Orik

Player: Scott Gray

Male half-orc witch (scarred witch doctor) 12 - CR 11
Neutral Good Humanoid (Human, Orc); Deity: **Shelyn**; Age: **17**; Height: **5' 11"**; Weight: **241 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	24/28	+7/+9	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Ability	Score	Modifier	Temporary
INT INTELLIGENCE	14	+2	
WIS WISDOM	8	-1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+4	+9	+3			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Fetish Mask**: +2 vs. effects that cause pain or have the [pain] descriptor

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
REFLEX (DEXTERITY)	+8 =	+4		+3			

Fetish Mask: +2 vs. effects that cause pain or have the [pain] descriptor

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
WILL (WISDOM)	+12 =	+8	-1	+3	+2		

Fetish Mask: +2 vs. effects that cause pain or have the [pain] descriptor

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	=	+3	+3						
Touch AC			**Flat-Footed AC**	17					

		BAB	Strength	Size	Misc
CM Bonus	+7 =	+6		-	-

		BAB	Strength	Dexterity	Size
CM Defense	25 = 10	+6			-

Base Attack	+6	**HP**	170

Initiative

Damage / Current HP

Speed | 30 ft

+1 silversheen morningstar

Main hand: **+8/+3**, **1d8+2**
Both hands: **+8/+3**, **1d8+2**
Main w/ offhand: **+2/-3**, **1d8+2**
Main w/ light off: **+4/-1**, **1d8+2**
Offhand: **-2**, **1d8+1**

Crit: ×2
1-hand, B/P

Skill Name	Total	Ability	Ranks	Temp
⛨Acrobatics	+1	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	-4	CHA (-2)	-	

Fashionable accessories: +2 circumstance bonus to convince citizens you are a resident of the chosen city

Skill Name	Total	Ability	Ranks	Temp
⛨Climb	+1	STR (1)	-	
Diplomacy	-4	CHA (-2)	-	

Fashionable accessories: +2 circumstance bonus when making requests of citizens of the chosen city

Skill Name	Total	Ability	Ranks	Temp
Disguise	+6	CHA (-2)	-	

Fashionable accessories: +2 circumstance bonus to convince citizens you are a resident of the chosen city

Skill Name	Total	Ability	Ranks	Temp
⛨Escape Artist	+1	DEX (1)	-	
⛨Fly	+9	DEX (1)	5	
Heal	+5	WIS (-1)	1	
Intimidate	+15	CHA (-2)	12	
Knowledge (history)	+6	INT (2)	1	
Perception	+21	WIS (-1)	12	
ᵀPerform (string	+16	CHA (-2)	12	
⛨Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (-1)	-	
Spellcraft	+14	INT (2)	9	
⛨Stealth	+1	DEX (1)	-	
Survival	-1	WIS (-1)	-	
⛨Swim	+5	STR (1)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Activated Abilities & Adjustments

Fetish Mask (Su): Worn

Feats

You get a +2 bonus on all Perception checks and Sense Motive checks.

Defensive Combat Training
Use total HD in place of BAB for CMD.

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Extra Hex (Witch [Scarred Witch Doctor])
You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Extra Hex (Witch [Scarred Witch Doctor])
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Prerequisite: Hex class feature.

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Extra Hex (Witch [Scarred Witch Doctor])
You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Iron Will
You get a +2 bonus on all Will saving throws.

Simple Weapon Proficiency - All
Proficient with all simple weapons.

You gain +3 hit points.

Traits

Diva in Training (Perform [string instruments])
+1 DC to your language-dependent spells.

Overwhelming
Mind-affecting effects +1 DC vs. creatures of same subtypes.

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Drawbacks

Foul Brand (Face)
-2 penalty on Bluff, Diplomacy, Disguise.

Dagger

Main hand: **+7/+2**, **1d4+1**	Crit: 19-20/×2
Main w/ offhand: **+1/-4**, **1d4+1**	Rng: 10'
Main w/ light off: **+3/-2**, **1d4+1**	Light, P/S
Offhand: **-1**, **1d4**	

Ranged: **+7**, **1d4+1**
Ranged w/ offhand: **+1**, **1d4+1**
Ranged w/ light off: **+3**, **1d4+1**
Ranged offhand: **-1**, **1d4**

Experience & Wealth

Experience Points: **220000**/315,000
Current Cash: **48 pp**

Javelin

Main hand: **+3/-2**, **1d6+1**	Crit: ×2
Main w/ offhand: **-3/-8**, **1d6+1**	Rng: 30'
Main w/ light off: **-1/-6**, **1d6+1**	Light, P
Offhand: **-5**, **1d6**	

