

Feats

Extra Hex (Witch [Scarred Witch Doctor])

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Improved Initiative

You get a +4 bonus on initiative checks.

Persistent Spell

Foes must succeed at 2 saves or suffer the spell's full effects.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Split Hex

A targeted hex can affect two creatures

Traits

Indomitable Faith

+1 Will saves.

Reactionary

+2 Initiative

Masterwork dagger

Main hand: **+7/+2, 1d4**

Crit: 19-20/x2

Main w/ offhand: **+1/-4, 1d4**

Rng: 10'

Main w/ light off: **+3/-2, 1d4**

Light, P/S

Offhand: **-1, 1d4**

Ranged: **+8, 1d4**

Ranged w/ offhand: **+2, 1d4**

Ranged w/ light off: **+4, 1d4**

Ranged offhand: **+0, 1d4**

Silver dagger

Main hand: **+6/+1, 1d4-1**

Crit: 19-20/x2

Main w/ offhand: **+0/-5, 1d4-1**

Rng: 10'

Main w/ light off: **+2/-3, 1d4-1**

Light, P/S

Offhand: **-2, 1d4-1**

Ranged: **+7, 1d4-1**

Ranged w/ offhand: **+1, 1d4-1**

Ranged w/ light off: **+3, 1d4-1**

Ranged offhand: **-1, 1d4-1**

Unarmed strike

Main hand: **+6/+1, 1d3**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+0/-5, 1d3**

nonlethal

Main w/ light off: **+2/-3, 1d3**

nonlethal

Offhand: **-2, 1d3 nonlethal**

Gear

Total Weight Carried: 7/100 lbs, Light Load

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Alchemist Book <In: Handy haversack (59 @ 33 lbs)> 1 lb

Candle x10 <In: Handy haversack (59 @ 33 lbs)> -

Cauldron of brewing (empty) <In: Handy haversack (59 @ 33 lbs)> 5 lbs

Chalk x10 <In: Handy haversack (59 @ 33 lbs)> -

Cloak of resistance +5 1 lb

Experience & Wealth

Experience Points: **21000/295,000**

Current Cash: **You have no money!**

Gear

Total Weight Carried: 7/100 lbs, Light Load

(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Cold weather outfit (Free) -

Cookbook of arcane augmentation (1/day) <In: 5 lbs

Corset of dire witchcraft (Retribution [9 rounds, DC 1 lb

Crossbow bolts x10 <In: Handy haversack (59 @ 0.1 lbs

Flint and steel <In: Handy haversack (59 @ 33 lbs)> -

Greenblood oil x4 <In: Handy haversack (59 @ 33 -

Handy haversack (59 @ 33 lbs) 5 lbs

Hexing runes (Retribution [9 rounds, DC 28] [Su], -

Ink, black <In: Handy haversack (59 @ 33 lbs)> -

<In: Handy haversack (59 @ 33 lbs)> -

Library Key Book <In: Handy haversack (59 @ 33 1 lb

Light crossbow <In: Handy haversack (59 @ 33 4 lbs

Masterwork dagger <In: Handy haversack (59 @ 33 1 lb

Money <In: Handy haversack (59 @ 33 lbs)> -

Oil x2 <In: Handy haversack (59 @ 33 lbs)> 1 lb

Potion of endure elements x2 <In: Handy haversack (59 -

Potion of protection from arrows 10/magic <In: Handy -

Ring of protection +1 -

Scroll of dimension door -

Silver dagger <In: Handy haversack (59 @ 33 lbs)> 1 lb

Smokestick <In: Handy haversack (59 @ 33 lbs)> 0.5 lbs

<In: Handy haversack (59 @ 33 lbs)> 0.5 lbs

Spectacles of understanding -

Spell component pouch <In: Handy haversack (59 2 lbs

Trail rations x5 <In: Handy haversack (59 @ 33 lbs)> 1 lb

Waterskin <In: Handy haversack (59 @ 33 lbs)> 4 lbs

Special Abilities

+3 Witch's Familiar's Spells

Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells

Cackle (Su)

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, or misfortune hex caused by the witch has the duration of that hex

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Evil Eye -4 (12 rounds, DC 26) (Su)

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

Fetish Mask (Su)

At 1st level, a scarred witch doctor forms a bond with a wooden mask. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque as it absorbs the weight of the self-induced pain that underlies

Fierce Intelligence

A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st

Fly (40 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Oops – Abilities & Gear

Ability Focus (Slumber [13 rounds, DC 28] [Su]) Feat

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Accursed Hex Feat

You can make a second attempt at failed hexes.

Prerequisite: Hex class feature.

Benefit: When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

Normal: You can only target a creature with these hexes once per day.

Appears In: Ultimate Magic

Amplified Hex Feat

You have learned to augment your hexes with the energy of your spells.

Prerequisites: Hex class feature.

Benefit: You can augment the power of a hex by expending a spell slot or prepared spell of at least 1st level. Each additional time you use this ability in the same day, it requires a prepared spell or spell slot 1 level higher (a 2nd-level spell the second time, a 3rd-level spell the third time, and so on). When you amplify a hex, you can choose one: increase its saving throw DC by 1, increase its range by 30 feet (if it already has at least a 30-foot range), or increase its duration by 1 round (if it already has a duration of at least 1 round).

Appears In: Advanced Class Origins

Extra Hex (Witch [Scarred Witch Doctor]) Feat

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Benefit: You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In: Advanced Player's Guide, Advanced Class Guide

Extra Hex (Witch [Scarred Witch Doctor]) Feat

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Benefit: You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In: Advanced Player's Guide, Advanced Class Guide

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Persistent Spell Feat

You can modify a spell to become more tenacious when its targets resist its effect.

