

# Marjatta

Character Name

Witch (Winter Witch) 5

CLASS

# Vincent

Player Name

Human (Jadwiga) / Humanoid

RACE

None

Deity

Medium / 5 ft.

SIZE / FACE

Irrisen

Region

5' 5" / 145 lbs.

HEIGHT / WEIGHT

Neutral

Alignment

93504-9

CHARACTER ID

Light blonde  
tending to light  
blue, Long  
flowing

Dark Archives  
Faction

5 (4) Character Level (CR)    14 / 15 EXP/NEXT LEVEL    18 AGE    Femelle GENDER    Ice (clear) blue EYES    Light blonde HAIR    Dark Archives Faction FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	10	+0	10	+0			33				Walk 30 ft.
<b>DEX</b> Dexterity	12	+1	12	+1			<b>AC</b> armor class	TOTAL: 12	FLAT: 11	TOUCH: 12	
<b>CON</b> Constitution	12	+1	12	+1			<b>INITIATIVE</b> modifier	TOTAL: +1	DEX MODIFIER: +1	MISC MODIFIER: +0	
<b>INT</b> Intelligence	20	+5	20	+5			<b>Encumbrance</b>	Light	MISS CHANCE: 0	Arcane Spell Failure: 0	ARMOR CHECK PENALTY: +0
<b>WIS</b> Wisdom	14	+2	14	+2					SPELL RESIST: 0	ACID RESIST: 0	COLD RESIST: 5
<b>CHA</b> Charisma	8	-1	8	-1					ELECT. RESIST: 0	FIRE RESIST: 0	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+3	+1	+1	+1	+0	+0	
<b>REFLEX</b> (dexterity)	+5	+1	+1	+1	+2	+0	
<b>WILL</b> (wisdom)	+7	+4	+2	+1	+0	+0	

**Conditional Save Modifiers:**  
+1 trait bonus on saves against effects causing the nauseated or sickened condition and against all ingested poisons.

MELEE attack bonus	TOTAL: +2	BASE ATTACK BONUS: +2	STAT: +0	SIZE: +0	MISC: +0	EPIC: 0	TEMP: 0
RANGED attack bonus	TOTAL: +3	BASE ATTACK BONUS: +2	STAT: +1	SIZE: +0	MISC: +0	EPIC: 0	TEMP: 0
CMB attack bonus	TOTAL: +2	BASE ATTACK BONUS: +2	STAT: +0	SIZE: +0	MISC: 0	EPIC: 0	TEMP: 0
CMB	GRAPPLE: +2	TRIP: +2	DISARM: +2	SUNDER: +2	BULL RUSH: +2	OVERRRUN: +2	
CMD	14	14	14	14	14	14	

<b>UNARMED</b> (nonlethal only)	TOTAL ATTACK BONUS: +2	DAMAGE: 1d3	CRITICAL: 20/x2	REACH: 5 ft.
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<b>Hair</b> Lethal	TOTAL ATTACK BONUS: +2	DAMAGE: 1d3+2	CRIT / MULT: 20x2	REACH: 10 ft.
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<b>*Hair</b>	HAND: non directrice	TYPE: BPS	SIZE: M	CRITICAL: 20/x2	REACH: 10 ft.
TOTAL ATTACK BONUS: -3	DAMAGE: 1d3+2				

<b>Liquid Ice (Flask)</b>	HAND: Équipé	TYPE: C	SIZE: M	CRITICAL: 20/x2	REACH: 5 ft.
10 ft. TH: +3	20 ft. TH: +1	30 ft. TH: -1	40 ft. TH: -3	50 ft. TH: -5	
Dam: 1d6	1d6	1d6	1d6	1d6	

**Special Properties:** Creatures within 5 feet of where it hits take 1 point of cold damage from the splash.

<b>Dagger</b>	HAND: Équipé	TYPE: PS	SIZE: M	CRITICAL: 19-20/x2	REACH: 5 ft.
1H-P: +2	2H: +2	1H-O: -2	2H-OH: -6	1H-P (OH): -4	1H-O (OL): -2
10 ft. TH: +3	20 ft. TH: +1	30 ft. TH: -1	40 ft. TH: -3	50 ft. TH: -5	
Dam: 1d4	1d4	1d4	1d4	1d4	