Ranged: **+7**, **1d6+1**
Ranged w/ offhand: **+1**, **1d6+1**
Ranged w/ light off: **+3**, **1d6+1**
Ranged offhand: **-1**, **1d6**

Unarmed strike

Main hand: **+7/+2**, **1d3+1** nonlethal	Crit: ×2
Main w/ offhand: **+1/-4**, **1d3+1** nonlethal	Light, B, Nonlethal
Main w/ light off: **+3/-2**, **1d3+1** nonlethal	
Offhand: **-1**, **1d3 nonlethal**	

+2 mithral buckler

| **+3** | Max Dex: -, Armor Check: - Spell Fail: 0%, Shield |

+2 silken ceremonial armor

| **+3** | Max Dex: -, Armor Check: - Spell Fail: 0%, Light |

Gear

Total Weight Carried: 33/130 lbs, Encumbrance Ignored
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 silversheen morningstar	6 lbs
+2 mithral buckler	2.5 lbs
+2 silken ceremonial armor	4 lbs
Belt of mighty constitution +4	1 lb
Belt pouch	0.5 lbs
Cloak of resistance +3	1 lb
Courtier's outfit	6 lbs
Dagger x2 *<In: Handy haversack (13 @ 15 lbs)>*	1 lb
Fashionable accessories	5 lbs
Flint and steel *<In: Handy haversack (13 @ 15 lbs)>*	-
Handy haversack (13 @ 15 lbs)	5 lbs
Hat of disguise	-
Ivory Fetish Jeweled Half-Mask	-
Javelin x4 *<In: Handy haversack (13 @ 15 lbs)>*	2 lbs
Money	-
Musical instrument, masterwork: Violin *<In: Handy*	3 lbs
Pearl of power (1st level, 2/day) x2 *<In: Handy*	-
Ring of protection +1	-
Silver cuff-links with green peridots	-

Gear

Total Weight Carried: 33/130 lbs, Encumberance Ignored
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Silver ring	-
Spell component *<In: Handy haversack (13 @*	2 lbs
Traveler's outfit (Free)	-
Violin case with side strap	2 lbs
Wand of cure light wounds *<In: Handy haversack (13 @*	-
Wand of cure light wounds (16 charges) *<In: Handy*	-

Special Abilities

+5 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

Beast Eye (12 minutes/day, DC 19) (Su)
The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action,

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 extended by

Charm +2 (2 rounds, DC 25) (Su)
A shaman or witch charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if they had successfully used the Diplomacy

Descended from reckless and brutish mountain orcs, cragkin are fearless masters of hilly terrain.

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 (5 rounds, DC 25) (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 hex lasts for

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
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,

Hex Scar
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 25) (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 25) (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.

Retribution (2 rounds, DC 25) (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 (12 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

Special Abilities

Slumber (12 rounds, DC 25) (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

Tongues (12 minutes/day) (Su)
The shaman or witch understands any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th

Spell-Like Abilities

Feather Fall (self only, At will)

Fly (self only, 12 minutes/day) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Levitate (self only, 1/day) ☐

Tracked Resources

Beast Eye (12 minutes/day, DC 19) (Su)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐
	☐☐
Javelin	☐☐☐☐
Pearl of power (1st level, 2/day)	☐☐
Scarshield +6 (12 minutes/day) (Su)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐
Tongues (12 minutes/day) (Su)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐
Wand of cure light wounds	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Wand of cure light wounds (16 charges)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

Languages

Abyssal	Draconic
Common	Orc

Spells & Powers

Witch (Scarred Witch Doctor) spells memorized (CL 12th; concentration +22)
Melee Touch   Ranged Touch
6th—*flesh to stone* (DC 25), *mass suggestion* (2, DC 25), *vengeful outrage*^UM (DC 25)
5th—*cloudkill* (DC 24), *dominate person* (DC 24), *possession*^OA (DC 24), *teleport* (2)
4th—*black tentacles* , *confusion* (DC 23), *dimension door* , *wall of blindness/deafness* ^ACG (2, DC 23)
3rd—*dispel magic* , *ray of exhaustion* (DC 22), *speak with dead* (DC 22), *stinking cloud* (2, DC 22), *unadulterated loathing*^UM (DC 22)
2nd—*blindness/deafness* (DC 21), *detect thoughts* (DC 21), *enthrall* (DC 21), *glitterdust* (2, DC 21), *lipstitch* (DC 21), *vomit swarm*^APG
1st—*burning hands* (DC 20), *charm person* (DC 20), *comprehend languages* (2), *snowball* (2, DC 20), *tap inner beauty*
0th (at will) —*detect magic* , *message* , *read magic* , *stabilize*

