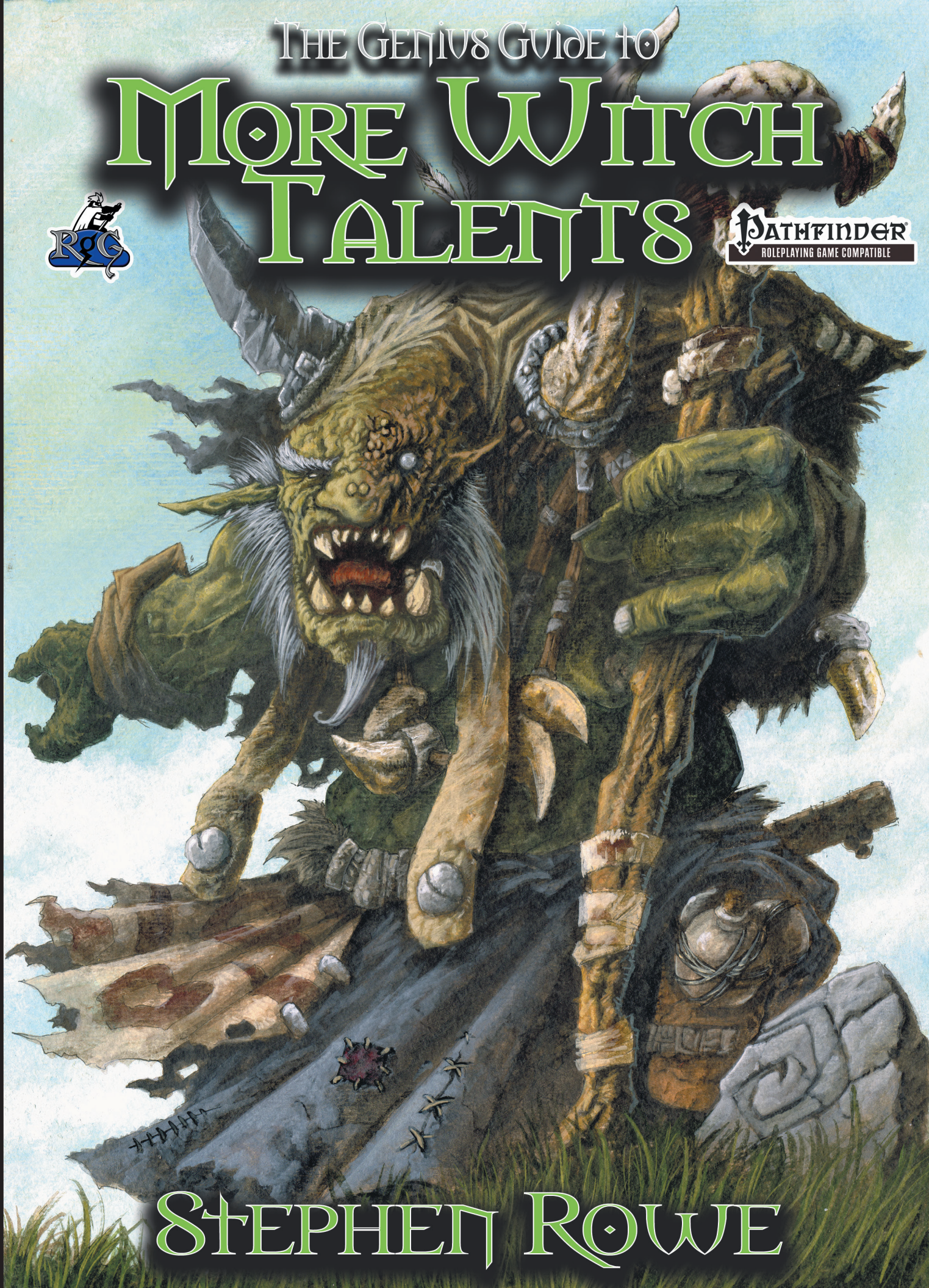


THE GENIUS GUIDE TO

MORE WITCH TALENTS



STEPHEN ROWE

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The concept of witch talents (and why they are a good idea) is first presented in *The Genius Guide to the Talented Witch*, along with a large number of talents (many adapted from the abilities of witch archetypes). The new talents presented here can be used with that book, or added as new options for the traditional witch class.

To use these talents with the core witch class, simply allow a witch to replace any of the following class features with an edge, talent, major talent, or grand talent. Edges can be taken in place of a major or grand hex. Talents can be taken in place of hexes, major talents in place of major hexes, and grand talents in place of grand hexes.

EDGES

Edges are similar to witch talents, but are more fundamental to her background and worldview. They define a witch in very distinct and permanent ways. As a result, there's a limit to how many edges a witch can have. Even edges taken later in a witch's career represent refinements to abilities the witch has long studied, possibly even for her entire life.

A witch may not take an edge more than once unless specified otherwise.

SAVE VS WALL OF TEXT

The edges and talents listed in this book have been categorized by purpose for easier reference during character creation. Each option gives its name and notes if it is an edge, a talent, a major talent, or a grand talent. The purposes include: Blessing, Crafting, Curse, Necromancy, Personal (bestowing some permanent blessing or ability to the witch), Spellcasting (modifying spellcasting), and Utility (providing some useful benefit,

generally outside of combat). Some of the options fall under more than one potential category and so are listed multiple times.

Many, but not all witch talents are also hexes. A witch talent that is also a hex (including major or grand hexes) is noted with an asterisk (*). These talents are applicable as hexes for any feat, spell, etc. that references the witch's hex class feature (such as Extra Hex or *hex vulnerability*).

BLESSING

Bestow madness (grand talent)*
Blessing of unlife (major talent)*
Control fate (grand talent)*
Ghostly hands (major talent)
Heart's master (grand talent)*
Holy blessing (talent)*
Legendary herbalist (major talent)*
Prismatic resistance (major talent)*
Profane gift (grand talent)*
Seawitch (talent)
Shadow tear (grand talent)*

CRAFTING

Curse bag (edge)
Cursed item crafting (talent)
Curseslinger (edge)
Empower item (major talent)
Flying object (major talent)*

CURSE

Animate shadow (major talent)*
Blood curse (grand talent)*
Control fate (grand talent)*
Countermagic curse (major talent)*
Deceptive curse (major talent)*
Dimensional feedback (major talent)*
Dream steal (major talent)*
Elder's curse (grand talent)*
Elemental curse (grand talent)*
Gullibility (major talent)*
Heart's master (grand talent)*
Intolerable delays (major talent)*
Jellied bones (major talent)*
Lasting charm (major talent)*
Light blindness (major talent)*
Living ghost (grand talent)*
Mind thief (grand talent)*
Monkey's paw (grand talent)*

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Oath binder (major talent)*
 Poltergeist (major talent)*
 Riot (major talent)*
 Shadow tear (grand talent)*
 Speak in tongues (talent)*
 Unnatural aura (major talent)*
 Youth's curse (grand talent)*

NECROMANCY

Ancient whispers (grand talent)
 Animate shadows (major talent)*
 Blessing of unlife (major talent)*
 Ghostly hands (major talent)
 Helpful ghost (talent)*
 Poltergeist (major talent)*

PERSONAL

Ancient whispers (grand talent)
 Carrier (major talent)
 Dark servant (edge)
 Death's mistress (grand talent)*
 Dream steal (major talent)*
 Earth mastery (talent)*
 Feral majesty (major talent)*
 Healer's eye (major talent)
 Holy avatar (grand talent)
 Holy servant (edge)
 Immortality (grand talent)
 Improved familiar (talent)
 Madness (major talent)
 Mind thief (grand talent)*
 Mountain's hand (grand talent)*
 Primal fear (grand talent)
 Profane boon (talent)

Restless (major talent)
 Rooted (talent)
 School mastery (major talent)
 Sense the unseen (talent)
 Side Step (talent)*
 Signs (major talent)
 Sovereign (grand talent)*
 Starflight (grand talent)*
 Telepathic (major talent)
 True name (grand talent)*
 Witch's curse (edge)

SPELLCASTING

Arcane school (talent)
 Daunting barriers (talent)
 Mental magic (talent)
 Metamagic mastery (grand talent)

UTILITY

Cremate (talent)*
 Demarcation (major talent)
 Depthless wound (talent)*
 Dominion (grand talent)
 Fiend familiar (major talent)
 Fortune teller (talent)*
 Helpful ghost (talent)
 Holy conversion (major talent)*
 Huntress (talent)
 Impregnable (grand talent)*
 Manifest dreams (grand talent)*
 Oath binder (major talent)*
 Polymorph familiar (major talent)*
 Skeleton key (talent)
 Sleep walk (talent)

Curse Bag (Su): The witch learns to store versatile and deadly curses within small packages. *Curse bags* are usually tanned leather filled with dark or disgusting ingredients: bones, tar, poisons, sludge, or insect larvae. The first creature to touch a *curse bag* other than the witch becomes exposed to its effects unless he succeeds on a Will save (DC 10 + 1/2 the witch's level + witch's Intelligence modifier). Whether or not the save is successful, a creature cannot be affected by a *curse bag* again for 1 day unless the creature purposefully and willingly touches a *curse bag*. The witch can hit a creature with a *curse bag* with a successful melee

or ranged touch attack (range increment 10 ft.). *Curse bags* act as single use, use-activated magic item. On a failed attack roll, the *curse bag's* magic is not expended.

