

CHAPTER ONE: THE WAY OF THE WITCH

- WITCH HAG -

Tales of hideous hags that live in the wilderness have always been used to frighten small children into staying away from the dark woods, the lonely beach at night, and the misty swamplands. "Don't go wandering," parents say, "or a terrible hag will catch you and eat you up." What few people know is that many of those tales are true, or at least based in truth. There are horrible, black-hearted hags that do evil in the world. What's more, some particularly evil spellcasters *become* these monsters, transformed by isolation and their own hatred of all things good and decent.

For some the change comes gradually and they are almost unaware of it until it is too late. They have tampered with forces they should not have, they have failed to heed the wisdom of their elders, and now their misdeeds and evil thoughts have returned to haunt them. These hags are both pitiful and frightening, and eventually give in to their corruption. Others seek the transformation as a source of power and strength, rejecting the world as it rejects them, using their hatred to remake themselves in the image of the fears of others.

Witch hags nearly always live in isolation, but sometimes not too far from civilization. Sorceresses and witches are the most common followers of this class, but sometimes bards choose it, particularly if they are rejected by society (justly or not). Bardic hags are often the source of mournful music heard drifting out of the night, which wise folk know well enough not to investigate.

Hit Die: Special (see below).

Abbreviation: WiH

REQUIREMENTS

To qualify to become a witch hag, a character must fulfill all the following criteria:

Race: Any humanoid female (cannot already be a monstrous humanoid).

Alignment: Chaotic neutral or chaotic evil.

Skills: Knowledge (arcana) 8 ranks, Speak Language (Giant).

Spells: Ability to cast arcane spells without preparation.

CLASS SKILLS

The witch hag's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Hide (Dex), Knowledge (Int), Listen (Wis), Profession (Wis), Sery (Int, exclusive skill), Search (Int), Speak Language (Int), Spellcraft (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All the following are class features of the witch hag prestige class.

WEAPON AND ARMOR PROFICIENCY

Witch hags gain no additional proficiency in any weapon or armor.

BONUS SPELLS

Witch hags gain bonus spells per day as they increase in level. A bonus spell can be added to any level of spells the witch hag can already cast. Once assigned, it cannot be changed. If a character had more than one spellcasting class before becoming a witch hag, she must choose which class to add the bonus spell to.

In addition, at each level the witch hag adds a bonus spell, she increases her caster level for that spellcasting class.

FAMILIAR ADVANCEMENT

Each level in this class adds to the levels of sorcerer, witch, wizard, or other class that for purposes of determining a familiar's special abilities.

HIT DIE INCREASE

As a witch hag gains levels, her Hit Die increases. This is not a retroactive benefit, but starting at 1st level, the witch hag's Hit

TABLE 1-5: THE WITCH HAG

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Bonus Spells
1	+0	+2	+0	+2	Familiar advancement, Hit Die increase (d6), +1 natural armor	1
2	+1	+3	+0	+3	Iron claws, darkvision, Strength boost +2	1
3	+2	+3	+1	+3	Hag's gift	None
4	+3	+4	+1	+4	Hit Die increase (d8), Strength boost +2	1
5	+3	+4	+1	+4	+2 natural armor, spell resistance 5	1
6	+4	+5	+2	+5	Strength boost +2	1
7	+5	+5	+2	+5	+3 natural armor	None
8	+6	+6	+2	+6	Strength boost +2	1
9	+6	+6	+3	+6	Spell resistance 10	1
10	+7	+7	+3	+7	Hag transformation	None

CHAPTER ONE: THE WAY OF THE WITCH

Die is d6. At 4th level, it becomes d8. The witch hag rolls for hit points using her increased Hit Die from that point on.

NATURAL ARMOR

At 1st, 5th, and 7th level, a witch hag become progressively more and more ugly, bent, twisted and gnarled. Her skin becomes dark and wrinkled, but also preternaturally tough, giving her a natural armor bonus, as shown on the table.

IRON CLAWS (EX)

The witch hag's nails lengthen and harden into ironlike claws, allowing her to do 1d4 points of damage with unarmed attacks. She is considered armed even while unarmed and thus does not provoke attacks of opportunity for attacking armed opponents (and unarmed opponents provoke attacks of opportunity from the hag if they attack her unarmed).

DARKVISION (EX)

At 2nd level, a witch hag gains darkvision to 30 feet.

STRENGTH BOOST (SU)

As the witch hag increases in level, her Strength increases and she becomes more wiry and tough. These increases stack and are gains as if through level advancement.