Situational Modifiers

All Saves
  Fetish Mask : +2 vs. effects that cause pain or have the [pain] descriptor
Bluff
  Fashionable accessories : +2 circumstance bonus to convince citizens you are a resident of the chosen city
Constitution Check
  Endurance : +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

  Fashionable accessories : +2 circumstance bonus when making requests of citizens of the chosen city

  Fashionable accessories : +2 circumstance bonus to convince citizens you are a resident of the chosen city
Fortitude Save
  Endurance : +4 vs. hot or cold environments and to resist damage from suffocation

  Endurance : +4 to resist nonlethal damage from exhaustion

Background

Orik only has a handful of early memories. He was born in Kintargo. He was raised to age three by Yvonne, an elven operatic soprano at the Kintargo Opera. he stayed in her small apartment, where strange men often came to visit Yvonne. But he always loved to watch Yvonne at the opera; she never had any important role, but only a bit part.
.
He remembers the strange man from the Taldor, who promised her a starring role at the Oparra opera house. And he remembers that he told her to leave her "deformed, ugly whelp" behind, so he could "make her a Taldane star."
.
Orik remembers being left with some of the staff from the Opera House. Yvonne made them promise to "take care of Orik, for a few months" until she could return. She kissed Orik on the cheek, and was gone.
.
Orik was worked very hard in the opera house; but he loved it. The actors and actresses played with him, teaching him to play violin and having him clean the Opera House. He had even played a bit part on stage once or twice -- in his mask. A bass-baritone, Jean-François, even had the props department furnish a special ivory mask for Orik, so that Orik could hide his deformed features.
.
A few months became two years, then three years. Yvonne never returned to Kintargo. And then, disaster struck for Orik. About ten years ago, there was a terrible fire at the Opera House; closed for several weeks for repair the place was abandoned for a time; and Orik had to live on the street, hand-to-mouth.
.
When the Opera House re-opened, it was under new management. Without knowing Erik or his role in the opera house, the new manager, Gerard, told Erik to "darken some other doorstep," on Erik's attempt to return home.
.
So Erik lived on the street. Gazing nightly at his mask, and wearing it daily. He would sometimes play his violin for coppers. And he sometimes slept in the attic of the Opera House, without any knowing.
.
And now the city is under threat. And the Opera House is under threat. He has offered to work with the Silver Ravens, until the Thrune is removed. He aims to save the Opera House, and his beloved Christine Daaé -- a Soprano.

Sourcebooks Used

- **Advanced Class Guide** - Hex Glyph (spell); Hex Glyph, Greater (spell); Hex Vulnerability (spell); Persistent Vigor (spell); Wall of Blindness/Deafness (spell)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Burning Gaze (spell); Cackle (special ability); Charm (special ability); Evil Eye (special ability); Flight (special ability); Misfortune (special ability); Pain Strike (spell); Pain Strike, Mass (spell); Phantasmal Revenge (spell); Retribution (special ability); Slumber (special ability); Tongues (special ability); Vomit Swarm (spell); Winds of Vengeance (spell); Witch (class)
- **Advanced Player's Guide / Advanced Race Guide** - Bestial (alternate racial trait); Chain Fighter (alternate racial trait)
- **Advanced Race Guide** - Scarred Witch Doctor (archetype); Shaman's Apprentice (alternate racial trait)
- **Bastards of Golarion** - Cragkin (race option); Overwhelming Beauty (trait)
- **Book of the Damned 2: Lords of Chaos / Ultimate Magic** - Disfiguring Touch (spell)
- **Champions of Corruption** - Foul Brand (Face) (???)
- **Faiths of Purity / Inner Sea Gods** - Tap Inner Beauty (spell)
- **Hell's Rebels** - Diva in Training (trait)
- **Heroes of the Streets** - Fashionable accessories (equipment)
- **Occult Adventures** - Possession (spell)
- **Pathfinder Society Field Guide** - Lipstitch (spell)
- **People of the North / Reign of Winter** - Snowball (spell)
- **Ultimate Campaign** - Seeker (trait)
- **Ultimate Magic** - Beast Eye (special ability); Ice Tomb (special ability); Unadulterated Loathing (spell); Vengeance (special ability); Vengeful Outrage (spell)

Alertness   Feat
You often notice things that others might miss.

Benefit: You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In : Not Consolidated Skills

Defensive Combat Training   Feat
You excel at defending yourself from all manner of combat maneuvers.

Benefit: You treat your total Hit Dice as your base attack bonus when calculating your Combat Maneuver Defense (see Combat).

