

Cerise

Character Name
Witch 11
CLASS

Vincent

Player Name
Half-Elf (Taldan) / Humanoid
RACE

None

Deity
Medium / 5 ft.
SIZE / FACE

Andoran

Region
5' 11" / 110 lbs.
HEIGHT / WEIGHT

Neutral Good

Alignment
93504-2
CHARACTER ID

11 (10) 32 / 33 28 FEMALE Jade Green Cherry Red strands, red haired, long, lightly curled Andoran Faction

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
STR Strength	7	-2	7	-2			HP hit points: 62								Walk 30 ft.							
DEX Dexterity	12	+1	12	+1			AC armor class: 17				TOTAL: 16				FLAT: 12				TOUCH: 10			
CON Constitution	12	+1	12	+1			INITIATIVE modifier: +4				TOTAL: +4				DEX MODIFIER: +1				MISC MODIFIER: +3			
INT Intelligence	21	+5	25	+7			Encumbrance				Light											
WIS Wisdom	10	+0	10	+0																		
CHA Charisma	15	+2	15	+2																		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+3	+1	+0	+0	+0	
REFLEX (dexterity)	+4	+3	+1	+0	+0	+0	
WILL (wisdom)	+9	+7	+0	+0	+2	+0	

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

MELEE attack bonus	TOTAL: +3	BASE ATTACK BONUS: +5	STAT: -2	SIZE: +0	MISC: +0	EPIC: 0	TEMP: 0
RANGED attack bonus	TOTAL: +6	BASE ATTACK BONUS: +5	STAT: +1	SIZE: +0	MISC: +0	EPIC: 0	TEMP: 0
CMB attack bonus	TOTAL: +3	BASE ATTACK BONUS: +5	STAT: -2	SIZE: +0	MISC: 0	EPIC: 0	TEMP: 0

CMB	GRAPPLE: +3	TRIP: +3	DISARM: +3	SUNDER: +3	BULL RUSH: +3	OVERRUN: +3
CMD	15	15	15	15	15	15

UNARMED (nonlethal only)	TOTAL ATTACK BONUS: +3	DAMAGE: 1d3-2	CRITICAL: 20/x2	REACH: 5 ft.
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*Dagger		HAND: directrice	TYPE: PS	SIZE: M	CRITICAL: 19-20/x2	REACH: 5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+3	1d4-2	2W-P-(OH): -3	1d4-2		
1H-O	-1	1d4-2	2W-P-(OL): -1	1d4-2		
2H	+3	1d4-2	2W-OH: -5	1d4-2		
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2	

Alchemist's Fire (Flask)		HAND: Équipé	TYPE: F	SIZE: M	CRITICAL: 20/x2	REACH: 5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Amulet of Natural Armor		+1	+0	0	
*Ring of Protection		+1	+0	0	

TOTAL SKILLPOINTS: 77		SKILLS		MAX RANKS: 11/11	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	= 1 + 3		
✓ Appraise	INT	7	= 7		
✓ Bluff	CHA	5	= 2 + 3		
✓ Climb	STR	-2	= -2		
✓ Craft (Untrained)	INT	7	= 7		
✓ Diplomacy	CHA	24	= 2 + 11 + 11		
✓ Disguise	CHA	5	= 2 + 3		
✓ Escape Artist	DEX	6	= 1 + 5		
✓ Fly	DEX	15	= 1 + 11 + 3		
✓ Heal	WIS	0	= 0		
✓ Intimidate	CHA	11	= 2 + 1 + 8		
Knowledge (Arcana)	INT	21	= 7 + 11 + 3		
Knowledge (Dungeoneering)	INT	8	= 7 + 1		
Knowledge (Engineering)	INT	8	= 7 + 1		
Knowledge (Geography)	INT	9	= 7 + 2		
Knowledge (History)	INT	13	= 7 + 3 + 3		
Knowledge (Local)	INT	8	= 7 + 1		
Knowledge (Nature)	INT	13	= 7 + 3 + 3		
Knowledge (Nobility)	INT	8	= 7 + 1		
Knowledge (Planes)	INT	13	= 7 + 3 + 3		
Knowledge (Religion)	INT	8	= 7 + 1		
Linguistics (Celestial, Sylvan, Thassilonian, Tien)	INT	11	= 7 + 4		
✓ Perception	WIS	17	= 0 + 11 + 6		
Perform (Oratory)	CHA	9	= 2 + 1 + 6		
✓ Perform (Untrained)	CHA	5	= 2 + 3		
✓ Ride	DEX	1	= 1		
✓ Sense Motive	WIS	7	= 0 + 5 + 2		
Spellcraft	INT	21	= 7 + 11 + 3		
✓ Stealth	DEX	2	= 1 + 1		
✓ Survival	WIS	0	= 0		
✓ Swim	STR	2	= -2 + 4		
Use Magic Device	CHA	19	= 2 + 11 + 6		
			= + +		
			= + +		

Conditional Skill Modifiers:
+5 bonus to Diplomacy with members of the character's faction
+2 circumstance bonus to Diplomacy with Dwarves

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Circlet of Persuasion	Equipped	1	0 / 4,500	
Headband of Vast Intelligence +4	Equipped	1	1 / 16,000	
Amulet of Natural Armor +1	Equipped	1	0 / 2,000	
Dagger	Equipped	1	1 / 2	
Ring of Protection +1	Equipped	1	0 / 2,000	
Outfit (Scholar's)	Equipped	1	6 / 0	
Cackling Hag's Blouse	Equipped	1	2 / 6,000	
Heavyload Belt	Equipped	1	3 / 2,000	
Cloak of Displacement, Minor	Equipped	1	1 / 24,000	
20% miss chance on attacks against wearer				
Handy Haversack	Equipped	1	5 / 2,000	
64.04 lbs., 1 Wand of Mage Armor, 1 Waterproof Bag, 1 Smelling Salts, 1 Scroll (Mount), 1 Scroll (Remove Sickness/Witch/1st/Arcane/Minor), 2 Alchemist's Fire (Flask), 1 Ink (1 oz. Vial), 1 Inkpen, 5 Paper (Sheet), 1 Rod (Bouncing/Lesser), 1 Scroll Case, 1 Belt Pouch, 1 Scroll (Command), 1 Scroll (Delay Poison), 1 Scroll (Hex Ward/Witch/1st/Arcane/Minor), 1 Chronicle of Kyonin, 1 Jewelry for courtier's outfit, 1 Courtier's Outfit, 1 Familiar Satchel, 1 Pathfinder Chronicle, 1 Rod (Extend/Lesser), 1 Fortune-Teller's Deck (Quality), 1 Scroll (Tongues), 9 Coin (Silver Piece), 1 Potion of Darkvision, 1 Wand of Arcane Sight, 1 Wand of Restoration (Lesser), 1 Wand of Resist Energy (CL 7), 1 Wand of Endure Elements, 35 Rations (Trail/Per Day), 1 Dweomer's Essence, 1 Wand of Cure Light Wounds				
Waterproof Bag	Handy Haversack	1	NaN / 0.5	
Smelling Salts	Handy Haversack	1	0 / 25	
Grants new saving throw against unconscious or staggered conditions. If dying, become conscious and staggered but still make stabilization checks each round.Craft DC: 25				
Scroll (Mount)	Handy Haversack	1	NaN / 25	
Scroll (Remove Sickness/Witch/1st/Arcane/Minor)	Handy Haversack	1	0 / 25	
Alchemist's Fire (Flask)	Handy Haversack	2	1 (2) / 20 (40)	
Thrown splash weapon see p.202. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage.				
Ink (1 oz. Vial)	Handy Haversack	1	0 / 8	
Inkpen	Handy Haversack	1	0 / 0.1	
Paper (Sheet)	Handy Haversack	5	0 (0) / 0.4 (2)	
hardness 0, 1 hit point, and break DC 5				
Rod (Bouncing/Lesser)	Handy Haversack	1	5 / 3,000	
Scroll Case	Handy Haversack	1	NaN / 1	
Belt Pouch	Handy Haversack	1	NaN / 1	
Scroll (Command)	Handy Haversack	1	NaN / 25	
Scroll (Delay Poison)	Handy Haversack	1	NaN / 150	
Scroll (Hex Ward/Witch/1st/Arcane/Minor)	Handy Haversack	1	0 / 25	
Chronicle of Kyonin	Handy Haversack	1	1 / 50	
Wand of Magic Missile	Wrist Sheath, Spring Loaded	1	NaN / 90	
1 to 5 missiles that do 1d4+1 damage each.				
Jewelry for courtier's outfit	Handy Haversack	1	0 / 50	
Courtier's Outfit	Handy Haversack	1	6 / 30	
Familiar Satchel	Handy Haversack	1	6 / 25	
Provides total cover to any Tiny or smaller creature contained within it.				
Pathfinder Chronicle	Handy Haversack	1	1 / 50	
Rod (Extend/Lesser)	Handy Haversack	1	5 / 3,000	
Fortune-Teller's Deck (Quality)	Handy Haversack	1	1 / 25	
Scroll (Tongues)	Handy Haversack	1	NaN / 375	
Potion of Darkvision	Handy Haversack	1	0 / 300	
Grants darkvision (60 ft.) for 3 hours				
Rations (Trail/Per Day)	Handy Haversack	35	1 (35) / 0.5 (17.5)	
Wand of Arcane Sight	Handy Haversack	1	NaN / 450	
Dweomer's Essence	Handy Haversack	1	NaN / 500	
Wand of Cure Serious Wounds	Wrist Sheath, Spring Loaded	1	NaN / 900	
TOTAL WEIGHT CARRIED/VALUE 29,12 lbs. 86,132.1gp				

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Pearl of Power (1st Level)	Equipped	2	0 (0) / 1,000 (2,000)	
Wand of Restoration (Lesser)	Handy Haversack	1	NaN / 1,260	
Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores.				
Wand of Endure Elements	Handy Haversack	1	NaN / 420	
A creature protected by endure elements suffers no harm from being in a hot or cold environment.				
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5	
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0.06 lbs., 1 Wand of Cure Serious Wounds				
Wrist Sheath, Spring Loaded	Equipped	1	1 / 5	
Holds 1 forearm-length item or five arrows or bolts. Swift action to release 1 or more items (provokes as normal). +2 on Sleight of Hand to hide items in sheath. Can wear one wrist sheath per arm. Full-round action to insert item.0.06 lbs., 1 Wand of Magic Missile				
Wayfinder	Equipped	1	1 / 500	
light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone				
Spell Component Pouch	Equipped	1	2 / 5	
Platinum Ring (50 gp)	Spell Component Pouch	1	0 / 50	
Focus for Shield Other				
Incense (25 gp)	Spell Component Pouch	1	0 / 25	
Material Component for Augury				
Silver Crescent	Spell Component Pouch	1	0 / 5	
Threifold Aspect				
Ointment (250 gp)	Spell Component Pouch	1	0 / 250	
Material Component for True Seeing				
Ioun Stone, Dusty rose Prism - Cracked	Equipped	1	0 / 500	
Rod (Extend)	Equipped	1	5 / 11,000	
Wand of Cure Light Wounds	Handy Haversack	1	NaN / 645	
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
Wand of Mage Armor	Handy Haversack	1	NaN / 90	
An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.				
Wand of Resist Energy (CL 7)	Handy Haversack	1	0 / 1,680	
Resist 20				
TOTAL WEIGHT CARRIED/VALUE			29,12 lbs.	86,132.1gp

WEIGHT ALLOWANCE					
Light	93	Medium	186	Heavy	280
Lift over head	280	Lift off ground	560	Push / Drag	1400

MONEY	
Coin (Silver Piece):	9[Handy Haversack]
Total= 0.9 gp [Unspent Funds = 3,220.9 gp]	

MAGIC	
The ioun stone is in the wayfinder. The location for the tapestry fast travel boon is Almas (capital of Andoran).	
Hexing Runes	
These runes may be carved from wood or cast in silver and are worn on a leather cord. When a witch prepares her spells, she may also choose to use the hexing runes to augment one hex she can use. The save DC of this hex increases by 1 for 24 hours. # Additionally, once per day when she speaks the command word, the wearer gains the benefits of the ward hex as if cast by an 8th level witch.	
Ward (Su) (Advanced Player's Guide pg. 67 (Amazon)): A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.	
Sacred Scorpion Tattoo: You have earned the trust and respect of Anahita and Ardashir. The girtabillu siblings offer to tattoo a scorpion on your arm, shoulder,	

MAGIC

or neck using cactus flower ink and a scorpion's stinger. Whenever the tattoo is visible, you gain scorpion empathy (as wild empathy using your character level as your effective druid level, save that it works only on scorpions) and a +2 bonus on Diplomacy checks to influence girtablilus. However, you suffer a permanent -2 penalty on Fortitude saves against girtablilu and scorpion venom.