When creating a *curse bag*, the witch selects from the following curse attributes adding to the item's spell level for the purposes of cost and minimum witch level. When creating a *curse bag*, add up all spell level equivalent effects (see Table; *Curse Bags*) to determine the *curse bag's* cost and the minimum witch level required to create it. Crafting a *curse bag* does not require a Spellcraft check, but does require time and gold. Creation

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takes 2 hours if the base cost is 125 gp or less, otherwise creating a *curse bag* takes 1 day for each 500 gp in its base cost. *Curse bags* detect as magic items of the necromancy school with strength determined by the minimum witch level to create.

Unless otherwise noted, each curse effect

can be selected only once and the effects are not cumulative. The base duration of a *curse bag's* effects is 1 hour per minimum witch level. The effects can be dispelled (caster level equals minimum witch level), or removed with a *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish* spell.

TABLE: CURSE BAGS

Effect	Spell Level
Target suffers some minor (non-mechanical) drawback such as rapid hair growth, shrinking 6 inches, change in color, or gaining an odd identifying mark.	+0
-2 decrease to an ability score (minimum 1). This effect may be selected multiple times (maximum 6). The effects are cumulative or apply to different ability scores.	+1
-1 penalty on attack rolls, saves, ability checks, and skill checks. This effect may be selected multiple times (maximum 8). These effects are cumulative.	+1
Each turn, the target has a 10% chance to take no action; otherwise, it acts normally. This effect may be selected multiple times (maximum 5). These effects are cumulative, each time increasing the percentage chance by 10% (to a maximum of 50%).	+1
Duration is permanent.	+1
Effects cannot be dispelled.	+1
DC to remove the curse (using <i>remove curse</i>) is equal to the save DC +5.	+1
The bag carries the effects of any witch talent (but not major or grand talents) known by the witch that allows a Will save to negate. Talents that allow multiple saves continue allowing Will saves at the same save DC. Whether or not the save is successful, the creature cannot be targeted by the same talent again for 1 day.	+2
When target is adjacent to the area of a damaging spell or spell-like effect, the area expands to include the victim.	+2
Anytime the victim picks up or retrieves an object (including drawing a weapon or ammunition), there is a 50% chance that he immediately drops it. If ammunition is dropped, the attack being made is lost. Any remaining attacks in a full attack action may still be attempted.	+2
Effects cannot be removed with <i>remove curse</i> .	+2
The victim can't heal naturally, and magical healing heals the victim by only half the usual amount (minimum 1 point). Fast healing and regeneration are likewise halved.	+3
The victim is plagued by cacophonous sounds and strobing lights that only she can see and hear. She is distracted (+5 to Perception DCs), cannot take 10 on skill checks, and must succeed at a concentration check (DC 10 + spell level) to successfully cast spells.	+3
The bag carries the effects of any major witch talent (but not grand talents) known by the witch that allows a Will save to negate. Talents that allow multiple saves continue allowing Will saves at the same save DC. Whether or not the save is successful, the creature cannot be targeted by the same talent again for 1 day.	+5
The bag carries the effects of any grand witch talent known by the witch that allows a Will save to negate. Talents that allow multiple saves continue allowing Will saves at the same save DC. Whether or not the save is successful, the creature cannot be targeted by the same talent again for 1 day.	+9

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TABLE: CURSE BAG COSTS

Spell Level	Costs	Minimum Witch Level
0	12.5 gp	1
1st	25 gp	1
2nd	150 gp	3
3rd	375 gp	5
4th	700 gp	7
5th	1,125 gp	9
6th	1,650 gp	11
7th	2,275 gp	13
8th	3,000 gp	15
9th	3,825 gp	17

A creature other than the witch with the Use Magic Device skill can attempt to carry and use a *curse bag* with a DC 20 check (to emulate a class feature). The skill check is made when the *curse bag* is first purposefully grasped and every 24 hours it is carried thereafter. On a failed check, the *curse bag* activates against the touching or carrying creature. *Curse bags* cannot be sold, and when found should generally be treated as magical traps rather than treasure.

Curseslinger (Su): The witch gains the Exotic Weapon Proficiency (firearms) and Gunsmithing feats as bonus feats. One firearm she possesses can be a *cursed gun*. *Cursed guns* only function in the hands of a witch with this edge (as a dependent cursed item). In the witch's hands, the gun can fire projectiles (bullets and pellets) and *cursed bullets*.

Cursed bullets are often made of strange materials or have dark invocations edged into their surface. *Cursed bullets* are created and function as *curse bags* (requiring a bullet to craft), except creatures hit by the bullet are subject to the *curse bag's* effects and a *cursed bullet* once fired cannot be retrieved and reused. When firing a *cursed bullet*, any enhancement bonus of the *cursed gun* is added to the Will saving throw DC.

However, there are dangers inherent to this method. When firing a *cursed bullet*, if the attack roll results in a natural 1 (a misfire), or a natural 20 is rolled on the Will saving throw made by a target (an overload), the *cursed gun* gains the broken condition. If the *cursed gun* already has the broken

condition, the gun explodes. When a gun explodes, it is destroyed and the wielder must succeed on a Will save or suffer the effects of the *cursed bullet* causing the misfire or overload. The Will saving throw DC is equal to the *cursed bullet's* saving throw DC.

A witch can attune a *cursed gun* at the start of each day. That attunement lasts until the witch attunes to a new gun, even if a formally attuned gun is destroyed.

A witch must have the curse bag edge to select this edge.

Dark Servant (Su): The witch is empowered by evil forces (usually demonic or infernal). While the initial agreement to such a pact must always be the witch's willing decision, some witches become pressured or deceived into acceptance. The witch by her existence furthers the goals of these dark beings, who have claim to her soul after death. However, in the meantime they must grant her power, with lesser fiends obeying her bidding.

Starting at 1st level, the witch can cast *summon monster I* as a spell-like ability a number of times per day equal to her Charisma modifier (minimum 1). She can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). However, any creature summoned in this manner must have the fiendish creature template or have either the demon or devil subtype (chosen when the edge is taken). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the witch must pay any required material components. A witch cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* immediately ends. These summon spells are considered to be part of her spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the requires spell.

A witch must have a non-good alignment to select this edge.

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Holy Servant (Su): This works as the dark servant edge, except the witch is empowered by good forces (usually archons or azata). However, the servants of light are far more discerning and selective in their vassals than fiends. The witch must have an alignment of either chaotic good or lawful good. The witch can only summon creatures with the celestial creature template or that have either the archon (for lawful good witches) or azata subtype (for chaotic good witches).

A witch must have a chaotic good or lawful good alignment to select this edge.

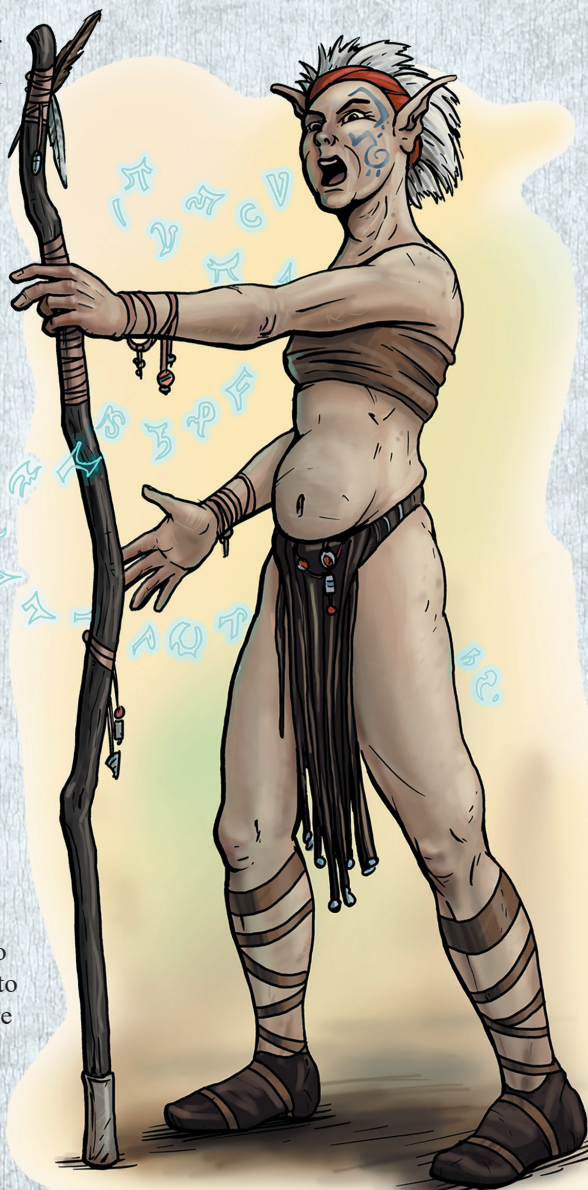
Witch's Curse (Ex): Witches gain grand power over curses, calling down fell punishments on enemies. However, many suffer from such wounds themselves, gained from traitorous hags, ancestral punishments, or backfired magic. While this curse is a hindrance, her growing power allows her to turn it to her advantage. The witch's curse cannot be removed or dispelled without the aid of a deity. A witch's curse is based on her witch level plus one for every two levels or Hit Dice other than witch. The witch chooses one of the following curses.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision. At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.