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

<b>ARMOR</b>	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +1		+1		+0	0

TOTAL SKILLPOINTS: 40	<b>SKILLS</b>	MAX RANKS: 5/5
✓ Acrobatics	DEX 1 = 1	
✓ Appraise	INT 5 = 5	
✓ Bluff	CHA -1 = -1	
✓ Climb	STR 0 = 0	
✓ Craft (Untrained)	INT 5 = 5	
✓ Diplomacy	CHA -1 = -1	
✓ Disguise	CHA -1 = -1	
✓ Escape Artist	DEX 6 = 1 + 5	
✓ Fly	DEX 1 = 1	
✓ Heal	WIS 2 = 2	
✓ Intimidate	CHA 5 = -1 + 3 + 3	
Knowledge (Arcana)	INT 13 = 5 + 5 + 3	
Knowledge (Dungeoneering)	INT 6 = 5 + 1	
Knowledge (History)	INT 9 = 5 + 1 + 3	
Knowledge (Local)	INT 10 = 5 + 5	
Knowledge (Nature)	INT 9 = 5 + 1 + 3	
Knowledge (Nobility)	INT 7 = 5 + 2	
Knowledge (Planes)	INT 9 = 5 + 1 + 3	
Knowledge (Religion)	INT 6 = 5 + 1	
Linguistics (Kelish, Osiriani)	INT 7 = 5 + 2	
✓ Perception	WIS 3 = 2 + 1	
✓ Perform (Untrained)	CHA -1 = -1	
✓ Ride	DEX 1 = 1	
✓ Sense Motive	WIS 3 = 2 + 1	
Spellcraft	INT 13 = 5 + 5 + 3	
✓ Stealth	DEX 1 = 1	
✓ Survival	WIS 3 = 2 + 1	
✓ Swim	STR 0 = 0	
Use Magic Device	CHA 7 = -1 + 5 + 3	
	= + +	
	= + +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.  
**Conditional Skill Modifiers:**  
+2 bonus to Diplomacy with members of the character's faction

Mace (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+2	1d6	2W-P-(OH)		-4 1d6	
1H-O	-2	1d6	2W-P-(OL)		-2 1d6	
2H	+2	1d6	2W-OH		-6 1d6	

Dagger (Cold Iron)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équipé	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+2	1d4	2W-P-(OH)		-4 1d4	
1H-O	-2	1d4	2W-P-(OL)		-2 1d4	
2H	+2	1d4	2W-OH		-6 1d4	

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+3	+1	-1	-3	-5
Dam	1d4	1d4	1d4	1d4	1d4

Special Properties: 30 hp/inch, hardness 10

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Hair	Equipped	1	0 / 0
Ring of Protection +1	Equipped	1	0 / 2,000
Outfit (Scholar's)	Equipped	1	6 / 0
Cloak of Resistance +1	Equipped	1	1 / 1,000
Spell Component Pouch	Equipped	1	2 / 5
Urea	Spell Component Pouch	36	0 (0) / 0.5 (18)
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5
Familiar Satchel	Equipped	1	6 / 25
Wayfinder (Pathfinder)	Equipped	1	1 / 250
Handy Haversack	Equipped	1	5 / 2,000
Antitoxin (Vial)	Handy Haversack	1	0 / 50
Antiplague	Handy Haversack	1	0 / 50
Rod (Rime/Lesser)	Handy Haversack	1	5 / 3,000
Pearl of Power (1st Level)	Handy Haversack	1	0 / 1,000
Liquid Ice (Flask)	Handy Haversack	3	2 (6) / 40 (120)
Belt Pouch	Handy Haversack	1	NaN / 1
Dagger	Handy Haversack	1	1 / 2
Mace (Light)	Handy Haversack	1	4 / 5
Parasol (Umbrella)	Handy Haversack	1	3 / 2
Hot Weather Outfit	Handy Haversack	1	4 / 8
Dagger (Cold Iron)	Handy Haversack	1	1 / 4
Scroll Case	Carried	1	NaN / 1
Scroll (Obscuring Mist)	Scroll Case	1	NaN / 25
Scroll (Spectral Hand)	Scroll Case	1	NaN / 150
Scroll (Touch of Idiocy)	Scroll Case	1	NaN / 150
Scroll (Winter's Grasp/Witch/3rd/Arcane/Minor)	Scroll Case	1	0 / 150
Wand of Cure Light Wounds	Wrist Sheath, Spring Loaded	1	NaN / 210
TOTAL WEIGHT CARRIED/VALUE 23,59 lbs. 10,236gp			

WEIGHT ALLOWANCE			
Light	33	Medium	66
Heavy	100	Lift off ground	200
Lift over head	100	Push / Drag	500
MONEY			
Total= 0 gp [Unspent Funds = 3,685.5 gp]			
MAGIC			
Languages			
Aquan, Common, Giant, Hallit, Kelish, Orc, Osiriani, Skald			
Other Companions			

Archetypes	
Winter Witch	[Paizo Publishing - Inner Sea Magic, p.43]
The descendents of Baba Yaga rule the frozen realm of Irrisen, and possess a unique power stemming from their otherworldly origin and ties to cold magic. This power is partly magical, partly political, and partly cultural. Known as winter witches, these scions of Baba Yaga have not coveted or hidden their secrets, for they understand the truth that those who see winter witches work their frozen magic will simply assume the witch works for Irrisen. By opening their traditions to those who have no blood connection to Baba Yaga or the rulers of Irrisen, they spread their notoriety and infamy of their magic far beyond what they could accomplish on their own. While winter witches are most commonly encountered in Irrisen, they can and have been encountered throughout the Inner Sea region, working to spread their nation's notoriety with each frozen spell and manipulative hex.	