Chronicle of Kyonin (50 gp; your notes from the elven nation of Kyonin act as a Pathfinder Chronicle [Pathfinder Campaign Setting: The Inner Sea World Guide 293], granting you a +2 circumstance bonus on any Knowledge check regarding elves, elven settlements, and elven history when used as a reference [an action that takes 1d4 full rounds of searching the text])

Major Ameliorating (Su) (Healer's Handbook pg. 17): The witch can touch a creature to suppress or protect it from more debilitating negative conditions. Each time she uses this hex, the witch either chooses the blinded or deafened condition, or chooses a type of effect: curse, disease, or poison. If the target is or later becomes afflicted with the chosen condition or effect, that condition or effect is suppressed for a number of minutes equal to the witch's level. Alternatively, for 24 hours the witch can grant her target a +4 circumstance bonus on saving throws against effects that cause any two of the above conditions or effects (witch's choice; she can choose any combination of conditions or effects, as long as she chooses only two total). At 15th level, the witch can choose up to two total conditions or types of effects to suppress or three total conditions or types of effects to grant a circumstance bonus against each time she uses the major ameliorating hex. Once a creature has benefited from this hex, it cannot benefit from it again for 24 hours.

Languages

Auran, Azlanti, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan, Thassilonian, Tien, Varisian

Other Companions

A trush is perched most of the time on her shoulder, sometime just on top of her head or next to her. He speaks Common with Andoran accent, and present itself as Moqueur.

Traits

Ease of Faith [Paizo Inc. - Advanced Player's Guide, p.328]

Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

Elven Reflexes [Paizo Inc. - Advanced Player's Guide, p.331]

One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

Special Qualities

Arcane Training [Paizo Inc. - Advanced Player's Guide, p.17]

Half-elves occasionally seek tutoring to help them master the magic in their blood. Half-elves with this racial trait have only one favored class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their favored class as if 1 level higher (or as a 1st-level character if they have no levels in that class). This racial trait replaces the multitalented racial trait.

Bonus Witch Spell [Paizo Inc. - Advanced Race Guide]

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

Cackle (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch can cackle madly as a move action. This hex can be used only once per round. 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.

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.

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.

Dual Minded [Paizo Inc. - Advanced Player's Guide, p.17]

The mixed ancestry of some half-elves makes them resistant to mental attacks. Half-elves with this racial trait get a +2 bonus on all Will saving throws. This racial trait replaces the adaptability racial trait.

Elf Blood (Ex)

Half-elves count as both elves and humans for any effect related to race. [Paizo Inc. - Core Rulebook, p.24]

Elven Immunities (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Evil Eye (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch can cause doubt in the mind of a foe within 30 feet that you can see. The target takes a -4 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for 10 rounds. A Will save reduces this to just 1 round. This is a mind-affecting effect.

Familiar's Alertness ability active (Ex) [Paizo Inc. - Core Rulebook]

PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.

Flight (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch grow lighter as you gain power, eventually gaining the ability to fly. The witch can use feather fall on herself at will and gain a +4 racial bonus on Swim checks. She can cast levitate on herself once per day. The witch may fly, as per the spell, for 11 minutes per day. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Fortune (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch can grant a creature within 30 feet a bit of good luck for 2 rounds. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result.

Healing (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

The witch may heal with a touch, this acts as a cure moderate wounds spell, using the witch's caster level.

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 22.

Keen Senses (Ex) [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive a +2 bonus on Perception skill checks.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Major Hex - Agony (Su) [Paizo Inc. - Advanced Player's Guide, p.68]

The target is nauseated for 11 rounds. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect.

Misfortune (Su) [Paizo Inc. - Advanced Player's Guide, p.66]

For 2 rounds, anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this hex.

Time Patron [Paizo Publishing, LLC - Ultimate Magic, p.83]

2nd—ventriloquism, 4th—silence, 6th—haste, 8th—threefold aspect, 10th—teleport, 12th—disintegrate, 14th—expend, 16th—temporal stasis, 18th—time stop.

Voratalo [Paizo Inc. - Inner Sea World Guide, p.289]

You cast spells from the necromancy school at +1 caster level. Additionally, you gain touch of fatigue as a spell-like ability usable 3/day.

Witch's Familiar [Paizo Inc. - Advanced Player's Guide, p.67]

You form a close bond with a familiar, 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.

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 (17x)

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

The character has 17 current prestige points.

Fame (58x)

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

The character has accumulated 58 Fame. He has a +5 to Diplomacy with members of his faction. Maximum Item Cost: 5365000 gp

Captain (Andoran Faction) (cskill)

[Paizo Inc. - Pathfinder Society Field Guide, p.14]

Captain (Andoran, Fame 40, 1 PP, Eagle Knight) Having performed valued and extraordinary service to Andoran as a member of the Eagle Knights, you are elevated to the rank of captain and become specialized in Perform (oratory).

Caravan (Diplomacy)

[Paizo Inc. - Pathfinder Society Primer, p.61]

You own a controlling share in a caravan that makes regular trips through the Inner Sea region. You aren't required to maintain a presence in the caravan, and thus do not need to accompany the caravan as it makes its journeys, but you do shoulder some of the responsibility of ownership. For the most part, this means handling things like representing the caravan's interests to important merchants, politicians, and aristocrats. When you first purchase your caravan, you must decide how you wish to represent the caravan's interests - this decides what additional skill you can use to make Day Job checks. If you wish to represent the caravan as an upstanding citizen and above-the-board merchant, you can use Diplomacy to make Day Job rolls. If, on the other hand, you want to skirt the laws, focus on smuggling, and otherwise use deception to maintain the caravan's success, you can use Bluff to make Day Job rolls. Finally, if you want to have your caravan be especially well guarded and use blatant shows of force to get what you need, you can use Intimidate to make Day Job rolls.

Eagle Knight (Andoran Faction) (+1)

[Paizo Inc. - Pathfinder Society Field Guide, p.14]

Eagle Knight (Andoran, Fame 20, 1 PP) You are invited into the ranks of the illustrious Eagle Knights with the rank of lance corporal. You become specialized in Diplomacy.

Free purchase up to 750 gp

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

Free purchase up to 750 gp (2 PP)

Kighthood (Andoran Faction)

[Paizo Inc. - Pathfinder Society Field Guide, p.14]

Kighthood (Andoran, Fame 40, 4 PP) You become invested as a knight of Andoran, gaining the title "sir" if male or "dame" if female before your given name. You may also append "knight" onto any existing titles within the Eagle Knights if you are a member, such as "knight captain" or "knight corporal." You gain a +2 bonus on Diplomacy and Knowledge (nobility) checks within Andoran or against Andoren subjects.

Raise dead

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

Raise dead

Rescue

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

Have your body recovered by a rescue team

Restful Pathfinders' Lounge

[Paizo Inc. - Pathfinder Society Field Guide, p.61]

Restful Pathfinders' Lounge (2 PP): Decades ago, a group of affluent Pathfinders founded the Restful Pathfinders' Lounge, a members-only club in the Petal District of Absalom where they could relax when not adventuring, while simultaneously avoiding having a venture-captain tell them they weren't busy enough. Without the ruffraff of a public tavern present, they may spend time with their closest companions and enjoy a good brandy or a light smoke in peace and quiet. When in Absalom, you may gain the benefit of 8 hours rest in only 6 hours when they are spent at this private club.

Retraining (5x)

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

The character has spent prestige points to retrain.

Feats

Extra Hex (2x)

[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 Spell Focus (Necromancy)

[Paizo Inc. - Core Rulebook, p.125]

Any spells you cast from your chosen school of magic are very hard to resist.

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Spell Focus (Necromancy)

[Paizo Inc. - Core Rulebook, p.134]

Any spells you cast of your chosen school of magic are more difficult to resist.

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Split Hex

[Paizo Inc. - Ultimate Magic, p.156]

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

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

Varisian Tattoo

[Paizo Inc. - Inner Sea World Guide, p.289]

You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. Gain a cantrip as a spell-like ability.

You bear intricate tattoos of the ancient traditions of Varisian magic that inspire and empower your natural magic ability. Your potency in spells from a chosen school increases, and you gain a spell-like ability.

Alertness (Granted)

[Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

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

Proficiencies

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

Temporary Bonus

Mage Armor

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Feather Fall	Transmutation, AirSchool	1	immediate action	Until landing or 11 rounds	Close (50 ft.) CR:p.281
[V] TARGET: 11 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes. The spell affects one or more Medium or smaller creatures [including gear and carried objects up to each creature's maximum load] or objects, or the equivalent in larger creatures; a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth. This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop. Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature. [SR:Yes (object); DC:18, Will negates (harmless) or Will negates (object);]					
<input type="checkbox"/> Levitate	Transmutation, AirSchool	1	standard action	11 minutes [D]	Personal or Close CR:p.304
[V, S, F] TARGET: You or one willing creature or one object [total weight up to 1100 lbs.]; EFFECT: Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally [generally at half its base land speed]. A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Touch of Fatigue	Necromancy	1	standard action	11 rounds	Touch CR:p.360
[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 normal fatigue, the effect ends as soon as the spell's duration expires. [SR:Yes; DC:12, Fortitude negates]					

* =Domain/Specialty Spell

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will Light	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 PER DAY	0	1	2	3	4	5	6	7	8	9
Concentration	+18	6	6	6	4	3	2	—	—	—

LEVEL 0 / Per Day:4 / Caster Level:11

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Arcane Mark	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, 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Bleed (CL:12)	Necromancy	1	standard action	Instantaneous	Close (55 ft.) CR:p.249
[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:19, Will negates]; CONCENTRATION:+19					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light]	1	standard action	1 minute [D]	Medium (210 ft.) CR:p.263
[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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Daze	Enchantment (Compulsion) [Mind-Affecting]	1	standard action	1 round	Close (50 ft.) CR:p.264
[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:17, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1	standard action	Concentration, up to 11 minutes [D]	60 ft. CR:p.267
[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 auras, 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Poison	Divination	1	standard action	Instantaneous	Close (50 ft.) CR:p.268
[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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Guidance	Divination, VoidElementalSchool	1	standard action	1 minute or until discharged	Touch CR:p.292
[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:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1	standard action	110 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mending	Transmutation [MetalSchool]	10	minutes	Instantaneous	10 ft. CR:p.312
[V, S] TARGET: One object of up to 11 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. One object of up to 11 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. One 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:17, Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Message	Transmutation, AirSchool [Language-Deper]	1	standard action	110 minutes	Medium (210 ft.) CR:p.313
[V, S, F] TARGET: 11 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Putrefy Food and Drink	Transmutation [Poison]	1	standard action	Instantaneous	10 ft. APG:p.237
[V, S] TARGET: 11 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:17, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Read Magic	Divination	1	standard action	110 minutes	Personal CR:p.330
[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.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance	Abjuration	1	standard action	1 minute	Touch CR:p.334
[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:17, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Spark	Evocation, FireSchool [Fire]	1	standard action	Instantaneous	Close (50 ft.) APG:p.246
[V or S] TARGET: one Fine object; EFFECT: You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object. [SR:Yes (object); DC:17, Fortitude negates (object)]					