HAG'S GIFT (EX)

At 3rd level, the witch hag may choose one of the following special abilities. She may breathe underwater and use her abilities freely while submerged. She gains the Improved Grab special ability, or she may perfectly mimic the sounds of any animal. These are all extraordinary abilities.

SPELL RESISTANCE (SU)

At 5th level, the witch hag gains spell resistance 5. At 9th level, it increases to 10.

HAG TRANSFORMATION (EX)

At 10th level, the witch hag undergoes her final transformation. She becomes a true hag: a sea hag, an annis, or a green hag, gaining all the abilities and statistics of that creature which

exceed her current ones, including ability scores, special abilities, and special qualities. She retains her bonus spells and her previous class levels. She can, among other things, now become a full-fledged member of a hag covey and exercise all its powers.

SAMPLE WITCH HAG MID LEVEL

Wit 6/WiH 2; HD 6d4 + 2d6; hp 23; Init +1; Spd 30 ft.; AC 14 (touch 11, flat-footed 13); Atk +6 melee (1d6+2, quarterstaff or 1d4+2, claws), +5 ranged (1d8, light crossbow); SA spells; SQ Darkvision 30 ft., familiar benefits; AL CE; SV Fort +5, Ref +3, Will +9; Str 15, Dex 13, Con 10, Int 13, Wis 16, Cha 11.

Skills and Feats: Concentration +12, Handle Animal +7, Knowledge (arcana) +11, Knowledge (nature) +11, Profession (herbalist) +9, Speak Language +3, Spellcraft +11, Wilderness Lore +7; Brew Potion, Empower Spell, Maximize Spell, Spell Trap, Sympathetic Spell, Widen Spell...

Familiar Benefits:

Grants master Alertness feat (when within arm's reach); master can share spells; master can speak with familiar; master has empathic link. See Familiars in Chapter 3 of the PHB.

*Spells Known (6/7/6/6**): DC 13 + spell level): 0—dancing lights, daze, detect magic, ghost sound, prestidigitation, resistance, virtue; 1st—cause fear, change self, cure light wounds, doom; 2nd—agony*, blindness/deafness, scare; 3rd—bestow curse, magic circle against good.*

*New spell described in Chapter 4 of this book.

**Includes 2 bonus spells

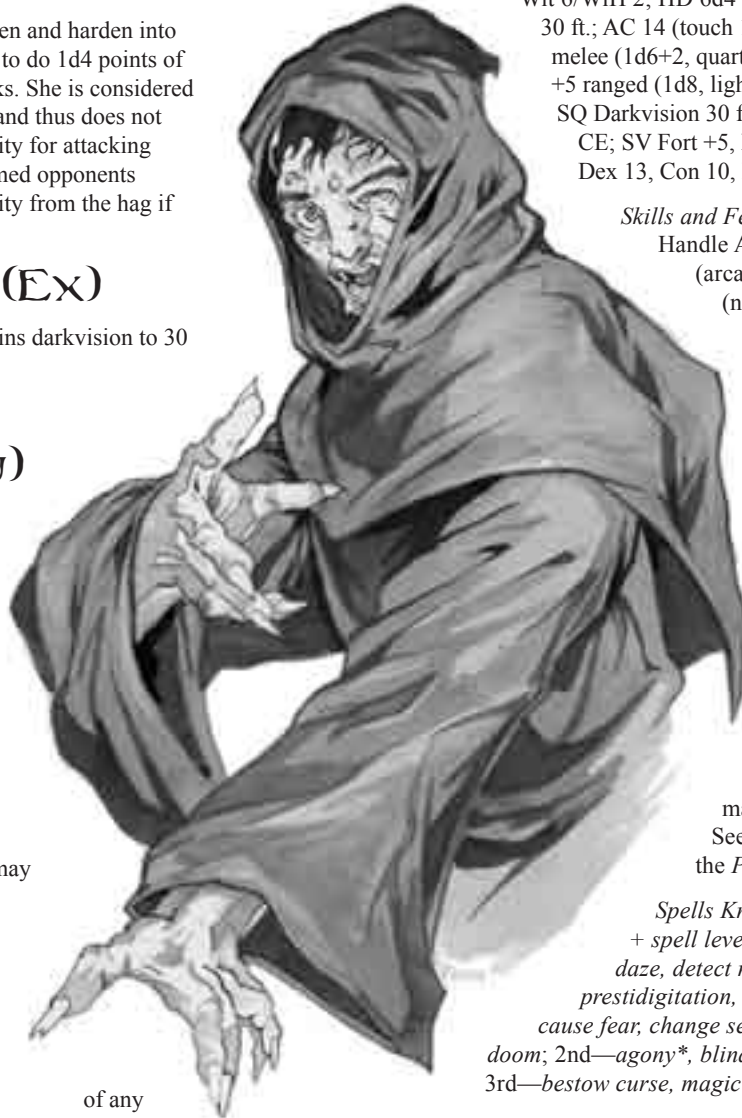
Possessions: Quarterstaff, dagger, light crossbow, spell component pouch, wand of *enhance familiar**, *bracers of armor* +2, *potions of cure moderate wounds*, *invisibility*, and *sleeping draft****, large scorpion venom, wyvern poison, giant wasp poison, and small centipede poison (see Chapter 3 in the DMG).