Traits	
Volatile Conduit	[Paizo Publishing - Ultimate Campaign]
You discovered a secret that enhances the energy of some spells. Once per day as a free action, when you cast a spell that deals acid, cold, electricity, or fire damage, you can enhance that spell with volatile energy. When you do, it deals 1d4 points of extra damage of the same energy type.	
Whitethrone Gourmand	[Paizo Inc. - People of the North, p.19]
You gain a +1 trait bonus on saves against any effect causing the nauseated or sickened condition and against all ingested poisons.	

Special Attacks	
Prehensile Hair (Su)	[Paizo Inc. - Ultimate Magic, p.81]
You can instantly cause your hair (or even your eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate your hair as if it were a limb with a 20 Strength score. Your hair has reach 10 feet, and you can use it as a secondary natural attack that deals 1d3 points of damage. Your hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from your elongated hair shrink away to nothing. Using your hair does not harm your head or neck, even if you lift something heavy with it. You can manipulate your hair for 5 minutes per day; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male witch with this hex can also manipulate his beard, moustache, or eyebrows.	

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Cantrips	[Paizo Inc. - Advanced Player's Guide, p.65]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.	
Cold Flesh (Ex)	[Paizo Publishing - Inner Sea Magic, p.43]
A winter witch gains cold resistance 5, making her comfortable in near-freezing temperatures.	
Deliver Touch Spells (Su)	[Paizo Inc. - Advanced Player's Guide, p.69]
Your familiar can deliver touch spells or hexes for you. If you and your familiar are in contact at the time you cast the touch spell, you can designate your familiar as the "toucher". Your familiar can then deliver the touch spell just as you would. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates. If you activate a hex, your familiar can be used to make the touch. You do not have to be in contact with your familiar to use this ability.	
Familiar	[Paizo Publishing - Inner Sea Magic, p.43]
You form a close bond with a familiar native to the frozen north, a creature that teaches you magic and helps to guide you along your path. Your familiar also aids you by granting you skill bonuses, additional spells, and help with some types of magic. These special abilities apply only when you and your familiar are within 1 mile of each other. The familiar stores all the spells that you know. If you gain the Improve Familiar feat, you cannot select a familiar with the fire subtype.	
Familiar's Alertness ability inactive (Ex)	[Paizo Inc. - Core Rulebook]

PC does not have a familiar with the Alertness class feature or is not within arm's reach.

**Frostfoot (Su)** [Paizo Publishing - Inner Sea Magic, p.43]

This ability works like the spider climb spell, but the surfaces the witch climbs must be icy. The witch can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. She can move across regular snow without penalty, and heavy snow only costs her 2 squares of movement instead of 4.

**Frozen Caress (Su)** [Paizo Publishing - Inner Sea Magic, p.43]

Whenever the winter witch casts a touch spell, she can infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect. If the touch spell allows a saving throw, a successful save negates this additional cold damage.

**Hex** [Paizo Inc. - Advanced Player's Guide]

Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 2-10. A witch cannot select an individual hex more than once. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier. Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is 17.

**Ice Magic** [Paizo Publishing - Inner Sea Magic, p.43]

When a winter witch casts a spell with the cold descriptor, the save DC of the spell increases by +1. A winter witch cannot learn or cast spells with the fire descriptor at all.

**Resistance to Cold (Ex)** [Paizo Inc. - Bestiary, p.303]

You may ignore 5 points of Cold damage each time you take cold damage.

**Skilled** [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**Winter Patron** [Paizo Publishing - Ultimate Magic, p.83]

**Witch Patron Spells** [Paizo Inc. - Advanced Player's Guide]

At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At 2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. Spells marked with an asterisk (\*) appear in Chapter 5 of this book. The spells gained depend upon the patron chosen. Each patron is listed by its theme. Its actual name is up to the GM and the witch to decide.

## Prestige Awards

**Current Prestige Points (4x)**

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]

The character has 4 current prestige points.

**Fame (26x)**

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]

The character has accumulated 26 Fame. He has a +2 to Diplomacy with members of his faction. Maximum Item Cost: 208000 gp

**Free purchase up to 750 gp (2x)**

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

Free purchase up to 750 gp (2 PP)

**Information Brokerage**

[Paizo Inc. - Pathfinder Society Primer, p.28]

You're connected to a network of spies and informants who keep you abreast of the goings-on in the world. This network has allowed you to capitalize on sharing or refusing to share specific information as the situation and your clients dictate. Your experience building your cache of valuable information grants you a +2 circumstance bonus on Diplomacy skill checks made to gather information. You can use Knowledge (local) to attempt Day Job rolls.

**Retraining (8x)**

[Paizo Inc. - Guide To Pathfinder Society Organized Play, p.10]

The character has spent prestige points to retrain.

## Feats

**Chilling Amplification**

[Paizo Inc. - Magic Tactics Toolbox, p.9]

Your cold spells render their targets sluggish.

Whenever you cast a spell with the cold descriptor, you can take a -1 penalty on attack rolls made with the spell and reduce the spell saving throw's DC by 1 to cause any target that is dealt cold damage by the spell to have its movement speed reduced by 5 feet and become unable to take 5-foot steps. This effect lasts for 1 round + 1 round per 3 spell levels of the spell. You must choose to use this feat before making an attack roll or before your targets attempt their saving throws. This feat has no effect on spells that neither allow a saving throw nor require an attack roll.