Benefit: Whenever a creature targeted by a persistent spell or within its area succeeds on its saving throw against the spell, it must make another saving throw against the effect. If a creature fails this second saving throw, it suffers the full effects of the spell, as if it had failed its first saving throw. A persistent spell uses up a spell slot two levels higher than the spell's actual level. Spells that do not require a saving throw to resist or lessen the spell's effect do not benefit from this feat.

Appears In: Advanced Player's Guide

Split Hex Feat

You can split the effect of one of your targeted hexes, affecting another creature you can see.

Prerequisite: Witch level 10th.

Benefit: When you use one of your hexes (not a major hex or a grand hex) that targets a single creature, you can choose another creature within 30 feet of the first target to also be targeted by the hex.

Appears In: Ultimate Magic

Indomitable Faith Trait

You were born in a region where your faith was not popular, yet you never abandoned it. Your constant struggle to maintain your own faith has bolstered your drive; you gain a +1 trait bonus on Will saves as a result.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Oops – Abilities & Gear

+3 Witch's Familiar's Spells **Racial Ability**

Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells

Appears In : Advanced Race Guide

Darkvision (60 feet) **Racial Ability, Senses (Half-Orc)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Fly (40 feet, Good) **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Gloomkin **Racial Ability**

Though closer physically to full orcs than most half-orcs, Darklands half-orcs are still stigmatized because of their human-tainted blood.

When light returned to the surface of Golarion and resistance to the orcs' spread stiffened, some orc tribes retreated back into the Darklands, bringing their human and half-orc chattel with them and re-embracing the traditional ways of orkind, especially the concept of racial purity. Given this stance and the rarity of contact with the surface world since then, Darklands half-orcs arise almost entirely from relationships between half-orcs born and raised in the Darklands, with occasional influxes of orc blood. Because of this one-sided influence, gloomkin are physiologically closer to orcs than most half-orc populations; some who identify as half-orcs are essentially orcs who happen to carry the stigma of a bloodline tainted by humans in the distant past.

Most Darklands half-orcs live among the orc tribes of Nar-Voth as a permanent underclass. The majority of these are servants and enslaved soldiers, though those gifted with unusual powers of oratory and memory may attain status as repositories of folklore and ritual. Half-orcs must constantly strive to prove they can transcend their human-tainted blood—a difficult task, given their society's prejudices. This bias is felt even by other half-orcs; having few opportunities to encounter human society, most gloomkin have thoroughly internalized orcs' disdain for humans.

The rare Darklands half-orcs who make their way to the surface world have difficulty fitting into human society, unable to overcome their hatred for surface races. Some are further disadvantaged because they share orcs' light sensitivity after the many generations their ancestors spent underground.

Appears In : Bastards of Golarion, Heroes from the Fringe

Orc Blood **Racial Ability (Half-Orc)**

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day) **Racial Ability (Half-Orc)**

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

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, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Appears In : Advanced Player's Guide

Evil Eye -4 (12 rounds, DC 26) (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.

Appears In : Advanced Player's Guide

Fetish Mask (Su) **Class Ability (Witch)**

At 1st level, a scarred witch doctor forms a bond with a wooden mask. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque as it absorbs the weight of the self-induced pain that underlies her magic. Her spells derive from the insights her patron grants her while she's enduring the cuts, burns, and other sorts of mutilations she inflicts upon herself. Her fetish mask acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. Rather than communing with a familiar to prepare spells each day, a scarred witch doctor hangs her mask on a wall, tree branch, or something similar and contemplates the agony it represents.

When wearing her fetish mask, a scarred witch doctor gains a +2 circumstance bonus on Heal and Intimidate checks and gains a +2 bonus on saving throws against effects that specifically cause pain or have the pain descriptor. If the mask is destroyed, the witch doctor can create another fetish mask (which almost immediately adopts the shocking appearance of the original) for the same price and time it takes a witch to replace a dead familiar.

At 5th level, the scarred witch doctor gains the ability to add magical abilities to her mask as if she had the Craft Wondrous Item feat.

This ability otherwise functions like and replaces the standard witch familiar.

Fierce Intelligence **Class Ability (Witch)**

A scarred witch doctor treats her Intelligence score as 2 points higher when determining the highest level of spells she can cast, the number of spells she can cast per day, her spell save DCs, her number of spells known at 1st level, and any effects of her hexes determined by her Intelligence.

Hex Scar **Class Ability (Witch)**

Whenever a scarred witch doctor learns a hex, she must carve or brand a symbol in her flesh to represent this hex. She can disguise these scars with mundane or magical means, but they cannot be permanently removed.

Ice Tomb (DC 26) (Su) **Class Ability (Witch)**

A storm of ice and freezing wind envelops the creature, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

Appears In : Ultimate Magic

Oops – Abilities & Gear

Misfortune (2 rounds, DC 26) (Su) Class Ability (Witch)

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Appears In : Advanced Player's Guide

Retribution (9 rounds, DC 28) (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.

Appears In : Advanced Player's Guide

Scarshield +6 (13 minutes/day) (Su) Class Ability (Witch)

At 1st level, a scarred witch doctor learns how to harden her mutilated skin, gaining an enhancement bonus to her natural armor bonus equal to 1/2 her class level (minimum +1). She can use this ability for a number of minutes per day equal to her class level. These minutes do not need to be consecutive but she must spend them in 1-minute increments. This ability replaces the witch's 1st-level hex.

Slumber (13 rounds, DC 28) (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.

Appears In : Advanced Player's Guide

Summer's Heat (DC 26) (Su) Class Ability (Witch)

The witch surrounds her target with oppressive heat, dealing a number of points of nonlethal damage equal to her witch level and causing the target to become fatigued. The target can attempt a Fortitude save to reduce this nonlethal damage by half and negate the fatigued condition. Whether or not the target succeeds at this save, it can't be the target of this hex again for 1 day.

