All Hexers share some traits, regardless of their school of training.

Cat Eyes: Hexers have eyes similar to a cat's, allowing them to see in low-light situations without penalty. However, this means the Hexer's eyes are cat-like: yellowish-green, with slit pupils, and the tendency to reflect light. Most people find this eerie, so Hexers must subtract 2 from their Charisma, and have 1 as a base number of hirelings (which can be modified by a high or low Charisma score).

Increased Physical Abilities: Surviving the process of modification results in enhanced strength, agility, durability, and vitality. A Hexer starts with +1 to Strength, Dexterity, and Constitution, and recovers 1 extra Hip Point when resting. Additionally, silver melee weapons used by a Hexer count as magic weapons.

Increased Lifespan: Hexers age slower than normal, and barring an untimely violent death, they can live for hundreds of years. Unfortunately, the mutagenic training also renders every surviving Hexer sterile, which is why they adopt children to replace their numbers.

Charms: Hexers use a type of combat-focused magic they call charms. Charms are always invoked with a gesture, meaning a Hexer must have one hand free in order to use them (which is why Hexers eschew the use of shields). A charm activates as soon as it is cast. A Hexer starts with all of the *lesser charms*, and may learn *greater charms* upon reaching 4th Level. Hexers may use any charm they know, but are limited to a certain number of times per day, as shown on the *Hexer Advancement Table*. For specific information about charms, see **Hexer Charms** below.

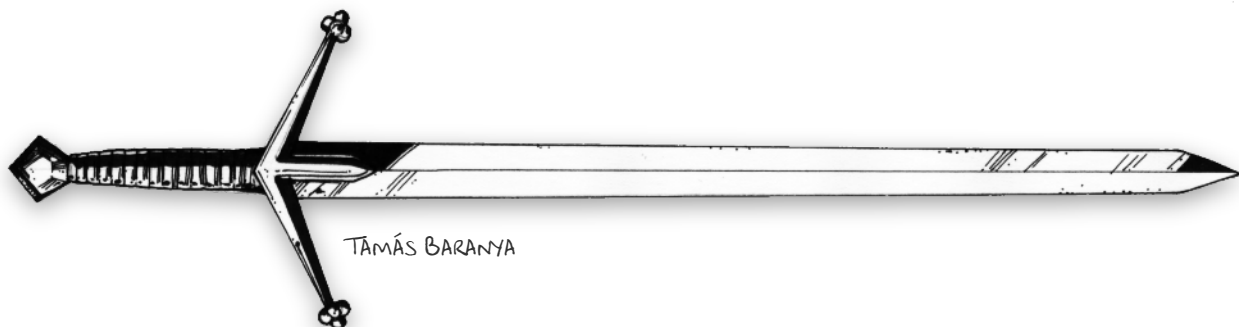
Alchemical Concoctions: All Hexers rely on alchemy and potions to some degree or another - after all, the process of becoming a Hexer is alchemical in nature. Hexer alchemy grants them various abilities, but the potions (usually referred to as “decoctions” because of how they are made) need to be prepared in advance, using a recipe, and are potentially dangerous when consumed. Every decoction has a Toxicity which is cumulatively applied against the Hexer’s Resistance, as shown on the *Hexer Advancement Table*. If the total Toxicity consumed in a day exceeds a Hexer’s Resistance, they must make a Saving Throw against *Death* or take 1d6 damage for every point by which the Resistance was exceeded. Toxicity is reset to 0 after drinking alcohol (spending 1gp for every point being removed) and sleeping for at least six hours. Hexers initially know all Level 1 recipes, and can learn more as they travel. For specific information about alchemy, see *Hexer Alchemy* below.

Saving Throws

Hexers receive a +2 bonus on all Saving Throws to resist *Poison* and *Disease*.

Prime Attribute Bonus

The Prime Attribute for a Hexer depends on the school where they were trained, but is always one of the physical attributes (Strength, Dexterity, or Constitution). Regardless of the attribute, a Hexer gains +5% experience if their Prime Attribute is 15+.



Hexer Schools

The school where a Hexer was trained determines the Hexer's specific starting equipment, specialized abilities, and Prime Attribute. There are five known schools, each dedicated to a particular animal and form of training: Bear, Eagle, Lynx, Snake, and Wolf.

School of the Bear: This school focuses on heavy, powerful attacks. Their training allows the use of all two-handed weapons (including ranged weapons), and every type of armor (excluding the use of shields).