**Elemental Focus (CATEGORY=Internal|Elemental Focus (Cold))** [Paizo Inc. - Advanced Player's Guide, p.158]

Your spells of a certain element are more difficult to resist.

Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

**Extra Hex**

[Paizo Inc. - Advanced Player's Guide, p.160]

You have learned the secrets of a new hex.

You gain one additional hex. You must meet all of the prerequisites for this hex. Special - You can gain Extra Hex multiple times.

**Greater Elemental Focus (Greater Elemental Focus (Cold))** [Paizo Inc. - Advanced Player's Guide, p.161]

Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist.

Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

## PFS Chronicles

**PFS Scenario #5-12 Destiny of the Sands, Part 1: A Bitter Bargain (Subtier 4-5)** [Paizo Inc. - Pathfinder Society Chronicle Sheets]

**PFS Scenario #5-15 Destiny of the Sands, Part 2: Race to Seeker's Folly (Subtier 4-5)** [Paizo Inc. - Pathfinder Society Chronicle Sheets]

**PFS Scenario #5-16 Destiny of the Sands, Part 3: Sanctum of the Sages (Subtier 3-4)** [Paizo Inc. - Pathfinder Society Chronicle Sheets]

## PFS Boons

**Mythic Legacy**

[Paizo Inc. - PFS Scenario #5-16 Sanctum of the Sages]

[\_] Although your mythic power was short-lived, you have retained a small reserve of that legendary essence for use later. When you activate this ability as a free action, choose one feat that you have. For one round (or as long as it takes to complete a skill check modified by the feat), you gain the benefits of the mythic version of that feat as if you had also expended one use of mythic power. When you use this boon, cross it off your Chronicle sheet.

## Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Hair, Hanbo, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

## Templates

Race Bonus Language ~ Modern Human Language

# Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304

**[V, M/DF] TARGET:** Object touched; **EFFECT:** 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. **[SR:No]**

\*=Domain/Specialty Spell

## Witch Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4	5	3	2	—	—	—	—	—	—
Concentration	+10									

## LEVEL 0 / Per Day:4 / Caster Level:5

Name	School	Time	Duration	Range	Source
<b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch	CR:p.244

**[V, S] TARGET:** One personal rune or mark, all of which must fit within 1 sq. ft.; **EFFECT:** 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]. **[SR:No]**

<b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.249
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**[V, S] TARGET:** One living creature; **EFFECT:** 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. **[SR:Yes; DC:15, Will negates]**

<b>Dancing Lights</b>	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR:p.263
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**[V, S] TARGET:** Up to four lights, all within a 10-ft.-radius area; **EFFECT:** 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'-wispis], 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. **[SR:No]**

<b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (35 ft.)	CR:p.264
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**[V, S, M] TARGET:** One humanoid creature of 4 HD or less; **EFFECT:** 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. **[SR:Yes; DC:15, Will negates]**

<b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.267
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**[V, S] TARGET:** Cone-shaped emanation; **EFFECT:** 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. **[SR:No]**

<b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
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**[V, S] TARGET:** Or Area one creature, one object, or a 5-ft. cube; **EFFECT:** 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. **[SR:No]**

<b>Guidance</b>	Divination	1 standard action	1 minute or until discharged	Touch	CR:p.292
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**[V, S] TARGET:** Creature touched; **EFFECT:** 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. **[SR:Yes; DC:15, Will negates (harmless)]**

<b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	50 minutes	Touch	CR:p.304
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**[V, M/DF] TARGET:** Object touched; **EFFECT:** 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. **[SR:No]**

<b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
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**[V, S] TARGET:** One object of up to 5 lb.; **EFFECT:** 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. **[SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]**

<b>Message</b>	Transmutation, AirSchool [Language-Deper]	1 standard action	50 minutes	Medium (150 ft.)	CR:p.313
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**[V, S, F] TARGET:** 5 creatures; **EFFECT:** 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. **[SR:No]**

<b>Putrefy Food and Drink</b>	Transmutation [Poison]	1 standard action	Instantaneous	10 ft.	APG:p.237
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**[V, S] TARGET:** 5 cu. ft. of food and water or one potion; see text; **EFFECT:** This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by putrefy food and drink, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds. Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a saving throw. **[SR:Yes (object); DC:15, Will negates (object)]**

<b>Ray of Frost</b>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.330
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**[V, S] TARGET:** Ray; **EFFECT:** A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage. **[SR:Yes]**

<b>Read Magic</b>	Divination	1 standard action	50 minutes	Personal	CR:p.330
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**[V, S, F] TARGET:** You; **EFFECT:** 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.