Deaf: You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does not increase their level or casting time. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing, and the initiative penalty for being deaf is reduced to -2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremorsense out to a range of 30 feet.

Haunted: Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected

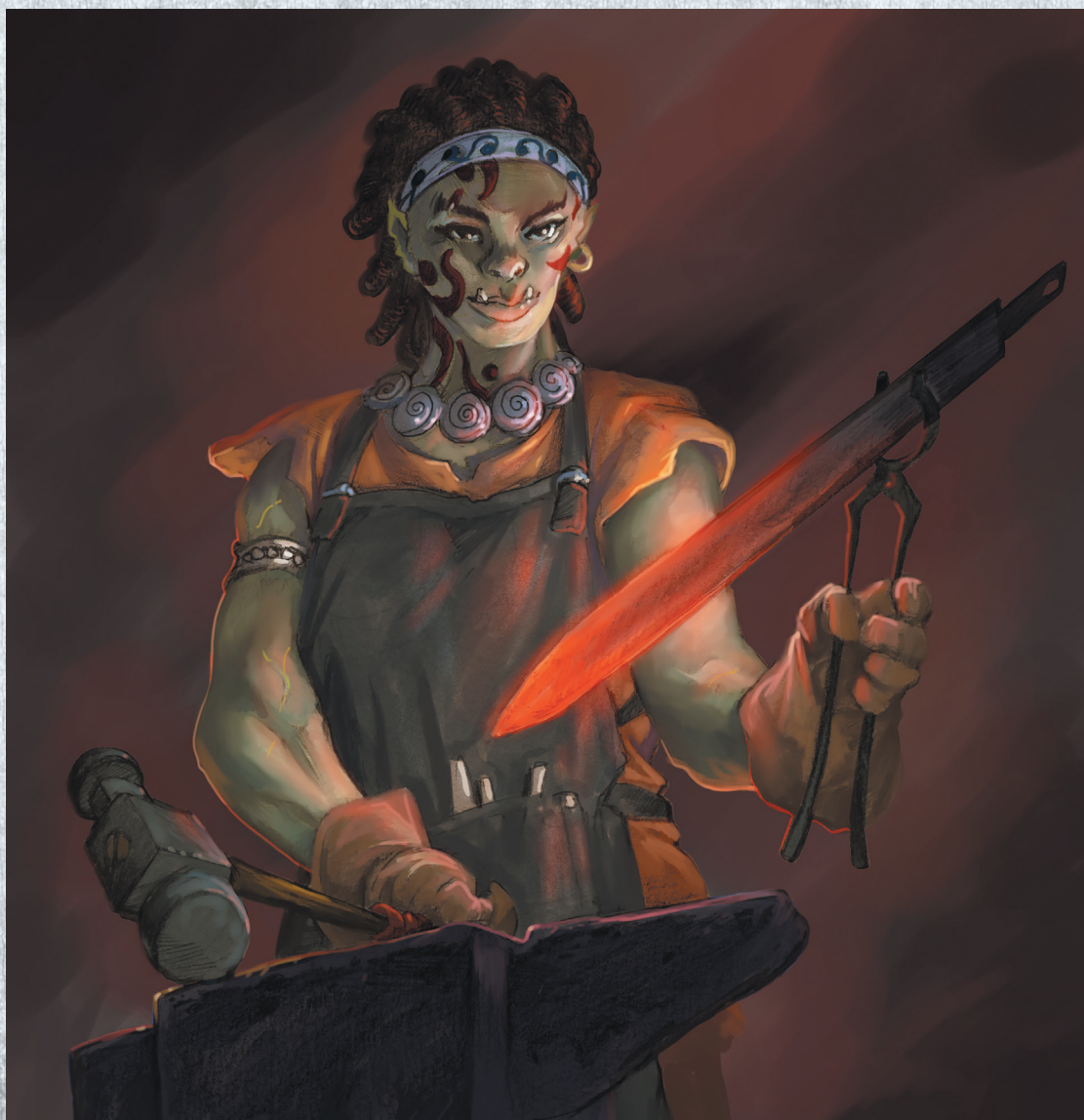
breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known. At 5th level, add *levitate* and *minor image* to your list of spells known. At 10th level, add *telekinesis* to your list of spells known. At 15th level, add *reverse gravity* to your list of spells known.



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Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet if your base speed is 30 feet or more. If your base speed is less than 30 feet, your speed is reduced by 5 feet. Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, you can move normally when under the influence of magic that usually impedes movement, such as paralysis, *solid fog*, *slow*, and *web*. At 15th level, you are immune to the exhausted condition.

Tongues: In times of stress or unease, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand



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any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, but your speech is still restricted during combat.

Wasting: Your body is slowly rotting away. You take a -4 penalty on Charisma-based skill checks, except for Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

TALENTS

As a witch gains experience, she learns a number of talents that expand her access to her patron's powers or represent skills gained from associating with eldritch forces.

Unless otherwise noted, a witch cannot select an individual talent more than once, and using a talent is a standard action that does not provoke an attack of opportunity. The save to resist a witch's talent is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Many, but not all witch talents are also hexes. A witch talent that is also a hex (including major or grand hexes) is noted with an asterisk (*). These talents are applicable as hexes for any feat, spell, etc. that references the witch's hex class feature (such as Extra Hex or *hex vulnerability*).

Arcane School (Ex, Su, or Sp): The witch selects a single arcane school as a specialist wizard. She does not gain bonus spells or select an opposition school. She gains a +2 bonus on Spellcraft checks to add spells to her spellbook if the spell is from her chosen arcane school. Additionally, she gains one of the two arcane school powers available to a 1st level wizard, using her witch level as her wizard level. The witch cannot gain arcane school powers from focused arcane schools.

A witch must have the spellbook edge to select this talent.

Cursed Item Crafting (Ex): The witch learns to intentionally create cursed items to create unique effects, traps, or craft at a discount. She must have

the required item creation feat to craft a non-cursed version of the item. She can craft specific cursed items at 1/2 (50%) the base cost of the item's cheapest non-cursed equivalent. When crafting any normal item, she can add any single common cursed item effect which may reduce the item's cost to craft. When creating a cursed item in this manner, the witch controls all variables of the curse effect. A opposite effect or target, dependent intermittent functioning, requirement, or drawback curse added does not decrease the item's base cost. Adding the unreliable or uncontrolled intermittent functioning curses reduces the base cost by 10%. Adding the delusion curse reduces the base cost by 50%. The witch can automatically discard or throw away any cursed item she crafts without requiring a *remove curse* spell.

A witch must have the curse bag edge to select this talent.

Cremate (Su)*: The witch can utterly incinerate a single touched corpse, reducing it to charred ashes. This counts as the *disintegration* spell for the purposes of resurrection magic. This talent has no effect on corporeal undead creatures unless they have already been destroyed. If this ability is used on the corpse of a creature that is currently an incorporeal undead, the creature immediately takes 1d6 points of fire damage per two witch levels that deals full damage (no save). This effect functions regardless of range.

Daunting Barriers (Su): The witch's magical barriers appear imposing and impossible to assail. Any wall spell or spell-like ability the witch casts (a spell containing "wall" in the name) requires a Will save to attack, dispel, or pass through, in addition to the normal effects of the spell. If the save fails, the creature can't follow through with the action and that part of its action is lost. Whether or not the save is successful, a creature does not need to make further Will saves when attempting to attack, dispel, or pass through the witch's wall spells for 1 day. This is a mind-affecting fear effect.