- Bears start with a silver two-handed sword, a heavy crossbow, a case of 30 bolts, a case of 30 silver bolts, chain armor, a bear amulet, and 1d6 x 5gp.
- *Powerful Fighter:* Bears gain a +2 to all damage rolls made in melee combat.
- Constitution is a Bear's Prime Attribute.

School of the Eagle: This school focuses on fighting large numbers of weaker enemies. Their training allows the use of all one-handed melee weapons, and both leather and chain armor.

- Eagles start with a longsword, a silver longsword, leather armor, an eagle amulet, and 1d6 x 10gp.
- *Horde Slayer:* Eagles may attack a number of enemies equal to their Level divided by the Hit Dice of the enemy creature, rounded down (e.g. at 5th level, they can attack five 1 HD creatures, or two 2 HD creatures).
- Strength is an Eagle's Prime Attribute.

School of the Lynx: This school focuses on quick and agile attacks. Their training allows the use of daggers, short swords, light crossbows, and leather armor.

- Lynxes start with a short sword, a silver short sword, a light crossbow, a case of 30 bolts, a case of 30 silver bolts, leather armor, a lynx amulet, and 1d6 x 5gp.
- *Dual Wielder:* Lynxes may carry a weapon in each hand, attacking with both in a round.
- Dexterity is a Lynx's Prime Attribute.

School of the Snake: This school focuses on stealth, and the use of special tools. Their training allows the use of daggers, short swords, longswords, and leather armor.

- Snakes start with a longsword, a silver short sword, leather armor, a set of thieves' tools, a snake amulet, and 1d6 x 5gp.
- *Stealthy Killer:* Snakes can Backstab, and have Thievery as a Thief of the same level.
- Dexterity is a Snake's Prime Attribute.

School of the Wolf: This school focuses on all-around training. Their training allows the use of all melee weapons, and both leather and chain armor.

- Wolves start with a longsword, a silver longsword, leather armor, a wolf amulet, and 1d6 x 10gp.
- *Swordsman:* Wolves gain a +1 bonus to Hit and Damage with longswords.
- Constitution is a Wolf's Prime Attribute.

Why would I ever use a normal sword?

Silver isn't nearly as tough as steel - even if the silver has been tempered with iron. If a Hexer uses a silver weapon on anything that isn't specifically harmed by silver or magic, the weapon is bent, broken, or otherwise rendered useless on any To Hit roll of a natural 1.

What does my amulet actually do?

The Hexer's amulet, regardless of the school, continuously casts *Detect Chaos*, *Detect Curse*, and *Detect Magic*, with a 60' range. *Detect Curse* works just like *Detect Magic*, except it detects the presence of curses on people (but not items).

Hexer Charms

Charms are essentially simple spells which are cast with a gesture (meaning the Hexer must have at least one hand free in order to use them), and which activate instantly. Charms are divided into two categories: *lesser* and *greater*.

Lesser Charms: These are all fairly simple, and easy to learn. Hexers are taught all four of them as part of their training.

- *Aegis:* Protects the Hexer with a mystic barrier. The Hexer gains +2 to all Saving Throws until they either fail a Saving Throw, or ten minutes have passed.
- *Flare:* Projects a burst of flame that can burn a target, or simply start a fire. The damage done is equal to the Hexer's level.
- *Push:* Allows the Hexer to push a thing or person away about 5 feet without touching it. Anyone knocked back in this manner must make a Saving Throw against Magic or be knocked prone (requiring an action to stand back up).
- *Ward:* A sigil is traced which creates an area around the Hexer in a 10' radius that can't be entered by any creature without first making a Saving Throw against *Magic*. Anything that manages to pass is -1 to Initiative, and invisible creatures become visible. This charm remains in place until the sun rises.

Greater Charms: These can be learned when a Hexer reaches 4th Level. This requires either returning to their school, or finding another Hexer willing to teach them. It takes a minimum of one week to master a *greater charm*, and requires a successful roll against the Hexer's Intelligence. If the roll fails, the Hexer may take another week and try again.

- *Bind:* A sigil is traced which affects a 5' diameter area. Any creature stepping into this area must make a Saving Throw against *Magic* or be imprisoned and unable to move at all for the next 10 minutes. Even if the Save is made, the creature is still -1 to Initiative, -2 to Hit, and suffers +2[-2] to their Armor Class for a round. This charm remains in place for up to an hour.
- *Deflect:* Raises a quick barrier to block damage to the Hexer when cast. The Hexer's level is subtracted from the next damage taken. This can be from any source, including a fall.
- *Enhanced Aegis:* Works exactly like *Aegis*, but also grants the Hexer a -2[+2] bonus to their Armor Class.