<b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
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**[V, S, M/DF] TARGET:** Creature touched; **EFFECT:** 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. **[SR:Yes (harmless); DC:15, Will negates (harmless)]**

<b>Stabilize</b>	Conjuration (Healing)	1 standard action	Instantaneous	Close (35 ft.)	CR:p.348
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**[V, S] TARGET:** One living creature; **EFFECT:** 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. **[SR:Yes (harmless); DC:15, Will negates (harmless)]**

<b>Touch of Fatigue</b>	Necromancy	1 standard action	5 rounds	Touch	CR:p.360
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**[V, S, M] TARGET:** Creature touched; **EFFECT:** 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. **[SR:Yes; DC:15, Fortitude negates]**

## LEVEL 1 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
<b>Beguiling Gift</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	5 ft.	APG:p.205

**[V, S, F] TARGET:** one creature; **EFFECT:** You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of. **[SR:Yes; DC:16, Will negates]**

<b>Cause Fear</b>	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	1d4 rounds or 1 round; see text	Close (35 ft.)	CR:p.252
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**[V, S] TARGET:** One living creature with 5 or fewer HD; **EFFECT:** The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear. **[SR:Yes; DC:16, Will partial]**

\*=Domain/Specialty Spell

# Witch Spells

☐☐☐☐☐	<b>Chill Touch</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.255
[V, S] TARGET:	Up to 5 creatures touched; <b>EFFECT:</b> A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level. An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level. [SR:Yes; DC:16, Fortitude partial or Will negates; see text]					
☐☐☐☐☐	<b>Cure Light Wounds</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> 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. [SR:Yes (harmless); see text; DC:16, Will half (harmless); see text]					
☐☐☐☐☐	<b>Detect Secret Doors</b>	<b>Divination</b>	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	CR:p.268
[V, S] TARGET:	Cone-shaped emanation; <b>EFFECT:</b> You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of secret doors. 2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location. Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors 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. [SR:No]					
☐☐☐☐☐	<b>Ear-Piercing Scream</b>	<b>Evocation [Sonic]</b>	1 standard action	Instantaneous; see text	Close (35 ft.)	UM:p.218
[V, S] TARGET:	One creature; <b>EFFECT:</b> You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels [maximum 5d6]. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:16, Fortitude partial (see text)]					
☐☐☐☐☐	<b>Frostbite</b>	<b>Transmutation [Cold]</b>	1 standard action	Instantaneous	Touch	UM:p.221
[V, S] TARGET:	Up to 5 creatures touched; <b>EFFECT:</b> Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level. [SR:Yes]					
☐☐☐☐☐	<b>Fumbletongue</b>	<b>Enchantment (Compulsion) [Mind-Affecting]</b>	1 standard action	1d4 rounds	Close (35 ft.)	UM:p.221
[V, S] TARGET:	One creature; <b>EFFECT:</b> This enchantment causes a creature to be unable to speak intelligibly. Any effort the target makes to talk, in any language, comes out as a useless mix of unconnected words and noises. Even magic words are affected to some extent; the target has a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item. This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language. [SR:Yes; DC:16, Will negates]					
☐☐☐☐☐	<b>Ice Dagger</b>	<b>Conjuration (Creation) [Cold]</b>	1 standard action	5 minutes	0 ft.	UM:p.224
[V, S] TARGET:	One icicle; <b>EFFECT:</b> You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage. If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn. [SR:No]					
☐☐☐☐☐	<b>Mage Armor</b>	<b>Conjuration (Creation) [Force]</b>	1 standard action	5 hours [D]	Touch	CR:p.306
[V, S, F] TARGET:	Creature touched; <b>EFFECT:</b> 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. [SR:No; DC:16, Will negates (harmless)]					
☐☐☐☐☐	<b>Mount</b>	<b>Conjuration (Summoning)</b>	1 round	10 hours [D]	Close (35 ft.)	CR:p.315
[V, S, M] TARGET:	One mount; <b>EFFECT:</b> You summon a light horse or a pony [your choice] to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle. [SR:No]					
☐☐☐☐☐	<b>Obscuring Mist</b>	<b>Conjuration, WaterSchool (Creation)</b>	1 standard action	5 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET:	Cloud spreads in 20-ft. radius from you, 20 ft. high; <b>EFFECT:</b> A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment [attacks have a 20% miss chance]. Creatures farther away have total concealment [50% miss chance, and the attacker cannot use sight to locate the target]. A moderate wind [11+ mph], such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind [21+ mph] disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater. [SR:No]					
☐☐☐☐☐	<b>Peacebond</b>	<b>Abjuration</b>	1 standard action	5 minutes	Close (35 ft.)	UC:p.238
[S] TARGET:	one sheathed or slung weapon; <b>EFFECT:</b> You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check [DC equal to the saving throw DC] to do so, provoking attacks of opportunity whether the attempt succeeds or fails. [SR:Yes (object); DC:16, Will negates (object)]					
☐☐☐☐☐	<b>Snowball</b>	<b>Conjuration (Creation) [Cold,Water]</b>	1 standard action	Instantaneous	Close (35 ft.)	POTN:p.26
[V, S] TARGET:	One ball of ice and snow; <b>EFFECT:</b> 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 5d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No; DC:16, Fortitude partial]					
☐☐☐☐☐	<b>Unseen Servant</b>	<b>Conjuration (Creation)</b>	1 standard action	5 hours	Close (35 ft.)	CR:p.364
[V, S, M] TARGET:	One invisible, mindless, shapeless servant; <b>EFFECT:</b> An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 [so it can lift 20 pounds or drag 100 pounds]. It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim [though it can walk on water]. Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. [It gets no saves against attacks.] If you attempt to send it beyond the spell's range [measured from your current position], the servant ceases to exist. [SR:No]					
☐☐☐☐☐	<b>Unshakable Chill</b>	<b>Necromancy [Cold]</b>	1 standard action	50 minutes; see text	Close (35 ft.)	UM:p.246
[V, S, M] TARGET:	One creature; <b>EFFECT:</b> The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold [Core Rulebook 442]. Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes [using the DC of severe cold instead of this spell's DC] or take additional damage. [SR:Yes; DC:19, Fortitude negates (see text)]					
☐☐☐☐☐	<b>Wave Shield</b>	<b>Abjuration [Water]</b>	1 immediate action	1 round or until discharged	Personal	ACG:p.199
[V] TARGET:	you; <b>EFFECT:</b> You create a rushing torrent of water in the rough outline of a shield. The water protects you from one physical or fire attack, granting you DR/- and fire resistance equal to half your caster level [minimum 1] on that attack. Once the spell has reduced the damage of one attack against you, it is discharged.					

