

Witchlord (Version 3.0)

Hit Die: d6

By awakening and drawing from the potential of those around her, the Witchlord reaches new heights of magical power. A Witchlord's powers are uniquely suited to the task of leading covens as figures of authority, but a lone Witchlord is able to involve even non-magical allies in her strange rites.

Requirements

In order to qualify to become a Witchlord, a character must meet all of the following prerequisites:

Skills: Knowledge (Arcana) 6 ranks, Spellcraft 6 ranks.

Spells: Ability to cast 3rd-level arcane spells.

Special: Hex class feature

Special: Coven hex.

Class Skills

The Witchlord's class skills (and the key ability for each) are Diplomacy (Cha), Bluff (Cha), Knowledge (All) (Int), and Use Magic Device (Cha).

Skill Ranks at each level: 2 + Int modifier.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Witchery	
2nd	+1	+1	+1	+1	Coven Initiate	+1 level of existing class.
3rd	+1	+1	+1	+2	Coven Casting, Hex	+1 level of existing class.
4th	+2	+1	+1	+2	Coven Elder	+1 level of existing class.
5th	+2	+2	+2	+3	Improved Coven Casting, Hex	+1 level of existing class.

6th	+3	+2	+2	+3	Coven Lordship, A Thousand Eyes	+1 level of existing class.
7th	+3	+2	+2	+4	Greater Coven Casting, Hex	+1 level of existing class.

Spells per Day

At the indicated levels, a witchlord gains new spells per day as if she had gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained except for additional spells per day and an increased effective level of spellcasting.

Witchery

Levels of the witchlord stack with levels of a prerequisite class that grants the Hex feature for determining the effect of her hexes and other abilities (such as archetype abilities), Hex DCs, and the level at which she can select major hexes or grand hexes. The DC of witchlord abilities are calculated using the highest of the witchlord's Intelligence, Wisdom, or Charisma modifiers.

> DCs are written using the Intelligence modifier, but may use the Wisdom or Charisma modifiers if those modifiers are higher.

At 1st level and every 2nd level thereafter, the witchlord may select a hex, as per the Witch or Sham Hex class feature (if a Witchlord has levels in both classes, they must select which class' hex list to use), to learn from the list below or any other list of hexes otherwise available to her. If the witchlord would gain a hex through other means, such as from the Extra Hex feat or by gaining a level in another class which grants the hex class feature, she may select a hex from the list below in addition to the lists otherwise available to her. Unless otherwise noted, hexes are Supernatural abilities and require a standard action to use.

Hexes

Arcane Scent: The witchlord gains the scent special ability, except only with regard to magical effects and spellcasters. The witchlord can identify the properties of magical items with this hex as though she were using detect magic. The witchlord can use a standard action to focus on a creature within scent range, learning whether that creature is capable of using spells or spell-like abilities, whether these are arcane or divine in nature, and the strength of the most powerful spell or spell-like ability the creature currently has available for use. The witchlord adds her Intelligence modifier to any Survival checks made to track a scent with this hex.

Constant Presence: The witch gains a dim impression of activities occurring around any object bearing her face or form within a range of 50ft per level. She may project her consciousness into one such object at a time, as per the spell Enter Image, except that the witchlord may permit one other member of her coven for each two levels she possesses to project their consciousness into the object as well.

Witch's Decree: The witchlord demands obedience from a creature within 30 feet, as per the spells Command and Murderous Command. Regardless of whether a target passes its save, the witchlord cannot target that creature with this hex again for 24 hours.

Hex Bag: The witchlord expends 150 gold to create a small bag containing fragments of occult items. This bag carries an aura of weak transmutation and last a number of days equal to her Intelligence modifier before crumbling into dust. A number of times per day equal to her Intelligence modifier, the witchlord may use a hex through a hex bag as though the witchlord were in the same location as the hex bag. If the hex bag is worn or held by a creature, hexes that require touching the target may affect the attending creature regardless of whether the witchlord is touching the creature. Whenever a hex is used through a bag, the bag's aura changes to one of strong transmutation for 2d4 rounds. Hexes cannot be used through a hex bag on a different plane than the witchlord.

Circle Magic: The witchlord may take 1 round to magically impress an arcane circle on a surface in a 5' square. The circle lasts for a number of minutes equal to the witchlord's level. Spells cast by the witchlord from within the circle are treated as though they were cast at one caster level higher.

Major Hexes

Envoy: The witchlord may possess a willing humanoid (Will negates) that she touches for a number of minutes equal to 10 times per level, as per the spell Marionette Possession, except that the possessed creature may move any distance from the witchlord without ending the effect or preventing the witchlord from returning to her body. Creatures in the possession of Hex Bags are considered to be willing creatures for the purposes of this hex. Removing the hex bag from the possessed creature ends the effects of this hex. Regardless of whether the target passes its save, the witchlord cannot target the creature with this hex again for 24 hours.

Compelling Words: A number of times per day equal to her Intelligence modifier, the witch may make a suggestion, as per the spell, to a creature within 30ft that can hear and understand her. Regardless of whether the target passes its save, the witchlord cannot target it with this hex again for 24 hours.

Icon of the Witch: The witchlord may mark an item she possesses of masterwork quality or higher as her icon, infusing it with some of her magic. The selected item's form changes in a manner that makes it distinctively associated with the witchlord who created it, but not enough

to alter the item's original purpose (e.g. a sword does not become a club; a cloak does not become boots). The witchlord may only have one such item marked as an icon at a time. The witchlord may remove her magic from an item she is touching as an immediate action, allowing her to create another icon.

Whenever the witchlord prepares spells, she may store a prepared spell in the icon for a number of days equal to her intelligence modifier. The icon may contain a total number of spell levels up to the witchlord's intelligence modifier. The witchlord may cast spells from her icon as though she were using a magic staff.

