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# **ALTER SELF**

School transmutation (polymorph); Level witch 2; Casting Time 1 standard action; Components V, S, M (a piece of the creature whose form you plan to assume); Range personal; Targets you; Duration 1 min./level (D)

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.

Uses Per Day:\_\_\_\_\_

### Uses:

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# ANALYZE DWEOMER

School divination; Level witch 6; Casting Time 1 standard action; Components V, S, F (a ruby and gold lens worth 1,500 gp); Range close (25 ft. + 5 ft.2 levels); Targets one object or creature per caster level; Duration 1 round/level (D); Saving Throw none or Will negates; see text; SR no

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Uses Per Day:\_\_

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# ANIMATE OBJECTS

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one Small object per caster level; see text; Duration 1 round/level; Saving Throw none; SR no

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.

Uses Per Day:\_\_\_\_\_

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# ANTIPATHY

School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 1 hour; Components V, S, M/DF (a lump of alum soaked in vinegar); Range close (25 ft. + 5 ft/2 levels); Targets one location (up to a 10-ft. cube/level) or one object; Duration 2 hours/level (D); Saving Throw Will partial; SR yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

Uses Per Day:\_\_\_\_

# ARCANE EYE

School divination (scrying); Level witch 4; Casting Time 10 minutes; Components V, S, M (a bit of bat fur); Range unlimited; Effect magical sensor; Duration 1 min./level (D); Saving Throw none; SR no;

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

Uses Per Day:\_\_\_\_

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# **ARCANE SIGHT**

School divination; Level witch 3; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 min./level (D);

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 spelllike abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or 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.

Uses Per Day:\_\_\_\_

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# **ARCANE SIGHT, GREATER**

School divination; Level witch 7; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 min./level (D);

This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Unlike arcane sight, this spell cannot be made permanent with a permanency spell.

Uses Per Day:\_\_\_\_

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# ASTRAL PROJECTION

School necromancy; Level witch 9; Casting Time 30 minutes; Components V, S, M (1,000 gp jacinth); Range touch; Targets you plus one additional willing creature touched per two caster levels; Duration see text; Saving Throw none; SR yes;

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter. ලස්සි ඉතිලින්ත්න පිහිසින් පර්නායක් මුණ් නුයානයේ පරානයක් මුණ් දුන්ස්ද්රීන් පරානයක් මුණ් නියානයක් මුණ් පහස්සල මුණ්ස

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is

# ASTRAL PROJECTION (CONT'D)

School necromancy; Level witch 9; Casting Time 30 minutes; Components V, S, M (1,000 gp jacinth); Range touch; Targets you plus one additional willing creature touched per two caster levels; Duration see text; Saving Throw none; SR yes;

slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

Uses Per Day:\_\_\_\_

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## AUGURY

School divination; Level witch 2; Casting Time 1 minute; Components V, S, M (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp); Range personal; Targets you; Duration instantaneous;

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 long-term 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.

Uses Per Day:\_\_\_\_

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# **BALEFUL POLYMORPH**

School transmutation (polymorph); Level witch 5; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration permanent; Saving Throw Fortitude negates, Will partial; see text; SR yes;

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

Uses Per Day:\_\_\_\_

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# **BANISH SEEMING**

School abjuration; Level witch 5; Casting Time 1 standard action; Components V, S, M (a cold iron nail); Range touch; Targets one creature or object; Duration instantaneous and 1 round/level; see text; Saving Throw none; SR no;

With a melee touch attack you can dispel an illusion or return a creature to its natural form. This functions as dispel magic directed at the effect in question, except you receive a +2 enhancement bonus on your dispel check and you can only dispel illusions or changes in form created by supernatural effects or spells. If multiple effects are changing the creature's appearance, you can dispel one such effect for every four caster levels you possess, starting with the highest caster level spells and proceeding to spells.

The caster level for supernatural abilities such as change shape is equal to the target creature's Hit Dice. A creature returned to its natural form by banish seeming is prevented from changing its form again for a number of rounds equal to your caster level.

Banish seeming has no effect on nonmagical means of changing appearance, such as that provided by a disguise or extraordinary ability.

Uses Per Day:\_\_\_\_

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#### **BEGUILING GIFT**

School enchantment (compulsion) [mind-affecting]; Level, witch 1; Casting Time 1 standard action; Components V, S, F (the object to be offered); Range 5 ft.; Targets one creature; Duration 1 round; Saving Throw Will negates; SR yes;

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

Uses Per Day:\_\_\_\_

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## **BESTOW CURSE**

School necromancy; Level witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration permanent; Saving Throw Will negates; SR yes;

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.

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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.

Uses Per Day:\_\_\_\_\_

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# **BLACK TENTACLES**

School conjuration (creation); Level witch 4; Casting Time 1 standard action; Components V, S, M (octopus or squid tentacle); Range medium (100 ft. + 10 ft./level); Effect 20-ft.-radius spread; Duration 1 round/level (D); Saving Throw none; SR no;

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Uses Per Day:



#### BLEED

School necromancy; Level witch 0; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration instantaneous; Saving Throw Will negates: SR ves:

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.

Uses Per Day:\_\_\_\_

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## **BLIGHT**

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S, DF; Range touch; Duration instantaneous; Saving Throw Fortitude half; see text; SR yes;

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

Uses Per Day:\_\_\_

Uses:

# **BLINDNESS-DEAFNESS**

School necromancy; Level witch 2; Casting Time 1 standard action; Components V; Range medium (100 ft. + 10 ft./level); Targets one living creature; Duration permanent (D); Saving Throw Fortitude negates; SR yes;

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

Uses Per Day:

#### Uses:

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# BREAK ENCHANTMENT

School abjuration; Level, witch 5; Casting Time 1 minute; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets up to one creature per level, all within 30 ft. of each other; Duration instantaneous; Saving Throw see text; SR no;

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 curse from the item, but it does free the victim from the item's effects.

Uses Per Day:\_\_\_\_

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# **BURNING GAZE**

School evocation [fire]; Level witch 2; Casting Time 1 standard action; Components V, S, M/DF (eye of a mundane salamander); Range personal; Targets you; Duration 1 round/level; Saving Throw Fortitude negates (see text); SR yes;

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire.

Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze.

Note that this spell does not grant an actual gaze attack- foes and allies are not in danger of catching on fire simply by meeting your gaze.

Uses Per Day:\_\_\_\_\_ Uses:

School evocation [fire]; Level witch 1; Casting Time 1 standard action; Components V, S; Range 15 ft.; Effect cone-shaped burst; Duration instantaneous; Saving Throw Reflex half; SR yes;

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a fullround action.

Uses Per Day:\_\_\_\_

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# **CAUSE FEAR**

School necromancy [fear, mind-affecting]; Level witch 1; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature with 5 or fewer HD; Duration 1d4 rounds or 1 round; see text; Saving Throw Will partial; SR yes;

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.

Uses Per Day:\_\_\_\_

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# **CHAIN LIGHTNING**

School evocation [electricity]; Level witch 7; Casting Time 1 standard action; Components V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level); Range long (400 ft. + 40 ft./level); Targets one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target); Duration instantaneous; Saving Throw Reflex half, SR yes;

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can are to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Uses Per Day:\_\_\_\_

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# **CHARM MONSTER**

School enchantment (charm) [mind-affecting];

Level witch 4; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 day/level; Saving Throw Will negates; SR yes;

This spell functions like charm person, except that the effect is not restricted by creature type or size.

Uses Per Day:\_\_\_\_

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School enchantment (charm) [mind-affecting]; Level witch 8; Casting Time 1 standard action; Components V; Range close (25 ft, + 5 ft/2 levels); Targets One or more creatures, no two of which can be more than 30 ft. apart; Duration 1 day/level; Saving Throw Will negates: SR ves:

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

Uses Per Day:\_\_\_\_

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# **CHARM PERSON**

School enchantment (charm) [mind-affecting]; Level witch 1; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one humanoid creature; Duration 1 hour/level; Saving Throw Will negates; SR yes;

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a 4-5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys sucidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Uses Per Day:\_\_\_\_

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# **CHILL TOUCH**

School necromancy; Level witch 1; Casting Time 1 standard action; Components V, S; Range touch; Targets creature or creatures touched (up to one/level); Duration instantaneous;

Saving Throw Fortitude partial or Will negates; see text; SR yes;

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Uses Per Day:\_\_\_\_

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# CLAIRAUDIENCE/ CLAIRVOYANCE

School divination (scrying); Level witch 3; Casting Time 10 minutes; Components V, S, F/DF (a small horn or a glass eye); Range long (400 ft, + 40 ft./level); Effect magical sensor; Duration 1 min./level (D); Saving Throw none; SR no;

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known-a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Uses Per Day:

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# **CLOAK OF DREAMS**

School enchantment (compulsion) [mind-affecting]; Level witch 6; Casting Time 1 round; Components V, S, M (a rose petal and a drop of perfume); Range 5 ft.; Effect 5-ft.-radius emanation centered on you; Duration 1 round/level (D) (D); Saving Throw Will negates; SR yes;

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must ave each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded.

Creatures with the scent special quality have a -4 penalty on their saves.

Uses Per Day:

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## CLONE

School necromancy; Level witch 8; Casting Time 10 minutes; Components V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp); Range 0 ft.; Effect one clone; Duration instantaneous; Saving Throw none; SR no;

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months. ් විසින්ත පරාසන් ප්රසන් පරාසන් කර් ප්රතාන්තයේ ප්රසන්ත විසින්ත ප්රසන්තය ප්රසන්තයේ ප්රසන්තයේ සහ ප්රසන්තය ප්රසන්ත

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, 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 cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

# **CLONE (CONT'D)**

School necromancy; Level witch 8; Casting Time 10 minutes; Components V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp); Range 0 ft.; Effect one clone; Duration instantaneous; Saving Throw none; SR no;

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Uses Per Day:\_\_\_\_

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CLOUDKILL

School conjuration (creation); Level witch 5; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect cloud spreads in 20-ft. radius, 20 ft. high; Duration 1 min./level; Saving Throw Fortitude partial; see text; SR no; This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with 6 or more HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

Uses Per Day:\_\_\_\_

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School enchantment (compulsion) [language-dependent, mindaffecting]; Level witch 1; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round; Saving Throw Will negates; SR yes;

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.