Endurance   Feat
Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

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

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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

Iron Will   Feat
You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Toughness   Feat
You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Diva in Training (Perform [string instruments])   Trait
The opera is perhaps the most important and prestigious form of entertainment offered in Kintargo, and the Kintargo Opera House is among the most famous of its kind. You're hardly a superstar among the performers who've graced the stage there, but you have performed several times before in small parts. Just recently, you got your big break—you'd won a role in the infamous opera Huntress of Heroes, and had been studying for the role furiously before the onset of martial law dashed your plans to the dirt. Now that the Kintargo Opera House has been claimed by Barzillai Thrune, all shows have been canceled and your chance at success seems to have been lost. Yet you can't lose hope. You still practice your skills, and some day, perhaps the Kintargo Opera House will open its doors again, at which point you intend to be center stage!

Choose one type of Perform skill. You gain a +1 trait bonus in that specific Perform skill, and all Perform skills are class skills for you. You also increase the save DCs of all language-dependent spells and effects you create by 1.

Appears In : Hell's Rebels

Overwhelming Beauty   Trait
Your wiles are particularly potent against people who share a race with you, as your beauty is often held up as a symbol of perfection. The DC of your mind-affecting effects increases by 1 against creatures that have at least one of the same subtypes as you.

Appears In : Bastards of Golarion

Seeker — Trait

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In : Ultimate Campaign

+5 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

Cragkin — Racial Ability

Descended from reckless and brutish mountain orcs, cragkin are fearless masters of hilly terrain.

Mountain half-orcs are descended from humans and the orcs who inhabit mountain peaks and slopes, particularly in western Avistan. Physically, cragkin are distinguished from other half-orc heritages by their agility and wiry strength; they fare better at climbing and acrobatic feats, which they have a natural flare for, than at feats of brute strength. Mentally, they're set apart by their creative approach to terrain—so few surfaces in their native terrain are level that anything less than vertical is a potential path.

Some are children of conflict, born of humans and orcs raiding each other. But many are born in isolated half-orc homesteads, whose residents make their own way in the world as hunters and trappers or as bandits. Still others to are children of half-orcs who descend from the mountains to find their way in human society.

In orc society, mountain half-orcs are respected for their clever use of the mountainous terrain in combat—and those spellcasters capable of creating useful effects such as feather fall are particularly valued, since they can enable creative tactics that others would consider suicidal. The ambitious or desperate sometimes use their greater agility and careful planning to lure enemies to their deaths; in this treacherous environment, accidents are sufficiently common that few questions are asked should one half-orc return and his rival hunting partner doesn't.

In many of the human societies bordering mountain orc lands, valor in battle is valued above most other traits, and many mountain half-orcs go to extremes to both prove themselves as worthy combatants and assure prejudiced human neighbors of their allegiance.

Appears In : Bastards of Golarion

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.

Orc Blood — Racial Ability (Half-Orc)

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

Beast Eye (12 minutes/day, DC 19) (Su) — Class (Witch)

The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; the witch may use this ability on her own familiar as if it were an animal. If the witch has the coven hex, all other witches within 10 feet of her who also have the coven hex can see through this animal at will, although the acting witch still controls the ability. The witch can use this ability for a number of minutes per day equal to her level.

These minutes need not be consecutive, but they must be spent in 1-minute increments.

Appears In : Ultimate Magic

Cackle (Su) — Class (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

Charm +2 (2 rounds, DC 25) (Su) — Class (Witch)

A shaman or witch charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if they had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the shaman's Wisdom or witch's Intelligence modifier (minimum 1). A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. At 8th level, this effect improves the attitude of the creature by 2 steps. This is a mind-affecting charm effect.

Appears In : Advanced Player's Guide

Evil Eye -4 (5 rounds, DC 25) (Su) — Class (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　　(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　　(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　　(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 25) (Su)　　　Class　　(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

Misfortune (2 rounds, DC 25) (Su)　Class　　(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 (2 rounds, DC 25) (Su)　Class　　(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 (12 minutes/day) (Su)　Class　　(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 (12 rounds, DC 25) (Su)　Class　　(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

Tongues (12 minutes/day) (Su)　　Class　　(Witch)

The shaman or witch understands any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a they can use this ability to speak any language, as *tongues*.

Appears In : Advanced Player's Guide

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

Wand of cure light wounds (16 charges)　　Wand
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.