*New spell described in Chapter 4 of this book.

**New item described on page 44.

RAVEN FAMILIAR

HD 8; hp 11; Init +2; Spd 10 ft., fly 40 ft. (average); AC 18 (touch 14, flat-footed 16); Atk +6 melee (claw 1d2-5); SQ



CHAPTER THREE: TOOLS OF THE CRAFT

- MAGIC ITEMS -

Witches create and use a number of magic items. Like their spells, witch magic items tend to be fairly subtle, focused on divination, enchantment, and transmutation rather than weapons, evocations, and similar items common to adventurers. This section describes some common magic items made and used by witches, along with information about some existing magic items with special significance or uses in witchcraft.

WEAPONS

Few magical weapons are associated with witches; a witch's greatest weapons are her wisdom and her spells. So witches have fairly little use for enchanted weapons, although there are a few they are known to use.

WITCH'S DAGGER

This enchanted doubled-edged weapon is a +3 *ghost touch dagger*, able to wound spirits and other incorporeal creatures. It also enables the wielder to cast *dispel magic* as a 12th-level caster three times per day by pointing the dagger at the target of the spell. However, like an athame, a *witch's dagger* is not meant to be used against solid foes. If the dagger is used to cut anything material (living or not), it loses its powers until an *atonement* spell is performed over it, at which point its normal powers are restored.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor; *dispel magic, repulsion;* *Market Price:* 56,000 gp; *Cost to Create:* 28,000 gp + 2240 XP.

CANDLES

One of the crafts that witches use in their magic is candle-making. By incorporating special ingredients into the molten candle wax, a witch can produce a candle that magically stores a particular spell, akin to the way a potion does. In fact, a magical candle is basically a potion in a different form and all the normal rules for the Brew Potion feat apply to candles as well, including the fact that only spells of 3rd level or less can be stored in a candle.

The creature that lights the candle becomes the subject of its stored spell. Candles with instantaneous spells flare up and burn out in a moment while candles with longer duration spells continue to burn throughout the spell's duration. If the candle is snuffed out before the spell's duration expires, the spell ends prematurely (the candle can be relit, but it has no further magical effect). Once a magical candle is lit, the spell continues to affect the creature for its normal duration regardless of the distance between them, so long as the creature is still on the same plane.

Lighting a candle using a tindertwig or an existing fire source such as a torch is a standard action that provokes an attack of opportunity. Lighting a candle using flint and steel or some other method is a full-round action at best.

Caster Level: 3rd+; *Prerequisites:* Brew Potion, spell to be stored; *Market Price:* (caster level x spell level) x 50 gp; *Cost to Create:* (caster level x spell level) x 25 gp, plus (caster level x spell level) x 2 XP.

Example: Aelric finds respite from his travels through the Dark Forest in a defensible cave. He suffered somewhat at the fangs of the dire wolves dwelling in the forest and has no healer with him. So once he has fortified the entrance of the cave and kindled a small fire, he takes out the blessed candle that the old wise-woman gave him when he entered the forest. He lights it from the fire and places it in a crack in the rock. The magic candle stores a quicken healing spell at caster level 4, so Aelric recovers hit points twice as fast over the next four days. It turns out that he only rests for two, but is completely recovered by then. He snuffs out the candle, losing its remaining two days of duration, but still grateful to have had it.

POTIONS

Witches are well known for brewing up potions, although many of the things that common folk think of as "potions" are actually simple herbal remedies or alchemical elixirs rather than true potions, which are more difficult and expensive to make.

Witches typically brew their potions in a large iron kettle or cauldron that can be hung over a fire from a hook or tripod. A witch may choose to make a larger batch of a potion simply by multiplying the cost in raw ingredients and XP and the time necessary. So making a batch of ten doses of a *potion of cure light wounds*, for example, costs 250 gp, 20 XP, and takes 10 days of work.

Witches often use herbal and natural ingredients in their potions. At the GM's discretion, a witch can make a Profession (herbalist) check to reduce the cost of the materials necessary for a potion. Reduce the cost of the potion's materials in gold