Uses Per Day:



# **COMPREHEND LANGUAGES**

School divination; Level witch 1; Casting Time 1 standard action; Components V, S, M/DF (pinch of soot and salt); Range personal; Targets you; Duration 10 min./level;

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

Uses Per Day:\_\_\_\_

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# **CONE OF COLD**

School evocation [cold]; Level witch 6; Casting Time 1 standard action; Components V, S, M (a small crystal or glass cone); Range 60 ft.; Effect cone-shaped burst; Duration instantaneous; Saving Throw Reflex half; SR yes;

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Uses Per Day:\_\_\_\_

#### Uses:

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# CONFUSION

School enchantment (compulsion) [mind-affecting];

Level witch 4; Casting Time 1 standard action; Components V, S, M/DF (three nutshells); Range medium (100 ft. + 10 ft./level); Targets all creatures in a 15-ft.-radius burst; Duration 1 round/ level; Saving Throw Will negates; SR yes;

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

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).

| 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) |   |  |  |  |  |  |
|                                       |   |  |  |  |  |  |
| Uses Per Day:                         |   |  |  |  |  |  |
| -                                     |   |  |  |  |  |  |

# **CONTACT OTHER PLANE**

School divination; Level witch 5; Casting Time 10 minutes; Components V; Range personal; Targets you; Duration concentration;

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "ino," "maybe," "mever," "irrelevant," or some other one-word answer. 2402449 25E4 492.5V

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You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

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## CONTACT OTHER PLANE (CONT'D)

School divination; Level witch 5; Casting Time 10 minutes; Components V; Range personal; Targets you; Duration concentration;

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly. Don't Know: The entity tells you that it doesn't know. Lie: The entity intentionally lies to you. Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up. AND ADDREED ADDREED

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| Plane Contacted                      | Avoid Int/<br>Cha Decrease | True<br>Answer | Don't<br>Know | Lie   | Random<br>Answer |  |
|--------------------------------------|----------------------------|----------------|---------------|-------|------------------|--|
| Elemental Plane                      | DC 7/1 week                | 01-34          | 35-62         | 63-83 | 84-100           |  |
| Positive/Negative<br>Energy Plane    | DC 8/1 week                | 01–39          | 40-65         | 66–86 | 87–100           |  |
| Astral Plane                         | DC 9/1 week                | 01-44          | 45-67         | 68-88 | 89-100           |  |
| Outer Plane,<br>demigod              | DC 10/2<br>weeks           | 01-49          | 50-70         | 71–91 | 92-100           |  |
| Outer Plane, lesser<br>deity         | DC 12/3<br>weeks           | 01-60          | 61-75         | 76–95 | 96-100           |  |
| Outer Plane, inter-<br>mediate deity | DC 14/4<br>weeks           | 01–73          | 74-81         | 82-98 | 99–100           |  |
| Outer Plane,<br>greater deity        | DC 16/5<br>weeks           | 01-88          | 89–90         | 91–99 | 100              |  |
| Uses Per Day: Uses:                  |                            |                |               |       |                  |  |

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# **CONTROL WEATHER**

School transmutation; Level witch 7; Casting Time 10 minutes; see text; Components V, S; Range 2 miles; Effect 2-mile-radius circle, centered on you; see text; Duration 4d12 hours; see text; Saving Throw none; SR no;

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously. তম্প্রপারি এউটের বর্ষটের এর স্কার্যের এই স্কার্যের ও স্কার্যের বর্ষটের বর্ষটের স্কার্যের স্কার্যের বর্ষটের বর্ষটের

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

| Season      | Possible Weather                                   |
|-------------|--|
| Spring      | Tornado, thunderstorm, sleet storm, or hot weather |
| Summer      | Torrential rain, heat wave, or hailstorm           |
| Autumn      | Hot or cold weather, fog, or sleet                 |
| Winter      | Frigid cold, blizzard, or thaw                     |
| Late winter | Hurricane-force winds or early spring              |
|             |  |
| Uses Per Da |  |

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#### **CRUSHING DESPAIR**

School enchantment (compulsion) [mind-affecting]; Level witch 4; Casting Time 1 standard action; Components V, S, M; Range 30 ft.; Effect cone-shaped burst; Duration 1 min./level; Saving Throw Will negates; SR yes;

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

Uses Per Day:\_\_\_\_

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# CUP OF DUST

School transmutation; Level witch 3; Casting Time 1 standard action; Components V, S, M (a pinch of dust); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 day/level (D) (D); Saving Throw Fortitude negates; SR yes;

You curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate (see page 444 of the Core Rulebook for starvation and thirst). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). Cup of dust can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of dehydration must be healed by normal means.

Uses Per Day:\_\_\_\_

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র্জ ওম্প্রের্থের এটেডের এর্ডএর্জ প্রান্ত ব্যাবহারের এর্ডএর্জ প্রান্ত র্বার্থের্যের ব্যাবহার ব্যাবহারের ব্যাবহার

School conjuration (healing); Level witch 5; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instananous; Saving Throw Will half (harmless); see text; SR yes (harmless); see text;

This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Uses Per Day:

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**CURE CRITICAL WOUNDS, MASS** School conjuration (healing); Level witch 9; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half (harmless) or Will half; see text; SR yes (harmless) or yes; see text; This spell functions like mass cure light wounds, except that it curres 4d8 points of damage + 1 point per caster level (maximum +40).

Uses Per Day:\_\_\_\_

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# **CURE LIGHT WOUNDS**

School conjuration (healing); Level witch 1; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will half (harmless); see text; SR yes (harmless); see text;

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.

Uses Per Day: \_\_\_\_

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School conjuration (healing); Level witch 6; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can abe more than 30 ft. apart; Duration instantaneous; Saving Throw Will half (harmless) or Will half; see text; SR yes (harmless) or yes; see text; You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

Uses Per Day: \_\_\_\_

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র্জ ওম্ওগুর্পার প্রতির্দে এর্ডার্জ এরা রাওরেরারের এরা প্রায় হারা প্রায়ার্থ বর্ষারেরে বরারেরা হারা হারা রাজনের ব্রায়

# **CURE MODERATE WOUNDS**

School conjuration (healing); Level witch 2; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instanaeous; Saving Throw Will half (harmless); see text; SR yes (harmless); see text;

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Uses Per Day:

#### Uses:

র্জ ওম্ওওর্পের প্রতিদের এর্ডের্জ এর ওর্ডের্ডের এর্ডের্জের এর ওর্জার্মের এর্ডের্জের রূপে ওর্ডের্ডের এর্ডের্জের রূ

#### CURE MODERATE WOUNDS, MASS

School conjuration (healing); Level witch 7; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half (harmless) or Will half; see text; SR yes (harmless) or yes; see text; This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Uses Per Day:

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# **CURE SERIOUS WOUNDS**

School conjuration (healing); Level witch 4; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instananous; Saving Throw Will half (harmless); see text; SR yes (harmless); see text;

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Uses Per Day:

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**CURE SERIOUS WOUNDS, MASS** School conjuration (healing); Level witch 8; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half (harmless) or Will half, see text; SR yes (harmless) or yes; see text; This spell functions like mass cure light wounds, except that it curres 3d8 points of damage + 1 point per caster level (maximum +35).

Uses Per Day:\_\_\_\_

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# DANCING LANTERN

School transmutation [fire, light]; Level witch 1; Casting Time 1 standard action; Components V, S, F (a lantern); Range touch; Effect animates one lantern; Duration 1 hour/level (D) (D); Saving Throw none: SR no;

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell (CL 9th, 2,500 gp).

Uses Per Day:

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র্জ ওম্প্রের্থের এটেডের এর্ডএর্জ প্রান্ত ব্যাব্যারের এর্ডএর্জ প্রান্ত র্বার্থের্যের ব্যাব্যার বর্ষা এর্ডের ব্যা

# DANCING LIGHTS

School evocation [light]; Level bard 0, witch 0; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect Up to four lights, all within a 10-ft.-radius area; Duration 1 minute(D); Saving Throw none; SR no;

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Uses Per Day:\_\_\_\_

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School enchantment (compulsion) [mind-affecting]; Level witch 0; Casting Time 1 standard action; Components V, S, M (a pinch of wool or similar substance); Range close (25 ft. + 5 ft./2 levels); Targets one humanoid creature of 4 HD or less; Duration 1 round; Saving Throw Will negates; SR ves;

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.

Uses Per Day:\_\_\_\_

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## **DAZE MONSTER**

School enchantment (compulsion) [mind-affecting]; Level witch 2; Casting Time 1 standard action; Components V, S, M (a pinch of wool or similar substance); Range medium (100 ft. + 10 ft./level); Targets one living creature of 6 HD or less: Duration 1 round: Saving Throw Will negates; SR yes;

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Uses Per Day:

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# DEATH KNELL

School necromancy[death, evil]; Level witch 2; Casting Time 1 standard action; Components V, S; Range touch; Targets living creature touched; Duration instantaneous/10 minutes per HD of subject; see text

#### Saving Throw Will negates; SR yes

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Uses Per Day:

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## DEATH WARD

School necromancy; Level witch 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets living creature touched; Duration 1 min./level; Saving Throw Will negates (harmless); SR yes (harmless);

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.

Uses Per Day:\_\_\_\_\_

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#### **DEEP SLUMBER**

School enchantment (compulsion) [mind-affecting]; Level witch 3; Casting Time 1 round; Components V, S, M (fine sand, rose petals, or a live cricket); Range close (25 ft. + 5 ft./2 levels); Effect one or more living creatures within a 10-ft.-radius burst; Duration 1 min./level; Saving Throw Will negates; SR yes; This spell functions like sleep, except that it affects 10 HD of targets.

Uses Per Day:\_\_\_

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# **DELAY POISON**

School conjuration (healing); Level witch 2; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creature touched; Duration 1 hour/level; Saving Throw Fortitude negates (harmless); SR yes (harmless);

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Uses Per Day:\_\_\_\_

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#### DEMAND

School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 10 minutes; Components V, S, M/DF (fine copper wire); Range see text; Targets one creature; Duration 1 round; see text; Saving Throw Will partial; SR yes;

This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

Uses Per Day:

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# DESTRUCTION

School necromancy [death]; Level witch 8; Casting Time 1 standard action; Components V, S, F (holy or unholy symbol costing 500 gp); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration instantaneous; Saving Throw Fortitude partial; SR yes;

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

Uses Per Day:\_\_\_\_

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র্জ ওম্ওগুর্পার প্রতির্দে এর্ডার্জ এরা রাওরেরারের এরা প্রায় হারা প্রায়ার্থ বর্ষারেরে বরারেরা হারা হারা রাজনের ব্রায়

# **DETECT MAGIC**

School divination; Level witch 0; Casting Time 1 standard action; Components V, S; Range 60 ft.; Effect cone-shaped emanation; Duration concentration, up to 1 min./level (D); Saving Throw none; SR no;

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

1st Round: Presence or absence of magical auras.