Appears In : Ultimate Wilderness

Scroll of dimension door

Scroll

Dimension Door

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature traveling with you take an additional 4d6 points of damage and the spell simply fails.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Cauldron of brewing (empty)

Wondrous Item

A cauldron of brewing looks like a fine cooking pot with four stout legs. The cauldron is capable of heating any liquid placed in it to a precise temperature (anywhere from just above room temperature to hot enough to boil salt water) and maintaining it indefinitely while still remaining only slightly warm to the touch on the outside. A *cauldron of brewing* provides a +5 competence bonus on Craft (alchemy) skill checks.

Construction

Requirements Craft Wondrous Item, trained in Craft (Alchemy); **Cost** 1,500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Cloak of resistance +5

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

Oops – Abilities & Gear

Cookbook of arcane augmentation (1/day) Wondrous Item

This book is bound in dyed goatskin, and its coarse, thick pages are stained in a variety of colors and covered in wavering script; rough sketches; and diagrams of various plants, mystic symbols, and animal parts. A crude wooden spoon serves a bookmark. A *cookbook of arcane augmentation* contains recipes that allow an arcane spellcaster who prepares spells to augment her spells with specific metamagic effects through ritual preparation. A *cookbook of arcane augmentation* contains recipes for Ectoplasmic Spell, Persistent Spell, Rime Spell, and Sickening Spell, and can be used to augment spells of 6th level or lower.

Once per day, the spellcaster can augment a spell by following a recipe as part of her normal spell preparation. To prepare an augmented spell, the spellcaster must succeed at a Craft (alchemy) check (DC 15 + spell level) while mixing the recipe's ingredients in a cauldron. (The cost of these ingredients is negligible, and they are assumed to be readily available in a spell component pouch.) If the check succeeds, the spell is augmented with the recipe's metamagic feat. This doesn't change the spell slot of the augmented spell. On a failed check, that spell can't be augmented that day, but the caster can attempt to augment another spell.

A spellcaster can prepare only a single augmented spell each time she prepares spells, and apply only one augmentation from the cookbook to any given spell, but can combine an augmentation with metamagic feats she possesses. In this case, only the feats possessed by the caster adjust the spell slot of the spell being cast. The book doesn't confer the associated metamagic feat on the owner, only the ability to use the given feat when spells are prepared.

Construction

Requirements Craft Wondrous Item, Ectoplasmic Spell, Persistent Spell, Rime Spell, Sickening Spell; **Cost** 10,750 gp

Appears In : Reign of Winter

Corset of dire witchcraft (Retribution [9 rounds] Wondrous Item (Body)

This slimming garment is fastened with laces, buckles, and buttons and reinforced with ribs of leather or bone. A corset of dire witchcraft grants a +4 armor bonus to AC. If the wearer is a witch, each day when she communes with her familiar to prepare spells, she may enhance one hex she knows, increasing its caster level by +2 for 24 hours. This enhancement ends if the corset is removed or if she uses it to enhance a different hex.

Construction

Requirements Craft Wondrous Item, *mage armor*, creator must be a witch; **Cost** 11,000 gp.

Appears In : Ultimate Equipment

Handy haversack (59 @ 33 lbs) Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Hexing runes (Retribution [9 rounds, DC 2] Wondrous Item (Neck)

These runes may be carved from wood or cast in silver and are worn on a leather cord. When a witch prepares her spells, she may also choose to use the hexing runes to augment one hex she can use. The save DC of this hex increases by 1 for 24 hours. Additionally, once per day when she speaks the command word, the wearer gains the benefits of the ward hex as if cast by an 8th level witch.

Construction

Requirements: Craft Wondrous Item, Spell Focus (abjuration), *resistance*, creator must be able to use the ward hex, **Cost** 5,000 gp

Appears In : Dragonslayer's Handbook

Spectacles of understanding Wondrous Item (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

Construction

Requirements Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

Appears In : Ultimate Equipment

Special Abilities

Gloomkin

Though closer physically to full orcs than most half-orcs, Darklands half-orcs are still stigmatized because of their human-tainted blood.

Hex Scar

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Ice Tomb (DC 26) (Su)

A storm of ice and freezing wind envelops the creature, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has

Misfortune (2 rounds, DC 26) (Su)

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful

Orc Blood

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins

Retribution (9 rounds, DC 28) (Su)

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,

Scarshield +6 (13 minutes/day) (Su)

At 1st level, a scarred witch doctor learns how to harden her mutilated skin, gaining an enhancement bonus to her natural armor bonus equal to 1/2 her class level (minimum +1). She can use this ability for a number of minutes per

Slumber (13 rounds, DC 28) (Su)

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

Summer's Heat (DC 26) (Su)

The witch surrounds her target with oppressive heat, dealing a number of points of nonlethal damage equal to her witch level and causing the target to become fatigued. The target can attempt a Fortitude save to reduce this nonlethal

Languages

Abyssal

Common

Draconic

Dwarven

Elven

Giant

Gnoll

Goblin

Orc

Spells & Powers

Witch (Scarred Witch Doctor) spells memorized (CL 13th; concentration +23)

Melee Touch +6 Ranged Touch +7

7th—*chain lightning* (DC 27), *greater teleport*

6th—*greater dispel magic*, *flesh to stone* (DC 26), *hellfire ray*, *summon monster VI*

5th—*baleful polymorph* (DC 25), *persistent magic jar* (DC 25), *overland flight*, *telepathic bond*, *teleport*

4th—*confusion* (DC 24), *enervation*, *greater false life*^{UM}, *ice storm*, *threefold aspect*^{APG}, *volcanic storm*^{UM}

3rd—*barrow haze*^{ACG}, *dispel magic* (2), *lightning bolt* (2, DC 23), *screech*^{APG} (DC 23)

2nd—*blood transcription*^{UM}, *false life*, *glitterdust* (DC 22), *invisibility*, *spectral hand* (2), *touch of idiocy*