## LEVEL 2 / Per Day:3 / Caster Level:5

Name	School	Time	Duration	Range	Source	
☐☐☐☐☐	<b>Cure Moderate Wounds</b>	<b>Conjuration (Healing)</b>	1 standard action	Instantaneous	Touch	CR:p.263
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes (harmless) or yes; see text; DC:17, Will half (harmless) or Will half; see text]					
☐☐☐☐☐	<b>False Life</b>	<b>Necromancy</b>	1 standard action	5 hours or until discharged; see text	Personal	CR:p.280
[V, S, M] TARGET:	You; <b>EFFECT:</b> You harness the power of unlifelike to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level [maximum +10].					
☐☐☐☐☐	<b>Flurry of Snowballs</b>	<b>Evocation [Cold,Water]</b>	1 standard action	Instantaneous	30 ft.	POTN:p.26
[V, S] TARGET:	Cone-shaped burst; <b>EFFECT:</b> You send a flurry of snowballs hurtling at your foes. Any creature in the area takes 4d6 points of cold damage from being pelted with the icy spheres. [SR:No; DC:17, Reflex half]					
☐☐☐☐☐	<b>Frost Fall</b>	<b>Evocation [Cold]</b>	1 standard action	2 rounds	Close (35 ft.)	UC:p.230
[V, S] TARGET:	5-foot radius burst; <b>EFFECT:</b> The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage [Fortitude saving throw for half] but does not become staggered even on a failed saving throw. [SR:Yes; DC:20, Fortitude partial]					
☐☐☐☐☐	<b>Ice Slick</b>	<b>Evocation [Cold]</b>	1 standard action	Instantaneous [see text]	Close (35 ft.)	MC:p.26
[V, S] TARGET:	5-ft.-radius burst; <b>EFFECT:</b> You create a blast of intense cold, coating all solid surfaces in the area with a thin coating of ice. Any creature in the area when the spell is cast takes 1d6 points of cold damage + 1 point per caster level 10 and falls prone; creatures that succeed at a Reflex save take half damage and don't fall prone. Spell resistance applies to this initial effect. \nA creature can walk within or through the area of ice at half its normal speed with a successful DC 10 Acrobatics check. Failure by 4 or less means the creature can't move that round [and must succeed at a Reflex save or fall]; failure by 5 or more means it falls [see the Acrobatics skill on page 87 of the Pathfinder RPG Core Rulebook for details]. Creatures that do not move on their turn do not need to attempt this check.\nA 5-foot square of ice has hardness 0 and 3 hit points. The ice is an instantaneous effect, but persists as nonmagical ice. Under temperate conditions, the ice lasts 1 minute per level. In tropical environments, it might last only half as long. In cold environments where ice and snow persist without melting, it could last indefinitely. [SR:Yes (see text); DC:20, Reflex half]					
☐☐☐☐☐	<b>Inflict Moderate Wounds</b>	<b>Necromancy</b>	1 standard action	Instantaneous	Touch	CR:p.300
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level [maximum +10]. [SR:Yes; DC:17, Will half]					
☐☐☐☐☐	<b>Resist Energy (Cold Only)</b>	<b>Abjuration</b>	1 standard action	50 minutes	Touch	UM:p.334
[V, S] TARGET:	Creature touched; <b>EFFECT:</b> This abjuration grants a creature limited protection from cold damage. [SR:Yes (harmless); DC:17, Fortitude negates (harmless)]					
☐☐☐☐☐	<b>See Invisibility</b>	<b>Divination</b>	1 standard action	50 minutes [D]	Personal	CR:p.339
[V, S, M] TARGET:	You; <b>EFFECT:</b> You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see. See invisibility can be made permanent with a permanency spell.					
☐☐☐☐☐	<b>Stricken Heart</b>	<b>Necromancy [Death]</b>	ACG:p.199, DC:16, CR:1, DM:1, DM:2, DM:3, DM:4, DM:5, DM:6, DM:7, DM:8, DM:9, DM:10, DM:11, DM:12, DM:13, DM:14, DM:15, DM:16, DM:17, DM:18, DM:19, DM:20, DM:21, DM:22, DM:23, DM:24, DM:25, DM:26, DM:27, DM:28, DM:29, DM:30, DM:31, DM:32, DM:33, DM:34, DM:35, DM:36, DM:37, DM:38, DM:39, DM:40, DM:41, DM:42, DM:43, DM:44, DM:45, DM:46, DM:47, DM:48, DM:49, DM:50, DM:51, DM:52, DM:53, DM:54, DM:55, DM:56, DM:57, DM:58, DM:59, DM:60, DM:61, DM:62, DM:63, DM:64, DM:65, DM:66, DM:67, DM:68, DM:69, DM:70, DM:71, DM:72, DM:73, DM:74, DM:75, DM:76, DM:77, DM:78, DM:79, DM:80, DM:81, DM:82, DM:83, DM:84, DM:85, DM:86, DM:87, DM:88, DM:89, DM:90, DM:91, DM:92, DM:93, DM:94, DM:95, DM:96, DM:97, DM:98, DM:99, DM:100, DM:101, DM:102, DM:103, DM:104, DM:105, DM:106, DM:107, DM:108, DM:109, DM:110, DM:111, DM:112, DM:113, DM:114, DM:115, DM:116, DM:117, DM:118, DM:119, DM:120, DM:121, DM:122, DM:123, DM:124, DM:125, DM:126, DM:127, DM:128, 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[V, S] TARGET:	creature touched; <b>EFFECT:</b> This spell covers your hand with a writhing black aura. As part of casting the spell, you can make a melee touch attack that deals 2d6 points of negative energy damage and causes the target to be staggered for 1 round. If the attack is a critical hit, the target is staggered for 1 minute instead. Creatures immune to precision damage are immune to the staggered effect. [SR:Yes; DC:17, none]					
☐☐☐☐☐	<b>Winter's Grasp</b>	<b>Conjuration (Creation) [Cold]</b>	1 standard action	5 rounds	Medium (150 ft.)	POTN:p.26
[V, S, M/DF (ground glass)] TARGET:	20-ft.-radius spread; <b>EFFECT:</b> Ice encrusts the ground. This icy ground is treated as normal ice, forcing creatures to spend 2 squares of movement to enter an icy square and increasing the DC of Acrobatics checks attempted in the area by 5. A creature that begins its turn in the affected area takes 1d6 points of cold damage, and takes a -2 penalty on saving throws against all spells with the cold descriptor for 1 round. [SR:No]					

