

Agony (14 rounds) (DC 23) (Su) Class Ability (Witch)

With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Arcane Familiar Nearby Class Ability (Witch)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Cackle (Su) Class Ability (Witch)

A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, misfortune hex, or ward hex caused by the witch has the duration of that hex extended by 1 round.

Deliver Touch Spells Through Familiar (Su) Class Ability (Witch)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Disguise (14 hours/day) (Su) Class Ability (Witch)

A witch can change her appearance for a number of hours equal to her class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Empathic Link with Familiar (Su) Class Ability (Witch)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Evil Eye -4 (9 round(s)) (DC 23) (Su) Class Ability (Witch)

The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

Retribution (6 round(s)) (DC 23) (Su) Class Ability (Witch)

A witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect.

Scry on Familiar (1/day) (Sp) Class Ability (Witch)

If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Share Spells with Familiar Class Ability (Witch)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Slumber (14 rds) (DC 23) (Su) Class Ability (Witch)

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Speak with Animals (Ex) Class Ability (Witch)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Speak With Familiar (Ex) Class Ability (Witch)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Weather Control (1/day) (Su) Class Ability (Witch)

A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.