Belt of mighty constitution +4　Wondrous Item (Belt)
This belt's golden buckle depicts a bear. The belt grants the wearer an enhancement bonus to Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction
Requirements : Craft Wondrous Item, *bear's endurance* ; **Cost** 8,000 gp

Cloak of resistance +3   **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 +3 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** 4,500 gp

Handy haversack (13 @ 15 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

Hat of disguise   **Wondrous Item (Head)**

This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, coif, hood, helmet, or other headwear.

Construction
Requirements: Craft Wondrous Item, *disguise self*; **Cost** 900 gp

Pearl of power (1st level, 2/day)   **Wondrous Item**

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, paladins, and wizards). Once per day on command, a pearl of power enables the possessor to recall any one spell that she had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Construction
Requirements: Craft Wondrous Item, creator must be able to cast 1st level spells; **Cost** 500 gp

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 19 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'- wisps), 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 19 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 eminates 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.

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.

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.

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 19 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 20 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 20 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.

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.

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 20 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.

Hex Vulnerability   Witch 1

School necromancy [curse]
Casting Time 1 action
Components V, S, M (a drop of your blood)
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw DC 20 Will negates; **Spell Resistance** yes

   The targeted creature becomes susceptible to a repeat use of your harmful hexes, even if you could not otherwise target that creature with a particular hex for a certain time period. For example, normally after you target a creature with a charm hex, you cannot target it again for 1 day. But after casting this spell on a creature, you could try the charm hex repeatedly as long as the spell persists. The end of this spell has no effect on any active or ongoing hex on a creature. For example, if the creature failed its save against a second use of your charm hex, it remains charmed for the normal duration, even if the spell expires before the hex does.

   Each subsequent casting of this spell on a target within a 24-hour period gives the target a +4 bonus on its save against the spell and imposes a -4 penalty on your caster level check to overcome the target's spell resistance with this spell.

   Appears in : Advanced Class 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.

Snowball   Witch 1

School conjuration (creation) [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 DC 20 Fortitude partial (see text); **Spell Resistance** no

   You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level (maximum 5d6) on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round.

   Appears in : People of the North, Reign of Winter

Tap Inner Beauty   Witch 1

School divination
Casting Time 1 action
Components V, M (a tiny mirror)
Range personal
Target you
Duration 1 minute/level

   This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech. While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

   Appears in : Faiths of Purity, Inner Sea Gods

Blindness/Deafness   Witch 2

School necromancy
Casting Time 1 action
Components V
Range medium (100 + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw DC 21 Fortitude negates; **Spell Resistance** yes

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

Burning Gaze — Witch 2

School evocation / fire elemental [fire]
Casting Time 1 action
Components V, S, M/DF (eye of a mundane salamander)
Range personal
Target you
Duration 1 round/level
Saving Throw DC 21 Fortitude negates (see text); **Spell Resistance** yes

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze. Note that this spell does not grant an actual gaze attack - foes and allies are not in danger of catching on fire simply by meeting your gaze.

Appears in : Advanced Player's Guide

Detect Thoughts — Witch 2

School divination [mind-affecting]
Casting Time 1 action
Components V, S, F/DF
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw DC 21 Will negates; see text; **Spell Resistance** no

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts. Each round, you can turn to detect thoughts 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.

Disfiguring Touch — Witch 2

School transmutation [curse]
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 day/level
Saving Throw DC 21 Will negates; **Spell Resistance** yes

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties.

• - 2 decrease to an ability score (minimum 1).
• - 2 penalty on attack rolls or saving throws.
• Land speed reduced by 5 feet.

You may also invent other effects, but they should be no more powerful than those described above.

Appears in : Book of the Damned 2: Lords of Chaos, Ultimate Magic

Enthrall — Witch 2

School enchantment (charm) [language-dependent, mind-affecting, sonic]
Casting Time 1 round
Components V, S
Range medium (100 + 10 ft./level)
Target any number of creatures
Duration 1 hour or less
Saving Throw DC 21 Will negates; see text; **Spell Resistance** yes

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

Glitterdust   Witch 2

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 21 Will negates (blinding only);   **Spell Resistance** no; see text

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.

Levitate   Witch 2

School transmutation / air elemental
Casting Time 1 action
Components V, S, F (a leather loop or golden wire bent into a cup shape)
Range close (25 + 5 ft./2 levels)
Target you or one willing creature or one object (total weight up to 100 lbs./level)
Duration 1 min./level (D)
Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Lipstitch   Witch 2

School necromancy
Casting Time 1 action
Components S, M (a bone needle and sinew thread)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw DC 21 Fortitude negates; **Spell Resistance** yes

A rare spell without verbal components, *lipstitch* sews the target's lips tightly together if it fails a saving throw, such that no clear speech, bite attacks, spellcasting, or use of command words is possible. The target takes 1d6 points of damage as the stitches weave through flesh. The victim can still make enough noise to be heard at a distance with a DC 10 Perception check.