A creature in possession of the witchlord's icon gains a +2 enhancement bonus to Diplomacy and Intimidate checks, increasing by +1 for every two spells stored within the icon.

Greater Circle: The witchlord may increase the size of the circle created by the Circle Magic hex to cover a 5' radius. Additionally, when within the circle, the witchlord and her allies also gain a +4 deflection bonus to their AC. The witchlord must have the Circle Magic hex in order to select this hex.

Grand Hexes

Hexmaster: Each day, when the witchlord prepares spells, she may select one hex or major hex she does not already know but which is known by at least one member of her coven. The witchlord may use the selected hex once or until she prepares spells again, whichever occurs first.

Eternal Reign: If the witchlord is reduced to -1 or fewer hitpoints, she may issue a dying curse to her killer, as per the spell Finger of Death, using the witchlord's caster level. Doing so immediately kills the witchlord. If the target is slain by the curse, the witchlord is resurrected, as per the spell Resurrection (using the witchlord's caster level), after 1d4 days. A witchlord whose body has been completely obliterated (the remains of a creature hit by a disintegrate spell count as a small portion of the creature's body) cannot be resurrected in this way.

Greater Hex Bag: The witchlord may cast spells with a range of "touch" through her Hex Bags. The witchlord must have the Hex Bag hex to select this hex.

Overwhelming Presence: Once per day, the witchlord may cause one creature per level within 30 feet to believe itself to be in the presence of a divine being. Creatures who fail to pass a Will save prostrate itself before the witchlord for 1 round/level, as per the spell Overwhelming Presence. The creature may attempt a new saving throw at the beginning of its turn to end this effect. Creatures who make the initial save are merely staggered for 1 round.

Grand Circle: The witchlord may increase the size of the circle created by the Circle Magic hex to cover a 10' radius. In addition to the benefits of the Circle Magic and Greater Circle hexes, the witchlord and her allies gain Spell Resistance equal to her character level + 5.

Coven Initiate

Beginning at 2nd level, twice per day, the witchlord may spend 2 minutes in contact with a willing creature to grant that creature the coven hex, as per the Witch hex class feature, for 10 minutes. This duration increases by 10 minutes for each level after 2nd.

The witchlord is aware of the direction, distance, and status, as per the spell Status, of allies with the coven hex within 50 feet per level.

The range at which the aid another action provided by the Coven hex functions and the maximum distance required between the witchlord and her coven members for the purposes of Coven Casting both increase by 5 feet.

Coven Casting

At 3rd level, the witchlord may select 6 spells from the wizard/sorcerer, druid, and cleric/oracle spell lists that each have a cast time of 1 round or less and are each two levels below the maximum spell level the witchlord is able to cast. At 4th level and every level thereafter, the witchlord may instead select 2 spells in the same way. Whenever the witchlord and at least two other individuals who possess the coven hex or are Accursed Bloodline sorcerers are within 10 feet of each other, they may each take a full-round action to use one of the selected spells as a spell-like ability. This spell-like ability uses the highest caster level available to the participants and the witchlord's ability modifiers to determine effects and DCs.

Any selected spell with material costs above 1gp must have its costs paid by the witchlord at the time of the spell-like ability's use.

The witchlord gains an Arcane Ritual pool she draws on to use Coven Casting. This pool has a number of points equal to the cumulative effective spell levels of all the spell-like abilities the witchlord has selected for use with Coven Casting. The pool refreshes once per day when the witchlord prepares her spells.

Whenever the witchlord uses a spell-like ability with Coven Casting, she subtracts a number of points equal to the effective spell-level of that spell-like ability from the pool. The witchlord may only use a spell-like ability with Coven Casting if the pool has a number of points in it equal to or greater than the effective spell-level of the selected spell-like ability.

Coven Elder

Beginning at 4th level, the witchlord need only spend 1 minute in contact with a willing creature to grant that creature the coven hex, and the number of times per day she may grant the coven hex increases to four.

At will, the witchlord may see and hear through the eyes and ears, as per the spell Witness, of allies who possess the coven hex within 50 feet per level.

The range at which the aid another action provided by the Coven hex and the maximum distance required between the witchlord and her coven members for the purposes of Coven Casting both increase by 5 feet.

Improved Coven Casting

Beginning at 5th level, the witchlord may apply the following metamagic feats to a spell-like ability she casts using the Coven Casting class feature: Ectoplasmic Spell, Threnodic Spell, Verdant Spell. Applying a metamagic feat to a spell-like ability in this way does not increase the cast-time or caster level of the spell-like ability.

Each time a metamagic feat is applied to a spell-like ability in this way, the spell-like ability's effective spell-level is increased as though it were a spell affected by that metamagic feat.

Coven Lordship

Beginning at 6th level, the witchlord need only spend 1 round in contact with a willing creature to grant that creature the coven hex, and the number of times per day she may grant the coven hex increases to six.

The witchlord establishes a telepathic bond, as per the spell, with each ally who possesses the coven hex within 50 feet per level.

The range at which the aid another action provided by the Coven hex and the maximum distance required between the witchlord and her coven members for the purposes of Coven Casting both increase by 5 feet.

Warding Whispers

At 6th level, for each ally with the coven hex within 30 feet, the witchlord gains a +2 dodge bonus to her AC, up to a maximum of 10. Anything which causes the witchlord to lose her Dexterity bonus to her AC also causes her to lose this bonus.

Greater Coven Casting

At 7th level, the witchlord adds Bouncing Spell, Scouting Summons, and Persistent Spell to the list of metamagic feats she is able to apply to spell-like abilities she uses through the Coven Casting class feature.