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

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

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

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

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.

|  | Aura Power                    |          |           |                            |  |  |
|--|-------------------------------|----------|-----------|----------------------------|--|--|
| Spell or Object                              | Faint                         | Moderate | Strong    | Over-<br>whelming          |  |  |
| Functioning spell<br>(spell level)           | 3rd or<br>lower               | 4th-6th  | 7th-9th   | 10th+<br>(deity-<br>level) |  |  |
| Magic item (caster level)                    | 5th or<br>lower               | 6th-11th | 12th-20th | 21st+<br>(artifact)        |  |  |
| Original Strength Duration of Lingering Aura |                               |          |           |                            |  |  |
| Faint<br>Moderate                            | 1d6 rounds<br>1d6 minutes     |          |           |                            |  |  |
| Strong                                       | 1d6 minutes<br>1d6x10 minutes |          |           |                            |  |  |
| Overwhelming                                 | 1d6 days                      |          |           |                            |  |  |
| Uses Per Day:                                |                               | Uses:    |           |                            |  |  |
|  |                               |          |           |                            |  |  |
|  |                               |          |           |                            |  |  |

# DETECT POISON

School divination; Level witch 0; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Effect Target or one creature, one object, or a 5-ft. cube; Duration instantaneous; Saving Throw none; SR no;

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day:\_\_\_\_

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# DETECT SCRYING

School divination; Level witch 4; Casting Time 1 standard action; Components V, S, M (a piece of mirror and a miniature brass hearing trumpet); Range 40 ft.; Effect 40-ft.-radius emanation centered on you; Duration 24 hours; Saving Throw none; SR no;

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

Uses Per Day:\_\_\_\_

#### Uses:

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# DETECT SECRET DOORS

School divination; Level witch 1; Casting Time 1 standard action; Components V, S; Range 60 ft.; Effect cone-shaped emanation; Duration concentration, up to 1 min./level (D); Saving Throw none; SR no;

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day:\_\_

Uses:

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# DETECT THOUGHTS

School divination[mind-affecting]; Level witch 2; Casting Time 1 standard action; Components V, S, F/DF (a copper piece); Range 60 ft.; Effect cone-shaped emanation; Duration concentration, up to 1 min/level (D); Saving Throw Will negates; see text; SR no; You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

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

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

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

Each round, you can turn to detect thoughts in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Uses Per Day:\_\_\_\_

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### **DIMENSION DOOR**

School conjuration (teleportation); Level witch 4; Casting Time 1 standard action; Components V; Range long (400 ft. + 40 ft./ level); Targets you and touched objects or other touched willing creatures; Duration instantaneous; Saving Throw none and Will negates (object); SR no and yes (object);

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired--whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Uses Per Day:

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# **DISCERN LIES**

School divination; Level ,witch 4, witch 4; Casting Time 1 standard action; Components V, S, DF; Range close (25 ft, + 5 ft, / 2levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration concentration, up to 1 round/level; Saving Throw Will negates; SR no;

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

Each round, you may concentrate on a different target.

Uses Per Day:\_\_\_\_

#### Uses:

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## **DISCERN LOCATION**

School divination; Level witch 8; Casting Time 10 minutes; Components V, S, DF; Range unlimited; Targets one creature or object; Duration instantaneous; Saving Throw none; SR no;

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Uses Per Day:\_\_\_

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#### **DISPEL MAGIC**

School abjuration; Level witch 3; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; SR no;

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The effect of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

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Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends. If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel

# DISPEL MAGIC (CONT'D)

School abjuration; Level witch 3; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; SR no;

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 fre). 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.

# **DISPEL MAGIC (CONT'D)**

School abjuration; Level witch 3; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

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## **DISPEL MAGIC, GREATER**

School abjuration; Level witch 6; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect 20-ft.-radius burst; Targets one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; SR no; 27224 PBBS 5PP259

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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.

## DISPEL MAGIC, GREATER (CONT'D)

School abjuration; Level witch 6; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect 20-ft.-radius burst; Targets one spellcaster, creature, or object; Duration instantaneous; Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

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Uses:

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## DIVINATION

School divination; Level witch 4; Casting Time 10 minutes; Components V, S, M (incense and an appropriate offering worth 25 gp); Range personal; Targets you; Duration instantaneous;

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.

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## DOMINATE MONSTER

School enchantment (compulsion) [mind-affecting]; Level witch 9; Casting Time 1 round; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 day/level; Saving Throw Will negates; SR yes;

This spell functions like dominate person, except that the spell is not restricted by creature type.

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## DOMINATE PERSON

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

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

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If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

# DOMINATE PERSON (CONT'D)

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

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Uses Per Day:\_\_\_\_

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#### **ELEMENTAL SWARM**

School conjuration (summoning) [see text]; Level witch 9; Casting Time 10 minutes; Components V, S; Range medium (100 ft. + 10 ft./level); Effect two or more summoned creatures, no two of which can be more than 30 ft. apart; Duration 10 min./level (D); Saving Throw none; SR no;

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Uses Per Day:\_\_\_\_

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## ENERVATION

School necromancy; Level witch 4; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Effect ray of negative energy; Duration instantaneous; Saving Throw none; SR yes;

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 Id4 temporary negative levels (see Appendix 1). 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 have a chance of hat long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Uses Per Day:\_\_\_\_

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School transmutation; Level witch 1; Casting Time 1 round; Components V, S, M (powdered iron); Range close (25 ft. + 5 ft./2 levels); Targets one humanoid creature; Duration 1 min./ level (D); Saving Throw Fortitude negates; SR yes;

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it-the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack. Enlarge person counters and dispels reduce person. Enlarge person can be made permanent with a permanency spell.

Uses Per Day:

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## ENTHRALL

School enchantment (charm) [language-dependent, mind-affecting, sonic]; Level witch 2; Casting Time 1 round; Components V, S; Range medium (100 ft. + 10 ft./level); Targets any number of creatures; Duration 1 hour or less; Saving Throw Will negates; see text; SR yes;

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

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Uses Per Day:



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#### EYEBITE

School necromancy; Level witch 6; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round/level; Saving Throw Fortitude negates; SR yes;

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects.

The effects are cumulative and concurrent. Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective. Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect. Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. You must spend a swift action each round after the first to target a foe.

| hd        | Effect                       |
|-----------|------------------------------|
|           | Sickened                     |
|           | Panicked, sickened           |
| 4 or less | Comatose, panicked, sickened |
|           |                              |

Uses Per Day:\_\_\_

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School necromancy; Level witch 2; Casting Time 1 standard action; Components V, S, M (a drop of blood); Range personal; Targets you; Duration 1 hour/level or until discharged; see text;

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).

Uses Per Day:

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School necromancy [fear, mind-affecting]; Level witch 4; Casting Time 1 standard action; Components V, S, M (the heart of a hen or a white feather); Range 30 ft.; Effect cone-shaped burst; Duration 1 round/level or 1 round; see text; Saving Throw Will partial; SR yes;

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.

Uses Per Day:

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## FEAST OF ASHES

School transmutation; Level witch 2; Casting Time 1 standard action; Components V, S, M (a pinch of ash); Range close (25 ft. + 5 ft/2 levels); Targets one creature; Duration 2 days/level (D) (D); Saving Throw Fortitude negates; SR yes;

You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve (see page 444 of the Core Rulebook). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed (such as poisons or potions).

Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means.

Uses Per Day:\_\_\_\_

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#### FEEBLEMIND

School enchantment (compulsion) [mind-affecting]; Level witch 5; Casting Time 1 standard action; Components V, S, M (a handful of clay, crystal, or glass spheres); Range medium (100 ft. + 10 ft./level); Targets one creature; Duration instantaneous; Saving Throw Will negates; see text; SR yes;

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charismabased 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 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.

Uses Per Day:\_\_\_\_

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#### FESTER

School necromancy; Level witch 2; Casting Time 1 standard action; Components V, S, M (rotted meat); Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round/level or 1 round; see text; Saving Throw Fortitude partial; SR yes; Necrotic energy permeates the target, blocking healing abilities.

The subject gains spell resistance equal to 12 + your caster level against effects that restore hit points or grant temporary hit points. In addition, any healing provided by effects that ignore spell resistance (such as fast healing, regeneration, and some spells) are halved. If the target succeeds on a Fortitude saving throw, fester lasts only a single round.

Uses Per Day:\_\_\_\_

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School necromancy; Level witch 6; Casting Time 1 standard action; Components V, S, M (rotted meat); Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration 1 round/level or 1 round; see text; Saving Throw Fortitude partial; SR yes;

This spell functions as fester, except that it affects multiple foes.

Uses Per Day:

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**FIND THE PATH** 

School divination; Level witch 6; Casting Time 3 rounds; Components V, S, F (a set of divination counters); Range personal or touch; Targets you or creature touched; Duration 10 min./ level; Saving Throw none or Will negates (harmless); SR no or yes (harmless);

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keved to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Uses Per Day:\_\_\_\_

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**FIND TRAPS** 

School divination; Level witch 2; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 min./level;

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

Uses Per Day:\_\_\_\_\_

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## FLESH TO STONE

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S, M (lime, water, and earth); Range medium (100 ft. + 10 ft./level); Targets one creature; Duration instantaneous; Saving Throw Fortitude negates; SR yes;

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

Uses Per Day:\_\_\_\_

#### Uses:

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School transmutation; Level witch 3; Casting Time 1 standard action; Components V, S, F (a wing feather); Range touch; Targets creature touched; Duration 1 min./level; Saving Throw Will negates (harmless); SR yes (harmless);

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Uses Per Day:\_\_\_\_

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## FOG CLOUD

School conjuration (creation); Level witch 2; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft. level); Effect fog spreads in 20-ft, radius, 20 ft. high; Duration 10 min./level; Saving Throw none; SR no;

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Uses Per Day:\_\_\_\_\_

#### Uses:

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## FORESIGHT

School divination; Level witch 9; Casting Time 1 standard action; Components V, S, M/DF (a hummingbird's feather); Range personal or touch; Targets see text; Duration 10 min./ level; Saving Throw none or Will negates (harmless); SR no or yes (harmless);

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

Uses Per Day:\_\_\_\_

GEAS, LESSER

School enchantment (compulsion) [language-dependent, mindaffecting]: Level witch 4; Casting Time 1 round; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one living creature with 7 HD or less; Duration 1 day/level or until discharged (D); Saving Throw Will negates; SR yes;

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

Uses Per Day:



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## **GEAS/QUEST**

School enchantment (compulsion) [language-dependent, mindaffecting]; Level witch 6; Casting Time 10 minutes; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 day/level or until discharged (D); Saving Throw none; SR yes;

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

Uses Per Day:\_\_\_

## Uses:

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#### **GENTLE REPOSE**

School necromancy; Level witch 2; Casting Time 1 standard action; Components V, S, M/DF (salt and a copper piece for each of the corpse's eyes); Range touch; Targets corpse touched; Duration 1 day/level; Saving Throw Will negates (object); SR yes (object);

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

Uses Per Day:\_\_\_\_\_

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## GLIDE

School transmutation; Level witch 2; Casting Time 1 standard action; Components V, S, M/DF (a leaf); Range personal; Targets you; Duration until landing or 1 minute/level (D) (D);

You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Uses Per Day:\_\_\_\_

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GLITTERDUST

School conjuration (creation); Level witch 2; Casting Time 1 standard action; Components V, S, M (ground mica); Range medium (100 ft. + 10 ft./level); Effect creatures and objects within 10-ft.-radius spread; Duration 1 round/level; Saving Throw Will negates (blinding only); SR no;

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.