## LEVEL 3 / Per Day:2 / Caster Level:5

Name	School	Time	Duration	Range	Source	
☐☐☐☐☐	<b>Ice Spears</b>	<b>Conjuration [Cold]</b>	1 standard action	Instantaneous	Close (35 ft.)	ISM:p.57
[V, S, M] TARGET:	1 ice spears; <b>EFFECT:</b> Favored by the spellcasters of Irrisen, this potent spell can disrupt spellcasters, topple enemies, and break even seemingly unstoppable charges. Upon casting this spell, one or more giant spears of ice lance up out of the ground. Each stalagmite-like icicle affects a 5-foot square and tapers to a height of 10					

## Witch Spells

frozen lake, or snow-covered field, the spears strike with additional force. Saves against the effect suffer a -2 penalty and the spell gains a +4 bonus on its combat maneuver check to trip foes. Ice spears created by this spell remain after they do their damage. They melt as normal depending on the surrounding environment. They no longer damage foes in their square, but can provide cover. An ice spear has hardness 5 and 30 hit points. [SR:No; DC:21, Reflex half and see below]

**Remove Curse** Abjuration 1 standard action Instantaneous Touch CR:p.332

[V, S] **TARGET:** Creature or object touched; **EFFECT:** Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each curse affecting the target. Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it. Remove curse counters and dispels bestow curse. [SR:Yes (harmless); DC:18, Will negates (harmless)]

**Sleet Storm** Conjuration, WaterSchool (Creation) [Cold] 1 standard action 5 rounds Long (600 ft.) CR:p.344

[V, S, M/DF] **TARGET:** Cylinder 40; **EFFECT:** Driving sleet blocks all sight [even darkvision] within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls [see the Acrobatics skill for details]. The sleet extinguishes torches and small fires. [SR:No]

\* =Domain/Speciality Spell

## Wayfinder Spell-like Abilities

At Will Light

### Prepared Spell List: Prepared Spells

Witch

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> Detect Magic <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Read Magic <input type="checkbox"/> Touch of Fatigue (DC:15)	<input type="checkbox"/> Frostbite <input type="checkbox"/> Mage Armor (DC:16) <input type="checkbox"/> Snowball (DC:16) <input type="checkbox"/> Wave Shield	<input type="checkbox"/> False Life <input type="checkbox"/> Frost Fall (DC:20) <input type="checkbox"/> Ice Slick (DC:20)	<input type="checkbox"/> Ice Spears (DC:21)

# Marjatta

Human (Jadwiga)

RACE

18

AGE

Femelle

GENDER

VISION

Neutral

ALIGNMENT

Gauche

DOMINANT HAND

5' 5"

HEIGHT

145 lbs.