Depthless Wound (Su)*: The witch possesses a large painless wound that never heals somewhere on her person. The wound contains an extradimensional space equivalent to a *bag of holding type 1*, except her familiar (if any) can remain safely within it

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with no danger of suffocation. Only the witch can store items within or remove items from the extradimensional space. The wound widens to accept objects capable of being stored, but the witch cannot store items of her size or larger. If the witch enters a *portable hole* (or vice versa), a rift sends her to the Astral Plane but she might be able to make her way back. At 8th level, the depthless wound acts as a *bag of holding type II*, at 12th level as a *bag of holding type III*, and at 16th level as a *bag of holding type IV*.

Earth Mastery (Su)*: The witch becomes in tune with earth and stone, eventually gaining the ability to burrow. At 1st level, the witch gains a +1 bonus on attack rolls if both she and her target are touching the ground. At 3rd level, she also gains a +1 bonus on damage rolls. At 5th level, she can burrow through sand, loose soil, or gravel at a speed equal to 1/2 her land speed. At 10th level, the witch can also burrow through stone at a speed of 5 feet. This talent only affects the witch.

Fortune Teller (Su)*: The witch can gain basic information regarding a touched target creature. An unwilling creature requires a touch attack to hit. The witch learns the creature's Hit Dice, class or classes (if any), alignment, age, and relative health. Unwilling creatures receive a Will save to negate this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

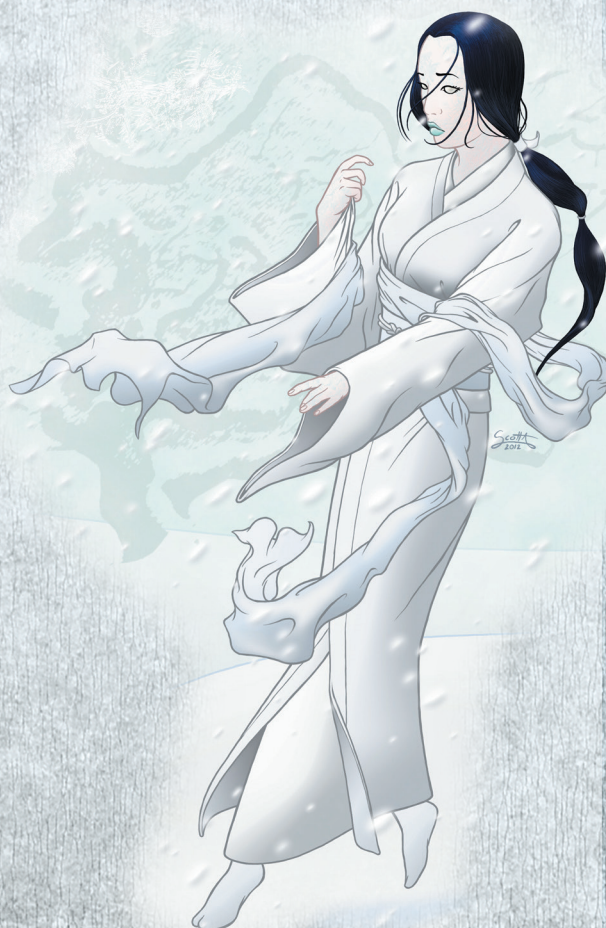
Helpful Ghost (Sp): The witch gains a spiritual ally that acts as a permanent *unseen servant* (as the spell), except it has an effective Strength score equal to the witch's class level. The spirit must remain within 30 feet of the witch at all times or it dissipates. This distance increases to 60 feet at 8th level, and 90 feet at 16th level. The *unseen servant* likewise dissipates if it takes damage from area attacks equal to the witch's level within a 24 hour period. A dissipated *unseen servant* returns after 24 hours.

Holy Blessing (Su)*: The witch can grant a creature within 30 feet holy blessings for a number of rounds equal to 3 + the witch's Intelligence modifier. The target receives the benefits of the *protection from evil* spell. The deflection bonus to AC and resistance bonus to saves granted by

this effect increase by +1 at 5th level and every 5 witch levels thereafter (to a maximum of +6 at 20th level). At 8th and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from this talent, it cannot benefit from it again for 24 hours.

A witch must have the holy servant edge to select this talent.

Huntress (Ex): The witch travels with ease through the harshest wilderness. The witch gains Survival as a class skill. When making Survival skill checks to get along in the wild (hunting and foraging), the witch moves her full overland speed. When making Survival skill checks to gain bonuses to Fortitude saves against severe weather, the witch gains a +2 bonus to Fortitude saves when moving her full overland speed, a +4 bonus while moving up to half her overland speed, or a +6 bonus if she



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remains stationary. The witch still provides food, water, or bonuses to saves against severe weather to additional creatures when exceeding the base Survival DC.

Improved Familiar (Ex): The witch gains the Improved Familiar feat as a bonus feat. She uses her witch level as her arcane caster level when determining the type of familiars available.

A witch must have the familiar edge to select this edge.

Mental Magic (Ex): The witch casts arcane spells using psychic power. Any arcane spell the witch casts loses any somatic and verbal spell components. Somatic components are replaced by emotion components and verbal components are replaced by thought components. Likewise, when an arcane spell calls for a material component, the witch can instead use any item with both significant meaning and a value greater than or equal to the spell's component cost. See the *Pathfinder Roleplaying Game: Occult Adventures* for details on psychic magic.

A witch must have the occultist edge and the witch spells edge (prepared or spontaneous) to select this talent.

Profane Boon (Ex): The witch forges a pact with a fiend or dark patron for power. The witch gains a +2 profane bonus to Strength, Dexterity, or Constitution, but takes a penalty equal to the bonus on saves versus the spells and spell-like abilities of evil outsiders. The bonus increases to +4 at 8th level and +6 at 16th level.

A witch must have the dark servant edge to select this talent.

Rooted (Ex): The ground beneath the witch's feet unfailingly supports her. The witch gains a circumstance bonus to CMD when resisting bull rush, grapple, push, pull, or trip equal to 1/2 her witch level whenever she is touching the ground and has not moved more than 5 feet for 1 round.

Seawitch (Ex): The witch is beloved by the wind and waves. The witch grants a +2 morale bonus to the Profession (sailor) checks of all allies within 30 feet. This bonus increases to +4 at a range of 60 feet at 8th level and +6 at a range of 90 feet 16th level. If using the vehicle rules from *Pathfinder*

Roleplaying Game: Ultimate Combat, any sailing ship the witch is on always moves as if it was moving with the air current (double base speed).

Sense the Unseen (Su): The witch gains Perception as a class skill. The witch can see ethereal creatures within the range of her vision, as if they were normally visible. Such creatures are visible as translucent shapes, allowing the witch to easily discern the difference between ethereal and non-ethereal creatures. Additionally, the witch gains a bonus equal to her level on Perception checks made to sense invisible creatures.

Side Step (Su)*: The witch can teleport a distance equal to her base land speed a number of times per day equal to her Intelligence modifier (minimum 1). She can transport only herself and up to 50 pounds of objects in this manner. The witch must have line of sight to her destination to use this ability.

Skeleton Key (Ex): The witch gains Disable Device as a class skill. She always acts as if she has a set of masterwork thieves' tools. Once the witch has successfully used Disable Device to unlock a lock, she may thereafter lock or unlock it as a standard action with no Disable Device check necessary.

Sleep Walk (Ex): The witch becomes immune to magic sleep effects. When asleep, Perception rolls made by the witch do not have an increased DC, and she can immediately awaken from sleep. The witch can sleep standing up if she wishes, and can even patrol a familiar course of her choosing while gaining the full benefits of resting. The witch cannot explore unfamiliar terrain in this way, and moves at 1/2 her base land speed each round while asleep.

Speak in Tongues (Su)*: The witch curses a creature within 30 feet to lose the ability to easily communicate. The target loses the ability to speak, except in a language the witch knows and selects when this talent is used. This talent lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save negates this effect. A spellcaster can still cast spells with verbal components. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. This is a mind-affecting language dependent effect.

MAJOR TALENTS

At 10th level and every 2 witch levels thereafter, a witch can choose a major talent in place of a witch talent. Major talents otherwise follow the rules for talents.

Animate Shadow (Su):* The witch endows the shadow of a creature within 60 feet with fell power. A Will save negates this effect. On a failed save, the creature's shadow animates into the incorporeal undead of the same name (see *Pathfinder Roleplaying Game: Bestiary* for details). The shadow automatically moves with the cursed creature to always remain adjacent, cannot create spawn, and attacks the creature each round on the witch's turn until it is destroyed. The shadow is automatically destroyed if the creature enters an area of bright light, complete darkness, or its victim dies (from Strength damage or other means). At 16th level, this talent instead creates a greater shadow and it is not destroyed in bright light or complete darkness. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Blessing of Unlife (Su):* The witch grants a creature within 60 feet many of the benefits of undeath. This talent lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. An unwilling creature receives a Will save to negate this effect. The target gains the undead creature type with all associated immunities. The creature can only be healed by negative energy, and does not lose its Constitution score if it possesses one. Whether the creature is willing or unwilling, a creature cannot be the target of this talent again for 1 day.