Uses Per Day:

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## **GLYPH OF WARDING**

School abjuration; Level witch 3; Casting Time 10 minutes; Components V, S, M (powdered diamond worth 200 gp); Range touch; Effect Target or object touched or up to 5 sq. ft/level; Duration permanent until discharged (D); Saving Throw see text; SR no (object) and yes; see text;

This powerful inscription harms those who enter, pass, or open the warded area or object. A glyph of warding can guard a bridge or passage, ward a portal, trap a chest or box, and so on.

You set all of the conditions of the ward. Typically, any creature entering the warded area or opening the warded object without speaking a password (which you set when casting the spell) is subject to the magic it stores. Alternatively or in addition to a password trigger, glyphs can be set according to physical characteristics (such as height or weight) or creature type, subtype, or kind. Glyphs can also be set with respect to good, evil, law, or chaos, or to pass those of your religion. They cannot be set according to class, HD, or level.

Glyphs respond to invisible creatures normally but are not triggered by those who travel past them ethereally. Multiple glyphs cannot be cast on the same area. However, if a cabinet has three different drawers, each can be separately warded.

Uses Per Day:\_

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## **GUARDS AND WARDS**

School abjuration; Level witch 6; Casting Time 30 minutes; Components V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood), F (a small silver rod); Range anywhere within the area to be warded; Effect up to 200 sq. ft./level; Duration 2 hours/level (D); Saving Throw see text; SR see text;

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet 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). Saving Throw: none. Spell Resistance: no.

Arcane Locks: All doors in the warded area are arcane locked.

Saving Throw: none. Spell Resistance: no.

Uses Per Day:\_\_\_\_

### **GUIDANCE**

School divination; Level witch 0; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration 1 minute or until discharged; Saving Throw Will negates (harmless); SR yes;

This spell imbues the subject with a touch of divine guidance.

The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Uses Per Day:\_\_\_\_

| Uses: |      |      |      |      |  |
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School divination; Level witch 3; Casting Time 1 minute; Components V, S, M (a spool of thread or string); Range personal; Targets you; Duration 1 day/level (D) (D);

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Uses Per Day:

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#### HARM

School necromancy; Level witch 7; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will half; see text; SR ves:

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

Uses Per Day:\_\_\_

#### HEAL

School conjuration (healing); Level witch 7; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will negates (harmless); SR yes (harmless);

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

Uses Per Day:\_\_\_\_\_

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### HEROISM

School enchantment (compulsion) [mind-affecting]; Level witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration 10 min./level; Saving Throw Will negates (harmless); SR yes (harmless);

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.

Uses Per Day:\_\_\_\_

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#### **HEROISM, GREATER**

School enchantment (compulsion) [mind-affecting]; Level witch 6; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration 1 min./level; Saving Throw Will negates (harmless); SR yes (harmless);

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).

Uses Per Day:\_\_\_\_

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#### HIDDEN SPEECH

School transmutation [language-dependent]; Level witch 2; Casting Time 1 standard action; Components V, S, M/DF (a cipher written on a piece of parchment); Range close (25 ft. + 5 ft/2 levels); Targets you plus one creature/level, no two of which can be more than 30 ft. apart; Duration 10 minutes/level (D) (D); Saving Throw Will negates (harmless); SR yes;

You greatly enhance the ability of the subjects to communicate hidden messages to each other. Each target gains a +10 competence bonus on Bluff checks to send secret message to other recipients. Others using opposed Sense Motive checks to decipher these messages receive a -5 penalty. All subjects affected by the spell must share a language to be able to pass messages.

Uses Per Day:\_\_\_

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### HOLD MONSTER

School enchantment (compulsion) [mind-affecting]; Level witch 5; Casting Time 1 standard action; Components V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail); Range medium (100 ft. + 10 ft./level); Targets one living creature; Duration 1 round/level ; see text (D); Saving Throw Will negates; see text; SR yes;

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Uses Per Day:\_\_\_\_\_

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### HOLD MONSTER, MASS

School enchantment (compulsion) [mind-affecting]; Level witch 9; Casting Time 1 standard action; Components V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail); Range medium (100 ft. + 10 ft./level); Targets one or more creatures, no two of which can be more than 30 ft. apart; Duration 1 round/level; see text(D); Saving Throw Will negates; see text; SR yes;

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

Uses Per Day:

Uses:

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#### **HOLD PERSON**

School enchantment (compulsion) [mind-affecting]; Level witch 2; Casting Time 1 standard action; Components V, S, F/DF (a small, straight piece of iron); Range medium (100 ft. + 10 ft./level); Targets one humanoid creature; Duration 1 round/level ; see text (D); Saving Throw Will negates; see text; SR yes;

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Uses Per Day:

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#### **HOLD PERSON, MASS**

School enchantment (compulsion) [mind-affecting]; Level witch 7; Casting Time 1 standard action; Components V, S, F/DF (a small, straight piece of iron); Range medium (100 ft. + 10 ft./level); Targets one or more humanoid creatures, no two of which can be more than 30 ft. apart; Duration 1 round/level; see text (D); Saving Throw Will negates; see text; SR yes;

This spell functions like hold person, except as noted above.

Uses Per Day:\_\_\_\_

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#### HORRID WILTING

School necromancy; Level witch 8; Casting Time 1 standard action; Components V, S, M/DF (a bit of sponge); Range long (400 ft. + 40 ft./level); Targets living creatures, no two of which can be more than 60 ft. apart; Duration instantaneous; Saving Throw Fortitude half; SR yes;

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

Uses Per Day:\_\_\_\_

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#### **HYPNOTISM**

School enchantment (compulsion) [mind-affecting]; Leve witch 1; Casting Time 1 round; Components V, S; Range close (25 ft. + 5 ft./2 levels); Effect several living creatures, no two of which may be more than 30 ft. apart; Duration 2d4 rounds (D); Saving Throw Will negates; SR yes;

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you.

In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Uses Per Day:\_

### **ICE STORM**

School evocation [cold]; Level witch 4; Casting Time 1 standard action; Components V, S, M/DF (dust and water); Range long (400 ft. + 40 ft./level); Effect cylinder (20-ft. radius, 40 ft. high); Duration 1 round/level (D); Saving Throw none; SR yes;

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).

Uses Per Day:\_\_\_\_

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#### IDENTIFY

School divination; Level witch 1; Casting Time 1 standard action; Components V, S, M (wine stirred with an owl's feather); Range 60 ft.; Effect cone-shaped emanation; Duration 3 rounds/level (D); Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

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#### **ILL OMEN**

School enchantment (compulsion) [mind-affecting]; Level witch 1; Casting Time 1 standard action; Components V, S, M (hair from a black cat); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 round/level or until discharged; Saving Throw none; SR yes;

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level).

A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

Uses Per Day:

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# INFLICT CRITICAL WOUNDS

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will half; SR yes;

This spell functions like inf lict light wounds, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Uses Per Day:\_\_\_\_\_

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School necromancy; Level witch 9; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half; SR ves:

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage + 1 point per caster level (maximum +40).

Uses Per Day:\_\_\_\_

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## INFLICT LIGHT WOUNDS

School necromancy; Level witch 1; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will half; SR yes;

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 a like amount of damage, rather than harming it.

Uses Per Day:\_\_\_\_

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# INFLICT LIGHT WOUNDS, MASS

School necromancy; Level witch 6; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half; SR yes;

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

Uses Per Day:\_\_\_\_\_

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| INFLICT MODERATE WOUNDS  |  |  |  |
| School necromancy;   |  |  |  |
| Level witch 2;   |  |  |  |
| Casting Time 1 standard action;                                      |  |  |  |
| Components V, S;   |  |  |  |
| Range touch;   |  |  |  |
| Targets creature touched;  |  |  |  |
| Duration instantaneous;  |  |  |  |
| Saving Throw Will half; SR yes;                                      |  |  |  |
| This spell functions like inflict light wounds, except that you deal |  |  |  |
| 2d8 points of damage + 1 point per caster level (maximum +10).       |  |  |  |
| Uses Per Day: Uses:  |  |  |  |
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School necromancy; Level witch 7; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous; Saving Throw Will half; SR ves:

This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage + 1 point per caster level (maximum +30).

Uses Per Day:\_\_\_\_

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# INFLICT SERIOUS WOUNDS

School necromancy; Level witch 4; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Will half; SR yes;

This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

Uses Per Day:\_\_\_\_\_

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#### INFLICT SERIOUS WOUNDS, MASS

School necromancy; Level witch 8; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration instantaneous;

Saving Throw Will half; SR yes;

This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage + 1 point per caster level (maximum +35).

Uses Per Day:\_\_\_\_

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INSANITY

#### School enchantment (compulsion) [mind-affecting]; Level witch 7; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one living creature; Duration instantaneous; Saving Throw Will negates; SR yes;

The affected creature suffers from a continuous confusion effect, as the spell.

Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

Uses Per Day:\_\_\_\_

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## INSTANT SUMMONS

School conjuration (summoning); Level witch 7; Casting Time 1 standard action; Components V, S, M (sapphire worth 1,000 gp); Range see text; Targets one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less; Duration permanent until discharged; Saving Throw none; SR no;

You call some nonliving item directly to your hand from virtually any location.

First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you.

Uses Per Day:\_

#### Uses:

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School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 1 standard action; Components V; Range touch; Targets living creature touched; Duration 1d4+1 rounds; Saving Throw Will partial; SR ves;

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

Uses Per Day:

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## LEGEND LORE

School divination; Level witch 6; Casting Time see text; Components V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each); Range personal; Targets you; Duration see text;

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Uses Per Day:\_\_

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#### LEVITATE

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

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Uses Per Day:\_\_\_\_\_

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#### LIGHT

School evocation [light]; Level witch 0; Casting Time 1 standard action; Components V, M/DF (a firefly); Range touch; Targets object touched; Duration 10 min./level; Saving Throw none; SR no;

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Uses Per Day:\_\_\_\_

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### LIGHTNING BOLT

School evocation [electricity]; Level witch 3; Casting Time 1 standard action; Components V, S, M (fur and a glass rod); Range 120 ft.; Effect 120-ft. line; Duration instantaneous; Saving Throw Reflex half; SR ves;

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.

Uses Per Day:\_\_\_\_

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#### LOCATE CREATURE

School divination; Level witch 4; Casting Time 1 standard action; Components V, S, M (fur from a bloodhound); Range long (400 ft. + 40 ft./level); Effect circle, centered on you, with a radius of 400 ft. + 40 ft./level; Duration 10 min./level; Saving Throw none; SR no;

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

Uses Per Day:\_\_\_\_

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## LOCATE OBJECT

School divination; Level witch 3; Casting Time 1 standard action; Components V, S, F/DF (a forked twig); Range long (400 ft. + 40 ft./level); Effect circle, centered on you, with a radius of 400 ft. + 40 ft./level; Duration 1 min/level; Saving Throw none; SR no; You sense the direction of a well-known or clearly visualized object.

