

## Ypnos

**Player: Scott David Gray**

**Male elf witch 2, Scarab Sages faction - CR 1**

True Neutral Humanoid (Elf); Deity: **Charon**; Age: **116**;  
Height: **6' 8"**; Weight: **116lb.**; Eyes: **Black eyeliner**; Hair:  
**Dyed black**; Skin: **Painted white**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	20	+5	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+1	=	+1				
<b>REFLEX</b> (DEXTERITY)	+2	=	+2				
<b>WILL</b> (WISDOM)	+3	=	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 12	=		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	10				

CM Bonus	BAB	Strength	Size	Misc
+0	+1	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
12	= 10	+1	-1	+2

Base Attack	HP
+1	14

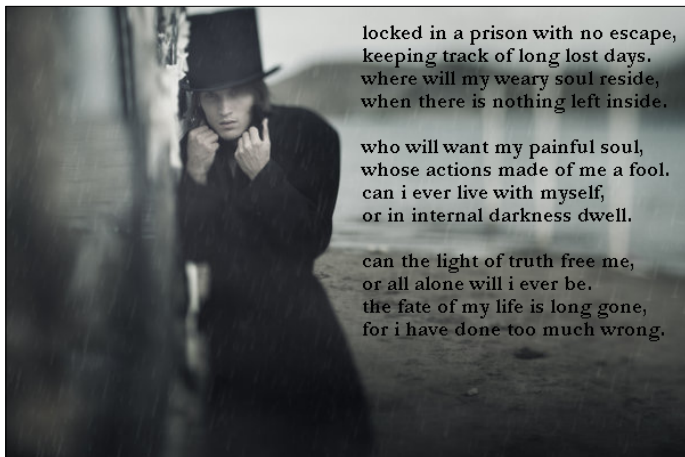
Initiative	Speed	Damage / Current HP
+2	30 ft	

### Quarterstaff

Both hands: **+0, 1d6-1** Crit: x2  
Double: **-4 (Off: -8), 1d6-1/1d6-1** Double, B, Monk  
**Unarmed strike**

Main hand: **+0, 1d3-1 nonlethal** Crit: x2  
Main w/ offhand: **-6, 1d3-1 nonlethal** Light, B, Nonlethal  
Main w/ light off.: **-4, 1d3-1 nonlethal**  
Offhand: **-8, 1d3-1 nonlethal**

## Character Number: 14034 - 45



locked in a prison with no escape,  
keeping track of long lost days.  
where will my weary soul reside,  
when there is nothing left inside.

who will want my painful soul,  
whose actions made of me a fool.  
can i ever live with myself,  
or in internal darkness dwell.

can the light of truth free me,  
or all alone will i ever be.  
the fate of my life is long gone,  
for i have done too much wrong.

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+2	DEX (2)	-	
<b>Appraise</b>	+5	INT (5)	-	
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Climb</b>	-1	STR (-1)	-	
<b>Craft (alchemy)</b>	+10	INT (5)	2	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+6	DEX (2)	1	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	-1	CHA (-1)	-	
<b>Knowledge (arcana)</b>	+9	INT (5)	1	
<b>Knowledge (history)</b>	+9	INT (5)	1	
<b>Knowledge (nature)</b>	+9	INT (5)	1	
<b>Knowledge (planes)</b>	+9	INT (5)	1	
<b>Linguistics</b>	+6	INT (5)	1	
<b>Perception</b>	+8	WIS (0)	2	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Spellcraft</b>	+10	INT (5)	2	
<small>Elven Magic: +2 to identify magic item properties</small>				
<b>Stealth</b>	+2	DEX (2)	-	
<b>Survival</b>	+0	WIS (0)	-	
<small>Wayfinder: +2 to avoid becoming lost</small>				
<b>Swim</b>	-1	STR (-1)	-	
<b>Use Magic Device</b>	+10	INT (5)	2	

### Feats

**Extra Hex (Witch)**

You have learned the secrets of a new hex.

**Prerequisite:** Hex class feature.

**Simple Weapon Proficiency - All**

Proficient with all simple weapons.

## Traits

### Pragmatic Activator

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

### Seeker

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.