1st—*burning hands* (2, DC 21), *cure light wounds*, *ill omen*^{APG} (2), *mage armor*, *peacebond*^{UC} (DC 21)

0th (at will)—*detect magic*, *detect poison*, *mending*, *message*

Spell-Like Abilities

Feather Fall (self only, At will)

Fly (self only, 13 minutes/day)

Levitate (self only, 1/day)

Tracked Resources

Crossbow bolts

Greenblood oil

Hexing runes (Retribution [9 rounds, DC 28] [Su], 1/day)

Masterwork dagger

Orc Ferocity (1/day)

Potion of endure elements

Potion of protection from arrows 10/magic

Scarshield +6 (13 minutes/day) (Su)

Silver dagger

Smokestick

Trail rations

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Arcane Mark Witch 0

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Bleed Witch 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 20 Will negates; **Spell Resistance** yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Dancing Lights Witch 0

School evocation [light]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect up to four lights, all within a 10-ft.-radius area
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Daze Witch 0

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a pinch of wool or similar substance)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw DC 20 Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Detect Magic Witch 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Detect Poison Witch 0

School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Guidance Witch 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light Witch 0

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mending Witch 0

School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message Witch 0

School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Putrefy Food and Drink Witch 0

School transmutation
Casting Time 1 action
Components V, S
Range 10 ft.
Target 1 cu. ft./level of food and water or one potion; see text
Duration instantaneous
Saving Throw DC 20 Will negates (object); **Spell Resistance** yes (object)

This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by putrefy food and drink, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a saving throw.

Appears in : Advanced Player's Guide

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Read Magic Witch 0

School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target you
Duration 10 min./level

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Resistance Witch 0

School abjuration
Casting Time 1 action
Components V, S, M/DF (a miniature cloak)
Range touch
Target creature touched
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Spark Witch 0

School evocation / fire elemental [fire]
Casting Time 1 action
Components V or S
Range close (25 + 5 ft./2 levels)
Target one Fine object
Duration instantaneous
Saving Throw DC 20 Fortitude negates (object); **Spell Resistance** yes (object)

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

Appears in : Advanced Player's Guide

Stabilize Witch 0

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Touch of Fatigue Witch 0

School necromancy
Casting Time 1 action
Components V, S, M (a drop of sweat)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw DC 20 Fortitude negates; **Spell Resistance** yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Burning Hands Witch 1

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 21 Reflex half; **Spell Resistance** yes

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Charm Person Witch 1

School enchantment / wood elemental (charm) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw DC 21 Will negates; **Spell Resistance** yes

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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Chill Touch

Witch 1

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature or creatures touched (up to one/level)
Duration instantaneous
Saving Throw DC 21 Fortitude partial or Will negates; see text; **Spell Resistance** yes

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Command

Witch 1

School enchantment (compulsion) [language-dependent, mind-affecting]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw DC 21 Will negates; **Spell Resistance** yes

You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.

Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.

Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.

Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.

Comprehend Languages

Witch 1

School divination
Casting Time 1 action
Components V, S, M/DF (pinch of soot and salt)
Range personal
Target you
Duration 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Cure Light Wounds

Witch 1

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Ear-Piercing Scream

Witch 1

School evocation [sonic]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous; see text
Saving Throw DC 21 Fortitude partial (see text); **Spell Resistance** yes

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Appears in : Ultimate Magic

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Enlarge Person Witch 1

School transmutation
Casting Time 1 round
Components V, S, M (powdered iron)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw DC 21 Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Frostbite Witch 1

School transmutation [cold]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Appears in : Ultimate Magic

Ill Omen Witch 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (hair from a black cat)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 round/level or until discharged
Saving Throw none; **Spell Resistance** yes

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level). A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

Appears in : Advanced Player's Guide

Mage Armor Witch 1

School conjuration (creation) [force]
Casting Time 1 action
Components V, S, F (a piece of cured leather)
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** no

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Mount Witch 1

School conjuration (summoning)
Casting Time 1 round
Components V, S, M (a bit of horse hair)
Range close (25 + 5 ft./2 levels)
Effect one mount
Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Obscuring Mist Witch 1

School conjuration / water elemental (creation)
Casting Time 1 action
Components V, S
Range 20 ft.
Effect cloud spreads in 20-ft. radius from you, 20 ft. high
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Alchemical Power Component: Smokestick (M) : The spell creates a smoky haze instead of mist. This haze cannot be dispersed by fire spells and dissipates naturally after 1 minute.

Peacebond Witch 1

School abjuration
Casting Time 1 action
Components S
Range close (25 + 5 ft./2 levels)
Target one sheathed or slung weapon
Duration 1 minute/level
Saving Throw DC 21 Will negates (object); **Spell Resistance** yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

Appears in : Ultimate Combat

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Reduce Person Witch 1

School transmutation
Casting Time 1 round
Components V, S, M (a pinch of powdered iron)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw DC 21 Fortitude negates; **Spell Resistance** yes

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed. All equipment worn or carried by a creature is similarly reduced by the spell. Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them). Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Remove Sickness Witch 1

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 10 minutes/level; see text
Saving Throw DC 21 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

Appears in : Ultimate Magic

Sleep Witch 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 round
Components V, S, M (fine sand, rose petals, or a live cricket)
Range medium (100 + 10 ft./level)
Area one or more living creatures within a 10-ft.-radius burst
Duration 1 min./level
Saving Throw DC 21 Will negates; **Spell Resistance** yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Snowball Witch 1

School evocation [cold, water]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect one ball of ice and snow
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

Appears in : People of the North, Reign of Winter, Ultimate Wilderness

Ventriloquism Witch 1

School illusion (figment)
Casting Time 1 action
Components V, F (parchment rolled into cone)
Range close (25 + 5 ft./2 levels)
Effect intelligible sound, usually speech
Duration 1 min./level (D)
Saving Throw DC 21 Will disbelief (if interacted with); **Spell Resistance** no

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Youthful Appearance Witch 1

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size. This spell does not affect any age-based modifications to ability scores or other age-related effects.