You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Uses Per Day:\_\_\_\_

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#### MAGE ARMOR

School conjuration (creation) [force]; Level witch 1; Casting Time 1 standard action; Components V, S, F (a piece of cured leather); Range touch; Targets creature touched; Duration 1 hour/ leavel (D); Saving Throw Will negates (harmless); SR no;

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Uses Per Day:\_\_\_\_\_

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#### MAGIC JAR

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S, F (a gem or crystal worth at least 100 gp); Range medium (100 ft. + 10 ft./level); Targets one creature; Duration 1 hour/level or until you return to your body; Saving Throw Will negates; see text; SR yes;

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. 9499449 25CH 4523K 2M 949236 49236

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The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

## MAGIC JAR (CONT'D)

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S, F (a gem or crystal worth at least 100 gp); Range medium (100 ft. + 10 ft./level); Targets one creature; Duration 1 hour/level or until you return to your body; Saving Throw Will negates; see text; SR yes;

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

Uses Per Day:\_\_\_\_

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#### MAJOR CREATION

School conjuration (creation); Level witch 5; Casting Time 10 minutes; Components V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation); Range close (25 ft. + 5 ft./2 levels); Effect unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level; Duration see text; Saving Throw none; SR no;

This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

| Hardness and RarityExamples | Duration      |
|-----------------------------|---------------|
| Vegetable matter            | 2 hr./level   |
| Stone, crystal, base metals | 1 hr./level   |
| Precious metals             | 20 min./level |
| Gems                        | 10 min./level |
| Rare metal*                 | 1 round/level |
|                             |               |

\*Includes adamantine, alchemical silver, and mithral. You can't use major creation to create a cold iron item.

Uses Per Day:

#### Uses:

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## MARK OF JUSTICE

School necromancy; Level witch 5; Casting Time 10 minutes; Components V, S, DF; Range touch; Targets creature touched; Duration permanent; see text; Saving Throw none; SR yes;

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

Uses Per Day:\_\_\_\_

#### Uses:

# means such as detect magic or arcane sight. Uses Per Day:

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Both the desired spell effect and mask dweomer are hidden from detect magic, although more powerful spells (such as arcane sight) pierce the deception if the caster succeeds on a Will save. Analyze dweomer automatically detects both mask dweomer and any masked spell effects.

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on the target creature or object. You must have either cast this spell yourself or have perceived it by

School illusion (glamer); Level witch 1; Casting Time 1 standard action; Components V, S, M (a piece of gauze); Range touch; Targets creature or object touched; Duration 1 day/level (D) (D); Saving Throw none; see text; SR no;

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#### MAZE

School conjuration (teleportation); Level witch 8; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration see text; Saving Throw none; SR yes;

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

Uses Per Day:\_\_\_\_

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#### MENDING

School transmutation; Level witch 0; Casting Time 10 minutes; Components V, S; Range 10 ft.; Targets one object of up to 1 lb./ level; Duration instantaneous; Saving Throw Will negates (harmless, object); SR yes (harmless, object);

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Uses Per Day:\_\_\_\_

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ONE AMARY LAR. AN ARLARS

র্জ ওম্ওগুর্পার প্রতির্দে এর্ডার্জ এরা রাওরেরারের এরা প্রায় হারা প্রায়ার্থ বর্ষারেরে বরারেরার হারা রাজারেরা প্
## MESSAGE

School transmutation [language-dependent]; Level witch 0; Casting Time 1 standard action; Components V, S, F (a piece of copper wire); Range medium (100 ft. + 10 ft./level); Targets one creature/level; Duration 10 min./level; Saving Throw none; SR no;

You can whisper messages and receive whispered replies.

Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range.

Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell.

The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Uses Per Day:\_\_\_\_

## Uses:

## MIND BLANK

School abjuration; Level witch 8; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 24 hours; Saving Throw Will negates (harmless); SR yes (harmless);

The subject is protected from all devices and spells that gather information about the target through divination magic (such as detect evil, locate creature, scry, and see invisible). This spell also grants a +8 resistance bonus on saving throws against all mindaffecting spells and effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Uses Per Day:\_\_\_

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## **MIND FOG**

School enchantment (compulsion) [mind-affecting]; Level witch 5; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect fog spreads in 20-ft. radius, 20 ft. high; Duration 30 minutes and 2d6 rounds; see text; Saving Throw Will negates; SR yes;

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

Uses Per Day:\_\_\_\_

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# **MINOR CREATION**

School conjuration (creation); Level witch 4; Casting Time 1 minute; Components V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation); Range 0 ft.; Effect unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level; Duration 1 hour/level (D); Saving Throw none; SR no;

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

Uses Per Day:\_\_\_\_\_

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### Uses:

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# **MOMENT OF PRESCIENCE**

School divination; Level witch 8; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 hour/level or until discharged;

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted).

Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the moment of prescience before you make the roll it is to modify.

Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

Uses Per Day:\_\_\_\_\_

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# MOONSTRUCK

School enchantment (compulsion) [mind-affecting]; Level witch 4; Casting Time 1 standard action; Components V, S, M (a pinch of powdered moonstone); Range medium (100 ft. + 10 ft./level); Targets one humanoid creature; Duration 1 round/level; Saving Throw Will negates; SR yes;

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

Uses Per Day:\_\_\_\_

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MOUNT

School conjuration (summoning); Leve witch 1; Casting Time 1 round; Components V, S, M (a bit of horse hair); Range close (25 ft, + 5 ft/2 levels); Effect one mount; Duration 2 hours/level (D); Saving Throw none; SR no;

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

Uses Per Day:\_\_\_\_

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# NATURE'S EXILE

School transmutation; Level witch 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets creature touched; Duration permanent; Saving Throw Will negates; SR ves:

This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If you have an animal companion, it does not become hostile, but as long as you remain cursed, your animal companion takes a -2 penalty on all attack rolls, skill checks, and saving throws. The target also takes a -10 penalty on Survival skill checks as the weather and environment themselves seem to conspire to cause trouble.

Nature's exile can be removed with break enchantment, limited wish, miracle, remove curse, or wish.

Uses Per Day:\_\_\_\_

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# **NEUTRALIZE POISON**

School conjuration (healing); Level witch 4; Casting Time 1 standard action; Components V, S, M/DF (charcoal); Range touch; Targets creature or object of up to 1 cu. ft./level touched; Duration instantaneous or 10 min./level; see text; Saving Throw Will negates (harmless, object); SR yes (harmless, object);

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.

Uses Per Day:\_\_\_\_

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School conjuration (creation); Level witch 1; Casting Time 1 standard action; Components V, S; Range 20 ft; Effect cloud spreads in 20-ft, radius from you, 20 ft. high; Duration 1 min./ level (D); Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_\_

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## **OVERLAND FLIGHT**

School transmutation; Level witch 5; Casting Time 1 standard action; Components V, S; Range personal; Targets you; Duration 1 hour/level;

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).

Uses Per Day:\_\_\_\_

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School evocation [evil]; Level witch 3; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 round/level (D) (D); Saving Throw Fortitude negates; SR ves;

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

Uses Per Day:\_\_\_\_

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# PAIN STRIKE, MASS

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

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

Uses Per Day:

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School transmutation; Level witch 2; Casting Time 1 standard action; Components V, S, M (a drop of water); Range personal; Targets you; Duration 10 minutes/level;

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

Uses Per Day:\_\_\_\_\_

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# PHANTASMAL KILLER

School illusion (phantasm) [fear, mind-affecting]; Level witch 4; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one living creature; Duration instantaneous; Saving Throw Will disbelief, then Fortitude partial; see text; SR yes;

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.

Uses Per Day:\_\_\_\_

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# PHASE DOOR

School conjuration (creation); Level witch 7; Casting Time 1 standard action; Components V; Range touch; Effect ethereal 5-ft-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels; Duration one usage per two levels; Saving Throw none; SR no;

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow it use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

Uses Per Day:

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## PLANE SHIFT

School conjuration (teleportation); Level witch 7; Casting Time I standard action; Components V, S, F (a forked metal rod attuned to the plane of travel); Range touch; Targets creature touched, or up to eight willing creatures joining hands; Duration instantaneous; Saving Throw Will negates; SR yes;

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Uses Per Day:\_\_\_\_

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### POISON

School necromancy; Level witch 4; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets living creature touched; Duration instantaneous; see text; Saving Throw Fortitude negates; see text; SR yes;

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

Uses Per Day:\_\_\_\_\_

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## **POWER WORD BLIND**

School enchantment (compulsion) [mind-affecting]; Level witch 7; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one creature with 200 hp or less; Duration see text; Saving Throw none; SR yes;

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total.

Any creature that currently has 201 or more hit points is unaffected.

| Hit points | Duration      |
|------------|---------------|
| 50 or less | Permanent     |
| 51-100     | 1d4+1 minutes |
| 101-200    | 1d4+1 rounds  |
|            |               |

Uses Per Day:

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## POWER WORD KILL

School enchantment(compulsion) [death, mind-affecting]; Level witch 9; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one living creature with 100 hp or less; Duration instantaneous; Saving Throw none; SR yes;

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

Uses Per Day:\_\_\_\_

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## **POWER WORD STUN**

School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 1 standard action; Components V; Range close (25 ft. + 5 ft./2 levels); Targets one creature with 150 hp or less; Duration See text; Saving Throw none; SR yes;

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

| Hit Points | Duration   |
|------------|------------|
| 50 or less | 4d4 rounds |
| 51-100     | 2d4 rounds |
| 101-150    | 1d4 rounds |
|            |            |

Uses Per Day:\_

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## **POX PUSTULES**

School necromancy; Level witch 2; Casting Time 1 standard action; Components V, S, M (leaves from a toxic plant); Range close (25 ft. + 5 ft./2 levels); Targets one creature; Duration 1 minute/level; Saving Throw Fortitude negates; SR yes;

You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below 0). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

Uses Per Day:\_\_\_\_

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# PRYING EYES

School divination; Level witch 5; Casting Time 1 minute; Components V, S, M (a handful of crystal marbles); Range 1 mile; Effect 10 or more levitating eyes; Duration 1 hour/level; see text (D); Saving Throw none; SR no;

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

Uses Per Day:\_\_\_\_

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## **PRYING EYES, GREATER**

School divination; Level witch 8; Casting Time 1 minute; Components V, S, M (a handful of crystal marbles); Range 1 mile; Effect 10 or more levitating eyes; Duration 1 hour/level; see text (D); Saving Throw none; SR no;

This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 fet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.