* =Domain/Specialty Spell

Witch Spells

<p>Stabilize [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:17, Will negates (harmless)]</p>	<p>Conjuration (Healing) 1 standard action Instantaneous Close (50 ft.) CR:p.348</p>
<p>Touch of Fatigue (CL:12) [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:19, Fortitude negates]; CONCENTRATION:+19</p>	<p>Necromancy 1 standard action 12 rounds Touch CR:p.360</p>

LEVEL 1 / Per Day:6 / Caster Level:11

Name	School	Time	Duration	Range	Source
<p>Bungle [V, S] TARGET: One humanoid; EFFECT: The target takes a $\diamond 20$ penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell. [SR:Yes; DC:18, Will negates]</p>	<p>Enchantment (Compulsion) 1 standard action Concentration + 2 rounds or until triggered Close (50 ft.) UM:p.209</p>				
<p>Burning Hands [V, S] TARGET: Cone-shaped burst; EFFECT: 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. [SR:Yes; DC:18, Reflex half]</p>	<p>Evocation, FireSchool [Fire] 1 standard action Instantaneous 15 ft. CR:p.251</p>				
<p>Cause Fear (CL:12) [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:20, Will partial]; CONCENTRATION:+19</p>	<p>Necromancy [Fear, Mind-Affecting, Emotion] 1 standard action 1d4 rounds or 1 round; see text Close (55 ft.) CR:p.252</p>				
<p>Command [V] TARGET: One living creature; EFFECT: You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options. Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn. Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties. Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal. Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails. [SR:Yes; DC:18, Will negates]</p>	<p>Enchantment (Compulsion) [Language-Dep] 1 standard action 1 round Close (50 ft.) CR:p.256</p>				
<p>Comprehend Languages [V, S, M/DF] TARGET: You; EFFECT: 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.</p>	<p>Divination 1 standard action 110 minutes Personal CR:p.258</p>				
<p>Cure Light Wounds [V, S] TARGET: Creature touched; EFFECT: 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:18, Will half (harmless); see text]</p>	<p>Conjuration (Healing) 1 standard action Instantaneous Touch CR:p.263</p>				
<p>Ear-Piercing Scream [V, S] TARGET: One creature; EFFECT: 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:18, Fortitude partial (see text)]</p>	<p>Evocation [Sonic] 1 standard action Instantaneous; see text Close (50 ft.) UM:p.218</p>				
<p>Frostbite [V, S] TARGET: Up to 11 creatures touched; EFFECT: 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]</p>	<p>Transmutation [Cold] 1 standard action Instantaneous Touch UM:p.221</p>				
<p>Hex Vulnerability (CL:12) [V, S, M] TARGET: one creature; EFFECT: The targeted creature becomes susceptible to a repeat use of your harmful hexes, even if you could not otherwise target that creature with a particular hex for a certain time period. For example, normally after you target a creature with a charm hex, you cannot target it again for 1 day. But after casting this spell on a creature, you could try the charm hex repeatedly as long as the spell persists. The end of this spell has no effect on any active or ongoing hex on a creature. For example, if the creature failed its save against a second use of your charm hex, it remains charmed for the normal duration, even if the spell expires before the hex does. Each subsequent casting of this spell on a target within a 24-hour period gives the target a +4 bonus on its save against the spell and imposes a -4 penalty on your caster level check to overcome the target's spell resistance with this spell. [SR:Yes; DC:20, Will negates]; CONCENTRATION:+19</p>	<p>Necromancy [Curse] 1 standard action 12 rounds Close (55 ft.) ACG:p.184</p>				
<p>Hex Ward [V, S] TARGET: Creature touched; EFFECT: You give the target a +4 resistance bonus on saving throws against witch hexes. [SR:Yes (harmless); DC:18, Will negates (harmless)]</p>	<p>Abjuration 1 standard action 11 hours Touch UM:p.223</p>				
<p>Identify [V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts. [SR:No]</p>	<p>Divination 1 standard action 33 rounds [D] 60 ft. CR:p.299</p>				
<p>Ill Omen [V, S, M] TARGET: one creature; EFFECT: 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. [SR:Yes]</p>	<p>Enchantment (Compulsion) [Mind-Affecting] 1 standard action 11 rounds or until discharged Close (50 ft.) APG:p.229</p>				
<p>Inflict Light Wounds (CL:12) [V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell cures such a creature of like amount of damage, rather than harming it. [SR:Yes; DC:20, Will half]; CONCENTRATION:+19</p>	<p>Necromancy 1 standard action Instantaneous Touch CR:p.300</p>				
<p>Mage Armor [V, S, F] TARGET: Creature touched; EFFECT: 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:18, Will negates (harmless)]</p>	<p>Conjuration (Creation) [Force] 1 standard action 11 hours [D] Touch CR:p.306</p>				
<p>Obscuring Mist [V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: 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]</p>	<p>Conjuration, WaterSchool (Creation) 1 standard action 11 minutes [D] 20 ft. CR:p.317</p>				
<p>Ray of Enfeeblement (CL:12) [V, S] TARGET: Ray; EFFECT: A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels [maximum 1d6+5]. The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead. [SR:Yes; DC:20, Fortitude half]; CONCENTRATION:+19</p>	<p>Necromancy 1 standard action 12 rounds Close (55 ft.) CR:p.329</p>				
<p>Ray of Sickness (CL:12) [V, S, M] TARGET: Ray; EFFECT: This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save. [SR:Yes; DC:20, Fortitude partial; see text]; CONCENTRATION:+19</p>	<p>Necromancy 1 standard action 12 minutes Close (55 ft.) UM:p.234</p>				
<p>Remove Sickness [V, S] TARGET: One creature; EFFECT: You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell. [SR:Yes (harmless); DC:18, Fortitude negates (harmless)]</p>	<p>Conjuration (Healing) 1 standard action 110 minutes; see text Close (50 ft.) UM:p.234</p>				
<p>Shield Companion [V, S] TARGET: your companion creature; EFFECT: This spell creates a special mystical connection between you and your companion creature-animal companion, bonded mount, eidolon, or familiar-which allows you to transfer its wounds to you. The creature gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. As an immediate action when your companion takes damage, you can take that damage yourself to prevent your companion from being harmed [similar to shield other, except the damage is not split between you and the target]. Forms of harm that do not involve the loss of hit points, such as charm effects, temporary ability damage, level drain, and death effects, are not affected. If the creature suffers a reduction of hit points from a lowered Constitution score, you cannot take that damage on behalf of your companion creature because it is not hit point damage. When the spell ends, damage directed to you by the spell is not reassigned to the subject. If you and your companion move out of range of each other, the spell ends. This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. [SR:Yes (harmless); DC:18, Will negates (harmless)]</p>	<p>Abjuration ACG:p.184 http://www.d20srd.org/pathfinderRPG/prd/advancedClassGuide/spells/shieldCompanion.html</p>				
<p>Sleep [V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: 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. [SR:Yes; DC:18, Will negates]</p>	<p>Enchantment (Compulsion) [Mind-Affecting] 1 round 11 minutes Medium (210 ft.) CR:p.344</p>				
<p>Summon Monster I [V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature [typically an outsider, elemental, or magical beast native to another plane]. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-5. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components [such as wish]. When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-5 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment. [Table Not Included] [SR:No]</p>	<p>Conjuration (Summoning) 1 round 11 rounds [D] Close (50 ft.) CR:p.350</p>				
<p>Unbreakable Heart [V, S] TARGET: One creature; EFFECT: Creature gains +4 morale bonus on saves against mind-affecting effects that rely on negative emotions or that would force him to harm an ally. Suppresses such effects already in place. [SR:Yes (harmless); DC:18, Will negates (harmless)]</p>	<p>Enchantment (Compulsion) [Mind-Affecting] 1 standard action 11 rounds Close (50 ft.) ISWG:p.296</p>				
<p>Unseen Servant [V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: 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]</p>	<p>Conjuration (Creation) 1 standard action 11 hours Close (50 ft.) CR:p.364</p>				

* = Domain/Specialty Spell

Witch Spells

<p>Urban Grace [V, S] TARGET: You; EFFECT: You become one with the city around you, allowing you to move more easily through its crowds and buildings. For the duration of this spell, your base land speed increases by 10 feet. In addition, it does not cost you 2 squares of movement to enter a square with crowds, though the crowd still provides cover to you. This ability does not allow you to enter the space of enemy creatures without making the appropriate Acrobatics check. In addition, you receive a +4 circumstance bonus on Acrobatics checks made to move across uneven urban surfaces, such as roofs and broken pavement, and on Climb checks made to scale walls and other artificial surfaces. Whenever you make an Acrobatics check to make a long jump between two buildings or artificial structures, you are always treated as if you had a running start, regardless of the actual distance traveled. [SR:No]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>11 minutes</p>	<p>Personal</p>	<p>ARG:p.49</p>
<p>Ventriloquism [V, F] TARGET: Intelligible sound, usually speech; EFFECT: You can make your voice [or any sound that you can normally make vocally] seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory [but still hears it]. [SR:No; DC:18, Will disbelief (if interacted with)]</p>	<p>Illusion (Figment)</p>	<p>1 standard action</p>	<p>11 minutes [D]</p>	<p>Close (50 ft.)</p>	<p>CR:p.365</p>
<p>Wizened Appearance [V,S] TARGET: Creature touched; EFFECT: You polymorph your target to look like an older version of itself. You select how much older [for example, 10 years older or as an adult]. You can't otherwise change the target's appearance other than those details directly associated with aging [for example, a target's hair might turn gray or the target might develop liver spots]. This spell allows children of creatures that are Medium or smaller when fully grown to grow one size category to the normal, adult size of that type of creature, but otherwise the selected age increase doesn't alter the creature's size. A change in size doesn't alter the target's ability scores. This spell doesn't affect or cause any age-based modifications to ability scores or other age-related effects like dragon age categories or natural metamorphoses. Wizened appearance and youthful appearance counter and dispel each other. [SR:Yes; DC:18, Fortitude negates]</p>	<p>Transmutation (Polymorph)</p>	<p>1 standard action</p>	<p>11 hours</p>	<p>Touch</p>	<p>UI:p.229</p>
<p>Youthful Appearance [V, S] TARGET: Creature touched; EFFECT: 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.</p>	<p>Transmutation (Polymorph)</p>	<p>1 standard action</p>	<p>11 hours</p>	<p>Touch</p>	<p>UM:p.249</p>

