

STRANGE BREW

*Mystical Paths &
Prestige Classes*



TIMOTHY S. BRANNAN; RICH HOWARD; ROBERT H. HUDSON, JR.



PATHEFINDER
ROLEPLAYING GAME COMPATIBLE

Strange Brew

Credits

AUTHORS:

Timothy S. Brannan; Rich Howard;
Robert H. Hudson, Jr.

DEVELOPER:

Robert H. Hudson, Jr.

EDITOR:

Michael Welham

PROJECT ASSISTANCE:

J Gray

COVER:

Jacob E. Blackmon

INTERIOR ART:

Jacob E. Blackmon

LAYOUT:

Lj Stephens

PUBLISHER:

Christina Stiles via Misfit Studios

Product Identity & Open Game Content

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1E, and are not Open Content: All artwork, logos, and trade dress.

Open Content: Except for material designated as Product Identity (see above), the contents of this book are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility: Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Some artwork is copyright ©2017 Christina Stiles and is available as stock art through Christina Stiles Presents

©Christina Stiles, 2017

Special Thanks

A BIG THANK YOU to the Strange Brew Kickstarter backers for making this book possible! Additional THANKS to Forest Guardian Press, Rogue Genius Games, and Timothy Brannan for PDF support for this project.

Mystical Paths & Prestige Classes

Mystical Paths

The witch rarely walks her paths alone. While hers may be a singular journey, there are always others who wish to take up the road with her. During her adventuring career the witch may find it necessary, advantageous, or even nothing more than interesting, to take up another class.

Witches follow the same multiclass rules as other character classes. One thing remains constant: the witch considers herself to be a witch, first and foremost. Given that witches typically begin their training very early in life, all multiclass options assume the witch class was chosen before the other classes. Obvious exceptions would be any class with innate abilities associated with it; the sorceress for example is born with her powers.

Multiclassing

In each of these multiclassed arrangements it is encouraged that the player and the Game Master detail a compelling story about the witch's new class. Did her patron want her to take this extra road? Is there some tome of knowledge requiring expertise from another class to understand properly? Have the persecutions of other witches or the innocent demanded the witch drop her wand and take up the sword? The possibilities are endless.

Specific combinations are dealt with in **Multiclass Practices** below. Where the word "witch" appears one may substitute "warlock" as desired. If a distinction needs to be made, then it will be made clear.

Witch/Alchemist – Witches have an affinity towards alchemy and some witches take extra tutelage in the alchemical arts.

Witch/Antipaladin – Witches from evil traditions such as the Malefic sometimes feel the call to take up arms in the name of evil, personal power, or occasionally their Patron. Such witches often gravitate to the path of the antipaladin.

Witch/Arcanist – Witches who multiclass into arcanists usually do so for the ability to manipulate the raw stuff of magic. Frequently, they are from traditions with a more scholarly bend.

Witch/Barbarian – Those who are both strong of body and mind usually lead uncivilized cultures. A witch barbarian fits this description to the letter. Witch/Barbarians have no preference to traditions, but obviously the various traditions aligned with the natural world are the best suited.

Witch/Bard – While there are graceful and pleasant witches, bardic witches are very rare. The wanderlust of the bard usually does not mix well with most covens. Bardic witches are mostly solitary travelers. Some

witches even begin their adventuring careers as bards and eventually convert to a witch tradition.

Witch/Bloodrager – Some witches hear the call of the power in their blood, or have it awakened by their Patron. As with barbarians, they feel called more to traditions anchored in the natural world.

Witch/Brawler – Few witches feel the need to engage in combat in the intimately personal, punishing way brawlers do, but some worldly witches may feel the need to train as brawlers as an alternative to the monastic life of the monk. They are usually from combative traditions.

Witch/Cavalier – Not as rare as one might assume, all covens have a designated protector or guardian. The rare witch/cavalier takes an oath to protect their coven or way of life. The order they serve in is often the same as or related to their coven.

Witch/Cleric – Witches and clerics historically have come into conflict; therefore, those who can call themselves both witch and cleric are extremely rare. As with druids and sorcerers, more often than not they began their adventuring careers as clerics, and then heard the call of their Patron. The witch/cleric holds no preference to tradition. Such witches are referred to as "Witch Priestesses."

Witch/Druid – Witches and druids naturally have many similarities, and thus druidic witches are rare. When this occurs, the person was most often a druid before hearing the call of their Patron. Faerie witches and Classical witches are most likely to become witch/druids.

Witch/Fighter – Witches often face persecution, and many witches find it necessary to study up on hand-to-hand combat skills, for should their own mystical power fail, it can't hurt to know how to hit people where it hurts. Witch/Fighters take no real preference to particular witch traditions.

Witch/Gunslinger – These classes seem almost contradictory but there are the rare "gun witches" who use both features of the class to their advantage.

Witch/Hunter – Many witches associated with the natural feel despoilers need to be hunted down and punished. Those witches frequently gravitate towards the path of the hunter. Faerie witches, and some martially-oriented traditions are the most common paths to this class arrangement.

Witch/Inquisitor – Most dangerous to the witch is a witch who has left her sisters and coven to become a hunter of witches.

Witch/Investigator – Witches drawn to uncover the truths around them, not just in magic, but life as well, frequently multiclass into investigator to assist them in doing so. This path is more common for urban witches, but rural witches sometimes follow it as well.