## Gear

### Total Weight Carried: 18/80 lbs, Encumbrance Ignored

(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Backpack (22 @ 0.5 lbs)	2 lbs
Belt pouch (4 @ 1 lbs)	0.5 lbs
Candle x2 <In: Backpack (22 @ 0.5 lbs)>	-
Chalk x2 <In: Backpack (22 @ 0.5 lbs)>	-
Flint and steel <In: Belt pouch (4 @ 1 lbs)>	-
Hat	0.5 lbs
Ink, black <In: Belt pouch (4 @ 1 lbs)>	-
Inkpen <In: Belt pouch (4 @ 1 lbs)>	-
Mess kit	1 lb
Paper x5 <In: Backpack (22 @ 0.5 lbs)>	-
Parchment x10 <In: Backpack (22 @ 0.5 lbs)>	-
Quarterstaff	4 lbs
Sleeves of many garments	1 lb
Soap <In: Backpack (22 @ 0.5 lbs)>	0.5 lbs
Spell component pouch	2 lbs
Traveller's outfit (Free)	-
Unholy symbol, iron (Charon)	1 lb
Wand of burning hands (50 charges) <In: Backpack (22 @ -	-
Wand of cure light wounds (50 charges) <In: Backpack	-
Waterskin	4 lbs
Wayfinder (empty) <In: Belt pouch (4 @ 1 lbs)>	1 lb

## Special Abilities

### Arcane Focus

Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic-user, with little need for mundane concerns such

### 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 1

### Dreamspeaker

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma

### Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

### Empathic Link with Familiar (Su)

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

### Evil Eye -2 (8 rounds, DC 16) (Su)

The witch causes 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): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a number of

### Familiar Bonus: +4 to Initiative checks

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

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

## Experience & Wealth

Experience Points: 3/6

Current Cash: 18 pp, 8 gp

Scarab Sages: Fame: 4, PP: 2

## Special Abilities

### Share Spells with Familiar

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

### Slumber (2 rounds, DC 16) (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

## Spell-Like Abilities

Dream (1/day)

## Tracked Resources

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## Languages

Celestial  
Common  
Draconic  
Elven

Orc  
Osiriani  
Osiriani, Ancient  
Sylvan

## Spells & Powers

Witch spells memorized (CL 2nd; concentration +7)

Melee Touch +0 Ranged Touch +3

1st—*ill omen*<sup>APG</sup>, *lock gaze*<sup>UC</sup> (DC 16), *mage armor*, *sleep* (DC 17)

0th (at will)—*dancing lights*, *detect magic*, *read magic*, *stabilize*

## Companions

Alogo (Horse, light), Horse - CL2 - CR 1

STR 16 (+3), DEX 14 (+2), CON 17 (+3), INT 2 (-4), WIS 13 (+1), CHA 7 (-2); Fortitude +6, Reflex +5, Will +1

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9 FI

Perception +6

Hooves x2 (Horse) Melee -2 x2, 1d4+1, x2

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

Charges: Elven trail rations - 0/2, Feed (per day) - 0/5

## Companions

**Savra (Arcane Familiar), Male compsognathus dinosaur - CL1 - CR 1**

STR **8** (-1), DEX **14** (+2), CON **14** (+2), INT **6** (-2), WIS **12** (+1), CHA **5** (-3); Fortitude **+4**, Reflex **+4**, Will **+4**

HP: 7/7; Init: +6; Speed: 40 feet

Attack Bonus: +3; Armor Class: 16 / 14 Tch / 14 Fl

Fly **+10**, Linguistics **-1**, Perception **+6**, Spellcraft **+0**, Swim **+10**, Use Magic Device **-1**

Bite (Dinosaur, Compsognathus) **Melee +2, 1d3-1, x2**

Special: Improved Evasion (Ex), Low-Light Vision, Poison: Bite - injury (DC 12) (Ex), Scent (Ex), Swimming (20 feet)

## Situational Modifiers

### Spellcraft

**Elven Magic:** +2 to identify magic item properties

### Survival

**Wayfinder:** +2 to avoid becoming lost

## Background

My shallow parents, Locien and Pandothiel, have no depth, no spirit, no vision. Oh, when I was a small elf boy I could only see as far as they, and I lived for the elven festival days and rainbows and flowers. In those days I was named Nostalion.