LEVEL 2 / Per Day:6 / Caster Level:11

Name	School	Time	Duration	Range	Source
<p>Aggressive Thundercloud [V, S, M/DF] TARGET: 5-ft.-diameter sphere; EFFECT: A crackling, spherical storm cloud flies in whichever direction you point and deals electricity damage to those it strikes. It has a fly speed of 20 feet with perfect maneuverability. If it enters a space that contains a creature, the storm stops moving for the round and deals 3d6 points of electricity damage to that creature, though a successful Reflex save negates that damage. It provides concealment [20% miss chance] to anything within it, and its flickering light illuminates the same area a candle would. The sphere moves as long as you actively direct it [as a move action for you]; otherwise, it stays at rest and crackles with lightning. It can be moved by wind effects and counts as a Small creature for the purpose of determining how winds affect it. The sphere has no physical substance and cannot exert any force on corporeal creatures or objects. It disperses if it exceeds the spell's range. [SR:Yes; DC:19, Reflex negates]</p>	<p>Evocation [Electricity]</p>	<p>1 standard action</p>	<p>11 rounds</p>	<p>Medium (210 ft.)</p>	<p>ACG:p.172</p>
<p>Alter Self [V, S, M] TARGET: You; EFFECT: When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet. Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity. Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.</p>	<p>Transmutation (Polymorph)</p>	<p>1 standard action</p>	<p>11 minutes [D]</p>	<p>Personal</p>	<p>CR:p.240</p>
<p>Augury [V, S, M, F] TARGET: You; EFFECT: An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: . Weal [if the action will probably bring good results]. . Woe [for bad results]. . Weal and woe [for both]. . Nothing [for actions that don't have especially good or bad results]. If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the longterm consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.</p>	<p>Divination</p>	<p>1 minute</p>	<p>Instantaneous</p>	<p>Personal</p>	<p>CR:p.245</p>
<p>Beastspeak [S, DF] TARGET: you; EFFECT: When you're in the form of an animal [such as when you are using wild shape or are affected by a polymorph effect], you can speak normally, including when you cast spells with verbal components, and you sound like your normal self when you speak. You can cast this spell while in animal form, using animal-appropriate somatic components.</p>	<p>Divination</p>	<p>1 standard action</p>	<p>110 minutes</p>	<p>Personal</p>	<p>ACG:p.175</p>
<p>Blindness/Deafness (CL:12) [V] TARGET: One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:21, Fortitude negates] ; CONCENTRATION:-19</p>	<p>Necromancy [Curse]</p>	<p>1 standard action</p>	<p>Permanent [D]</p>	<p>Medium (220 ft.)</p>	<p>CR:p.250</p>
<p>Burning Gaze [V, S, M/DF] TARGET: You; EFFECT: Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance. As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze. Note that this spell does not grant an actual gaze attack- foes and allies are not in danger of catching on fire simply by meeting your gaze. [SR:Yes; DC:19, Fortitude negates (see text)]</p>	<p>Evocation, FireSchool [Fire]</p>	<p>1 standard action</p>	<p>11 rounds</p>	<p>Personal</p>	<p>APG:p.208</p>
<p>Callback [V, S, M (crushed grasshopper)] TARGET: Your familiar; EFFECT: If your familiar takes hit point damage while within range of this spell, it immediately teleports to your space after the damage is applied. If it's killed, its corpse teleports instead. Optionally, you can specify a number of points of damage for your familiar to take before the spell takes effect. Once the familiar has teleported back to you, the spell ends. [SR:Yes (harmless); DC:19, Fortitude negates (harmless)]</p>	<p>Conjuration (Teleportation)</p>	<p>1 standard action</p>	<p>110 minutes or until expended</p>	<p>Long (840 ft.)</p>	<p>FF:p.22</p>
<p>Conditional Favor [V] TARGET: One creature; EFFECT: You must cast this spell immediately before casting another spell on the same creature, eliciting a promise or warning against a behavior and binding the target to the paired spell. If you don't cast a paired spell, conditional favor has no effect. The paired spell must be from the abjuration, conjuration [healing], enchantment, or transmutation school or subschool, and must be cast on a willing creature. If the spell's recipient violates the oath or prohibition while conditional favor remains in effect, the paired spell is undone as if never cast. If the spell was a healing spell, the hit point damage or condition you removed returns immediately, even if the subject has enjoyed subsequent rest or healing. Poisons, diseases, curses, restored ability damage, and negative levels removed by the paired spell return as well. Conditional favor recognizes the spirit of your condition and doesn't trigger a violation due to unintended consequences or circumstances that the subject could not predict with her current knowledge of the situation. For instance, if the prohibition prevented the subject from laying a finger on royalty, touching a disguised prince would not count as a violation if the subject did not recognize the prince, nor would touching a member of royalty while dominated. The subject of the spell intuitively knows beforehand whether an action will cause it to lose the paired spell's benefit. [SR:Yes; DC:19, None; see text]</p>	<p>Abjuration</p>	<p>1 swift action</p>	<p>11 days [D]</p>	<p>See text</p>	<p>UI:p.206</p>
<p>Cure Moderate Wounds [V, S] TARGET: Creature touched; EFFECT: 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:19, Will half (harmless) or Will half; see text]</p>	<p>Conjuration (Healing)</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.263</p>
<p>Detect Magic (Greater) [V,S] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that you can glean much more information from the magical auras that you find, and those auras can be found after a much greater length of time. You can detect a lingering aura for up to 11 days, regardless of the aura's original strength. Additionally, when you use a standard action to concentrate on this spell, you can also study a creature within the spell's area and attempt a Spellcraft check in order to determine the last spell that the creature cast by identifying lingering traces that the spell left in the caster's aura. The DC to identify the spell is equal to 20 + the creature's caster level. Finally, you are able to locate and analyze the signature flourishes in a magical aura that allow you to match a spell to the person who cast it. In order to find these identifiers in a spell's aura, you must spend 1 round focusing on that spell in particular, and succeed at an opposed Knowledge [arcana] check against the caster [or a Knowledge [arcana] check with a DC equal to 15 + the spell level if the caster wants her work to be identified and emphasizes these unique elements rather than obscuring them]. Once you learn a caster's set of identifiers, you can remember them as easily as a face or a voice. You can recognize this signature if you succeed at a Spellcraft check when later identifying a spell to determine whether or not that spell was cast by the same individual. The spell greater magic aura can obfuscate this information, making it seem that someone else cast the spell. Greater detect magic grants a saving throw against magic aura [but not greater magic aura]. [SR:No]</p>	<p>Divination</p>	<p>1 standard action</p>	<p>Concentration, up to 11 minutes [D]</p>	<p>60 ft.</p>	<p>UI:p.212</p>
<p>Eldritch Conduit [V, S, M] TARGET: One creature; EFFECT: Originally created by a disciple of the archwizard Nex, this spell was used to turn enemy soldiers in Geb's undead armies into conduits capable of blasting spell energy back into the far reaches of the Gebite lines. Since then, it has become a favorite among arcane casters with an understanding of battlefield tactics. If the target of this spell fails to resist its effects with a Will save, he becomes outlined in faint radiance, as if via faerie fire. At any time before the eldritch conduit expires, you may cast another spell with an area effect of cone, cylinder, line, or sphere and use the subject of the eldritch conduit as the point of origin for that spell. Doing so ends the spell immediately. The target must be within close range 0 in order for you to use the conduit-if the target moves out of range, the eldritch conduit effect persists but cannot be utilized by you until you get back within range. [SR:Yes; DC:19, Will negates]</p>	<p>Transmutation</p>	<p>1 standard action</p>	<p>11 rounds</p>	<p>Close (50 ft.)</p>	<p>ISM:p.54</p>
<p>Enshroud Thoughts [V, S] TARGET: You; EFFECT: Ward yourself against thought detection and memory alteration. [SR:Yes (harmless); DC:19, Will negates (harmless)]</p>	<p>Abjuration [Mind-affecting]</p>	<p>1 standard action</p>	<p>110 minutes [D]</p>	<p>Personal</p>	<p>OA:p.169</p>
<p>False Life (CL:12) [V, S, M] TARGET: You; EFFECT: You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level [maximum +10]; CONCENTRATION:+19</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>12 hours or until discharged; see text</p>	<p>Personal</p>	<p>CR:p.280</p>
<p>Familiar Figment [V, S] TARGET: your familiar; EFFECT: Single mirror image for your familiar. [SR:No]</p>	<p>Illusion (Figment)</p>	<p>1 standard action</p>	<p>11 rounds [D]</p>	<p>Touch</p>	<p>AnAr:p.22</p>
<p>Glitterdust [V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; EFFECT: A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks. [SR:No; DC:19, Will negates (blinding only)]</p>	<p>Conjuration, EarthSchool (Creation) [Metal!]</p>	<p>standard action</p>	<p>11 rounds</p>	<p>Medium (210 ft.)</p>	<p>CR:p.290</p>
<p>Inflict Moderate Wounds (CL:12) [V, S] TARGET: Creature touched; EFFECT: 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:21, Will half] ; CONCENTRATION:+19</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>Instantaneous</p>	<p>Touch</p>	<p>CR:p.300</p>
<p>Investigative Mind [V, S] TARGET: you; EFFECT: Your mind is able to correlate information effectively. When attempting an Appraise, Knowledge, Linguistics, or Spellcraft check, you can roll twice and take the higher result. If you have an ability that allows you to roll twice, you cannot use that ability and this benefit on the same roll. The spell is discharged once you have used its benefit a number of times equal to your caster level.</p>	<p>Enchantment (Compulsion) [Mind-Affecting]</p>	<p>standard action</p>	<p>110 minutes or until discharged</p>	<p>Personal</p>	<p>ACG:p.185</p>
<p>Life Pact (CL:12) [V, S, DF/M] TARGET: 12 willing living creatures, no two of which can be more than 30 ft. apart; EFFECT: You bind the life forces of the targets into a mystical pact. If any target is reduced to fewer than 0 hit points, that target automatically triggers the power of the pact. The triggering target drains 1 hit point from all other targets who have at least 1 hit point and are within 30 feet of the triggering target; these hit points are applied to the triggering target as magical healing. This healing can prevent the triggering creature from dying, if the attack would cause the target's to have an amount of negative hit points equal to its Constitution score. This healing cannot raise the triggering creature above 1 hit point; any excess hit points drained from other targets are wasted. The pact can be triggered once per round. It's not triggered by death effects or effects that do not deal hit point damage. [SR:Yes; DC:21, Will negates (harmless)] ; CONCENTRATION:+19</p>	<p>Necromancy</p>	<p>1 standard action</p>	<p>12 minutes</p>	<p>Close (55 ft.)</p>	<p>ACG:p.186</p>

* =Domain/Specialty Spell

Witch Spells

□□□□	Lipstitch (CL:12)	Necromancy	1 standard action	Instantaneous	Close (55 ft.)	PFSpG:p.57
[S, M] TARGET:	One creature; EFFECT: A rare spell without verbal components, lipstitch sews the target's lips tightly together if it fails a saving throw, such that no clear speech, bite attacks, spellcasting, or use of command words is possible. The target takes 1d6 points of damage as the stitches weave through flesh. The victim can still make enough noise to be heard at a distance with a DC 10 Perception check. The thread created by lipstitch can be burst with a DC 20 Strength check as a standard action or can be sliced open with a piercing or slashing weapon [wielded by the target or an ally] as a full-round action. Cutting the thread provokes attacks of opportunity, while making a Strength check does not. Either option causes 1d6 points of damage and 1 point of bleed damage. The target has a 20% chance of failing to cast spells with verbal components until the bleeding is stopped. The effects of multiple castings of this spell do not stack. Optionally, the thread can be removed more carefully over the course of a minute with a DC 20 Heal check. If the check fails, the target takes damage and bleeds as described above. If the check succeeds, the stitches are removed with no harm. Creatures with no mouths are unaffected by lipstitch. Creatures with multiple mouths lose the use of only one mouth per casting-the particular mouth is chosen by the caster. [SR:Yes; DC:21, Fortitude negates] ; CONCENTRATION :+19					
□□□□	Merge with Familiar	Transmutation	1 standard action	11 hours	Touch	FF:p.23
[V, S] TARGET:	your familiar; EFFECT: You create a duplicate of a familiar. The familiar's master can use the duplicate as if it were his familiar in all respects, though he doesn't gain the bonus special ability from more than one familiar at a time. When the spell's duration expires, the familiar duplicate shrivels into nothing, even if petrified or otherwise transformed. [SR:Yes; DC:19, Fortitude negates]					
□□□□	Raven's Flight	Transmutation	1 swift action	1 round	Personal	HotW:p.31
[V] TARGET:	You can cast this spell only if it is the first action you take on your turn. In a burst of shadowy feathers, you turn into a Tiny blurred shape reminiscent of a black raven until the beginning of your next turn. You gain a fly speed of 50 feet with good maneuverability, and apply appropriate size modifiers [though your ability scores don't change]. Until the beginning of your next turn, you can take only the 5-foot step, move, run, or withdraw actions. If the spell is dispelled while you are still aloft, the power of flight dissipates slowly; you float downward 60 feet on your next turn, then fall any remaining distance.					
□□□□	Scare (CL:12)	Necromancy [Fear, Mind-Affecting, Emotion]	1 standard action	12 rounds or 1 round;	see text for cause fMedium (220 ft.)	CR:p.336
[V, S, M] TARGET:	4 living creatures, no two of which can be more than 30 ft. apart; EFFECT: This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened. [SR:Yes; DC:21, Will partial] ; CONCENTRATION :+19					
□□□□	See Invisibility	Divination, VoidElementalSchool	1 standard action	110 minutes [D]	Personal	CR:p.339
[V, S, M] TARGET:	You; EFFECT: 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.					
□□□□	Silence	Illusion (Glamer)	1 round	11 rounds [D]	Long (840 ft.)	CR:p.343
[V, S] TARGET:	20-ft.-radius emanation centered on a creature, object, or point in space; EFFECT: Upon the casting of this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells with verbal components cannot be cast, and no noise whatsoever issues from, enters, or passes through the area. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and can use spell resistance, if any. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not. Creatures in an area of a silence spell are immune to sonic or language-based attacks, spells, and effects. [SR:Yes; see text or no (object); DC:19, Will negates; see text or none (object)]					
□□□□	Stricken Heart (CL:12)	Necromancy [Death]	ACG:p.194	1 standard action	Instantaneous	https://paizo.com/pathfinderRPG/prd/advancedClassGuide/spells/strickenHeart.html
[V, S] TARGET:	creature touched; EFFECT: 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:21, none] ; CONCENTRATION :+19					
□□□□	Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	11 rounds [D]	Close (50 ft.)	CR:p.352
[V, S, F/DF] TARGET:	One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
□□□□	Touch of Idiocy	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	110 minutes	Touch	CR:p.360
[V, S] TARGET:	Living creature touched; EFFECT: With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1. This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level. [SR:Yes]					
□□□□	Web	Conjuration (Creation) [WoodSchool]	1 standard action	110 minutes [D]	Medium (210 ft.)	CR:p.368
[V, S, M] TARGET:	Webs in a 20-ft.-radius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames. Web can be made permanent with a permanency spell. A permanent web that is damaged [but not destroyed] regrows in 10 minutes. [SR:No; DC:19, Reflex negates; see text]					