The thread created by lipstitch can be burst with a DC 20 Strength check as a standard action or can be sliced open with a piercing or slashing weapon (wielded by the target or an ally) as a full-round action. Cutting the thread provokes attacks of opportunity, while making a Strength check does not. Either option causes 1d6 points of damage and 1 point of bleed damage. The target has a 20% chance of failing to cast spells with verbal components until the bleeding is stopped. The effects of multiple castings of this spell do not stack. Optionally, the thread can be removed more carefully over the course of a minute with a DC 20 Heal check. If the check fails, the target takes damage and bleeds as described above. If the check succeeds, the stitches are removed with no harm. Creatures with no mouths are unaffected by *lipstitch*. Creatures with multiple mouths lose the use of only one mouth per casting—the particular mouth is chosen by the caster.

Appears in : Pathfinder Society Field Guide

Vomit Swarm   Witch 2

School conjuration (summoning)
Casting Time 1 action
Components S
Range personal
Effect one swarm of spiders
Duration 1 round/level

You vomit forth a swarm of spiders (Bestiary, page 258) that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed. You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead (Bestiary 275). Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants (Bestiary 16).

Appears in : Advanced Player's Guide

Deep Slumber — Witch 3

School enchantment (compulsion) [mind-affecting]
Casting Time 1 round
Components V, S, M (fine sand, rose petals, or a live cricket)
Range close (25 + 5 ft./2 levels)
Area one or more living creatures within a 10-ft.-radius burst
Duration 1 min./level
Saving Throw DC 22 Will negates; **Spell Resistance** yes

This spell functions like *sleep*, except that it affects 10 HD of targets.

Sleep
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.

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 stoneskin (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 stoneskin (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 stoneskin 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.

Glyph of Warding   Witch 3

School abjuration
Casting Time 10 minutes
Components V, S, M (powdered diamond worth 200 gp)
Range touch
Target object touched or up to 5 sq. ft./level
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** no (object) and yes; see text

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Hex Glyph   Witch 3

School abjuration
Casting Time 10 minutes
Components V, S, M (powdered diamond worth 200 gp)
Range touch
Target object touched or up to 5 sq. ft./level
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** no (object) and yes (see text)

This spell functions like the spell glyph version of *glyph of warding*, except you can store a hex you know (but not a major hex or a grand hex) instead of a spell. If the hex has a target, it targets the intruder. If the hex has an area or an amorphous effect, the area or effect is centered on the intruder. The triggered hex uses this spell's caster level and DC.

Read magic allows its caster to identify a hex glyph with a successful DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and indicates that it stores a hex, but does not indicate the effect of that hex.

Glyph of Warding

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Appears in : Advanced Class Guide

Pain Strike   Witch 3

School evocation [evil]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 round/level (D)
Saving Throw DC 22 Fortitude negates;   **Spell Resistance** yes

Pain strike racks the targeted creature with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creature is sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the target.

Appears in : Advanced Player's Guide

Ray of Exhaustion   Witch 3

School necromancy
Casting Time 1 action
Components V, S, M (a drop of sweat)
Range close (25 + 5 ft./2 levels)
Effect ray
Duration 1 min./level
Saving Throw DC 22 Fortitude partial; see text;   **Spell Resistance** yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

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

Speak with Dead   Witch 3

School necromancy [language-dependent]
Casting Time 10 minutes
Components V, S, DF
Range 10 ft.
Target one dead creature
Duration 1 min./level
Saving Throw DC 22 Will negates; see text;   **Spell Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Stinking Cloud   Witch 3

School conjuration / earth elemental (creation)
Casting Time 1 action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw DC 22 Fortitude negates; see text;   **Spell Resistance** no

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Summon Monster III   Witch 3

School conjuration (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 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Summon Monster Tables
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*
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.

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.

Unadulterated Loathing   Witch 3

School enchantment (compulsion) [emotion, mind-affecting]
Casting Time 1 action
Components V, S, M
Range close (25 + 5 ft./2 levels)
Target one creature
Duration 1 day/level
Saving Throw DC 22 Will negates; **Spell Resistance** yes

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

Appears in : Ultimate Magic

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 23 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).

Dimension Door   Witch 4

School conjuration (teleport)
Casting Time 1 action
Components V
Range long (400 + 40 ft./level)
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)

   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 travelling with you take an additional 4d6 points of damage and the spell simply fails.