Appears in : Ultimate Magic

Alter Self Witch 2

School transmutation (polymorph)
Casting Time 1 action
Components V, S, M (a piece of the creature whose form you plan to assume)
Range personal
Target you
Duration 1 min./level (D)

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Blindness/Deafness	Witch 2
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School necromancy
Casting Time 1 action
Components V
Range medium (100 + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw DC 22 Fortitude negates; **Spell Resistance** yes

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Blood Transcription	Witch 2
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School divination [evil]
Casting Time 1 action
Components V, S
Range touch
Target one dead spellcaster
Duration 24 hours
Saving Throw none; **Spell Resistance** no

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

Appears in : Ultimate Magic

Cure Moderate Wounds	Witch 2
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School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Delay Poison	Witch 2
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School conjuration (healing)
Casting Time 1 action
Components V, S, DF
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

False Life	Witch 2
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School necromancy
Casting Time 1 action
Components V, S, M (a drop of blood)
Range personal
Target you
Duration 1 hour/level or until discharged; see text

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Flurry of Snowballs	Witch 2
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School evocation [cold, water]
Casting Time 1 action
Components V, S
Range 30 ft.
Area 30 ft. cone-shaped burst
Duration instantaneous
Saving Throw DC 22 Reflex half; **Spell Resistance** no

You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres.

Appears in : People of the North, Reign of Winter

Glitterdust	Witch 2
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School conjuration / earth elemental / metal elemental (creation)
Casting Time 1 action
Components V, S, M (ground mica)
Range medium (100 + 10 ft./level)
Area creatures and objects within 10-ft.-radius spread
Duration 1 round/level
Saving Throw DC 22 Will negates (blinding only); **Spell Resistance** no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

Hold Person	Witch 2
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School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, F/DF
Range medium (100 + 10 ft./level)
Target one humanoid creature
Duration 1 round/level (D); see text
Saving Throw DC 22 Will negates; see text; **Spell Resistance** yes

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

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Invisibility Witch 2

School illusion / void elemental (glamer)
Casting Time 1 action
Components V, S, M/DF (an eyelash encased in gum arabic)
Range personal or touch
Target you or a creature or object weighing no more than 100 lbs./level
Duration 1 min./level (D)
Saving Throw Will negates (harmless) or Will negates (harmless, object); **Spell Resistance** yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bless* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a *permanency* spell.

Returning Weapon Witch 2

School conjuration (teleportation)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one weapon that can be thrown
Duration 1 minute/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the *returning weapon* special ability (see page 471 of the *Core Rulebook*). This spell can be used as the prerequisite for the *returning weapon* special ability.

Appears in : Ultimate Combat

Scare Witch 2

School necromancy [fear, mind-affecting]
Casting Time 1 action
Components V, S, M (a bone from an undead creature)
Range medium (100 + 10 ft./level)
Target one living creature per three levels, no two of which can be more than 30 ft. apart
Duration 1 round/level or 1 round; see text for cause fear
Saving Throw DC 22 Will partial; **Spell Resistance** yes

This spell functions like *cause fear*, except that it causes all targeted creatures of less than 6 HD to become frightened.

Cause Fear

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Spectral Hand Witch 2

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect one spectral hand
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Touch of Idiocy Witch 2

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration 10 min./level
Saving Throw no; **Spell Resistance** yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Barrow Haze **Witch 3**

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect fog spreads in 20-ft. radius, 20 ft. high
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

Barrow haze creates a bank of fog similar to that created by *fog cloud*, except that the vapors are black and they have a necromantic link to you. The vapors do not interfere with your vision. Because of your link to the haze, if any part of it is within 30 feet of you, any creatures within the haze count as in range for the purpose of using any of your hexes that have a maximum range of 30 feet.

For example, suppose you have the slumber hex, you are 25 feet from one edge of the haze, and an opponent is 40 feet farther away at the other extreme of the cloud. You can use your slumber hex on that opponent even though it is actually 65 feet away from you.

Fog Cloud

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater.

Alchemical Power Component: Smokestick (M) : Increase the radius of the cloud by 5 feet.

Appears in : Advanced Class Guide

Bestow Curse **Witch 3**

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration permanent
Saving Throw DC 23 Will negates; **Spell Resistance** yes

You place a curse on the subject. Choose one of the following.

- - 6 decrease to an ability score (minimum 1).
- - 4 penalty on attack rolls, saves, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

Bestow curse counters *remove curse*.

Blink **Witch 3**

School transmutation / aether elemental
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 round/level (D)

You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.

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Dispel Magic Witch 3

School abjuration / void elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one spellcaster, creature, or object
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonewall (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonewall (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonewall would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Fly Witch 3

School transmutation / air elemental
Casting Time 1 action
Components V, S, F (a wing feather)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Irriseni Mirror Sight Witch 3

School divination (scrying)
Casting Time 10 minutes
Components V, S, F (a mirror)
Range see text
Effect magical Sensor
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

This spell lets you look into a mirror near you and see an image that is reflected in another specific mirror (chosen by you) or an individual reflected in any other mirror. This works like a *scrying* spell, except you can only view creatures on the same plane as you. Each time you cast the spell, you can choose to see one of three types of reflections in your mirror.

Known Mirror: The current reflection in another mirror with which you are familiar.

Known Person: The current reflection of a person you know well, assuming that person is near a mirror.

Known Place: The current reflection of a place you know well, assuming the location is being reflected in a mirror.

You receive only visual information through this ability. You can choose to transmit information both ways so that a person reflected in the remote mirror can view whatever appears in the mirror you are using.