LEVEL 3 / Per Day:6 / Caster Level:11

Name	School	Time	Duration	Range	Source	
□□□□	Arcane Sight	Divination, VoidElementalSchool	1 standard action	11 minutes [D]	Personal	CR:p.244
[V, S] TARGET:	You; EFFECT: This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly. You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine [spell-like abilities register as arcane], and the strength of the most powerful spell or spell-like ability the creature currently has available for use. As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts. Arcane sight can be made permanent with a permanency spell.					
□□□□	Aura Sight	Divination	1 standard action	11 minutes [D]	Personal	ACG:p.174
[V, S] TARGET:	You; EFFECT: This spell makes your eyes glow and allows you to see alignment auras within 120 feet of you. The effect is similar to that of a detect chaos/evil/good/law spell, but aura sight does not require concentration, and it discerns an aura's location and power more quickly. You know the location and power of all chaotic, evil, good, and lawful auras within your sight. An aura's power depends on a creature's Hit Dice or an item's caster level, as noted in the description of the detect evil spell. If an item or a creature bearing an aura is in line of sight, you can attempt a Knowledge [religion] check to determine the aura's strength [one check per aura; DC 15 + spell level, or 15 + 1/2 caster level for a non-spell effect]. Aura sight can be made permanent with a permanency spell by a caster of 11th level or higher at a cost of 7,500 gp.					
□□□□	Barrow Haze (CL:12)	Necromancy	1 standard action	12 minutes	Medium (220 ft.)	ACG:p.174
[V, S] TARGET:	fog spreads in 20-ft. radius, 20 ft. high; EFFECT: Barrow haze creates a bank of fog similar to that created by fog cloud, except that the vapors are black and they have a necromantic link to you. The vapors do not interfere with your vision. Because of your link to the haze, if any part of it is within 30 feet of you, any creatures within the haze count as in range for the purpose of using any of your hexes that have a maximum range of 30 feet. For example, suppose you have the slumber hex, you are 25 feet from one edge of the haze, and an opponent is 40 feet farther away at the other extreme of the cloud. You can use your slumber hex on that opponent even though it is actually 65 feet away from you. [SR:No; DC:22, none] ; CONCENTRATION :+19					
□□□□	Bestow Curse (CL:12)	Necromancy [Curse]	1 standard action	Permanent	Touch	CR:p.247
[V, S] TARGET:	Creature touched; EFFECT: You place a curse on the subject. Choose one of the following . -6 decrease to an ability score [minimum 1] . -4 penalty on attack rolls, saves, ability checks, and skill checks. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than those described above. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Bestow curse counters remove curse. [SR:Yes; DC:22, Will negates] ; CONCENTRATION :+19					
□□□□	Call the Void	Evocation, VoidElementalSchool	1 standard action	11 rounds [D]	Personal	DEP:p.29
[V, S] TARGET:	You; EFFECT: This spell surrounds you with an aura of nothingness that channels the mysterious energies of the Dark Tapestry. Creatures adjacent to you when this spell is cast and at the start of your turn take 2d6 points of damage. In addition, creatures affected by your aura are fatigued, cannot breathe, and cannot speak or cast spells with somatic components. Creatures adjacent to you are allowed a Reflex save to halve the damage and negate the fatigue effect, but cannot breathe or speak regardless of whether their save is successful as long as they are adjacent to you.					
□□□□	Dispel Magic	Abjuration, VoidElementalSchool	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.272
[V, S] TARGET:	One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel [but not counter] spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect. You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell. Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check [1d20 + your caster level] and compare that to the spell with highest caster level [DC = 11 + the spell's caster level]. If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonework [caster level 12th] and fly [caster level 6th]. The caster level check results in a 19. This check is not high enough to end the stonework [which would have required a 23 or higher], but it is high enough to end the fly [which only required a 17]. Had the dispel check resulted in a 23 or higher, the stonework would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area [such as a wall of fire]. You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster], you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level [DC = 11 + the item's caster level]. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening [such as a bag of holding] is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword [a masterwork sword, in fact]. Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself. Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell. [SR:No]					
□□□□	Haste	Transmutation	1 standard action	11 rounds	Close (50 ft.)	CR:p.293
[V, S, M] TARGET:	11 creatures, no two of which can be more than 30 ft. apart; EFFECT: The transmuted creatures move and act more quickly than normal. This extra speed has several effects. When making a full attack action, a hasted creature may make one extra attack with any weapon he is holding. The attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. [This effect is not cumulative with similar effects, such as that provided by a speed weapon, nor does it actually grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.] A hasted creature gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. Any condition that makes you lose your Dexterity bonus to Armor Class [if any] also makes you lose dodge bonuses. All of the hasted creature's modes of movement [including land movement, burrow, climb, fly, and swim] increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement. This increase counts as an enhancement bonus, and it affects the creature's jumping distance as normal for increased speed. Multiple haste effects don't stack. Haste dispels and counters slow. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
□□□□	Heroism	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	110 minutes	Touch	CR:p.295
[V, S] TARGET:	Creature touched; EFFECT: This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
□□□□	Howling Agony (CL:12)	Necromancy [Death, Pain]	1 standard action	12 rounds	Close (55 ft.)	UM:p.223
[V, S, M] TARGET:	12 living creatures, no two of which can be more than 30 ft. apart; EFFECT: You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a ♦2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check [DC equal to the DC of this spell] to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. ♦Screaming ♦ for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream [such as creatures without the natural ability to communicate or vocalize] suffer the full effect of the spell. [SR:Yes; DC:22, Fortitude negates] ; CONCENTRATION :+19					

* =Domain/Specialty Spell

Witch Spells

☐☐☐☐	Lightning Bolt	Evocation, AirSchool [Electricity, Metalschool]	standard action	Instantaneous	120 ft.	CR:p.304
[V, S, M]	TARGET: 120-ft. line; EFFECT: You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level [maximum 10d6] to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does. [SR:Yes; DC:20, Reflex half]					
☐☐☐☐	Loathsome Veil	Illusion (Pattern) [Mind-Affecting]	1 standard action	Concentration + 11 rounds [D]	Close (50 ft.)	UM:p.227
[V, S, M]	TARGET: Transparent pattern 40 ft. long, 20 ft. high; EFFECT: This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD. 4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil. 8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil. 9 or more HD: The creature is sickened while it can see the veil. A successful saving throw ignores all effects of the veil. Sightless creatures are not affected by loathsome veil. Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack. Loathsome veil can be made permanent with the permanency spell by a caster of 10th level or higher for the cost of 7,500 gp. [SR:Yes; DC:20, Will negates]					
☐☐☐☐	Paragon Surge	Transmutation (Polymorph)	1 standard action	11 minutes	Personal [half-elf only]	ARG:p.48
[V, S]	TARGET: You; EFFECT: You surge with ancestral power, temporarily embodying all the strengths of both elvenkind and humankind simultaneously, and transforming into a paragon of both races, something greater than elf or human alone. Unlike with most polymorph effects, your basic form does not change, so you keep all extraordinary and supernatural abilities of your half-elfven form as well as all of your gear. For the duration of the spell, you receive a +2 enhancement bonus to Dexterity and Intelligence and are treated as if you possessed any one feat for which you meet the prerequisites, chosen when you cast this spell. The first time each day that you cast this spell, you must select a feat and make all the associated choices that come with it. Once that choice is made, it is set for the day and additional castings must make the exact same decisions. [SR:No]					
☐☐☐☐	Phantasmal Affliction	Illusion (Phantasm) [Mind-Affecting]	1 standard action	See text	Close (50 ft.)	UI:p.221
[V, S, M]	TARGET: Living creature; EFFECT: You cause the creature to believe she has a debilitating affliction. The target can attempt a Will save to recognize the affliction as unreal. If that save fails, the creature suffers an imaginary affliction of your choice. Curse: The target believes she has been cursed. She takes a permanent 4 physical ability score. Each round for 8 rounds the target takes 1d3 points of damage to the chosen ability score. Each turn, the creature can attempt a Fortitude save to negate the damage and end the ongoing damage. Wasting: The target believes she has contracted a wasting disease. Each day, the creature takes 1d4 points of Constitution damage and becomes fatigued. A successful Fortitude save prevents this damage. Two consecutive successful saves end the effect. Since the affliction exists entirely in the creature's mind, phantasmal affliction is not affected by normal cures like neutralize poison or remove disease, or other effects like delay poison or the Heal skill. Ordinary immunities do not apply in this case [though a creature immune to the affliction receives a +4 bonus on the Will save to disbelieve the illusion]. Constitution damage from the affliction can't kill the target. Instead, it causes the target to fall unconscious like other forms of ability damage. Phantasmal affliction is a spell effect and can be dispelled normally. Placebo effect counters and dispels phantasmal affliction. [SR:Yes; DC:20, Will disbelief, then Fortitude or Will negates; see text]					
☐☐☐☐	Polymorph Familiar	Transmutation (Polymorph)	1 standard action	11 minutes [D]	Close (50 ft.)	ACG:p.190
[V, S]	TARGET: your familiar; EFFECT: This spell functions as beast shape I, except it grants your familiar the form of any Small animal. Your familiar retains all of its special abilities and continues to grant you the special ability associated with its normal shape [such as a bat familiar's bonus on Fly checks]. At caster level 7th, this spell functions as beast shape II. At caster level 9th, it functions as beast shape III. At caster level 11th, it functions as beast shape IV. [SR:yes (harmless); DC:20, none]					
☐☐☐☐	Ray of Exhaustion (CL:12)	Necromancy	1 standard action	12 minutes	Close (55 ft.)	CR:p.330
[V, S, M]	TARGET: Ray; EFFECT: A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires. [SR:Yes; DC:22, Fortitude partial; see text]; CONCENTRATION: +19					
☐☐☐☐	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:20, Will negates (harmless)]					
☐☐☐☐	Remove Disease	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.332
[V, S]	TARGET: Creature touched; EFFECT: Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check [1d20 + caster level] against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date. [SR:Yes (harmless); DC:20, Fortitude negates (harmless)]					
☐☐☐☐	Sands of Time (CL:12)	Necromancy	1 standard action	120 minutes or instantaneous [See text]	Touch	UM:p.236
[V, S]	TARGET: Touched creature or object; EFFECT: You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category. A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell. If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level 15 as time weathers and corrodes it. This version of the spell has an instantaneous duration. [SR:Yes]; CONCENTRATION: +19					
☐☐☐☐	Share Senses	Divination (Scrying)	1 full round	11 minutes [D]	Long (840 ft.)	APG:p.243
[V, S, M]	TARGET: Your familiar; EFFECT: Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to function like a scrying sensor. Upon casting this spell you can hear, see, or smell [any one, your choice] what your familiar is experiencing. You gain the benefits of any nonmagical special abilities your familiar has tied to the chosen sense [such as low-light vision or scent], but use your own Perception skill. You don't need line of sight or line of effect to your familiar, but you must have an active empathic link. You may change the sense you are sharing as a standard action. Unlike other scrying spells, share senses does not allow magically or supernaturally enhanced senses to work through it, and you are unable to see in magical or natural darkness unless your familiar possesses the ability to see in such conditions. The sensory link with your familiar can be detected as though it were a scrying sensor. [SR:Yes (harmless); DC:20, Will negates (harmless)]					
☐☐☐☐	Sharesister (CL:12)	Necromancy	1 standard action	12 minutes	Touch	PFSFg:p.58
[V, S, M]	TARGET: You and one creature of your gender; EFFECT: Ithuna Vardsdottr claims to have unearthed this ancient prayer in a ruined temple of Desna, though Pathfinders have reported the use of similar magic in Irrisen among the White Witches. While the name of this spell is sharesister, it works equally well on male or female creatures—both targets of the spell must simply be of the same gender. When you deliver the spell, you receive a negative level for the duration of the spell, and the other target receives a +1 insight bonus to her caster level and a +1 insight bonus to the save DCs of all of her spells. At 11th level, you can opt to take four negative levels to grant a +2 insight bonus to the other target's caster level and spell save DCs if you wish, while at 17th level you can take 6 negative levels to increase the insight bonus to +3. Any effect that removes or prevents the negative level immediately ends the sharesister spell. Negative levels received from the spell vanish as soon as this spell effect ends. Negative levels from multiple castings of this spell stack. [SR:Yes (harmless); DC:22, Will negates (harmless)]; CONCENTRATION: +19					
☐☐☐☐	Siphon Might (CL:12)	Necromancy	1 round	12 rounds	Close (55 ft.)	GH:p.27
[V, S]	TARGET: One creature; EFFECT: You drain the might of the target and transfer that power to another creature. The subject takes a penalty to Strength equal to 1d6 + 5. This effect can't cause the subject's Strength score to drop below 1. A successful Fortitude save halves this penalty. This penalty doesn't stack with itself or the penalty applied from ray of enfeeblement. You can grant any one creature adjacent to you [including yourself] an enhancement bonus to Strength equal to the Strength penalty imposed by this spell. [SR:Yes; DC:22, Fortitude half]; CONCENTRATION: +19					
☐☐☐☐	Speak with Dead (CL:12)	Necromancy [Language-Dependent]	10 minutes	12 minutes	10 ft.	CR:p.346
[V, S, DF]	TARGET: One dead creature; EFFECT: You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature. [SR:No; DC:22, Will negates; see text]; CONCENTRATION: +19					
☐☐☐☐	Stinking Cloud	Conjuration, EarthSchool (Creation) [Poison]	standard action	11 rounds	Medium (210 ft.)	CR:p.349
[V, S, M]	TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. [Roll separately for each nauseated character.] Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes. [SR:No; DC:20, Fortitude negates; see text]					
☐☐☐☐	Summon Monster III	Conjuration (Summoning)	1 round	11 rounds [D]	Close (50 ft.)	CR:p.352
[V, S, F/DF]	TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐	Tongues	Divination [WoodSchool]	1 standard action	110 minutes	Touch	CR:p.360
[V, M/DF]	TARGET: Creature touched; EFFECT: This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way. Tongues can be made permanent with a permanency spell. [SR:No; DC:20, Will negates (harmless)]					