- *Mesmerize*: This is a charm in the most literal sense. If the target fails a Saving Throw against *Magic*, they are charmed in a manner similar to the *Charm Monster* or *Charm Person* spells. The effect wears off after a day, however, and is immediately dispelled if the target takes any damage from the Hexer.
- *Torpor*: The target falls asleep, and the Hexer may attempt to implant a suggestion in the target, who gets a Saving Throw against *Charm* to resist it. If the suggestion includes danger or harm, it automatically fails. If the Hexer uses *Torpor* on himself, they fall into a slumber that lasts until a specified event occurs (such as sunset), or 24 hours have passed. During this time, the Hexer uses little air, and can't be detected.

Hexer Alchemy

Potions can be created by a Hexer through the process of decoction (boiling the ingredients down to a liquid), but require a recipe, proper ingredients, and the time to make them. A Hexer begins knowing four recipes: *Cateyes*, *Celerity*, *Healing*, and *Pheromones*, with a number of these prepared equal to half the Hexer's Wisdom (rounded down) in any combination the Hexer wishes. Other recipes must be found by the Hexer while adventuring, or learned by returning to their school and doing some research (which takes 1 week, and requires a successful Wisdom roll). Even with a recipe, a Hexer can only brew a decoction with a level equal to or lower than the Hexer's level.

Time: The time needed to make a decoction is half an hour (30 minutes) per level of the recipe (e.g. each of the Hexer's initial recipes takes a half-hour to make, while a Level 10 recipe would take 5 hours).

Ingredients: The ingredients needed to make a decoction vary, but can be broken down into common, uncommon, and rare ingredients.

- Common ingredients are the stems, roots, leaves, or bark from various plants. Such ingredients can be purchased at 1gp for each instance. Alternatively, 1 instance of a common ingredient can be found after 1 hour of searching in the outdoors.
- Uncommon ingredients are rarer plant items (such as mandrake root, or treant bark), or odd animal items (like newt eyes, or bat wings). These can be purchased at 10gp for each instance, or 1 instance can be found after 1 day of searching outdoors.
- Rare ingredients are specific to a given decoction, and are listed with each recipe. These can sometimes be purchased (at a cost of 100gp per HD of the creature they come from, with a 1-in-6 chance of actually being available), but are generally acquired from the remains of a specific creature.

Toxicity: Every decoction has a Toxicity rating (usually from 1 to 3) which is added to a Hexer's Toxicity when it's consumed. If the Hexer's accumulated Toxicity exceeds their Resistance, they begin to show signs of poisoning, and could possibly die. Also, if someone who isn't a Hexer tries to drink one of these decoctions, it's almost guaranteed to prove fatal. In either case, a Saving Throw must be made against *Poison*. If a Hexer fails the roll, they take 1d6 damage for every point by which their Resistance has been exceeded; if anyone else fails, they die (and even if they succeed, they take 1d6 damage for every point of the decoction's Toxicity).

Starting Recipes (Level 1)

Cateyes Potion: [Toxicity 1; Duration: 10 minutes] Grants the ability to see normally in absolute darkness. **Ingredients:** Fire Beetle Gland, and 1 uncommon.

Celerity Elixir: [Toxicity 1; Duration: 10 rounds] Grants +1 to Hit. **Ingredients:** Giant Centipede Legs, and 2 uncommon.

Healing Draught: [Toxicity 0; Duration: 10 rounds] Heals 1 Hit Point per round. **Ingredients:** Giant Rat Liver, 1 uncommon, and 3 common.

Pheromone Brew: [Toxicity 1; Duration: 10 minutes] No creature from which the decoction has been made will attack the imbiber. **Ingredients:** the gallbladder of whatever creature is being targeted with the decoction, and 5 uncommon.

Additional Recipes

While there may be other possible recipes (and some may have been lost and forgotten), these are the ones currently known by the Hexer schools.

Level 2

*Black Blood
Remedial*

Level 5

*Detoxification Potion
Vampiric Elixir*

Level 8

*Focus Brew
Force Brew*

Level 3

*Green Blood
Preventative Elixir*

Level 6

*Berserker Brew
Regenerative Draught*

Level 9

*Rapidity Potion
Vitality Potion*

Level 4

*Blackmaster Brew
Doppelganger Draught*

Level 7

*Expedite Potion
Redoubt Elixir*

Level 10

*Dragon Brew
Exanimation Draught*

Additional Recipe Descriptions

Berserker Brew: [Toxicity 2; Duration: 10 rounds] Grants +2 to Hit and Damage, as well as -2[+2] Armor Class. **Ingredients:** Manticore Heart, and 5 uncommon. *Level 6*