Flying Object (Su):* The witch enchants an inanimate object with the power of flight as if affected by an *overland flight* spell (+4 on Fly skill) for a number of hours per day equal to her witch level. These hours do not need to be consecutive, but they must be spent in 1-hour increments. The object is often a broomstick, cauldron, carpet, bed, or other object large enough to carry multiple creatures. The object can carry the witch plus 20 pounds per witch level at a speed of 40 feet,

or up to 40 pounds per witch level at a speed of 30 feet. In addition, the object can travel alone to any destination named by the witch as long as she has a good idea of the location and layout of that destination. It flies to its owner from as far away as 30 yards per witch level on command. The object has a speed of 40 feet when it has no rider.

Carrier (Ex): The witch gains immunity to all disease, including supernatural and magical diseases. When the witch becomes exposed to a disease, she can choose to become a carrier for the disease. While she is immune to its effects, she can then spread the disease to other creatures using a touch attack, unarmed attack, or as part of any natural attacks she might possess. The witch can only be a carrier of one disease at a time, and when choosing to become a carrier for a new disease the old disease is lost.

Countermagic Curse (Su):* The witch surrounds a creature within 60 feet in a curse undermining magical power. Any spell the creature casts or spell-like ability the creature uses must overcome spell resistance equal to 5 + the witch's level or fail as if they had failed to penetrate a creature's spell resistance. Spells or spell-like abilities bypassing spell resistance function normally. This talent lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Deceptive Curse (Su):* The witch can place a curse on one creature within 60 feet to make it impossible for them to either lie or tell the truth (chosen by the witch when the talent is used). An initial Will save negates this effect, but thereafter it can only be ended by a *remove curse* spell or similar, magic, using the using the save DC as the DC to remove the curse. Affected creatures are aware of this effect. Whenever the creature wishes to defy the talent's compulsion to tell the truth or lie, he must succeed on a Will save. The subject is under no compulsion to speak, and may choose to remain silent. Whether or not the initial save is successful, a creature cannot be the target of this talent again for 1 day. This is a mind-affecting compulsion effect.

MORE WITCH TALENTS

Demarcation (Su): The witch can create lines of power that prevent the passage of creatures. Creating a line in this manner requires 1 full-round action per 10 feet of length. A creature attempting to cross this line must succeed on a Will save or be unable to directly pass (even through flight or burrowing) while the line remains. However, it is possible the creature can go around the line unless it is created as a closed circuit (like a square or circle). The creature may still use ranged attacks or spells crossing the line, but may not make melee attacks even if it has sufficient reach to cross. On a successful save, the creature is immune to this talent for 1 day.

When creating the line, the witch may create exceptions to what creatures can or cannot pass without requiring a save. These can be as simple or elaborate as she desires. Exceptions 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. The witch may create a number of 10 ft. lines per day equal to her witch level; these lines need not be consecutive, but they must be spent in 10 ft. increments. The lines of demarcation persist for 24 hours. This is a mind-affecting effect.

*Dimensional Feedback (Su)**: The witch curses a creature within 60 feet, rendering them incapable of extradimensional travel (as the *dimensional anchor* spell) for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. A creature attempting a barred form of movement takes 1d6 points of slashing damage per 2 witch levels as interference causes portions of their body to shear off. A Will save negates this damage.

*Dream Steal (Su)**: The witch can curse a creature within 60 feet to steal their dreams, granting her the restful slumber they fail to achieve. A Will save negates this effect. Each time thereafter when the creature attempts to rest, he must succeed on a Will save or he does not regain hit points or ability damage for resting, and takes 1 point of Wisdom damage. The creature can still rest for the purposes of regaining spells or recovering from fatigue. Each time the creature takes Wisdom damage from this talent, the witch regains hit points and recovers ability damage as if she had experienced



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a full 8 hours of rest. Additionally, each day the target takes Wisdom damage from this talent, the witch only requires 4 hours of rest to gain the benefits of 8 hours of rest, or 8 hours of rest to gain the benefits of 24 hours of rest. A witch that casts spells can prepare or regain her daily allotment of spells after resting for 4 hours. The witch can only steal the dreams of one creature at a time. She can end the curse at any time as a free action, or it is ended when she targets a new creature with the curse. Otherwise, the effects can only be removed with a *remove curse* or similar, magic, using the

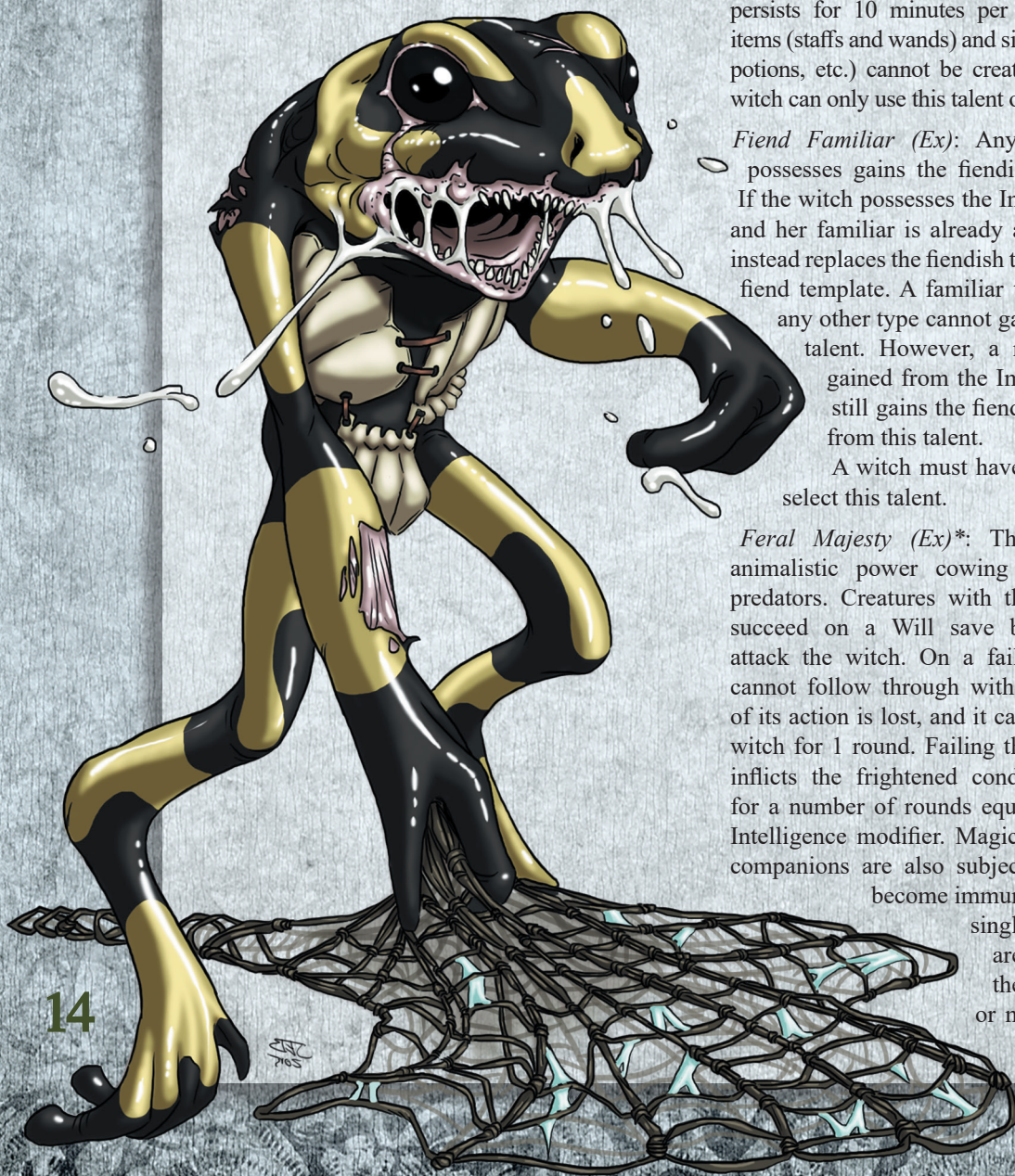
using the save DC as the DC to remove the curse. This is a mind-affecting effect.

Empower Item (Su): The witch can temporarily enchant powerful magical items. The witch can transform any item (masterwork items are required for armor or weapons) into an appropriate magical equivalent with a cost equal to or less than 1,000 gp per witch level. Using this talent costs no gold, however, she must possess any required item crafting feats and succeed on a Spellcraft check as if crafting the item. A failed Spellcraft check counts as a use of this ability. With a successful check, the enchantment persists for 10 minutes per witch level. Charged items (staves and wands) and single use items (scrolls, potions, etc.) cannot be created with this talent. A witch can only use this talent once per day.