LEVEL 4 / Per Day:4 / Caster Level:11

Name	School	Time	Duration	Range	Source	
☐☐☐☐	Aggressive Thundercloud (Greater)	Evocation [Electricity, Sonic]	1 standard action	11 rounds	Medium (210 ft.)	ACG:p.172
[V, S, M/DF]	TARGET: 5-ft.-diameter sphere; EFFECT: This spell functions as aggressive thundercloud, except it deals 6d6 points of electricity damage to any creature it strikes. The first creature damaged by the cloud is also stunned for 1 round [Fortitude negates]; this is a sonic effect. [SR:Yes; DC:21, Reflex negates and Fortitude negates (see text)]					
☐☐☐☐	Black Tentacles	Conjuration (Creation)	1 standard action	11 rounds [D]	Medium (210 ft.)	CR:p.248
[V, S, M]	TARGET: 20-ft.-radius spread; EFFECT: This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect. If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last. [SR:No]					
☐☐☐☐	Conditional Curse (CL:12)	Necromancy [Curse]	1 standard action	Permanent; see text	Close (55 ft.)	UI:p.206
[V, S]	TARGET: One creature; EFFECT: This spell functions as bestow curse, except that you must state a condition under which the curse is broken, ending its effect. An intelligent target, even one of animal intelligence, innately understands this condition even if it doesn't understand your language. The condition must be possible for the target to bring about within a year and a day without ensuring its own death and stated in 25 or fewer words. The curse is more difficult to remove via magic. The DC to remove conditional curse with break enchantment or remove curse increases by 5. [SR:Yes; DC:23, Will negates]; CONCENTRATION: +19					
☐☐☐☐	Confusion	Enchantment (Compulsion) [Mind-Affecting]	standard action	11 rounds	Medium (210 ft.)	CR:p.258
[V, S, M/DF]	TARGET: All creatures in a 15-ft.-radius burst; EFFECT: This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round. d% Behavior 01-25 Act normally 26-50 Do nothing but babble incoherently 51-75 Deal 1d8 points of damage + Str modifier to self with item in hand 76-100 Attack nearest creature [for this purpose, a familiar counts as part of the subject's self] A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking [either because of its most recent action or because it has just been attacked]. [SR:Yes; DC:21, Will negates]					