Discern Lies   Witch 4

School divination
Casting Time 1 action
Components V, S, DF
Range close (25 + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration concentration, up to 1 round/level
Saving Throw DC 23 Will negates; **Spell Resistance** no

   Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different target.

Persistent Vigor   Witch 4

School transmutation
Casting Time 1 action
Components V, S, M/DF (ginseng root shavings)
Range personal
Target you
Duration 1 round/level (D)

   You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends (as if you had succeeded at enough saving throws to cure that effect).

   If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must take the result of this reroll, even if it is lower.

   Appears in : Advanced Class Guide

Shout   Witch 4

School evocation / air elemental / metal elemental [sonic]
Casting Time 1 action
Components V
Range 30 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw DC 23 Fortitude partial or Reflex negates (object); see text; **Spell Resistance** yes (object)

   You emit an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object or crystalline creature takes 1d6 points of sonic damage per caster level (maximum 15d6). An affected creature is allowed a Fortitude save to reduce the damage by half, and a creature holding fragile objects can negate damage to them with a successful Reflex save. A shout spell cannot penetrate a silence spell.

Wall of Blindness/Deafness   Witch 4

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect translucent wall 20 ft. long/level or a translucent ring with a radius of up to 5 ft./two levels; either form 20 ft. high
Duration concentration + 1 round/level
Saving Throw DC 23 Fortitude negates;   **Spell Resistance** yes

You create a translucent wall of energy, within which can be seen indistinct images of faces with their eyes or ears sewn shut. When you create the wall, decide whether it blinds or deafens. Any creature that passes through the wall must save or become permanently blinded or deafened (as *blindness/deafness*).

The wall must be vertical and and either rectangular or a ring. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails.

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

Appears in : Advanced Class Guide

Baleful Polymorph   Witch 5

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 24 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.

Cloudkill   Witch 5

School conjuration / water elemental (creation)
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 min./level
Saving Throw DC 24 Fortitude partial; see text;   **Spell Resistance** no

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell. Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell. Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Cure Critical Wounds   Witch 5

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 4d8 points of damage + 1 point per caster level (maximum +20).

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.

Dominate Person   Witch 5

School enchantment (compulsion) [mind-affecting]
Casting Time 1 round
Components V, S
Range close (25 + 5 ft./2 levels)
Target one humanoid
Duration 1 day/level
Saving Throw DC 24 Will negates; **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.

Feeblemind   Witch 5

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a handful of clay, crystal, or glass spheres)
Range medium (100 + 10 ft./level)
Target one creature
Duration instantaneous
Saving Throw DC 24 Will negates; see text; **Spell Resistance** yes

   Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Hex Glyph, Greater   Witch 5

School abjuration
Casting Time 10 minutes
Components V, S, M (powdered diamond worth 400 gp)
Range touch
Target object touched or up to 5 sq. ft./level
Duration permanent until discharged (D)
Saving Throw see text; **Spell Resistance** no (object) and yes (see text)

This spell functions as *hex glyph*, except you can store a hex or a major hex (but not a grand hex). You trace the glyph with incense, which must first be sprinkled with powdered diamond (as noted in the material line).

Read magic allows its caster to identify a *greater hex glyph* with a DC 16 Spellcraft check.

Glyph of Warding

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on. You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level. Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded. When casting the spell, you weave a tracery of faintly glowing lines around the warding sigil. A glyph can be placed to conform to any shape up to the limitations of your total square footage. When the spell is completed, the glyph and tracery become nearly invisible. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled. Mislead, polymorph, and nondetection (and similar magical effects) can fool a glyph, though nonmagical disguises and the like can't. Read magic allows you to identify a glyph of warding with a DC 13 Knowledge (arcana) check. Identifying the glyph does not discharge it and allows you to know the basic nature of the glyph (version, type of damage caused, what spell is stored).

Note: Magic traps such as glyph of warding are hard to detect and disable. A rogue (only) can use the Perception skill to find the glyph and Disable Device to thwart it. The DC in each case is 25 + spell level, or 28 for glyph of warding. Depending on the version selected, a glyph either blasts the intruder or activates a spell.

Blast Glyph: A blast glyph deals 1d8 points of damage per two caster levels (maximum 5d8) to the intruder and to all within 5 feet of him or her. This damage is acid, cold, fire, electricity, or sonic (caster's choice, made at time of casting). Each creature affected can attempt a Reflex save to take half damage. Spell resistance applies against this effect.

Spell Glyph: You can store any harmful spell of 3rd level or lower that you know. All level-dependent features of the spell are based on your caster level at the time of casting the glyph. If the spell has a target, it targets the intruder. If the spell has an area or an amorphous effect, the area or effect is centered on the intruder. If the spell summons creatures, they appear as close as possible to the intruder and attack. Saving throws and spell resistance operate as normal, except that the DC is based on the level of the spell stored in the glyph.