Fiend Familiar (Ex): Any familiar the witch possesses gains the fiendish creature template. If the witch possesses the Improved Familiar feat and her familiar is already a fiendish creature, it instead replaces the fiendish template with the half-fiend template. A familiar that is an outsider of any other type cannot gain the benefits of this talent. However, a non-outsider familiar gained from the Improved Familiar feat still gains the fiendish creature template from this talent.

A witch must have the familiar edge to select this talent.

Feral Majesty (Ex)*: The witch exudes an animalistic power cowering even the mightiest predators. Creatures with the animal type must succeed on a Will save before attempting to attack the witch. On a failed save, the animal cannot follow through with the attack; that part of its action is lost, and it can't directly attack the witch for 1 round. Failing the save by 5 or more inflicts the frightened condition on the animal for a number of rounds equal to 3 + the witch's Intelligence modifier. Magical beasts and animal companions are also subject to this ability, but become immune for 24 hours after a single successful save and are not frightened if they fail the save by 5 or more. This is a mind-affecting fear effect.



MORE WITCH TALENTS

Ghostly Hands (Su): Spiritual protectors deflect attacks made against the witch or her allies using crude telekinesis. The witch grants herself or a single ally within 30 feet a 25% miss chance against ranged attacks for 1 round as an immediate action. If the witch or her ally fights defensively or takes the full-defense action, this miss chance increases to 50%. The witch can use this ability for a number of rounds equal to her level. These rounds do not need to be consecutive, but require an immediate action each round the ability is used.

A witch must have the helpful ghost talent to select this talent.

*Gullibility (Su)**: The witch curses a creature within 60 feet with extreme gullibility to deception. A Will save negates this effect. On a failed save, any creature attempting a Bluff check against the victim does not take penalties to Bluff checks based on circumstances (even for far-fetched or impossible lies) for a number of minutes equal to the witch's Intelligence modifier (minimum 1 minute). Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. This is a mind-affecting effect.

Healer's Eye (Ex): The witch gains a constant awareness of her ally's health. She is aware of the conditions affecting any allied creature within 60 feet: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like.

*Holy Conversion (Sp)**: The witch can cast *atonement* once per day as a spell-like ability. However, she must still expend 2,500 gp in rare incense and offerings in the case of a creature atoning for deliberate misdeeds, and cannot target herself. The witch may alternately expend her daily use of this ability to attempt to temporarily alter one unwilling living creature's alignment one step towards good on the good-alignment axis (evil to neutral, neutral to good). The witch must hit the target with a melee touch attack. This effect lasts for a number of minutes equal to 3 + the witch's Intelligence modifier. A Will save negates this effect.

A witch must have the holy servant edge to select this talent.

*Intolerable Delays (Su)**: The witch causes fate to conspire against a creature within 60 feet. Whenever the creature attempts any long-term action, unlucky coincidences continually cause frustrating interruptions. A Will save negates this effect. On a failed save, the creature doubles all travel times, and any action requiring more time than 1 full round requires double the normal time to complete. This includes (but is not limited to) using Disable Device on tricky devices, gathering information with Diplomacy, casting times for spells, preparing or regaining spells, and item crafting. This does not increase the time required to gain benefits from resting. This curse persists for 1 day per witch level, and can be ended with a *remove curse* or similar, magic, using the save DC as the DC to remove the curse. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

*Jellied Bones (Su)**: The witch curses one creature within 60 feet, making their bones less solid with each passing moment. This causes the speed of all movement types possessed by the creature to be reduced by 10 feet, plus an additional 10 feet for each additional round the effect persists (minimum 0 ft.). A creature with all movement types reduced to a speed of 0 feet is considered helpless. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. A successful save in rounds following the first prevents any additional movement penalties from accruing, but does not remove penalties already gained. A creature with immunity to precision damage and critical hits is immune to this talent. This effect persists for 1 hour per witch level or until the creature is the target of a *remove curse*, *heal*, or *regeneration* spell or similar effect, using the save DC as the DC to remove the curse. This is a polymorph effect.

*Lasting Charm (Su)**: The witch can reinforce the power of one of her non-instantaneous charm spells or talents affecting a creature within 60 feet. The duration of her enchantment effect is increased by one step (rounds to minutes, minutes to 10 minutes, 10 minutes to hours, hours to days, days to permanent). So, a *charm person* spell would last 1 day/level and the charm talent would last a

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number of minutes equal to the witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. The witch can only apply this talent to one charm spell or talent at a time. Applying it to a new charm returns the first to its original duration, which may cause the effect to end.

Legendary Herbalist (Sp):* The witch supports long-term healing with unmatched herbal magic. When providing long-term care to another creature with the Heal skill, the witch can use increasingly powerful spell-like abilities with a successful Heal check. This is in addition to the normal benefits for long-term care. A DC 20 check grants the creature the benefits of the *remove disease* or *delay poison* spells, a DC 25 check grants the benefits of the *neutralize poison*, or *remove curse* spells, a DC 30 check grants the benefits of the *restoration* spell, a DC 35 check grants the benefits of the *heal* spell, and a DC 40 check grants the benefits of the *regenerate* spell. The witch uses her class level as her caster level. The witch only gains a single spell-like ability in this manner, with the witch selecting which spell to use once she knows the result of her Heal check. The witch must provide rare herbs and poultices with a value equal to any costly material components of the spell effect desired. The witch can only care for one patient at a time in this manner, although she may grant the mundane benefits of the Heal skill to other patients. A witch can use this talent once per day.

A witch must have the healing, major healing, or herb lore talent to select this talent.

Light Blindness (Su):* The witch curses a creature within 60 feet with sensitivity to bright light. On a failed Fortitude save, the creature gains the light blindness flaw for a number of rounds equal to 3 + the witch's Intelligence modifier. On a successful save, the creature gains the light sensitivity flaw for the duration. See the *Pathfinder Roleplaying Game: Bestiary* for details on light blindness and light sensitivity. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Madness (Ex): The witch is insane, but her alien thoughts grant strange defenses and insights.

The witch becomes immune to mind-affecting effects. She uses her Charisma modifier in place of her Wisdom modifier for the purposes of ability checks, skill checks, Will saving throws, and any class features or feats she possesses.

Oath Binder (Su):* The witch gains the power to enforce oaths. As a full-round action, the witch can sanctify an oath made to her by a willing creature touched. The target and the witch must be fully aware of the terms of the agreement, in both word and spirit. The witch is immediately aware of the creature breaking any terms of the oath, gaining a vague idea of the circumstances and severity of the betrayal. The witch may then cast any necromancy spell she has available, or use any talent that allows a Will save on the target. This spell or talent is used regardless of any normal restrictions due to line of sight or range, but follows all other rules for spellcasting or talents. If the witch forgoes using this ability for whatever reason, the creature continues to be bound by the oath and the witch is aware of future infractions with the option to then cast a spell or use a talent. If the witch chooses to cast a spell or use a talent on the creature, she is no longer aware of future oath breaking and cannot inflict additional reactionary effects. A creature may only have one oath made toward the witch at any one time, but the witch may have any number of creatures bound by oaths.

Poltergeist (Su):* The witch curses a creature within 60 feet to be haunted by a terrible and angry spirit. This acts as the helpful ghost talent, except the *unseen servant* is bound to the target creature and not the witch. A Will save negates this effect. The spirit possesses a wicked and ingenious cunning, gaining Intelligence, Wisdom, and Charisma ability scores plus skill ranks in skills equal to the witch. It typically uses any available resources at its disposal to embarrass, harm, or ruin the victim in any way it can. For example, pouring ink on spellbooks, unlocking secured doors, activating traps, or framing the victim for criminal activities. Whenever the *unseen servant* is dissipated the victim is permitted a new Will save to negate this talent, but on a failed save, the poltergeist returns after 24 hours. A creature may only ever be affected by a single poltergeist. Whether or not the save is

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successful, a creature cannot be the target of this talent again for 1 day.

A witch must have the helpful ghost talent to select this talent.

Polymorph Familiar (Su)*: Once per day the witch may polymorph her familiar into another familiar. If the witch possesses the witch spells edge (prepared or spontaneous), she must choose to enact this change when preparing or regaining spells. The familiar can be transformed into any other familiar the witch meets the prerequisites for. This change is a permanent polymorph effect with a caster level equal to the witch's class level. An altered familiar gains alternate abilities and provides different bonuses to the witch based on the type of familiar it becomes. If the witch has the Improved Familiar feat, she can transform an ordinary familiar into one of the improved familiar options or vice versa. However, the witch must still meet all prerequisites for the change based on her arcane caster level and alignment.

A witch must have the familiar edge to select this talent.