*=Domain/Specialty Spell

Witch Spells

<p>Conjuration Foil</p> <p>[S] TARGET: 20-foot radius spread; EFFECT: All creatures in the area gain a +4 bonus on saving throws against teleportation effects. If any creature would enter or depart the area via a summoning or teleportation effect, that creature takes 1d6 points of damage per spell level of the triggering effect [or half the HD of the originating creature if the effect has no spell level] and arrives in a random similar location within the triggering effect's range, rather than the intended destination. A successful Will save halves the damage and negates the altered destination. [SR:Yes; DC:21, Will half; see text]</p>	<p>Abjuration</p> <p>1 immediate action 1 round</p> <p>Medium (210 ft.)</p> <p>UI:p.207</p>
<p>Cure Serious Wounds</p> <p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level [maximum +15]. [SR:Yes (harmless) or yes; see text; DC:21, Will half (harmless) or Will half; see text]</p>	<p>Conjuration (Healing)</p> <p>1 standard action Instantaneous</p> <p>Close (50 ft.)</p> <p>CR:p.263</p>
<p>Death Ward (CL:12)</p> <p>[V, S, DF] TARGET: Living creature touched; EFFECT: The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy. This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect. Death ward does not protect against other sorts of attacks, even if those attacks might be lethal. [SR:Yes (harmless); DC:23, Will negates (harmless)]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action 12 minutes</p> <p>Touch</p> <p>CR:p.264</p>
<p>Debilitating Portent</p> <p>[V, S, DF] TARGET: one creature; EFFECT: The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma [in the case of oracles], Intelligence [in the case of witches], or Wisdom [in the case of clerics], or Wisdom [in the case of clerics]. If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell with an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage. [SR:Yes]</p>	<p>Enchantment (Compulsion)</p> <p>1 standard action 11 rounds [D] see text</p> <p>Medium (210 ft.)</p> <p>UC:p.227</p>
<p>Divination</p> <p>[V, S, M] TARGET: You; EFFECT: Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work. As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.</p>	<p>Divination</p> <p>10 minutes Instantaneous</p> <p>Personal</p> <p>CR:p.273</p>
<p>Enervation (CL:12)</p> <p>[V, S] TARGET: Ray of negative energy; EFFECT: You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels [see Special Abilities]. Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level [maximum 15 hours]. Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 ? 5 temporary hit points for 1 hour. [SR:Yes]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action Instantaneous</p> <p>Close (55 ft.)</p> <p>CR:p.277</p>
<p>False Life, Greater (CL:12)</p> <p>[V, S, M] TARGET: You; EFFECT: This spell functions as false life, except you gain temporary hit points equal to 2d10 + 1 point per caster level 20. The effects of this spell do not stack with those of false life.; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action 12 hours or until discharged; see text</p> <p>Personal</p> <p>UM:p.219</p>
<p>Familiar Melding (CL:12)</p> <p>[V, S] TARGET: Your familiar; EFFECT: You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead. While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks [or more advantageous two-weapon attacks] than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions. As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your familiar is out of range when slain, you die. The spell ends when you shift from the familiar to your own body. [SR:Yes; DC:23, Will negates (harmless)]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action 12 rounds or 1 round; see text</p> <p>30 ft.</p> <p>CR:p.281</p>
<p>Fear (CL:12)</p> <p>[V, S, M] TARGET: Cone-shaped burst; EFFECT: An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round. [SR:Yes; DC:23, Will partial]; CONCENTRATION:+19</p>	<p>Necromancy [Fear, Mind-Affecting, Emotion]</p> <p>1 standard action 12 rounds or 1 round; see text</p> <p>30 ft.</p> <p>CR:p.281</p>
<p>Ice Storm</p> <p>[V, S, M/DF] TARGET: Cylinder 20; EFFECT: Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects [other than the damage dealt]. [SR:Yes]</p>	<p>Evocation, WaterSchool [Cold]</p> <p>1 standard action 11 rounds [D]</p> <p>Long (840 ft.)</p> <p>CR:p.298</p>
<p>Neutralize Poison</p> <p>[V, S, M/DF] TARGET: Creature or object of up to 11 cu. ft. touched; EFFECT: You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check [1d20 + caster level] against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect. [SR:Yes (harmless, object); DC:21, Will negates (harmless, object)]</p>	<p>Conjuration (Healing)</p> <p>1 standard action Instantaneous or 110 minutes; see text</p> <p>Touch</p> <p>CR:p.316</p>
<p>Object Possession (Lesser) (CL:12)</p> <p>[V, S] TARGET: Unattended Tiny or Small object; EFFECT: Project your soul into an object, animating it. [SR:No]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action 12 minutes [D]</p> <p>Touch</p> <p>OA:p.179</p>
<p>Persistent Vigor</p> <p>[V, S, M/DF] TARGET: you; EFFECT: You are filled with a persistent vigor. You gain fast healing 2 and are immune to bleed effects as well as the sickened and nauseated conditions. When you succeed at a saving throw against a disease or poison effect, that disease or poison effect ends [as if you had succeeded at enough saving throws to cure that effect]. If you fail a saving throw against a disease or poison effect, you can instantly dismiss this spell to reroll that saving throw with a +4 bonus; you must make the result of this reroll, even if it is lower.</p>	<p>Transmutation</p> <p>1 standard action 11 rounds [D]</p> <p>Personal</p> <p>ACG:p.190</p>
<p>Phantasmal Killer</p> <p>[V, S] TARGET: One living creature; EFFECT: You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage. If the subject of a phantasmal killer attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack. [SR:Yes; DC:21, Will disbelieve, then Fortitude partial; see text]</p>	<p>Illusion (Phantasm) [Fear, Mind-Affecting, I]</p> <p>1 standard action Instantaneous</p> <p>Medium (210 ft.)</p> <p>CR:p.319</p>
<p>Purge Spirit (CL:12)</p> <p>[V, S] TARGET: One creature or haunt; EFFECT: Deal 12d6 points of damage per level to one haunt or spirit creature and stagger it. [SR:Yes; DC:23, Will partial]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action Instantaneous</p> <p>Medium (220 ft.)</p> <p>OA:p.184</p>
<p>Share Shape</p> <p>[V, S, M] TARGET: You; EFFECT: You assume a form of the same type than your animal familiar. [SR:No]</p>	<p>Transmutation [Polymorph]</p> <p>1 standard action 11 hours [D]</p> <p>Personal</p> <p>AnAr:p.23</p>
<p>Speak with Haunt (CL:12)</p> <p>[V, S, DF] TARGET: one haunt; EFFECT: You stir a haunt [Pathfinder RPG GameMastery Guide 242] to a limited sense of awareness and consciousness, allowing it to answer questions. The spell's range must reach any square within 10 feet of the haunt's area. You must be aware of the haunt prior to casting the spell, and casting the spell does not trigger the haunt. You can ask one question per 2 caster levels. The haunt's knowledge is limited to what its original creature knew during life, including the languages it spoke. A haunt often remembers the circumstance that led to its existence [though this recollection might be from the original victim's perspective and therefore not objective], what triggers it, and how it can be laid to rest [destroyed]. Answers are brief, cryptic, or repetitive, especially if the haunt is angry and vindictive. If the haunt's alignment is more than one step away from yours, the haunt can attempt a Will save to resist the spell. A haunt's Will save modifier is equal to 3 + the haunt's CR. If the save is successful, the haunt can refuse to answer your questions or attempt to deceive you [using Bluff]. A haunt's Bluff modifier equals its CR [minimum +0] or might be determined by the GM based upon the original victim. The haunt can speak only about what it knew in life and the circumstances by which it became a haunt. It cannot answer any questions that pertain to events that occurred after it was created. A neutral or good haunt might cooperate with similarly aligned creatures in order to end its suffering. If a haunt has been subject to this spell within the past week, a new casting of this spell on it fails. You can cast this on a haunt that has been deceased for any amount of time. Unlike a corpse affected by speak with dead, a haunt wants to express itself, if only to share its pain or to cause mischief. [SR:no; DC:23, Will negates (see text)]; CONCENTRATION:+19</p>	<p>Necromancy [Language-Dependent]</p> <p>ACG:p.190</p> <p>CELINK:htp://paizo.com/pathfinderRPG/prd/advancedGameMastery/spells/speakWithHaunt.html</p>
<p>Spellcrash (Lesser)</p> <p>[V, S] TARGET: one creature; EFFECT: You create a discordant blast of energy that disrupts the target's available magic. If the target prepares spells, it must choose one of its prepared 3rd-level spells, which is immediately lost; if the target has no 3rd-level spells prepared, it must lose a 2nd-level spell it has prepared [progressing down to 1st-level spell if it has no 2nd-level spells prepared] each round at the start of its turn. If the target is a spontaneous spellcaster, it loses one of its available 3rd-level spell slots; if the target has no available 3rd-level spell slots, it must lose a 2nd-level spell slot [progressing down to 1st-level spell if it has no 2nd-level spell slots available]. If the target has more than one spellcasting class, choose one at random to be affected. This spell has no effect on spell-like abilities. Any spell or spell slot lost because of this spell is treated as if the caster had failed a concentration check while trying to cast it-the spell or spell slot is wasted and has no effect, but is recovered normally the next time the character prepares spells or regains spell slots. There is no initial saving throw for this spell, but the target can attempt a Will saving throw each round at the end of its turn. [SR:yes; DC:21, Will negates (see text)]</p>	<p>Abjuration</p> <p>1 standard action 1 round</p> <p>Close (210 ft.)</p> <p>CR:p.210</p> <p>CELINK:htp://paizo.com/pathfinderRPG/prd/advancedGameMastery/spells/spellcrash.html</p>
<p>Spite</p> <p>[V, S, M] TARGET: You; EFFECT: Choose a single touch range spell of 4th level or lower with a casting time of 1 standard action or less. As part of the action of casting spite, you cast the associated spell and bind it into a defensive ward in the form of a tattoo, birthmark, or wart somewhere upon your body. The next time you are hit by a melee attack or a combat maneuver is used successfully against you, the stored spell is triggered against your foe. You do not need to succeed on a touch attack to affect the target, but in all other respects the spell is treated as though you had cast it normally. If the attacking creature is not a valid target for the spell, the stored spell is lost with no effect. You can have only one spite spell in effect at a time; if you cast this spell a second time, the previous spell effect ends.</p>	<p>Abjuration</p> <p>1 round</p> <p>11 hours [D] or until discharged</p> <p>Personal</p> <p>APG:p.246</p>
<p>Summon Monster IV</p> <p>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>	<p>Conjuration, AirSchool, EarthSchool, FireSchool</p> <p>1 round 11 rounds [D]</p> <p>Close (50 ft.)</p> <p>CR:p.352</p>
<p>Threefold Aspect</p> <p>[S, F] TARGET: You; EFFECT: Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult 0, adulthood 0, or elderly 0. In each case, your appearance is your own at the appropriate age, rather than that of a new individual. You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age [which are untyped bonuses]-the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age. True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your true self. Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance [as though familiar] with a successful DC 20 Perception check. Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.</p>	<p>Transmutation</p> <p>1 standard action 24 hours [D]</p> <p>Personal</p> <p>APG:p.249</p>
<p>Wall of Blindness/Deafness (CL:12)</p> <p>[V, S] TARGET: translucent wall 240 ft. long or a translucent ring with a radius of up to 30 ft.; either form 20 ft. high; EFFECT: You create a translucent wall of energy, within which can be seen indistinct images of faces with their eyes or ears sewn shut. When you create the wall, decide whether it blinds or deafens. Any creature that passes through the wall must save or become permanently blinded or deafened [as blindness/deafness]. The wall must be vertical and either rectangular or a ring. It need not touch the ground. The wall must be continuous and unbroken when formed. If its surface is broken by any object or creature when it is cast, the spell fails. [SR:yes; DC:23, Fortitude negates]; CONCENTRATION:+19</p>	<p>Necromancy</p> <p>1 standard action concentration + 12 rounds</p> <p>Medium (220 ft.)</p> <p>ACG:p.198</p>

*=Domain/Specialty Spell

Witch Spells

LEVEL 5 / Per Day:3 / Caster Level:11

Name	School	Time	Duration	Range	Source
Break Enchantment	Abjuration	1 minute	Instantaneous	Close (50 ft.)	CR:p.251
<p>[V, S] TARGET: Up to one creature per level, all within 30 ft. of each other; EFFECT: This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check [1d20 + caster level, maximum +15] against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse. If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower. If the effect comes from a permanent magic item, break enchantment does not remove the creature from the item, but it does free the victim from the item's effects. [SR:No; DC:22, See text]</p>					
Cure Critical Wounds	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.262
<p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level [maximum +20]. [SR:Yes (harmless); see text; DC:22, Will half (harmless); see text]</p>					
Curse, Major (CL:12)	Necromancy [Curse]	1 standard action	Permanent	Close (55 ft.)	UM:p.215
<p>[V, S] TARGET: One creature; EFFECT: This spell functions as bestow curse, except the DC to remove the curse is equal to the save DC + 5. [SR:Yes; DC:24, Will negates]; CONCENTRATION:+19</p>					
Duplicate Familiar	Conjuration (Creation)	1 standard action	110 minutes	Touch	FF:p.22
<p>[V, S, M (alchemically preserved mockingfey feathers), F (familiar)] TARGET: Temporary duplicate of familiar touched; EFFECT: You create a duplicate of a familiar. The familiar's master can use the duplicate as if it were his familiar in all respects, though he doesn't gain the bonus special ability from more than one familiar at a time. When the spell's duration expires, the familiar duplicate shrivels into nothing, even if petrified or otherwise transformed. [SR:Yes; DC:22, Fortitude negates]</p>					
Feeblemind	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.281
<p>[V, S, M] TARGET: One creature; EFFECT: Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the effect of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw. [SR:Yes; DC:22, Will negates; see text]</p>					
Glimpse of Truth	Divination	1 standard action	1 round	Personal	UI:p.215
<p>[V, S, M] TARGET: You; EFFECT: This spell functions like true seeing, except as noted above. Material component; a tourmaline costing 50 gp</p>					
Imbue Hex	Evocation	10 minutes	Permanent or until discharged	Touch	ACO:p.31
<p>[V, S, DF/M] TARGET: Creature touched; see text; EFFECT: You transfer a single hex you know to the target, and give that target the ability to use the hex. The transferred hex's variable characteristics function according to your level, not the level of the recipient. Only a creature with Intelligence and Wisdom scores of at least 9 can receive this effect. To use this hex, the target must be able to speak and move freely. Once it uses the hex, the spell ends [through any effects of the hex still last for the full duration]. You can transfer only a hex-not a major or grand hex-with this ability. Once you cast imbue hex, you cannot use the transferred hex until the spell is discharged, dispelled, or dismissed. [SR:Yes; DC:22, Will negates (harmless)]</p>					
Khain's Army (CL:12)	Necromancy [Evil]	1 standard action	12 rounds	5 ft.	ISM:p.57
<p>[V, S, M/DF] TARGET: 1d4+1 ghouls and 1 ghast; EFFECT: Originally created by the priest-king of Nemret Noktoria, the ghoul Kortash Khain, for use by his minions to bolster their forces in battles against their enemies, Khain's army has become a favorite of many necromancers throughout Osirion and beyond. By scattering a handful of ghoul's teeth across the ground, you cause 1d4+1 ghouls led by a single ghast to rise up from the ground around you. The ghouls and their ghast leader must appear in squares adjacent to you, but after that they follow your spoken commands unerringly. If one of the ghouls is destroyed while the spell's duration is still in effect, it bursts into a spray of rotten flesh and necromantic energy that deals 1d6 points of negative energy damage to all adjacent targets-this energy heals undead targets as typical for negative energy damage. If the ghast is destroyed in this manner, it deals twice as much negative energy damage as a ghoul. A successful Fortitude save halves the negative energy damage dealt. When this spell's duration expires, any remaining undead created by this spell crumble apart into dust and blow away without dealing any additional negative energy damage. [SR:No; DC:24, Fortitude half (see text)]; CONCENTRATION:+19</p>					
Overland Flight	Transmutation, AirSchool	1 standard action	11 hours	Personal	CR:p.317
<p>[V, S] TARGET: You; EFFECT: This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load] with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage [a forced march still requires Constitution checks]. This means you can cover 64 miles in an 8-hour period of flight [or 48 miles at a speed of 30 feet].</p>					
Possession (CL:12)	Necromancy	1 standard action	12 hours [D]	Medium (220 ft.)	OA:p.180
<p>[V, S] TARGET: One creature; EFFECT: Project your soul into a creature's body. [SR:Yes; DC:24, Will negates]; CONCENTRATION:+19</p>					
Suffocation (CL:12)	Necromancy, AirSchool	1 standard action	3 rounds	Close (55 ft.)	APG:p.248
<p>[V, S, M] TARGET: one living creature; EFFECT: This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save-if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell effect continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath-if the victim fails the initial saving throw, the air in his lungs is extracted. [SR:Yes; DC:24, Fortitude partial]; CONCENTRATION:+19</p>					
Summon Monster V	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	11 rounds [D]	Close (50 ft.)	CR:p.352
<p>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>					
Teleport	Conjuration, VoidElementalSchool (Teleport)	1 standard action	Instantaneous	Personal and touch	CR:p.358
<p>[V] TARGET: You and touched objects or other touched willing creatures; EFFECT: This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature [carrying gear or objects up to its maximum load] or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use [attended] by another person receive saving throws and spell resistance. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible. To see how well the teleportation works, roll d% and consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table. Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying. "False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from. On Target: You appear where you want to be. Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly. Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead. Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll. [Table not included] [SR:No and no yes (object); DC:22, None and Will negates (object)]</p>					
Waves of Fatigue (CL:12)	Necromancy	1 standard action	Instantaneous	30 ft.	CR:p.368
<p>[V, S] TARGET: Cone-shaped burst; EFFECT: Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued. [SR:Yes]; CONCENTRATION:+19</p>					