Uses Per Day:

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School transmutation; Level witch 0; Casting Time 1 standard action; Components V, S; Range 10 ft; Targets 1 cu. ft./level of food and water or one potion; see text; Duration instantaneous; Saving Throw Will negates (object); SR yes (object);

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.

Uses Per Day:

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### RAGE

School enchantment (compulsion) [mind-affecting]; Level witch 3; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Targets one willing living creature per three levels, no two of which may be more than 30 ft. apart; Duration concentration + 1 round/level (D); Saving Throw none; SR yes;

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Uses Per Day:\_\_\_

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## **RAISE DEAD**

School conjuration (healing); Level witch 6; Casting Time 1 minute; Components V, S, M (diamond worth 5,000 gp), DF; Range touch; Targets dead creature touched; Duration instantaneous; Saving Throw none; see text; SR yes (harmless);

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return.

If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

Uses Per Day:\_\_\_\_\_

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School necromancy; Level, witch 1; Casting Time 1 standard action; Components V, S; Range close (25 ft; + 5 ft/2 levels); Effect ray; Duration 1 round/level; Saving Throw Fortitude half; SR yes;

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.

Uses Per Day:\_\_\_\_\_

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# **RAY OF EXHAUSTION**

School necromancy; Level witch 3; Casting Time 1 standard action; Components V, S, M (a drop of sweat); Range close (25 ft. + 5 ft./2 levels); Effect ray; Duration 1 min./level; Saving Throw Fortitude partial; see text; SR yes;

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

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

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted.

Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Uses Per Day:\_\_\_\_

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## READ MAGIC

School divination; Level witch 0; Casting Time 1 standard action; Components V, S, F (a clear crystal or mineral prism); Range personal; Targets you; Duration 10 min./level;

You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Uses Per Day:

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## **REDUCE PERSON**

School transmutation; Level witch 1; Casting Time 1 round; Components V, S, M (a pinch of powdered iron); Range close (25 ft. + 5 ft./2 levels); Targets one humanoid creature; Duration 1 min./level (D); Saving Throw Fortitude negates; SR yes;

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This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Uses Per Day:\_\_\_\_

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## REFUGE

School conjuration (teleportation): Level witch 9: Casting Time 1 standard action; Components V, S, M (a prepared object worth 1,500 gp); Range touch; Targets object touched; Duration permanent until discharged: Saving Throw none: SR no:

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

Uses Per Day:

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### REGENERATE

School conjuration (healing); Level witch 7; Casting Time 3 full rounds; Components V, S, DF; Range touch; Targets living creature touched; Duration instantaneous; Saving Throw Fortitude negates (harmless); SR yes (harmless);

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Uses Per Day:

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## REINCARNATE

School transmutation; Level witch 5; Casting Time 10 minutes; Components V, S, M, DF (oils worth 1,000 gp); Range touch; Targets dead creature touched; Duration instantaneous; Saving Throw none; see text; SR yes (harmless);

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is 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.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death. 四张大 常年望的情况,虽然思考,也有黑色, 无思大,不能不能,我不能有效, 如果不能不 这些一次,我们不是不 不不可能。"

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

# REINCARNATE (CONT'D)

School transmutation; Level witch 5; Casting Time 10 minutes; Components V, S, M, DF (oils worth 1,000 gp); Range touch; Targets dead creature touched; Duration instantaneous; Saving Throw none; see text; SR yes (harmless);

0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcreature 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.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table on the next page. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell.

Uses Per Day:\_\_\_\_\_

## Uses:

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School conjuration (healing); Level witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Fortitude negates (harmless); SR yes (harmless);

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

Uses Per Day:\_\_\_\_\_

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## **REMOVE CURSE**

School abjuration; Level witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets creature or object touched; Duration instantaneous; Saving Throw Will negates (harmless); SR yes (harmless);

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.

Uses Per Day:\_\_\_\_\_

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## **REMOVE DISEASE**

School conjuration (healing); Level, witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets creature touched; Duration instantaneous; Saving Throw Fortitude negates (harmless); SR yes (harmless);

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.

Uses Per Day:\_\_\_\_

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## RESISTANCE

School abjuration; Level witch 0; Casting Time 1 standard action; Components V, S, M/DF (a miniature cloak); Range touch; Targets creature touched; Duration 1 minute; Saving Throw Will negates (harmless); SR yes (harmless);

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Uses Per Day:\_\_\_\_\_

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## **REST ETERNAL**

School necromancy; Level witch 5; Casting Time 1 round; Components V, S, M/DF (ashes and a vial of holy or unholy water); Range touch; Targets one dead creature touched; Duration permanent; Saving Throw none; SR no;

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

Uses Per Day:\_\_\_\_

# RESURRECTION

School conjuration (healing); Level witch 8; Casting Time 1 minute; Components V, S, M (diamond worth 10,000 gp), DF; Range touch; Targets dead creature touched; Duration instantaneous; Saving Throw none; see text; SR yes (harmless);

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

The subject of the spell gains one permanent negative level 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 resurrected).

You can resurrect someone killed by a death effect or someone who has been turned into an undead creature and then destroyed.

You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Uses Per Day:\_\_\_\_

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SCARE

School necromancy [fear, mind-affecting]; Level witch 2; Casting Time 1 standard action; Components V, S, M (a bone from an undead creature); Range medium (100 ft. + 10 ft./level); Targets one living creature per three levels, no two of which can be more than 30 ft. apart; Duration 1 round/level or 1 round; see text for cause fear; Saving Throw Will partial; SR yes;

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

Uses Per Day:\_\_\_\_\_

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School evocation [sonic]; Level witch 3; Casting Time 1 standard action; Components V; Range 30 ft.; Effect 30-ft.-radius spread centered on you; Duration instantaneous; Saving Throw Fortitude negates; SR yes;

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.

Uses Per Day:

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#### SCRYING

School divination (scrying); Level witch 4; Casting Time 1 hour; Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp); Range see text; Effect magical sensor; Duration 1 min./level; Saving Throw Will negates; SR yes;

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

| Knowledge                                  | Will Save Modifier |
|--|--------------------|
| None*                                      | +10                |
| Secondhand (you have heard of the subject) | +5                 |
| Firsthand (you have met the subject)       | +0                 |
| Familiar (you know the subject well)       | -5                 |
| ••••••••••                                 |                    |

# SCRYING (CONT'D)

School divination (scrying); Level witch 4; Casting Time 1 hour; Components V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp); Range see text; Effect magical sensor; Duration 1 min/level; Saving Throw Will negates; SR yes;

\*You must have some sort of connection (see below) to a creature of which you have no knowledge.

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| Connection                             | Will                                | Save Modifier                 |
|--|-------------------------------------|-------------------------------|
| Likeness or picture                    | -2                                  | • • • • • • • • • • • • • • • |
| Possession or garment                  | -4                                  | •••••                         |
| Body part, lock of hair, bit of        | nail, etc10                         | •••••                         |
| •••••••••••••••••••••••••••••••••••••• | • • • • • • • • • • • • • • • • • • | •••••                         |
| Uses Per Day:                          |                                     |                               |

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# SCRYING, GREATER

School divination (scrying); Level witch 7; Casting Time 1 standard action; Components V, S; Range see text; Effect magical sensor; Duration 1 hour/level; Saving Throw Will negates; SR yes;

This spell functions like scrying, except as noted above.

Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Uses Per Day:\_\_\_\_

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# SECRET CHEST

School conjuration (summoning); Level witch 5; Casting Time 10 minutes; Components V, S, F (the chest and its replica); Range see text; Targets one chest and up to 1 cu. ft. of goods/caster level; Duration 60 days or until discharged; Saving Throw none; SR no; You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

Uses Per Day:\_\_\_\_

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# SECURE SHELTER

School conjuration (creation); Level witch 4; Casting Time 10 minutes; Components V, S, M (a chip of stone, sand, a drop of water, and a wood splinter); Range close (25 ft. + 5 ft./2 levels); Effect 20-ft.-square structure; Duration 2 hours/level (D); Saving Throw none; SR no;

You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small freplace.

The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise-it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter.

The secure shelter contains crude furnishings-eight bunks, a trestle table, eight stools, and a writing desk.

Uses Per Day:\_\_\_\_

# SEE INVISIBILITY

School divination; Level witch 2; Casting Time 1 standard action; Components V, S, M (talc and powdered silver); Range personal; Targets you; Duration 10 min./level (D);

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.

Uses Per Day:\_\_\_\_\_

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## **SEEK THOUGHTS**

School divination [mind-affecting]; Level, witch 3; Casting Time 1 standard action; Components V, S, M (a handful of copper coins); Range 40 ft.; Effect 40-ft.-radius emanation centered on you; Duration concentration, up to 1 minute/level; Saving Throw Will negates; SR no;

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Uses Per Day:\_\_\_\_

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# SEPIA SNAKE SIGIL

School conjuration (creation)[force]; Level witch 3; Casting Time 10 minutes; Components V, S, M (powdered amber worth 500 gp and a snake scale); Range touch; Targets one touched book or written work; Duration permanent or until discharged; until released or 1d4 days + 1 day/level; see text; Saving Throw Reflex negates; SR no;

You cause a small symbol to appear in the text of a written work.

The text containing the symbol must be at least 25 words long.

When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of duncolored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

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While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

# SEPIA SNAKE SIGIL (CONT'D)

School conjuration (creation)[force]; Level witch 3; Casting Time 10 minutes; Components V, S, M (powdered amber worth 500 gp and a snake scale); Range touch; Targets one touched book or written work; Duration permanent or until discharged; until released or 1d4 days + 1 day/level; see text; Saving Throw Reflex negates; SR no;

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Uses Per Day:\_\_\_\_\_

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### SHARE SENSES

School divination (scrying); Level witch 3; Casting Time 1 full round; Components V, S, M (a hair, scale, or feather from your familiar); Range long (400 ft. + 40 ft./level); Targets your familiar; Duration 1 minute/level (D) (D); Saving Throw Will negates (harmless); SR yes (harmless);

Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to functions like a scrying sensor. Upon 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.

Uses Per Day:\_\_\_\_

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## **SLAY LIVING**

School necromancy [death]; Level witch 6; Casting Time 1 standard action; Components V, S; Range touch; Targets living creature touched; Duration instantaneous; Saving Throw Fortitude partial; SR ves;

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

Uses Per Day:\_\_

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School enchantment (compulsion) [mind-affecting]; Leve witch 1; Casting Time 1 round; Components V, S, M (fine sand, rose petals, or a live cricket); Range medium (100 ft. + 10 ft./level); Effect one or more living creatures within a 10-ft.-radius burst; Duration 1 min./level; Saving Throw Will negates; SR yes;

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

Uses Per Day:\_\_

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#### **SLEEPWALK**

School enchantment (compulsion) [mind-affecting]; Level witch 4; Casting Time 1 round; Components V, S, M (a sprig of belladonna worth 100 gp); Range touch; Targets unconscious creature touched; Duration 1 hour/level (D) (D); Saving Throw Will negates; see text; SR yes;

You compel an unconscious or sleeping creature to rise and move in a half-awake state. The target creature staggers about if led or guided, but remains helpless for all other purposes.