Prismatic Resistance (Su)*: The witch gains resistance 10 against one energy damage type (acid, cold, electricity, or fire). She can change the type of resistance as a standard action. She can also grant her current resistance to an ally within 60 feet for 1 round as a standard action. At 16th level, her resistance increases to 15 and the duration of the resistance granted to her ally is extended by 1 round. The duration of resistance granted to an ally can be extended by the witch if she uses the cackle talent.

Restless (Ex): The witch gains inhuman resilience and endurance. She no longer requires rest to prepare or regain her daily spells. She gains

immunity to fatigue, exhaustion, and nonlethal damage. She does not need to breathe, and no longer requires food or drink, although she can still gain the benefits of consumable items or effects.

Riot (Su)*: The witch curses a group of creatures within 60 feet with berserker rage. The witch can affect a number of HD of creatures equal to her witch level, and the effect persists for a number of minutes equal to 3 + her Intelligence modifier. Affected creatures gain the benefits and penalties of the *rage* spell, but each round must attack the nearest living creature not under the effects of this talent, or some object smaller than themselves if no creature is within reach. If no applicable creatures or objects are within reach, the creature moves towards the nearest applicable creature or object. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

School Mastery (Ex, Su, or Sp): The witch gains any one additional arcane school power available to a wizard of her witch level, using her witch level as her wizard level. The arcane school power must be from the same school selected for the arcane school talent. The witch cannot gain arcane school powers from focused arcane schools.

A witch must have the spellbook edge and arcane school talent to select this talent.

Signs (Sp): The witch sees grim omens in the everyday world that can warn her away from immediately perilous actions. She gains the *augury* spell as an at will spell-like ability. The result is always meaningful, but only tells the witch if the action is woe or nothing. Results that would be weal and woe or weal register as a result of nothing. The witch must think to look for dire portents prior to taking a given action.



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Telepathic (Ex): The witch gains telepathy with a range of 60 feet. At 16th level, this range extends to 100 feet. Within the range of her telepathy the witch can sense the presence or absence of thoughts from intelligent conscious creatures (creatures with an Intelligence ability score of 1 or higher). She cannot determine the creature's location or sense surface thoughts, but she can attempt to contact them using her telepathy. Intelligent creatures attempting to hide their presence from the witch do not register to her telepathic sense with a successful Will save.

*Unnatural Aura (Su)**: The witch curses a creature within 60 feet to be reviled and hated by animals. A Will save negates this effect. Most non-hostile animals do not willingly approach the creature unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check. Hostile animals can approach within 30 feet with no check necessary, and always attack the cursed creature unless the animal's master succeeds at the DC 25 check. This effect is permanent, but can be removed with a *remove curse* or similar, magic, using the using the save DC as the DC to remove the curse. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. The reaction of the animals is a mind-affecting charm effect, but the effect on the target is not.

A witch must have the unnerve beasts talent to select this talent.

GRAND TALENTS

At 18th and 20th level, a witch can choose a grand talent in place of a witch talent. Grand talents otherwise follow the rules for talents.

Ancient Whispers (Ex): The witch hears the softly spoken words of long-dead spirits passing on hidden secrets. She adds half her level to all Knowledge skill checks and may make such checks untrained. The bonuses gained from this ability stack with all other bonuses. Once per day, the witch may cast *divination* as a spell-like ability using her witch level as her caster level.

*Bestow Madness (Su)**: The witch can "bless" a touched creature with permanent madness. The creature takes a -6 penalty to his Wisdom ability

score, but gains the benefits of the madness talent. An unwilling creature receives a Will save to negate this effect. This effect is permanent, but can be cured by any spell or effect that removes the *insanity* spell. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. This is a mind-affecting effect. The effects persist despite the creature becoming immune to mind-affecting effects, although the creature cannot be targeted by additional uses of this ability.

*Blood Curse (Su)**: The witch curses the entire family line of a creature within 60 feet. A Will save negates this effect. On a failed save, the creature is affected by a *bestow curse* effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

The witch chooses the specifics of the curse when using this talent. In addition, all living immediate relations (parents or siblings) and adult descendants of the target must likewise succeed on a Will save or suffer the same effects. From that point onward, whenever any living sibling or descendent of the target reaches adulthood, they must succeed on a Will save or suffer the curse's effects. The witch can voluntarily end the blood curse as a free action, or it ends with her death. Otherwise, only a *miracle* or *wish* spell can remove the curse, but it does so from the entire family line.

*Control Fate (Sp)**: The witch can cast *geas* as a spell-like ability once per day. If the target creature obeys the *geas* for one day, he gains a +2 enhancement bonus to an ability score of the witch's choice (chosen when this ability is used). Each day, another +2 enhancement bonus accumulates, up to a maximum of +8. The ability score bonuses are removed and replaced by penalties to all ability scores if the subject is prevented from obeying the *geas* for 24 hours. The bonuses begin accumulating 24 hours after the ability score penalties are removed from a subject who resumes obeying the *geas*. The witch may only have one control fate effect active at any time, and using control fate on a different creature immediately ends the effect on the first. Otherwise, it can only be removed with a *miracle* or *wish* spell, or the witch's death. The witch cannot target herself with this talent.

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Death's Mistress (Su):* Once per day the witch can come back from the dead if killed but not completely destroyed. This functions as *resurrection*, but it does not require a material component. The witch returns to life 1 minute after her death.

A witch must have the death patron to select this talent.

Dominion (Su): The witch establishes an area of up to 40,000 square feet (approximately 200 feet by 200 feet) as her dominion. Within this area, she can control some aspects of reality. To establish dominion over an area, the witch must spend 1 day walking the periphery while performing a ritual. She cannot establish dominion over an area containing unfamiliar or unexplored portions. At the ritual's completion, the witch alters one feature or planar trait (see *Pathfinder Roleplaying Game: Game Mastery Guide* for details on planar traits) within any bounds allowable by the *greater create demiplane* spell (see *Pathfinder Roleplaying Game: Ultimate Magic*) as if the area was her demiplane. Multiple uses of this ability in the same area allow the witch to alter additional planar traits. The witch may only have dominion over one area at a time. The effects are permanent until the witch establishes a new area as her dominion, which immediately ends the first effect.

Elder's Curse (Su):* The witch curses a target creature within 60 feet with rapid onset aging. A Fortitude save negates this effect. On a failed save the witch can choose whether she would like the target to attempt an additional save each round or each day at dawn thereafter. If the target must save each day, he takes a -4 penalty to further saves. Each time a creature fails a save (including the initial save), his age category is increased by one step (adulthood to middle age, middle age to old, old to venerable). The creature gains all ability score penalties for aging, but no ability score bonuses. A venerable creature who fails a save dies from old age. Succeeding at any of the saves halts the effect, but does not reverse any aging. Reversing the effects requires a *miracle*, *wish*, or the youth's curse talent. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Elemental Curse (Su):* The witch curses creature within 60 feet with a vulnerability to a single energy damage type (acid, cold, electricity, or fire) chosen when the ability is used. A Fortitude save negates this effect. The creature takes half again as much damage (+50%) from the selected energy type. If the creature naturally possesses a vulnerability to the energy type selected, then it takes double



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damage (+100%) from the energy type. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Heart's Master (Su):* The witch can target one creature within 60 feet that is affected by any mind-affecting spell or effect. The witch is then treated as the source or caster of the effect, if the original source or caster fails a Will save. The witch can then

choose to dismiss the spell or effect as a standard action, or continue using the spell or effect's control over the creature for the remaining duration. The spell or effect continues using the original source's caster level and save DCs, or the witch's caster level and talent save DC (whichever is higher). The witch cannot target herself with this talent. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Holy Avatar (Su): The witch can temporarily become an avatar imbued with celestial power. The witch gains the following benefits for a number of minutes per day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments.

- Darkvision 60 feet and low-light vision.
- Immunity to acid, cold, and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saved against poison.

• *Protective Aura (Su):* Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the witch. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 feet (caster level equals witch's class level).

A witch must have the holy servant edge to select this talent.

Immortality (Ex): The witch ceases aging and is immune to any affect that alters her age. She takes no penalty to physical ability scores from advanced age and does not die when her age exceeds the maximum age for her race. If she has already taken aging penalties, they are removed.

Impregnable (Sp):* The witch can erect a completely invulnerable *wall of force* (as the spell) as a spell-like ability using her witch level as her caster level. This effect persists for a number of minutes equal to 3 + the witch's Intelligence modifier. Unlike an ordinary *wall of force*, this effect cannot be dispelled by even a *mage's disjunction*, destroyed by *disintegrate*, or harmed by any non-artifact weapon or item (a *sphere of annihilation* still destroys the wall on



MORE WITCH TALENTS

contact). The witch can pass freely through the wall as if it did not exist, but cannot use ranged attacks, spells, or similar effects through it. A witch can only use this ability once per day.