Black Blood: [Toxicity 1; Duration: 10 rounds] When taking damage from undead, the attacker also receives 2 Damage for each die of damage done. **Ingredients:** Ghoul Blood, 1 uncommon, and 5 common. *Level 2*

Blackmaster Brew: [Toxicity 2; Duration: 10 rounds] Against any undead, grants +2 to Hit and Damage, as well as -2[+2] Armor Class. **Ingredients:** Wraith Essence, 5 uncommon, and 10 common. *Level 4*

Detoxification Potion: [Toxicity 2; Duration: 10 minutes] At the end of the duration, all Toxicity (other than from this decoction) is removed. **Ingredients:** Cockatrice Heart, 1 uncommon, and 5 common. *Level 5*

Doppelganger Draught: [Toxicity 2; Duration: 10 rounds] Grants +2 to Hit, and 2x Damage when striking an unaware target. **Ingredients:** Doppelganger Spleen, 1 uncommon, and 10 common. *Level 4*

Dragon Brew: [Toxicity 3; Duration: 10 rounds] Grants 2x Damage on a roll to Hit of 19-20. **Ingredients:** Dragon Bone, 10 uncommon, and 10 common. *Level 10*

Exanimation Draught: [Toxicity 3; Duration: 10 rounds] Allows a Saving Throw to resist all undead Draining abilities. If a Saving Throw is already allowed, resistance is automatic. **Ingredients:** Black Pudding Essence, 5 uncommon, and 10 common. *Level 10*

Expedite Potion: [Toxicity 3; Duration: 10 rounds] Allows another action after killing an enemy. **Ingredients:** Banshee Essence, 4 uncommon, and 5 common. *Level 7*

Focus Brew: [Toxicity 2; Duration: 10 rounds] Grants +4 to Hit until any damage is taken. **Ingredients:** Wyvern Gallbladder, 5 uncommon, and 5 common. *Level 8*

Force Brew: [Toxicity 2; Duration: 10 rounds] Grants +4 to Damage until any damage is taken. **Ingredients:** Elemental Essence, 5 uncommon, and 5 common. *Level 8*

Green Blood: [Toxicity 2; Duration: 10 rounds] When taking damage from any creature, the attacker also receives 1 Damage for each die of damage done. **Ingredients:** Bugbear Blood, 1 uncommon, and 5 common. *Level 3*

Preventative Elixir: [Toxicity 2; Duration: 10 minutes] Reduces all damage taken by 5, but worn armor decreases the reduction by -1 for every -1[+1] of Armor Class. **Ingredients:** Shadow Essence, 2 uncommon, and 5 common. *Level 3*

Rapidity Potion: [Toxicity 3; Duration: 10 rounds] Grants +2 to the Initiative roll. **Ingredients:** Chimera Heart, and 7 uncommon. *Level 9*

Redoubt Elixir: [Toxicity 2; Duration: 10 rounds] Every 6 points of Damage taken increases Armor Class by -1[+1] until the decoction wears off. **Ingredients:** Griffon Spleen, and 6 uncommon. *Level 7*

Regenerative Draught: [Toxicity 4; Duration: 10 rounds] Grants the healing of 2 Hit Points at the beginning of each round. **Ingredients:** Troll Fat, 3 uncommon, and 5 common. *Level 6*



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Remedial: [Toxicity 1; Duration: 10 rounds] Cures any poison, and grants immunity to poison for the duration. **Ingredients:** Giant Spider Gland, and 2 uncommon. *Level 2*

Vampiric Elixir: [Toxicity 2; Duration: 10 rounds] Heals damage equal to half any damage dealt to an enemy (rounded down). **Ingredients:** Hydra Blood, and 4 uncommon. *Level 5*

Vitality Potion: [Toxicity 3; Duration: 10 rounds] Heals 1d6+1 Hit Points for every damage killed by the imbiber. **Ingredients:** Vampire Dust, 6 uncommon, and 5 common. *Level 9*



You mentioned something about thief skills...

The basic **White Box** doesn't include the Thief Class, so here's a brief explanation of the Thief abilities used by the Snake School.

Backstab: If a Snake Hexer can catch an opponent unaware, they get a +2 to Hit bonus, and do 2x Damage. The Damage should be rolled twice, and added together.

Thievery: This is a catchall term for anything a Snake Hexer might need to do when using subterfuge - climbing sheer surfaces, picking locks, hiding in shadows, and so on. The Thievery skill is equal to half the Hexer's Level, rounding up. Whenever the Hexer makes use of the skill, 1d6 should be rolled, with a roll equal to or less than the Thievery skill indicating success.

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