LEVEL 6 / Per Day:2 / Caster Level:11

Name	School	Time	Duration	Range	Source
Animate Objects	Transmutation	1 standard action	11 rounds	Medium (210 ft.)	CR:p.242
<p>[V, S] TARGET: 11 Small objects; see text; EFFECT: You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate. An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. This spell cannot affect objects carried or worn by a creature. Animate objects can be made permanent with a permanency spell. [SR:No]</p>					
Banshee Blast (CL:12)	Necromancy [Death, Fear, Mind-Affecting, !]	1 standard action	instantaneous and 12 rounds [see text]	30 ft.	ACG:p.174
<p>[V, S] TARGET: Area cone-shaped burst; EFFECT: You create a cone of spectral energy resembling screaming elven ghosts that deals 1d4 points of damage per caster level [maximum 15d4]; a successful Reflex save halves this damage. Any creature that fails its Reflex save must succeed at a Will save or become panicked for 1 round/level. [SR:Yes; DC:25, Reflex half and Will negates (see text)]; CONCENTRATION:+19</p>					
Dispel Magic (Greater)	Abjuration, VoidElementalSchool	1 standard action	Instantaneous	Medium (210 ft.)	CR:p.272
<p>[V, S] TARGET: One spellcaster, creature, or object; or a 20-ft.-radius burst; EFFECT: This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell: Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells. Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC. Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel. For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area. If an object or creature that is the effect of an ongoing spell [such as a monster summoned by summon monster] is in the area, apply the dispel check to end the spell that conjured that object or creature [returning it whence it came] in addition to attempting to dispel one spell targeting the creature or object. You may choose to automatically succeed on dispel checks against any spell that you have cast. Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell. [SR:No]</p>					
Heroism (Greater)	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	11 minutes	Touch	CR:p.295
<p>[V, S] TARGET: Creature touched; EFFECT: This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level [maximum 20]. [SR:Yes (harmless); DC:23, Will negates (harmless)]</p>					
Raise Dead	Conjuration (Healing)	1 minute	Instantaneous	Touch	CR:p.329
<p>[V, S, M, DF] TARGET: Dead creature touched; EFFECT: You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead [if this would reduce its Con to 0 or less, it can't be raised]. A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells [such as a sorcerer] has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell. A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell. A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. [SR:Yes (harmless); DC:23, None, see text]</p>					
Summon Monster VI	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	11 rounds [D]	Close (50 ft.)	CR:p.352
<p>[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. [SR:No]</p>					

* =Domain/Specialty Spell

Witch Spells

True Seeing

Divination, VoidElementalSchool

1 standard action

11 minutes

Touch

CR:p.363

[V, S, M] **TARGET:** Creature touched; **EFFECT:** You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane [but not into extradimensional spaces]. The range of true seeing conferred is 120 feet. True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance. [SR:Yes (harmless); DC:23, Will negates (harmless)]

*=Domain/Specialty Spell

Innate

At Will Feather Fall (DC:18)

Levitate

Touch of Fatigue (DC:12)

Wayfinder Spell-like Abilities

At Will Light

Prepared Spell List: Prepared Spells

Witch

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Detect Magic <input type="checkbox"/> Detect Poison <input type="checkbox"/> Guidance (DC:17) <input type="checkbox"/> Stabilize (DC:17)	<input type="checkbox"/> Burning Hands (DC:18) <input type="checkbox"/> Hex Ward (DC:18) <input type="checkbox"/> <input type="checkbox"/> Mage Armor (DC:18) <input type="checkbox"/> Remove Sickness (DC:18) <input type="checkbox"/> Unbreakable Heart (DC:18)	<input type="checkbox"/> Blindness/Deafness (DC:21) <input type="checkbox"/> Detect Magic (Greater) <input type="checkbox"/> False Life <input type="checkbox"/> Glitterdust (DC:19) <input type="checkbox"/> Merge with Familiar (DC:19) <input type="checkbox"/> See Invisibility	<input type="checkbox"/> Dispel Magic <input type="checkbox"/> Heroism (DC:20) <input type="checkbox"/> Lightning Bolt (DC:20) <input type="checkbox"/> Remove Curse (DC:20) <input type="checkbox"/> Speak with Dead (DC:22) <input type="checkbox"/> Haste (DC:20)	<input type="checkbox"/> Divination <input type="checkbox"/> False Life, Greater <input type="checkbox"/> Neutralize Poison (DC:21) <input type="checkbox"/> Threefold Aspect
Level 5 <input type="checkbox"/> Curse, Major (DC:24) <input type="checkbox"/> Overland Flight <input type="checkbox"/> Suffocation (DC:24)	Level 6 <input type="checkbox"/> Animate Objects <input type="checkbox"/> Banshee Blast (DC:25)			

Cerise

Half-Elf (Taldan)

RACE

28

AGE

Femelle

GENDER

Low-Light Vision

VISION

Neutral Good

ALIGNMENT

Droite

DOMINANT HAND

5' 11"

HEIGHT

110 lbs.

WEIGHT

Jade Green

EYE COLOUR

Fair

SKIN COLOUR

Cherry Red strands, red haired, long, lightly curled

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Andoran

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

Description:

A normal sized half-elven woman with cherry red hair and bright green eyes. She has a bit long face, wearing light make-up. She wears earth toned clothes: a light green robe and little brown bags.

A dagger is sheathed on her belt, along her spell component pouch; she has a couple scroll case on her belt.

Biography:

Born in Fusil, Andoran, a small town in the woods.

The name of the character and the familiar comes from this song: https://en.wikipedia.org/wiki/Le_Temps_des_cerises

Notes:

Feats:

From advanced class origins, feat hex spell (maybe)

Soothsayer hex : good way to prepare a fight (and some other uses too) [evil eye hex, fortune hex, misfortune hex, or retribution major hex]

Ameliorating: Not bad. Can be cast as prevention.

Major Hexes

Major Ameliorating
Regenerative Sinew
Retribution

Feats: maybe Spirit's Gift (from ACG) Unfettered Familiar ?

Cool items to buy:

Spell tattoo? (cost of scroll x4, but no move action to get out).
For example stabilize cantrip: 50 gp to use once.

Corset of Dire Witchcraft: Price 22,000 gp; +4 armor bonus to AC. increase a hex by +2 caster level each day (=+1 DC). Body. (+4 bracers are 16,000 GP)

Witching Gown Price 35,000 gp. (AP 47) +4 resistance to save, +4 competence to Intim, Bluff, Diplo. Can help disguise. Store a spell that will target next person to hit the witch. Body. (+4 cloak of resistance is 16,000 gp)

Bottled Misfortune: one use poison with hex. 500 gp, one use.
Apple of Eternal Sleep + spell to force use of an item 2,500 gp

Staff of the Master (30,000 gp Ray of enfeeblement, spectral hand, vampiric touch, can use wearer's feat for more charges)
can also use metamagic feats for 1 charge per spell level.
quicken spectral hands (5 charges) + vampiric touch (2)
(or less good, Staff of curses (43,500 gp))

From advanced class guide, some rod on hexes

Raise Animal Companion Scroll ? (1000 GP + DC 25 Spellcraft to Decipher (or read Magic)
UMD to use scroll (as if on spell list) 29 (11+)

Magic dagger ?

Spells to get:

Storm Step from Blood of the Elements (not legal due to add resource typo)

Core
6th - Legend Lore

Faiths and Philosophies
6th- Source Severance

APG
6th - Unwilling Shield

Inner Sea Magic
6th - Eldritch Conduit Greater

Other:
2 - Spectral Hand?? (only +2 to touch)
3 - Vampiric Touch? (touch!), Water Walk?

Inner Sea Magic
5 - Siphon Magic (touch!)

UC
3— Healing Thief (touch!)
5- Summoner Conduit

PFS Primer
3- Collaborative Thaumaturgy?

ACG
Blood Armor ?
5- Feast on Fear (problem is 9HD limit)

Magic Toolbox
Spellcurse, flexile curse, irregular sie, itching curse, kali..., Lost Legacy
5th - Alaznist's Jinx

Familiar Folio

5th Greater Callback ?

?
6th - Balance of Suffering (harm 1, heal a living or damage an undead)

Ultimate Intrigue
1st - Aphasia
Conjure Carriage 3
Deadman's Contingency 4
Insect Spies 4
Open Book 3
Pack Empathy 3
Prognostication 6 (not PFS legal?)

Magical Marketplace
5 Blood Boil

Arcane
1 Linked Legacy
4 Aroden spellsword
5 Mask from Divination

Crossed Boons:

CS#5

Urban Tenacity: Your work is never done, and a near-death experience is never enough to keep you down. As an immediate action when you are reduced to negative hit points and dying, you automatically stabilize. If you use this ability while in the community you chose as part of the Attuned to the Citysong boon, you also receive a +1 morale bonus on attack rolls, saving throws, and skill checks for the remainder of the encounter. Once you use this boon, cross it off the Chronicle sheet.

Campaign	Adventure	Party	Date	Xp	Gm	
417 gp	Pathfinder Society	First Step 1	2013-07-06	1	Carlos Clement	
	Pathfinder Society	First Step 2		1	Carlos Clement	
	Pathfinder Society	Crypt of the Everflame	2013-08-06	3	Steven Frenques	
Used two charges of the wand of cure light wound. Used two flasks of Holy Water.	Pathfinder Society CS#13	Mists of Mwangi	2013-08-31	1	Robert Knop	
Primal beasts and a curse in Absalom's museum.	Pathfinder Society CS#14	Temple of Empyrean Enlightenment	2013-9-1	1	David Landon Cole	
A companion died by killing himself (haunts). He was exploring on his own... He was brought back by the society thanks to previous work.	Pathfinder Society CS#15	My Enemies' Enemy	2013-09-07	1	Iammar	
	Pathfinder Society CS#16	2-11 The Penumbral Accords	2013-09-08	1	Colton Freeh	
Fighter 4 died, then barbarian 2 died. We stopped going further and waited for it to be over. One of the shadow inhabitants attacked us while we waited for it to be over but we didn't have more losses.	17			1	GM credit	
GM	18	Murder on the Throaty Mermaid	2013-10-14	1	David Post Moeller	
	20	5-03 The Stolen Heir	VirtuaCon 2013 #30278	2013-10-20	1	David Bross
Spells: 1— Unbreakable Heart 2— Cure Moderate Wounds, Inflict Moderate Wounds, Lipstitch 3— Paragon Surge (110 gp) In Saleurten (town in Andoran), kidnapping of the mayor's girl. The PFS want support for the crusade, money or men/weapons. Talia? seems to be quite big on the freedom wagon; it is refreshing. The mayor doesn't want our help because he has been said not to. But he was behind it in fact. An halfling didn't hear about any ransom known. PFS has a lead, a building damaged by fire. Eagle Knight: Counselor. Big Player. reversed position to profit the mayor. Mercenaries were holding the girl. They don't react well to Intimidation well but will go for gold. We have a lead on a reagent in a parchment. We go to the shop, get attacked by wolves. In the shop, the half-elf owner wants to get back Talia to her father. Seems she is behind the kidnapping. Varag the ranger tries to grab her and everything goes wrong, fight ensue. The fight last long and seem to go bad, but we get the upper hand and they surrender. I don't agree with the rest of the group who accept the proposition of the shopkeeper to get her free and don't give the corruption evidence to the authority.	21	0-7 Among the Living	2013-10-26	1	Vincent Lhote-Hatakeyama	
		4-16 The Fabric of Reality		1	Brandon West	
		Decline of Glory		0		
		Shadow's Last Stand Part 1		0		
		The Golden Serpent		0		
		The Elven Entanglement		0		
		Siege of the Diamond City		0		
		The Hellknight's Feast		0		
		Feast of Sigil		0		
		Sanctum of a Lost Age		0		
		Tower of the Iron Wood Watch		0		