

**Name:** ο ύπνος του θανάτου (Ο ύπνος του thanátou), Υπνος. **PFS #:** 14034-45

**Initiative:** +2 +4 if in arms reach of familiar

**AC:** 12 (Touch 12, FF 10)

+4 (+0, +4) if Mage Armor is active

**CMB:** +0 **CMD:** 11 **Fort:** +1 **Reflex:** +2 **Will:** +3

**HP:** 14

**BAB:** +0 **Speed:** 30' **Languages:** Ancient Osiriani, Celestial, Draconic, Elven, Orc, Orisiani, Sylvan, Taldane

Witch CL: 2 +2 to CL checks to overcome spell resistance

DC: 15+spell level +1 to DCs of divination school and sleep effects

Concentration: +15 +2 to cast spells defensively

**X Witch level 0 spells:**

**Pick four:** [ ] Arcane Mark, [ ] Bleed [DC 15], [ ] Dancing lights, [ ] Daze [DC 15], [ ] Detect Magic, [ ] Detect Poison, [ ] Guidance, [ ] Light, [ ] Mending, [ ] Message, [ ] Read Magic, [ ] Resistance, [ ] Stabilize, [ ] Touch of Fatigue [DC 15]

**3 Witch level 1 spells:**

**Pick four:** [ ] **O** Comprehend Languages, [ ] **O** Discern Next of Kin [DC 17], [ ] **O** Hex Vulnerability [DC 16], [ ] **O** Ill Omen [DC 16], [ ] **O** Interrogation [DC 16], [ ] **O** Lock Gaze [DC 16], [ ] **O** Mage Armor, [ ] **O** Mount, [ ] **O** sleep [DC 17], [ ] **O** Youthful Appearance

**Per-day Abilities:**

**Limited Use Items:**

Wand of **Cure Light Wounds** DC 12 [50/50]: **OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO**  
**OOOOO OOOOO OOOOO**

Wand of **Burning hands** DC 12 [50/50]: **OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO**  
**OOOOO OOOOO OOOOO**

**O Hieroglyphic Knowledge:** [Boon 002 The Half-Dead City]: While exploring the ancient Tomb of Akhentepi during the annual royal lottery, you studied many archaic hieroglyphs that illustrate differences between the Ancient Osiriani and the modern Osiriani language spoken today. This experience has trained you to perceive linguistic nuances and ancient root words. Before attempting a Linguistics check, you may use this boon to gain a +4 insight bonus on the check. If the Linguistics check is related to the Ancient Osiriani or Osiriani languages, the bonus increases to +8. When you use this boon, cross it off your Chronicle sheet.

**Key Combat Skills:**

**Craft Alchemy:** +10

**Fly:** +6

**Knowledge Arcana:** +9

**Knowledge History:** +9

**Knowledge Nature:** +9 **Knowledge Planes:** +9

**Linguistics:** +6

**Perception:** +8

**Spellcraft:** +10 +2 to identify magic item properties

**Use Magic Device:** +10

**Always on:**

Low Light Vision, twice human distance, color distinguished.

Empathic link with familiar, Compsognathus named Savra, up to one mile.

**Immediate Action:**

**Free actions:**

**Swift actions:**

**Move actions:**

**Cackle.** Does not provoke an attack of opportunity. 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.

**Standard actions:**

**Evil Eye Hex.** Does not provoke an attack of opportunity. 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 for 8 rounds, but a successful Will saving throw (DC 15) reduces this to just 1 round. A target may suffer from multiple Evil Eye hexes, as long as each targets a separate penalty (ability checks, AC, attack rolls, saving throws, or skill checks).

**Slumber Hex.** Does not provoke an attack of opportunity. 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 [DC 16] 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.

Cast Arcane Mark spell, Bleed spell, Comprehend Languages spell, Dancing Lights spell, Daze spell, Detect Magic spell, Detect Poison spell, Discern Next of Kin spell, Guidance spell, Hex Vulnerability spell, Ill Omen spell, Light spell, Lock Gaze spell, Mage Armor spell, Message spell, Read Magic spell, Resistance spell, Stabilize spell, Touch of Fatigue spell, or Youthful Appearance spell

**Quarterstaff Attack:** +0 to hit (20/x2) | 1d6-1 B

**Full-round actions:** **Quarterstaff dual-weapon Attack:** -4/-8 to hit (20/x2) | 1d6-1 B

**One Round actions:** Cast Interrogation spell, Mount spell, Sleep spell

**Long actions:** Cast Mending spell [10 minutes]