WEIGHT

Ice (clear) blue

EYE COLOUR

Fair

SKIN COLOUR

Light blonde tending to light blue, Long flowing

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Irrisen

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography:

### Background

Human Homeland: City (Whitethrone)

Parents: (63) Only your father is alive

Siblings: (88) 5 siblings, 3 older (1 female, 2 male), 2 younger (1 female, 1 male) [seems too much, might change that]

Circumstance of Birth: (93 left to die?) Noble Birth

Parents:

Nobility (24) Gentry

Major Childhood Event (10) Betrayal

Witch Background: (7) Apprenticed [change to initiated?]

Influential Associates: (40) The Liege Lord

Minor Theft 2CP

Adventurer

Pressured or Manipulated 2 CP

No Guild +2 CP

(5) A Few Significant Relationships

Drawback: rolled justice... replace by Power?

## Notes:

### Notes:

Buy Urea Power Component (2 gp) +1CL to cold spells

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Weapon Focus? (for touch spells)

Weapon Finesse (for touch?)

Rime Spell (+1 lvl)

Widen Spell (+3 lvl)

Reach Spell? (+ 1/3 lvl)

? (feat that let familiar get improved critical when delivering touch spells)

Improved Familiar @7 to get an Ice Mephit

--

Use Liquid Ice as a Power Component (Adventurer's Armory):

Ray of Frost (F): The spell deals +1 point of damage.

Ray of Frost (M): The spell creates an icicle of frozen water vapor that strikes the target and deals 1d3 points of piercing damage and 1 point of cold damage.

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some water or air spell in general (summon monster 2, 4)

At level 2: (Death Knell?), Frost Fall (2d6 Cold, 1 r staggered, then 1d6 cold in area) Winter's Grasp (PotN, floor ice, d6 damage in the area, -2 vs cold for those in the area) and Ice Slick (Monster Codex) (1d6+level cold damage, prone, add ice to floor), Flurry of Snowball (cone, 4d6), Eldritch Conduit might help for the cone,

River Whip? Mirror Hideaway (ACG)

If poison spells: Pernicious Poison (II), Poison (IV), Spit Venom (III), Rain of Frogs (III), Aggravate Affliction (III), Source Pathfinder #82: Secrets of the Sphinx pg. 75)

Spectral Touch ?

4th — resist energy (cold only, from winter patron, not a witch spell)

3: Ice spears (damage, trip, obstacles), Hydrophobia?, Water Walk, Vampiric Touch?, Strangling Hair, Sleet Storm (block sight, icy ground), Irriseni Mirror Sight (not in a source I own)

4: Blast Barrier (ISM), Ice Storm (damage then difficult terrain), Ride The Waves (water, gain swim and breath underwater) Mirror Transport ACG

Total 7th level (CL 6) — ice storm (from winter patron) (damage then difficult terrain)

Total 8th — wall of ice (Winter Witch prestige class) added to spell list

Total 9th — wall of ice (from winter patron) added to familiar

5th

10th —Icy Prison (prestige class)

11th — cone of cold (patron)

6th Ice Crystal Teleport

12th — freezing sphere

7th - Ice Body

14th — control weather

16th — polar ray

18th — polar midnight.

(also as 7th spell Freezing Sphere (got it at 6th so no point))

### ITEMS

Snowfall Orb (14,000; control weather 1/day to snow/cold)  
Voidfrost Robe 11,000 gp, body, Cold resistance 5 and +1 CL for cold spells

Decanter of Endless Water (9,000 gp)

Amulet of the Blooded (Aberant: +5ft on melee touch) 15000 gp, elemental gives a 4d6 attack

Frost Fist Amulet

Truefrost Elixir (1500 gp, but Source Pathfinder #70: The Frozen Stars pg. 63)

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Delivering touch spells: Amulet of the Blooded, reach spell metamagic, use hair hex,

Touch spells :

0 - touch of fatigue (fort save)

1 - chill touch, frostbite, Inflict Light Wounds (will save)

2 - Inflict Moderate Wounds (will save), Pernicious Poison, Stricken Heart (no save), Touch of Idiocy (no save)

3 - Healing Thief, Vampiric Touch (no save)

4 - Poison (save)



Campaign	Adventure	Party	Date	Xp	Gm
				0	
				0	
PFS CS 7	Trouble in Tamran			1	
Grand lodge send us in Multani to investigate deaths.					
PFS 8	Emerald Spire level 3			3	
PFS 9	#5-21 The Merchant's Wake		2015-02-03	1	Chris Manning
PFS CS 10	#5-12 Destiny of the Sands 1: A Bitter Bargain		2016-02-06	1	Morten
PFS CS 11	#5-15 Destiny of the Sands 2: Race to Seeker's Folly		2016-02-06	1	Morten
PFS CS 12	#5-15 Mythic Powers			0	Morten