Then as I grew to manhood, the scales fell from my eyes. I have had my first Summer job at Nestarion's house of Herbs and Potions, where I met her. Lindariel showed the same innocent sweetness as the other elves from the village, and we fell so deeply in love. But cruel fate turned her against me, and we broke up. I saw that my life was over; this tragedy without name tore our eternal love; no elf could ever have so complete and full a love.

I saw then the shallow veneer of bourgeois elf culture and it's petty joys; that there is nothing but darkness beneath. That was when I began to join the goth bards, so we could explore our pain and darkness together.

I learnt the Daemonic language, and found speech that touched my soul. I invite Charon to bring me death and decay. I took a new, Daemonic name -- ? p??? t?? ?a??t??, or "O ýpnos tou thanátou." That is, "Sleep" or "Sleep of Death" -- that for which i long. I must plunge deeper into the dismal arts, that I can bring that sleep of death -- the slumber hex -- to more.

## Ypnos – Abilities & Gear

### Extra Hex (Witch) **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

### Pragmatic Activator **Trait**

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

**Appears In:** Ultimate Campaign

### 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

### Arcane Focus **Unknown**

Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic-user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This racial trait replaces weapon familiarity.

**Appears In:** Advanced Race Guide

### Dreamspeaker **Unknown**

A few elves have the ability to tap into the power of sleep, dreams, and prescient reverie. Elves with this racial trait add +1 to the saving throw DCs of spells of the divination school and sleep effects they cast. In addition, elves with Charisma scores of 15 or higher may use dream once per day as a spell-like ability (caster level is equal to the elf's character level). This racial trait replaces elven immunities.

**Appears In:** Advanced Player's Guide, Advanced Race Guide

### Elven Magic **Racial Ability (Elf)**

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

### Low-Light Vision **Racial Ability, Senses**

See twice as far as a human in low light, distinguishing color and detail.

### Cackle (Su) **Class Ability (Witch)**

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

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

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

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

### Evil Eye -2 (8 rounds, DC 16) (Su) **Class Ability (Witch)**

The witch causes 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): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a number of rounds equal to 3 + the witch's Intelligence modifier. A successful Will saving throw reduces this to just 1 round. At 8th level, the penalty increases to -4.

### Familiar Bonus: +4 to Initiative checks **Class Ability (Witch)**

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

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

### Share Spells with Familiar **Class Ability (Witch)**

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

### Slumber (2 rounds, DC 16) (Su) **Class Ability (Witch)**

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

### Wand of burning hands (50 charges) **Wand** **Burning Hands, Reflex Half (DC 11)**

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.

### Wand of cure light wounds (50 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.

**Sleeves of many garments      Wondrous Item (Wrist)**

These translucent cloth tubes easily fit over their wearer's arms. The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other nonmagical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

**Construction**

**Requirements** Craft Wondrous Item, *disguise self*; **Cost** 100 gp

**Appears In** : Ultimate Equipment

**Wayfinder (empty)      Wondrous Item**

A small magical device patterned off ancient relics of the Azlanti, a *wayfinder* is typically made from silver and bears gold accents. With a command word, you can use a *wayfinder* to shine (as the *light* spell). The *wayfinder* also acts as a nonmagical (magnetic) compass, granting you a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* include a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants you its normal benefits (as if it were orbiting your head), but frequently reveals entirely new powers due to the magic of the *wayfinder* itself (see *Seeker of Secrets* page 51).

**Note:** This item costs only 250 gp for members of the Pathfinder Society

**Construction**

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In** : *Seekers of Secrets*, *Inner Sea World Guide*, *Shattered Star*, Pathfinder Society

## Ypnos, Witch 2 – Spells in Spellbook

### Arcane Mark

Witch 0

**School:** Universal  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Effect:** One personal rune or mark, all of which must fit within 1 sq. ft.  
**Duration:** Permanent  
**Save:** None  
**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  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Save:** DC 15 Will negates  
**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]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Effect:** Up to four lights, all within a 10-ft.-radius area  
**Duration:** 1 minute (D)  
**Save:** None  
**Resistance:** No

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

Dancing lights can be made permanent with a permanency spell.

### Daze

Witch 0

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (a pinch of wool or similar substance)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature of 4 HD or less  
**Duration:** 1 round  
**Save:** DC 15 Will negates  
**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  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 min./level (D)  
**Save:** None  
**Resistance:** No

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

*1st Round:* Presence or absence of magical auras.