For example, Urion Petresky knows that Queen Elvanna keeps a mirror in a hall near her throne room. He can look through his own handheld mirror and see into this hall, even if the queen is not there. Alternatively, he can attempt to find the queen (wherever she is) by looking into his mirror; if, at that moment, the queen is near any mirror at all, he can see her. He may instead cast the spell and try to see into her throne room, hoping that someone has brought a mirror there. If any of these conditions fails, Urion sees nothing but his own reflection.

This spell works with intentionally fabricated mirrors only; it is not effective with other reflective surfaces, such as still pools or polished metal shields. Effects that block *scrying* block this spell.

Appears in: Cities of Golarion, Reign of Winter

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Lightning Bolt Witch 3

School evocation / air elemental / metal elemental [electricity]
Casting Time 1 action
Components V, S, M (fur and a glass rod)
Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw DC 23 Reflex half; **Spell Resistance** yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Quell Energy Witch 3

School abjuration
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw DC 23 Will partial; **Spell Resistance** yes

You reduce the target creature's ability to tap into a single energy type (acid, cold, electricity, fire, or sonic) of your choice. This reduces damage of the selected type the creature deals with spells, spell-like abilities, and supernatural abilities by 10 points. Multiple castings of this spell stack. Damage from sources other than the creature, such as objects and magic items, is not reduced. If the damage of one of the creature's effects is negated entirely, any additional effects associated with that damage (such being stunned by *sound burst* or set on fire by a fire elemental) are also negated. At 13th level, you reduce the target's damage by 20 points, and at 19th level, you reduce the target's damage by 30 points.

If the target succeeds on its saving throw, the spell's duration is reduced to 1 round.

Appears in : Occult Origins

Remove Curse Witch 3

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature or object touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Screech Witch 3

School evocation [sonic]
Casting Time 1 action
Components V
Range 30 ft.
Area 30-ft.-radius spread centered on you
Duration instantaneous
Saving Throw DC 23 Fortitude negates; **Spell Resistance** yes

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.

Appears in : Advanced Player's Guide

Sleet Storm Witch 3

School conjuration / water elemental (creation) [cold]
Casting Time 1 action
Components V, S, M/DF (dust and water)
Range long (400 + 40 ft./level)
Area cylinder (40-ft. radius, 20 ft. high)
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.

Suggestion Witch 3

School enchantment (compulsion) [language-dependent, mind-affecting]
Casting Time 1 action
Components V, M (a snake's tongue and a honeycomb)
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 hour/level or until completed
Saving Throw DC 23 Will negates; **Spell Resistance** yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Trial of Fire and Acid Witch 3

School evocation [acid, fire]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level
Saving Throw DC 23 Fortitude half (see text); **Spell Resistance** no

The target creature is covered in burning acid that deals 1d6 points of acid damage and 1d6 points of fire damage each round. The subject can attempt a Fortitude saving throw each round to reduce the damage by half. Dousing the target in water ends the effect (both the acid and the fire), but rolling on the ground does not extinguish the fire or affect the acid.

Appears in : Monster Codex

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Vampiric Touch

Witch 3

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target living creature touched
Duration instantaneous/1 hour; see text
Saving Throw none; **Spell Resistance** yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Black Tentacles

Witch 4

School conjuration (creation)
Casting Time 1 action
Components V, S, M (octopus or squid tentacle)
Range medium (100 + 10 ft./level)
Area 20-ft.-radius spread
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Confusion

Witch 4

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M/DF (three nutshells)
Range medium (100 + 10 ft./level)
Target all creatures in a 15-ft.-radius burst
Duration 1 round/level
Saving Throw DC 24 Will negates; **Spell Resistance** yes

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% - Behavior
 01-25 - Act normally
 26-50 - Do nothing but babble incoherently
 51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand
 76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Enervation

Witch 4

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Effect ray of negative energy
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

False Life, Greater

Witch 4

School necromancy
Casting Time 1 action
Components V, S, M (a drop of blood)
Range personal
Target you
Duration 1 hour/level or until discharged; see text
Saving Throw none; **Spell Resistance** -

This spell functions as *false life*, except you gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of false life.

False Life

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Appears in : Ultimate Magic

Fleshworm Infestation **Witch 4**

School conjuration (summoning) [evil]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 round/level (D)
Saving Throw DC 24 Fortitude partial (see text); **Spell Resistance** yes

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

Appears in : Ultimate Magic

Ice Storm **Witch 4**

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S, M/DF (dust and water)
Range long (400 + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

Summon Monster IV **Witch 4**

School conjuration / all elements (summoning)
Casting Time 1 round
Components V, S, F/DF
Range close (25 + 5 ft./2 levels)
Effect one summoned creature
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

4th Level : Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

3rd Level : Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

2nd Level : Ant, giant (worker)*, Elemental (Small) [Elemental subtype], Giant centipede*, Giant frog*, Giant spider*, Goblin dog*, Horse*, Hyena*, Lemure (devil) [Evil, Lawful subtypes] Octopus*, Squid*, Wolf*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Threefold Aspect	Witch 4	Baleful Polymorph	Witch 5
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School transmutation
Casting Time 1 action
Components S, F (silver crescent worth 5 gp)
Range personal
Target you
Duration 24 hours (D)

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual. You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses) - the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Appears in : Advanced Player's Guide

Volcanic Storm	Witch 4
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School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M/DF (obsidian and ash)
Range long (400 + 40 ft./level)
Area cylinder (20-ft. radius, 40 ft. high)
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Appears in : Ultimate Magic

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw DC 25 Fortitude negates, Will partial, see text; **Spell Resistance** yes