Living Ghost (Su)*: The witch curses a target within 60 feet to be forever separated from friends and loved ones. The target becomes permanently invisible and silent (as the *invisibility* and *silence* spells, except only the target is affected, not an area) to any allied creature or creature with an attitude of indifferent or better (per the Diplomacy skill). These spells can be dispelled (caster level equals the witch's level), but return 1 round later. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Attempting to communicate with a creature that cannot see or hear the cursed victim targets the witnessing creature with a *modify memory* spell (Will negates), eliminating all memory of the event. Likewise, if the cursed victim becomes visible by temporarily dispelling or ending the *invisibility*, any witnesses affected by the *invisibility* and *silence* have their memories of the event erased on a failed save. Slaying the witch ends the effect, but otherwise ending it requires a *miracle* or *wish*. Creatures may be targeted by the memory erasure aspect of this talent any number of times per day.

Manifest Dreams (Sp)*: The witch can manifest partially real illusions formed from her dreams or nightmares. This acts as the *greater shadow conjuration* spell, cast as a spell-like ability with her witch level as her caster level. The witch may only have one active use of this ability at any one time, and cannot dismiss the effect. She cannot use this ability again until the duration of the first effect ends or 24 hours pass (whichever comes first). If the effect is destroyed or dispelled, she cannot use this ability for 1 day.

Metamagic Mastery (Ex): The witch may apply the effects of any metamagic feat she possesses to one spell she casts per day without increasing the spell level, casting time, or needing to prepare the spell with the metamagic feat in advance. A witch with multiple metamagic feats can use each once per day in this manner, but the witch cannot use this ability more than once per round.

A witch must have the witch spells spellcaster edge (prepared or spontaneous) to select this talent.

Mind Thief (Su)*: The witch creates a mental conduit between herself and an intelligent (not mindless) living creature within 60 feet, allowing her to steal the victim's psychic energy. The victim suffers from the effects of a *feeblemind* spell. A Will save negates this effect, and arcane casters do not suffer a penalty to their saves. The witch gains a +2 enhancement bonus to her Intelligence and Charisma for every 4 points of each ability score lost by the creature from the *feeblemind* effect for as long as the effect persists (round down). Temporary bonuses to the victim's ability scores do not count toward this bonus. So, an affected creature with an Intelligence ability score of 12 and Charisma ability score of 17 grants the witch a +4 enhancement bonus to Intelligence and a +8 enhancement bonus to Charisma.

After having this benefit for 24 hours, the witch gains a number of skill ranks in one skill possessed by the creature equal to the creature's ranks for every +2 bonus to Intelligence gained. These skills are chosen by the witch from the list of skills possessed by the creature. The witch can only have one mind thief effect active at one time, but can dismiss it as a free action. Otherwise, the effect can be removed as the *feeblemind* spell or with the witch's death. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Monkey's Paw (Su)*: As an immediate action, the witch can twist the spoken desires of a creature within 60 feet into the worst possible outcome. The victim must verbally express some heartfelt desire in the form of a wish, prayer, or earnest request in a language the witch can understand (although it does not need to be directed at the witch). The witch then grants the creature's wish, but the results are always the worst imaginable. The specific outcome of this talent's use is subject to GM discretion, but it can accomplish any effect allowable by a *miracle* or *wish* spell, or any other witch talent. For example, a creature wishing his dead love resurrected might become haunted by her ghost or someone praying to be young again might begin suffering as the youth's curse talent. A witch can only use this talent once per day.

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Mountain's Hand (Su):* The witch summons a giant hand of stone from the earth. This acts as a *crushing hand* spell, except the hand is not a force effect and possesses damage reduction 10/adamantine. The witch uses her witch level as her caster level. This talent can only be used when the witch is in contact with the ground, and the mountain's hand cannot attack creatures more than 10 feet off the ground. If the witch loses contact with the ground for any reason, this effect ends. The witch can use this talent once per day.

Primal Fear (Ex): The witch's animalistic power causes deep unease, and allows her to easily establish dominance. The witch always counts as being larger than targets for the purposes of the Intimidate skill. She may attempt to demoralize as a move action each round, and the base duration in rounds of the demoralize effect is equal to her Charisma modifier (minimum 1 round plus 1 round for every 5 by which she beats the DC). When the witch uses the demoralize action on the same creature, she can choose to either extend the duration or create a stronger fear condition (shaken to frightened, frightened to panicked). This is a mind-affecting fear effect.

A witch must have the feral majesty talent to select this talent.

Profane Gift (Su):* The witch becomes a trusted servant of dark powers, capable of enacting deals on their behalf. The witch may grant a profane boon (as the profane boon talent) to a willing touched humanoid creature. The witch chooses which ability score gains the profane bonus when granting the boon. The creature uses its Hit Dice as its witch level for the purposes of the profane boon talent. A single creature may have no more than one profane boon from any source at a time, but the witch can grant a number of active profane boons equal to her Intelligence modifier. As long as the profane boon persists, the witch can communicate telepathically with the target across any distance. A profane boon gained in this manner can be removed by the *break enchantment* or *dispel evil* spells (using the witch's class level as her caster level). The witch can remove it as well as a free action. If the profane boon is removed by any means, the target takes 1d6 Charisma drain (no save).

A witch must have the dark servant edge and profane boon talent to select this talent.

Shadow Tear (Su):* The witch can rip away a touched creature's shadow to create a *simulacrum* (as the spell). The witch must hit an unwilling target with a melee touch attack, and the creature is permitted a Will save to negate this effect. The simulacrum always appears in disturbing shades of black and gray, and so cannot be confused for the original creature. While the shadow is removed in this fashion, the creature it was created from casts no shadow and is affected by a *bestow curse* spell effect inflicting a -4 penalty on attack rolls, saves, ability checks, and skill checks. The *bestow curse* effect can be removed by destroying the simulacrum (in addition to the normal methods of removing a *bestow curse* spell), and removing the *bestow curse* destroys the simulacrum. This effect is otherwise permanent. A creature may only ever have one simulacrum created from it in this manner. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

The witch must have the animate shadow talent to select this talent.

Sovereign (Su):* The witch radiates a sacrosanct bearing, making it difficult to strike a blow against her. Any opponent attempting to directly attack the witch, even with a targeted spell, must attempt a Will save. If the save succeeds, the opponent can attack normally. If the save fails, the opponent can't follow through with the attack, that part of its action is lost, and it can't directly attack the witch until this effect ends. Those not attempting to attack the witch remain unaffected. This effect does not prevent the witch from being attacked or affected by area of effect spells. The witch cannot attack or harm an affected creature without breaking the effect but may use non-attack spells or otherwise act. This effect is permanent, but can be removed with a *remove curse* or similar, magic, using the using the save DC as the DC to remove the curse. Whether the creature succeeds on the Will save or has the effect broken by some other means, the creature can never again be affected by this ability. This is a mind-affecting compulsion effect.

Starflight (Su):* The witch can survive in the void of outer space and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the witch knows the way

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to her destination. The witch can grant this ability to a number of allies equal to her Intelligence modifier within 60 feet. Allies granted this ability automatically travel with the witch, but may become vulnerable to the perils of space if further than 60 feet away from her for any reason.

A witch must have the flight talent to select this talent.

True Name (Su):* The witch selects a true name which may be as short or long as she desires. The witch is made immediately aware whenever a creature speaks the witch's true name aloud knowing the name refers to the witch. She may then choose to *scry* on the target (as the *scry* spell) as an immediate action (use her witch level as her caster level). This operates across planar boundaries as the *scry* spell. The witch always acts as if she had familiar knowledge of the subject, but does not inflict Will save penalties based on connections unless she has an actual connection to the subject on her person.

Youth's Curse (Su):* The witch curses a target creature within 60 feet with youth. A Fortitude save negates this effect. On a failed save, the witch can choose whether she would like the target to attempt an additional save each round or each day at dawn thereafter. If the target must save each day, he takes a -4 penalty to further saves. Each time a creature fails a save (including the initial save), his age category is lowered by one step (venerable to old, old to middle age, middle age to adulthood). The creature does not gain any bonuses or penalties for reducing age to these categories. This may at first appear to be a blessing, but the aging doesn't cease. A creature at adulthood failing a save becomes a child, gaining the young creature simple template (see *Pathfinder Roleplaying Game: Bestiary* for details). A child failing a save becomes a nearly helpless baby (Tiny sized, unable to talk, land speed 5 ft., and Strength and Dexterity ability scores at 2). A baby failing the save blinks out of existence, and cannot be returned to life by any means short of a *miracle* or *wish*. Succeeding at any of the saves halts the effect, but does not reverse any physical changes. Reversing the effects requires a *miracle*, *wish*, or the elder's curse talent. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

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Cover Illustration: Claudio Casini

Interior Illustrations: Jacob E. Blackmon, Gary Dupuis, Matt Morrow, and Michael Scotta,
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Publisher: Owen K.C. Stephens

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