Hex Glyph

This spell functions like the spell glyph version of *glyph of warding*, except you can store a hex you know (but not a major hex or a grand hex) instead of a spell. If the hex has a target, it targets the intruder. If the hex has an area or an amorphous effect, the area or effect is centered on the intruder. The triggered hex uses this spell's caster

Magic Jar   Witch 5

School necromancy
Casting Time 1 action
Components V, S, F (a gem or crystal worth at least 100 gp)
Range medium (100 + 10 ft./level)
Target one creature
Duration 1 hour/level or until you return to your body
Saving Throw DC 24 Will negates; see text; **Spell Resistance** yes

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.

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.

Possession   Witch 5

School necromancy
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one creature
Duration 1 hour/level (D)
Saving Throw DC 24 Will negates; **Spell Resistance** yes

You attempt to possess a creature by projecting your soul into its body. The target creature 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 appears to be dead. Failure to take over a host ends the spell.

If you are successful, your life force occupies the host body. The host's soul is imprisoned with you, but can still use its own senses (though it can't assert any influence or use even purely mental abilities). You can communicate telepathically with the host as if you shared a common language, but only with your consent. 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 doesn't allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't activate the body's extraordinary or supernatural abilities, nor can you cast any of its spells or spell-like abilities.

As a standard action, you can shift freely back to your own body regardless of range, so long as it remains on the same plane. If the host's body is killed, you return to your own body and the life force of the host departs (it is dead). If your body is slain, when the spell expires or the host's body is killed, you are slain. It is possible to cast this spell on a new target from within another creature's body; this resets the duration. You still return to your original body (not any intermediate body) when you take a standard action to do so or the spell's duration expires. Returning to your body ends the spell. Creatures whose souls are their bodies, such as incorporeal undead and non-native outsiders, use the effects of *greater possession* instead.

Appears in : Occult Adventures

Summon Monster V   Witch 5

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 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Summon Monster Tables
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*
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*
   * 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.

Symbol of Pain   Witch 5

School necromancy [evil]
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 24 Fortitude negates; **Spell Resistance** yes

   This spell functions like *symbol of death*, except that each creature
within the radius of a symbol of pain instead suffers wracking pains
that impose a -4 penalty on attack rolls, skill checks, and ability
checks. These effects last for 1 hour after the creature moves farther
than 60 feet from the symbol. Unlike *symbol of death*, symbol of pain
has no hit point limit; once triggered, a symbol of pain simply remains
active for 10 minutes per caster level.

   Note: Magic traps such as symbol of pain are hard to detect and
disable. A rogue (only) can use the Perception skill to find a symbol of
pain and Disable Device to thwart it. The DC in each case is 25 +
spell level, or 30 for symbol of pain.

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

Teleport   Witch 5

School conjuration / void elemental (teleport)
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 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

Cure Light Wounds, Mass   Witch 6

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature/level, no two of which can be more than 30 ft.
   apart
Duration instantaneous
Saving Throw Will half (harmless) or Will half; see text;   **Spell
   Resistance** yes (harmless) or yes; see text

   You channel positive energy to cure 1d8 points of damage + 1
point per caster level (maximum +25) on each selected creature. Like
other cure spells, mass cure light wounds deals damage to undead in
its area rather than curing them. Each affected undead may attempt a
Will save for half damage.

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 stoneskin (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 stoneskin (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 stoneskin 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 25 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.

Pain Strike, Mass   Witch 6

School evocation [evil]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature/level, no two of which can be more than 30 ft. apart
Duration 1 round/level (D)
Saving Throw DC 25 Fortitude negates; **Spell Resistance** yes

This spell works like pain strike, except as noted above.

Appears in: Advanced Player's Guide

Raise Dead   Witch 6

School conjuration (healing)
Casting Time 1 minute
Components V, S, M (diamond worth 5,000 gp), DF
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none, see text; **Spell Resistance** yes (harmless)

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Suggestion, Mass	Witch 6

School enchantment (compulsion) [language-dependent, mind-affecting]
Casting Time 1 action
Components V, M (a snake's tongue and a honeycomb)
Range medium (100 + 10 ft./level)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration 1 hour/level or until completed
Saving Throw DC 25 Will negates; **Spell Resistance** yes

This spell functions like *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

Suggestion

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).

Vengeful Outrage	Witch 6

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

You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a geas to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions. If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

Appears in : Ultimate Magic