The subject moves at half speed and is limited to a single move action each round. It is not capable of moving at a higher rate of speed or taking actions other than movement except by magical assistance, and automatically fails any Dexterity- or Strength-based skill checks. If the creature takes any damage while sleepwalking it must make a new saving throw or the spell ends and the creature awakes (if it has more than 0 hit points). When the spell ends or is dismissed, the target remains unconscious and must be awoken normally. While sleepwalk allows an unconscious creature to move, it does not awaken the creature, nor does it stabilize or otherwise heal them. A disabled creature that moves about while under the effects of this spell does not start dying again as a result of this movement.

Uses Per Day:

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#### SLEET STORM

School conjuration (creation) [cold]; Level witch 3; Casting Time 1 standard action; Components V, S, M/DF (dust and water); Range long (400 ft. + 40 ft./level); Effect cylinder (40-ft. radius, 20 ft. high); Duration 1 round/level; Saving Throw none; SR no; Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

Uses Per Day:\_\_\_\_

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## **SOLID FOG**

School conjuration (creation); Level witch 4; Casting Time 1 standard action; Components V, S, M (powdered peas and an animal hoof); Range medium (100 ft. + 10 ft. level); Effect fog spreads in 20-ft. radius, 20 ft. high; Duration 1 min./level; Saving Throw none; SR no;

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement.

Creatures moving through a solid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

Uses Per Day:\_\_\_\_

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# SOUL BIND

School necromancy; Level witch 9; Casting Time 1 standard action; Components V, S, F (see text); Range close (25 ft. + 5 ft./2 levels); Targets corpse; Duration permanent; Saving Throw Will negates; SR no;

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than I round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

Uses Per Day:\_\_\_\_

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### SPARK

School evocation [fire]; Level witch 0; Casting Time 1 standard action; Components V or S; Range close (25 ft. + 5 ft./2 levels); Targets one Fine object; Duration instantaneous; Saving Throw Fortitude negates (object); SR yes (object);

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.

Uses Per Day:\_\_\_\_

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#### SPEAK WITH DEAD

School necromancy [language-dependent]; Level witch 3; Casting Time 10 minutes; Components V, S, DF; Range 10 ft; Targets one dead creature; Duration 1 min./level; Saving Throw Will negates; see text; SR no;

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive.

If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Uses Per Day:\_\_\_\_

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School necromancy; Level witch 2; Casting Time 1 standard action; Components V, S; Range medium (100 ft. + 10 ft./level); Effect one spectral hand; Duration 1 min./level (D); Saving Throw none; SR no;

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Uses Per Day:\_\_\_\_

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### SPITE

School abjuration; Level witch 4; Casting Time 1 round; Components V, S, M (rare inks worth 250 gp); Range personal; Targets you; Duration 1 hour/level (D) or until discharged (D);

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.

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#### STABILIZE

School conjuration (healing); Level witch 0; Casting Time 1 standard action; Components V, S; Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration instantaneous; Saving Throw Will negates (harmless); SR yes (harmless);

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Uses Per Day:\_\_\_\_

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## **STATUS**

School divination; Level witch 2; Casting Time 1 standard action; Components V, S; Range touch; Targets one living creature touched per three levels; Duration 1 hour/level; Saving Throw Will negates (harmless); SR yes (harmless);

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Uses Per Day:\_\_\_

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# STINKING CLOUD

School conjuration (creation); Level witch 3; Casting Time 1 standard action; Components V, S, M (a rotten egg or cabbage leaves); Range medium (100 ft. + 10 ft./level); Effect cloud spreads in 20-ft. radius, 20 ft. high; Duration 1 round/level; Saving Throw Fortitude negates; see text; SR no;

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 164+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.

Uses Per Day:\_\_\_\_\_

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# STONE TO FLESH

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S, M (a drop of blood mixed with earth); Range medium (100 ft. + 10 ft./level); Targets one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long; Duration instantaneous; Saving Throw Fortitude negates (object); see text; SR yes;

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Uses Per Day:

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# STORM OF VENGEANCE

School conjuration (summoning); Level witch 9; Casting Time 1 round; Components V, S; Range long (400 ft. + 40 ft./ level); Effect 360-ft;-radius storm cloud; Duration concentration (maximum 10 rounds) (D); Saving Throw see text; SR yes;

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

Uses Per Day:\_\_\_\_

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## STORMBOLTS

School evocation [electricity]; Level witch 8; Casting Time 1 standard action; Components V, S, M/DF (a copper rod); Range 30 ft.; Effect a 30-ft.-radius spread, centered on you; Duration instantaneous; Saving Throw Fortitude partial; SR yes;

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

Uses Per Day:\_\_\_\_

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# SUFFOCATION

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S, M (a vial containing a bit of the caster's breath); Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 3 rounds; Saving Throw Fortitude partial; SR yes;

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 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 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.

Uses Per Day:\_\_\_

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# SUFFOCATION, MASS

School necromancy; Level witch 9; Casting Time 1 standard action; Components V, S, M (a vial containing a bit of the caster's breath); Range close (25 ft, + 5 ft,/2 levels); Targets one living creature/2 levels (no two of which may be more than 30 feet apart); Duration 1 round/level; Saving Throw Fortitude partial; SR yes; This spell functions as suffocation except as noted above. Note that the duration of this spell is much longer, forcing those suffering from the effect to make far more Fortitude saves to stave off eventual suffocation

Uses Per Day:\_\_\_\_\_

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# SUGGESTION

School enchantment (compulsion) [language-dependent, mindaffecting]; Level witch 3; Casting Time 1 standard action; Components V, M (a snake's tongue and a honeycomb); Range close (25 ft. + 5 ft./2 levels); Targets one living creature; Duration 1 hour/level or until completed; Saving Throw Will negates; SR ves:

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

Uses Per Day:\_\_\_\_

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### SUGGESTION, MASS

School enchantment (compulsion) [language-dependent, mindaffecting]; Level witch 6; Casting Time 1 standard action; Components V, M (a snake's tongue and a honeycomb); Range medium (100 ft. + 10 ft./level); Targets one creature/level, no two of which can be more than 30 ft. apart; Duration 1 hour/level or until completed; Saving Throw Will negates; SR yes;

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

Uses Per Day:\_\_\_\_\_

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#### SUMMON MONSTER I

School conjuration (summoning) [see text]; Level witch 1; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle); Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "#" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "#" always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

Uses Per Day:\_

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### SUMMON MONSTER II

School conjuration (summoning); Level witch 2; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle); Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no; 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 lst-level list

Uses Per Day:\_\_\_

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### SUMMON MONSTER III

School conjuration (summoning); Level witch 3; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle; Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

Uses Per Day:\_\_\_\_

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### SUMMON MONSTER IV

School conjuration (summoning); Level witch 4; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle; Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

### SUMMON MONSTER IX

School conjuration (summoning); Level witch 9; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle); Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Uses Per Day:\_\_\_\_

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### SUMMON MONSTER V

School conjuration (summoning); Level, witch 5; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle); Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Uses Per Day:\_\_\_\_

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### SUMMON MONSTER VI

School conjuration (summoning); Level witch 6; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle; Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

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### SUMMON MONSTER VII

School conjuration (summoning); Level witch 7; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle; Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Uses Per Day:\_\_\_\_

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### SUMMON MONSTER VIII

School conjuration (summoning); Level witch 8; Casting Time 1 round; Components V, S, F/DF (a tiny bag and a small candle); Range close (25 ft. + 5 ft./2 levels); Effect one summoned creature; Duration 1 round/level (D); Saving Throw none; SR no;

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Uses Per Day:\_\_\_\_

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## SUMMON SWARM

School conjuration (summoning); Level witch 2; Casting Time 1 round; Components V, S, M/DF (a square of red cloth); Range close (25 ft. + 5 ft./2 levels); Effect one swarm of bats, rats, or spiders; Duration concentration + 2 rounds; Saving Throw none; SR no;

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

Uses Per Day:\_\_\_\_

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### SWARM SKIN

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S, M/DF (a crushed insect hive); Range personal; Targets you; Duration see text;

You convert all of your soft tissue into swarms of insects or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms. 如此名名中 異道原常的 建甲 法军官部中 机氟里亚基 化乙基甲酸

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Each time you cast this spell you get a total allotment of levels equal to your caster level and any swarm you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of swarms so long as their total does not exceed your caster level.

Once you create these swarms they remain in existence until destroyed or you order them to return to your body. When all swarms have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the swarms until they too are destroyed (and your die). If you can use the swarms to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), at which point you can return the swarms to your body.

# SWARM SKIN (CONT'D)

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S, M/DF (a crushed insect hive); Range personal; Targets you; Duration see text;

| Number of Levels | Swarm Type(   |  |
|------------------|---------------|--|
| 2 caster levels  | Spider swarm  |  |
|                  | page 258)     |  |
| 4 caster levels  | Rat swarm (B  |  |
| 6 caster levels  | Crab swarm, v |  |

Rat swarm (Bestiary 232) Crab swarm, wasp swarm (Bestiary 50, 275) Centipede swarm, leech swarm (Bestiary 43, 187)

Army ant swarm (Bestiary 16)

S)

8 caster levels

10 caster levels

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(Pathfinder Bestiary

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School necromancy [death]; Level witch 8; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

This spell allows you to scribe a potent rune of power upon a surface.

When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect.

Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again. পদ তমত্রপ্রের ৪৪৫৭ নের্ডের প্রায় প্রায় ৫৫ প্রায়ের প্রায় প্রায় প্রায় প্রায়ের ব্যায়ের প্রায়ের প্রায় রাজ

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune;

# SYMBOL OF DEATH (CONT'D)

School necromancy [death]; Level witch 8; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed. 如此名名中 異道原常的 建甲酸 法军器委员 机晶度系 医脑清炎的 中国名

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In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own.

These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to

# SYMBOL OF DEATH (CONT'D)

School necromancy [death]; Level witch 8; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again. 2019 2019년 11월 2019년 전화 2019년 11월 2019년 11월

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You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell.

School necromancy [death]; Level witch 8; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

Uses Per Day:\_\_\_\_

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### SYMBOL OF FEAR

School necromancy [fear, mind-affecting]; Level witch 6; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will negates; SR yes;

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

Uses Per Day:\_\_\_\_

### SYMBOL OF INSANITY

School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will negates; SR yes;

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell).

Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

Uses Per Day:\_\_\_\_

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#### SYMBOL OF PAIN

School necromancy [evil]; Level witch 5; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp); Range 0 ft; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike symbol of death, symbol of pain has no hit point limit; once triggered, a symbol of pain simply remains active for 10 minutes per caster level.