As *beast shape III*, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful polymorph*, and as long as *baleful polymorph* remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to *baleful polymorph*, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Dominate Person	Witch 5	Magic Jar	Witch 5
School enchantment (compulsion) [mind-affecting]		School necromancy	
Casting Time 1 round		Casting Time 1 action	
Components V, S		Components V, S, F (a gem or crystal worth at least 100 gp)	
Range close (25 + 5 ft./2 levels)		Range medium (100 + 10 ft./level)	
Target one humanoid		Target one creature	
Duration 1 day/level		Duration 1 hour/level or until you return to your body	
Saving Throw DC 25 Will negates; Spell Resistance yes		Saving Throw DC 25 Will negates; see text; Spell Resistance yes	

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically. Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description). Changing your orders or giving a dominated creature a new command is a move action. By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on. Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it. If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

By casting *magic jar*, you place your soul in a gem or large crystal (known as the *magic jar*), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence). You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by *protection from evil* or a similar ward. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or the host's location.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Overland Flight Witch 5

School transmutation / air elemental
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 hour/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like a *fly* spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

Fly

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level. Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Passwall Witch 5

School transmutation / earth elemental
Casting Time 1 action
Components V, S, M (sesame seeds)
Range touch
Effect 5-ft.-by-8-ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is 10 feet deep plus an additional 5 feet deep per three caster levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. Several passwall spells can then form a continuing passage to breach very thick walls. When passwall ends, creatures within the passage are ejected out the nearest exit. If someone dispels the passwall or you dismiss it, creatures in the passage are ejected out the far exit, if there is one, or out the sole exit if there is only one.

Suffocation Witch 5

School necromancy / air elemental
Casting Time 1 action
Components V, S, M (a vial containing a bit of the caster's breath)
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 3 rounds
Saving Throw DC 25 Fortitude partial; **Spell Resistance** yes

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save - if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell effect continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath - if the victim fails the initial saving throw, the air in his lungs is extracted.

Appears in : Advanced Player's Guide

Telepathic Bond Witch 5

School divination / void elemental / wood elemental
Casting Time 1 action
Components V, S, M (two eggshells from two different creatures)
Range close (25 + 5 ft./2 levels)
Target you plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another). If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Teleport	Witch 5	Cone of Cold	Witch 6
School conjuration / void elemental (teleportation) Casting Time 1 action Components V Range personal Touch Target you and touched objects or other touched willing creatures Duration instantaneous Saving Throw none and Will negates (object); Spell Resistance no and yes (object)	Witch 5	School evocation / water elemental [cold] Casting Time 1 action Components V, S, M (a small crystal or glass cone) Range 60 ft. Area cone-shaped burst Duration instantaneous Saving Throw DC 26 Reflex half; Spell Resistance yes	Witch 6

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap
 Very familiar - 01-97 - 98-99 - 100 - -
 Studied carefully - 01-94 - 95-97 - 98-99 - 100
 Seen casually - 01-88 - 89-94 - 95-98 - 99-100
 Viewed once - 01-76 - 77-88 - 89-96 - 97-100
 False destination - - - - 81-92 - 93-100

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Oops, Witch (Scarred Witch Doctor) 13 – Spells in Spellbook

Dispel Magic, Greater

Witch 6

School abjuration / void elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one spellcaster, creature, or object; or a 20-ft.- radius burst
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *dispel magic*, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use *greater dispel magic* in one of three ways: a targeted dispel, area dispel, or a counterspell:

Targeted Dispel: This functions as a targeted *dispel magic*, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic* can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When *greater dispel magic* is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by *dispel magic*. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

For each ongoing area or effect spell whose point of origin is within the area of the *greater dispel magic* spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the *greater dispel magic* spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by *summon monster*) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as *dispel magic*, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dispel Magic

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonesskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stonesskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stonesskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no

Flesh to Stone

Witch 6

School transmutation / earth elemental
Casting Time 1 action
Components V, S, M (lime, water, and earth)
Range medium (100 + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw DC 26 Fortitude negates; **Spell Resistance** yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch. Only creatures made of flesh are affected by this spell.

Hellfire Ray

Witch 6

School evocation [evil]
Casting Time 1 action
Components V, S, F/DF (any unholy symbol or heretical tome)
Range close (25 ft. + 5 ft./2 levels)
Effect ray
Duration instantaneous
Saving Throw none (see text); **Spell Resistance** yes

A blast of hellfire blazes from your hands. You can fire one ray, plus one additional ray for every 4 caster levels beyond 11th (to a maximum of three rays at 19th level). Each ray requires a ranged touch attack to hit and deals 1d6 points of damage per caster level (maximum 15d6). Half the damage is fire damage, but the other half results directly from unholy power and is therefore not subject to being reduced by fire resistance. The rays can be fired at the same target or at different targets, but all rays must be fired simultaneously and aimed at targets within 30 feet of each other.

Any creature killed by this spell must make a Will saving throw; failure means the creature's soul is damned to Hell as a burst of brimstone appears around its corpse. A non-evil spellcaster attempting to bring the character back from the dead must make a caster level check (DC equal to 10 plus the slain creature's level) to succeed; failure means the spellcaster cannot try again for 1 day. Evil spellcasters can raise the slain character normally, without a check. A raised character's soul is no longer automatically consigned to Hell.

Appears in: Book of the Damned, Book of the Damned 1: Princes of Darkness

Heroism, Greater

Witch 6

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions like *heroism*, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

Heroism

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Ice Crystal Teleport

Witch 6

School conjuration / water elemental (teleportation) [cold]
Casting Time 1 action
Components V
Range long (400 + 40 ft./level)
Target one creature
Duration 1d4 rounds and instantaneous
Saving Throw DC 26 Will negates; **Spell Resistance** yes

This spell functions as *teleport*, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

Teleport

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Programmed Image

Witch 6

School illusion (figment)
Casting Time 1 action
Components V, S, M (fleece and jade dust worth 25 gp)
Range long (400 + 40 ft./level)
Effect visual figment that cannot extend beyond a 20-ft. cube + one 10-ft. cube/level (S)
Duration permanent until triggered, then 1 round/level
Saving Throw DC 26 Will disbelief (if interacted with); **Spell Resistance** no

This spell functions like *silent image*, except that this spell's figment activates when a specific condition occurs. The figment includes visual, auditory, olfactory, and thermal elements, including intelligible speech. You set the triggering condition (which may be a special word) when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as alignment. See magic mouth for more details about such triggers.