*2nd Round:* Number of different magical auras and the power of the most potent aura.

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

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

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

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

#### Original Strength - Duration of Lingering Aura

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

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

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

## Ypnos, Witch 2 – Spells in Spellbook

### Detect Poison

Witch 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature, one object, or a 5-ft. cube  
**Duration:** Instantaneous  
**Save:** None  
**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  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute or until discharged  
**Save:** Will negates (harmless)  
**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]  
**Components:** V, M/DF (a firefly)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 min./level  
**Save:** None  
**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  
**Components:** V, S  
**Casting Time:** 10 minutes  
**Range:** 10 ft.  
**Target:** One object of up to 1 lb./level  
**Duration:** Instantaneous  
**Save:** Will negates (harmless, object)  
**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]  
**Components:** V, S, F (a piece of copper wire)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** One creature/level  
**Duration:** 10 min./level  
**Save:** None  
**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  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**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.

## Ypnos, Witch 2 – Spells in Spellbook

### Resistance Witch 0

**School:** Abjuration  
**Components:** V, S, M/DF (a miniature cloak)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 minute  
**Save:** Will negates (harmless)  
**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:** Conjuraction (Healing)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Save:** Will negates (harmless)  
**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  
**Components:** V, S, M (a drop of sweat)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 round/level  
**Save:** DC 15 Fortitude negates  
**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.

### Comprehend Languages Witch 1

**School:** Divination  
**Components:** V, S, M/DF (pinch of soot and salt)  
**Casting Time:** 1 action  
**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.

### Discern Next of Kin Witch 1

**School:** Divination [Mind-Affecting]  
**Components:** V, S, F (a copper piece)  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Target:** One creature  
**Duration:** Concentration, up to 1 minute/level (D)  
**Save:** DC 17 Will negates (see text)  
**Resistance:** Yes

You can scan the thoughts of one individual and learn the names and locations of the target's living relatives, as well as the attitude of the target toward those relatives (and vice versa). You learn about one relative per round you concentrate on the target. For example, you might learn that the target's father's name is Jarn, the father lives on a nearby farm, and the target and his father don't get along. Since this spell reads the target's mind, you can learn only what the target knows or believes.

**Appears In:** Advanced Class Guide

### Hex Vulnerability Witch 1

**School:** Necromancy [Curse]  
**Components:** V, S, M (a drop of your blood)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level  
**Save:** DC 16 Will negates  
**Resistance:** Yes

The targeted creature becomes susceptible to a repeat use of your 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

### Ill Omen Witch 1

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (hair from a black cat)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level or until discharged  
**Save:** None  
**Resistance:** Yes

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

**Appears In:** Advanced Player's Guide



## Ypnos, Witch 2 – Spells in Spellbook

### Interrogation

**Witch 1**

**School:** Necromancy [Evil, Pain]  
**Components:** V, S  
**Casting Time:** 1 round  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 1 minute/level  
**Save:** DC 16 Fortitude negates  
**Resistance:** Yes

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

**Appears In :** Ultimate Magic

### Jump

**Witch 1**

**School:** Transmutation  
**Components:** V, S, M (a grasshopper's hind leg)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 min./level (D)  
**Save:** Will negates (harmless)  
**Resistance:** Yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

### Lock Gaze

**Witch 1**

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/level  
**Save:** DC 16 Will negates  
**Resistance:** Yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

**Appears In :** Ultimate Combat

### Mage Armor

**Witch 1**

**School:** Conjunction (Creation) [Force]  
**Components:** V, S, F (a piece of cured leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Save:** Will negates (harmless)  
**Resistance:** No

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

### Mount

**Witch 1**

**School:** Conjunction (Summoning)  
**Components:** V, S, M (a bit of horse hair)  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** One mount  
**Duration:** 2 hours/level (D)  
**Save:** None  
**Resistance:** No

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

### Sleep

**Witch 1**

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (fine sand, rose petals, or a live cricket)  
**Casting Time:** 1 round  
**Range:** Medium (100 + 10 ft./level)  
**Area:** One or more living creatures within a 10-ft.-radius burst  
**Duration:** 1 min./level  
**Save:** DC 17 Will negates  
**Resistance:** Yes

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

### Youthful Appearance

**Witch 1**

**School:** Transmutation (Polymorph)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level

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

**Appears In :** Ultimate Magic