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

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## SYMBOL OF PERSUASION

School enchantment (charm) [mind-affecting]; Level witch 6; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will negates; SR yes;

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

Uses Per Day:\_\_\_

#### Uses:

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### SYMBOL OF SLEEP

School enchantment (compulsion) [mind-affecting]; Level witch 5; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will negates; SR yes;

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

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

Uses Per Day:\_\_\_\_

#### Uses:

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### SYMBOL OF STUNNING

School enchantment (compulsion) [mind-affecting]; Level witch 7; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Will negates; SR yes;

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

Uses Per Day:\_\_\_\_

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### SYMBOL OF WEAKNESS

School necromancy; Level witch 7; Casting Time 10 minutes; Components V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp); Range 0 ft.; see text; Effect one symbol; Duration see text; Saving Throw Fortitude negates; SR yes;

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

Uses Per Day:\_\_\_\_\_

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#### SYMPATHY

School enchantment (compulsion) [mind-affecting]; Level witch 8; Casting Time 1 hour; Components V, S, M (a drop of honey and crushed pearls worth 1,500 gp); Range close (25 ft. + 5 ft./2 levels); Targets one location (up to a 10-ft. cube/level) or one object; Duration 2 hours/level (D); Saving Throw Will negates; see text; SR yes;

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made  $1d6 \times 10$  minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Uses Per Day:\_\_\_\_

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### **TELEPATHIC BOND**

School divination; Level witch 5; Casting Time 1 standard action; Components V, S, M (two eggshells from two different creatures); Range close (25 ft. + 5 ft./2 levels); Targets you plus one willing creature per three levels, no two of which can be more than 30 ft. apart; Duration 10 min/level (D); Saving Throw none; SR no; You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through

the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

Uses Per Day:\_\_\_\_

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#### TELEPORT

School conjuration (teleportation); Level witch 5; Casting Time 1 standard action; Components V; Range personal and touch; Targets you and touched objects or other touched willing creatures; Duration instantaneous; Saving Throw none and Will negates (object); SR no and yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance. වේ. මහත්තය සම්පත් කරීම කරන වෙන කරීම කරීම කරන කරනවා. මහත් කරීම කරීම කරීමය කරීමයි. මහත්තය කරීමය විස්තර් සංකර්ජය ක

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

# TELEPORT (CONT'D)

School conjuration (teleportation); Level witch 5; Casting Time 1 standard action; Components V; Range personal and touch; Targets you and touched objects or other touched willing creatures; Duration instantaneous; Saving Throw none and Will negates (object); SR no and yes (object)

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.

Uses Per Day:\_\_\_\_

#### Uses:

#### School conjuration (teleportation); Level witch 7; Casting Time 1 standard action; Components V; Range touch; Targets one touched object of up to 50 lbs./level and 3 cu. ft./level; Duration instantaneous; Saving Throw Will negates (object); SR yes (object);

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

Uses Per Day:\_\_\_\_

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### **TELEPORT, GREATER**

School conjuration (teleportation); Level witch 7; Casting Time 1 standard action; Components V; Range personal and touch; Targets you and touched objects or other touched willing creatures; Duration instantaneous; Saving Throw none and Will negates (object); SR no and yes (object);

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Uses Per Day:\_\_\_\_

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# **TELEPORTATION CIRCLE**

School conjuration (teleportation); Level witch 9; Casting Time 10 minutes; Components V, M (amber dust to cover circle worth 1,000 gp); Range 0 ft.; Effect 5-ft.-radius circle that teleports those who activate it; Duration 10 min./level (D); Saving Throw none; SR yes;

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

Uses Per Day:\_\_\_\_

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#### THREEFOLD ASPECT

School transmutation; Level witch 4; Casting Time 1 standard action; Components S, F (silver crescent worth 5 gp); Range personal; Targets you; Duration 24 hours (D) (D);

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/ maiden), adulthood (father/mother), or elderly (elder/crone). 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.

Uses Per Day:\_\_\_\_

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#### TONGUES

School divination; Level witch 3; Casting Time 1 standard action; Components V, M/DF (a clay model of a ziggurat); Range touch; Targets creature touched; Duration 10 min./level; Saving Throw Will negates (harmless); SR no;

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.

Uses Per Day:\_\_\_\_

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## **TOUCH OF FATIGUE**

School necromancy; Level witch 0; Casting Time 1 standard action; Components V, S, M (a drop of sweat); Range touch; Targets creature touched; Duration 1 round/level; Saving Throw Fortitude negates; SR yes;

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued.

Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Uses Per Day:\_\_\_\_\_

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### TOUCH OF IDIOCY

School enchantment (compulsion) [mind-affecting]; Level witch 2; Casting Time 1 standard action; Components V, S; Range touch; Targets living creature touched; Duration 10 min./level; Saving Throw none; SR yes;

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.

Uses Per Day:\_\_\_\_

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### TRANSFORMATION

School transmutation; Level witch 6; Casting Time 1 standard action; Components V, S, M (a potion of bull's strength, which you drink and whose effects are subsumed by the spell effects); Range personal; Targets you; Duration 1 round/level;

You become a fighting machine- stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

Uses Per Day:\_\_\_\_

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### TRAP THE SOUL

School conjuration (summoning); Level witch 8; Casting Time 1 standard action or see text; Components V, S, M (gem worth 1,000 gp per HD of the trapped creature); Range close (25 ft. + 5 ft.2 levels); Targets one creature; Duration permanent; see text; Saving Throw see text; SR yes; see text;

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Uses Per Day:\_\_\_\_\_

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## **TRUE SEEING**

School divination; Level, witch 6; Casting Time 1 standard action; Components V, S, M (an eye ointment that costs 250 gp); Range touch; Targets creature touched; Duration 1 min./level; Saving Throw Will negates (harmless); SR yes (harmless);

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.

Uses Per Day:\_\_\_\_

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#### **TWILIGHT KNIFE**

School evocation [force]; Level witch 3; Casting Time 1 standard action; Components V, S, F (a small knife); Range close (25 ft. + 5 ft./2 levels); Effect floating knife of force; Duration 1 round/ level (D) (D); Saving Throw none; SR yes;

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round.

The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to AC or the knife flanks the target, the knife can make sneak attacks as a rogue, inflicting an extra 1d6 points of force damage or four caster levels on a successful attack.

A twilight knife cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A twilight knife's AC against touch attacks is 2 (10 + size bonus for Tiny object) plus your Dexterity modifier.

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the twilight knife strikes it. If the knife is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Uses Per Day:



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#### **UNSEEN SERVANT**

School conjuration (creation); Level witch 1; Casting Time 1 standard action; Components V, S, M (a piece of string and a bit of wood); Range close (25 ft, + 5 ft/2 levels); Effect one invisible, mindless, shapeless servant; Duration 1 hour/level; Saving Throw none; SR no;

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.

Uses Per Day:\_\_\_\_

### Uses:

### **UNWILLING SHIELD**

School necromancy; Level witch 6; Casting Time 1 standard action; Components V, S, M (ruby dust worth 250 gp); Range close (25 ft. + 5 ft.2] evels); Targets one creature; Duration 1 round/level (D) (D); Saving Throw Will negates; SR yes;

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

Uses Per Day:\_\_\_\_

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School necromancy; Level witch 3; Casting Time 1 standard action; Components V, S; Range touch; Targets living creature touched; Duration instantaneous/1 hour; see text; Saving Throw none: SR ves:

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

Uses Per Day:\_\_\_\_

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#### VISION

School divination; Level witch 7; Casting Time 1 standard action; Components V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each); Range personal; Targets you; Duration see text:

This spell functions like legend lore, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (ld20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

Uses Per Day:\_\_\_

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### VOMIT SWARM

School conjuration (summoning); Level witch 2; Casting Time 1 standard action; Components S; Range personal; Effect one swarm of spiders; Duration 1 round/level;

You vomit forth a swarm of spiders (Bestiary, page 258) that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed.

You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead (Bestiary 275). Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants (Bestiary 16).

Uses Per Day:\_\_\_\_

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## WAIL OF THE BANSHEE

School necromancy[death, sonic]; Level witch 9; Casting Time 1 standard action; Components V; Range close (25 ft, + 5 ft/2 levels); Targets one living creature/level within a 40-ft.-radius spread; Duration instantaneous; Saving Throw Fortitude negates; SR yes;

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

Uses Per Day:\_\_\_\_

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# WANDERING STAR MOTES

School illusion (pattern) [light, mind-affecting]; Level witch 4; Casting Time 1 standard action; Components V, S, M (a sprinkle of flash powder); Range close (25 ft. + 5 ft./2 levels); Targets one living creature and special; see text; Duration 1/round per level; Saving Throw Will negates; see text; SR yes;

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy within 30 feet, who must now make Will save, the wandering star motes jump to the wandering star motes jump to 30 feet.

A given creature can only be affected by the wandering star motes once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

Uses Per Day:\_\_\_

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### WATER WALK

School transmutation [water]; Level witch 3; Casting Time 1 standard action; Components V, S, DF; Range touch; Targets one touched creature/level; Duration 10 min./level (D); Saving Throw Will negates (harmless); SR yes (harmless);

The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.

If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.

Uses Per Day:\_\_\_\_

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## WAVES OF EXHAUSTION

School necromancy; Level witch 7; Casting Time 1 standard action; Components V, S; Range 60 ft.; Effect cone-shaped burst; Duration instantaneous; Saving Throw none; SR yes;

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Uses Per Day:

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### WAVES OF FATIGUE

School necromancy; Level witch 5; Casting Time 1 standard action; Components V, S; Range 30 ft.; Effect cone-shaped burst; Duration instantaneous; Saving Throw none; SR yes;

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.

Uses Per Day:

#### Uses:

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School conjuration (creation); Level witch 2; Casting Time 1 standard action; Components V, S, M (spider web); Range medium (100 ft. + 10 ft./level); Effect webs in a 20-ft.-radius spread; Duration 10 min./level (D); Saving Throw Reflex negates; see text; SR no;

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

## WEB (CON'T)

School conjuration (creation); Level witch 2; Casting Time 1 standard action; Components V, S, M (spider web); Range medium (100 ft. + 10 ft./level); Effect webs in a 20-ft.-radius spread; Duration 10 min./level (D); Saving Throw Reflex negates; see text; SR no;

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.

Uses Per Day: \_\_\_\_\_

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# ZONE OF TRUTH

School enchantment (compulsion) [mind-affecting];

Level witch 2; Casting Time 1 standard action; Components V, S, DF; Range close (25 ft. + 5 ft./2 levels); Effect 20-ft.-radius emanation; Duration 1 min./level; Saving Throw Will negates; SR yes;

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Uses Per Day:

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## CREDITS

Spellcard data obtained from Perram's Spellbook © 2011 Jefferson Jay Thacker (http://www.thegm.org/) Spell data created by Mike Chopswil, (http://d20pfsrd.com/magic/spells-db)

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