Silent Image

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Stone to Flesh

Witch 6

School transmutation / earth elemental
Casting Time 1 action
Components V, S, M (a drop of blood mixed with earth)
Range medium (100 + 10 ft./level)
Target one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration instantaneous
Saving Throw DC 26 Fortitude negates (object); see text; **Spell Resistance** yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Summon Flight of Eagles

Witch 6

School conjuration (summoning)
Casting Time 1 round
Components V, S, F (a gold feather worth 100 gp)
Range close (25 + 5 ft./2 levels)
Effect 1d4+1 summoned creatures
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You summon 1d4+1 giant eagles to serve as mounts for creatures you designate. The summoned birds do not fight independently, but they willingly carry their riders into battle as if trained for combat.

Appears in : Adventurer's Guide, Andoran, Spirit of Liberty

Summon Monster VI	Witch 6	Swarm Skin	Witch 6
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School conjuration / all elements (summoning)

Casting Time 1 round

Components V, S, F/DF

Range close (25 + 5 ft./2 levels)

Effect one summoned creature

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions like *summon monster I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables

6th Level : Dire bear*, Dire tiger*, Elasmosaurus (dinosaur)*, Elemental (Huge) [Elemental subtype], Elephant*, Erinyes (devil) [Evil, Lawful subtypes], Giant octopus*, Invisible stalker [Air subtype], Lillend azata [Chaotic, Good subtypes], Shadow demon [Chaotic, Evil subtypes], Succubus (demon) [Chaotic, Evil subtypes], Triceratops (dinosaur)*

5th Level : Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

4th Level : Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level : Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

School transmutation

Casting Time 1 action

Components V, S, M/DF (a crushed insect hive)

Range personal

Target you

Duration see text

You convert all of your soft tissue into swarms of insects or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms.

Each time you cast this spell you get a total allotment of levels equal to your caster level and any swarm you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of swarms so long as their total does not exceed your caster level.

Number of Levels - Swarm Type(s)

2 caster levels - Spider swarm (Pathfinder Bestiary page 258)

4 caster levels - Rat swarm (Bestiary 232)

6 caster levels - Crab swarm, wasp swarm (Bestiary 50, 275)

8 caster levels - Centipede swarm, leech swarm (Bestiary 43, 187)

10 caster levels - Army ant swarm (Bestiary 16)

Once you create these swarms they remain in existence until destroyed or you order them to return to your body. When all swarms have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the swarms until they too are destroyed (and your die). If you can use the swarms to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), at which point you can return the swarms to your body.

Appears in : Advanced Player's Guide

Symbol of Persuasion	Witch 6	Unwilling Shield	Witch 6
<p>School enchantment (charm) [mind-affecting] Casting Time 10 minutes Components V, S, M (mercury and phosphorus, plus powdered diamond and opal) Range 0 ft.; see text Effect one symbol Duration see text Saving Throw DC 26 Will negates; Spell Resistance yes</p>		<p>School necromancy Casting Time 1 action Components V, S, M (ruby dust worth 250 gp) Range close (25 + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw DC 26 Will negates; Spell Resistance yes</p>	

This spell functions like *symbol of death*, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level. Unlike *symbol of death*, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

Symbol of Death

This spell allows you to scribe a potent rune of power upon a surface. When triggered, a *symbol of death* kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The *symbol of death* affects the closest creatures first, skipping creatures with too many hit points to affect. Once triggered, the *symbol* becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the *symbol of death* is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the *symbol* only once as long as it remains within the area, though if it leaves the area and returns while the *symbol* is still active, it must save again.

Until it is triggered, the *symbol of death* is inactive (though visible and legible at a distance of 60 feet). To be effective, a *symbol of death* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the *symbol of death* ineffective, unless a creature removes the covering, in which case the *symbol of death* works normally.

As a default, a *symbol of death* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *symbol of death* can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a *symbol of death*'s triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *symbol of death* to render it inoperative triggers it if the symbol reacts to touch. You can't use a *symbol of death* offensively; for instance, a touch-triggered *symbol of death* remains untriggered if an item bearing the *symbol of death* is used to touch a creature. Likewise, a *symbol of death* cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *symbol of death* can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a *symbol of death*, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you. If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

Appears in : Advanced Player's Guide

Chain Lightning

School evocation / air elemental / metal elemental [electricity]
Casting Time 1 action
Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Range long (400 + 40 ft./level)
Target one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration instantaneous
Saving Throw DC 27 Reflex half; **Spell Resistance** yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Poison Breath

Witch 7

School evocation [poison]

Casting Time 1 action

Components V, S, M/DF (a spider's mandible)

Range 15 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw DC 27 Fortitude negates; **Spell Resistance** yes

You expel a cone-shaped burst of toxic mist from your mouth, subjecting everyone caught in the area to a deadly poison, as per the *poison* spell.

Poison

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Appears in : Dirty Tactics Toolbox

Teleport, Greater

Witch 7

School conjuration / void elemental (teleportation)

Casting Time 1 action

Components V

Range personal Touch

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

This spell functions like *teleport*, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Teleport

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity - On Target - Off Target - Similar Area - Mishap

Very familiar - 01-97 - 98-99 - 100 - -

Studied carefully - 01-94 - 95-97 - 98-99 - 100

Seen casually - 01-88 - 89-94 - 95-98 - 99-100

Title - Oops (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/02/23

XP Reward: 176000 XP; **Net Cash:**

- no notes -