

Nana Opal



Female middle-aged changeling witch (gingerbread witch) 5 - CR 4

Chaotic Evil Humanoid (Changeling); Deity: **The Whispering Way**; Age: **70**; Height: **5' 7"**; Weight: **110 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	9	-1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+1	+1		
REFLEX (DEXTERITY)	+4	=	+1	+1	+1	+1	
WILL (WISDOM)	+4	=	+4	-1	+1		

Hex-Proof : +2 bonus vs. hexes and spells or spell like abilities of fey

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	13	=			+1		+1	+1	
Touch AC	12								
CM Bonus	+3	=	+2	+1	-	-			

	Total	BAB	Strength	Dexterity	Size
CM Defense	13	= 10	+2	-1	+1
Base Attack			+2		
Initiative			+1		
Speed			30 ft		

Claw x2 (Claws)

Main hand: **+3/+3, 1d4-1**

Crit: x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	+5	INT (5)	-	
Bluff	+8	CHA (3)	5	
Climb	-1	STR (-1)	-	
Craft (alchemy)	+16	INT (5)	4	
Diplomacy	+3	CHA (3)	-	
Disguise	+6	CHA (3)	3	
Crawling Skin (Blood Hag) : +2 to look like specific individual				
Escape Artist	+1	DEX (1)	-	
Fly	+9	DEX (1)	5	
Heal	-1	WIS (-1)	-	
Intimidate	+9	CHA (3)	3	
Knowledge (arcana)	+10	INT (5)	2	
Knowledge (history)	+10	INT (5)	2	
Knowledge (nature)	+10	INT (5)	2	
Knowledge (planes)	+10	INT (5)	2	
Perception	-1	WIS (-1)	-	
Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Spellcraft	+13	INT (5)	5	
Stealth	+1	DEX (1)	-	
Survival	-1	WIS (-1)	-	
Swim	+3	STR (-1)	-	
Use Magic Device	+8	CHA (3)	2	

Feats

Agile Maneuvers
Brew Potion
Combat Expertise +/-1
Deadly Aim -1/+2
Extra Hex (Witch [Gingerbread Witch])
Extra Hex (Witch [Gingerbread Witch])
Extra Hex (Witch [Gingerbread Witch])
Power Attack -1/+2
Simple Weapon Proficiency - All

Traits

Creative Manipulator (1/day)
Deft Dodger
Hex-Proof

Drawbacks

Warded Against Nature

Special Abilities

Child-Scent (Ex)
Crawling Skin (Blood Hag) (Ex)
Darkvision (60 feet)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Evil Eye -2 (8 rounds, DC 17) (Su)
Finesse Weapon Attack Attribute

Gear

Total Weight Carried: 10/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Artisan's outfit (Free)	-
Cauldron	5 lbs
Cloak of resistance +1	1 lb
Gag of silence	1 lb
Money	-
Potion of barkskin +5	-
Potion of bear's endurance x2	-
Potion of bull's strength x2	-
Potion of cure moderate wounds	-
Potion of cure serious wounds x2	-
Potion of hex ward	-
Potion of invisibility x4	-
Potion of lesser restoration	-
Potion of remove curse	-
Potion of restoration, lesser x2	-
Ring of protection +1	-
Spell component pouch	2 lbs
Travel cake mix	1 lb
Wand of burning hands	-
Wand of cure light wounds	-
Wand of enlarge person	-
Wand of mage armor (50 charges)	-
Wand of magic missile	-
Wand of shock shield (50 charges)	-

Special Abilities

Gingerbread Familiar (Ex)
 No Place Like Home +2/-2 (DC 17) (Su)
 Rules Changes
 Share Spells with Familiar
 Speak with Familiar (Ex)
 Swamp's Grasp (5 10-ft squares, 8 rounds)
 Tricky Treats Hex (5 days, 10/day, DC 17) (Sp)

Spell-Like Abilities

Feather Fall (self only, At will)	
Fly (self only, 5 minutes/day)	□□□□□
Levitate (self only, 1/day)	□

Tracked Resources

Creative Manipulator (1/day)	□
Potion of barkskin +5	□
Potion of bear's endurance	□□
Potion of bull's strength	□□
Potion of cure moderate wounds	□
Potion of cure serious wounds	□□
Potion of hex ward	□
Potion of invisibility	□□□□
Potion of lesser restoration	□
Potion of remove curse	□
Potion of restoration, lesser	□□
Travel cake mix	□

Experience & Wealth

Experience Points: **15000/23,000**
 Current Cash: **78 gp, 9 sp**

Tracked Resources

Tricky Treats Hex (5 days, 10/day, DC 17) (Sp)	□□□□□ □□□□□
Wand of burning hands	□□□□□ □□□□□
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Wand of cure light wounds	□□□□□ □□□□□
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Wand of enlarge person	□□□□□ □□□□□
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Wand of mage armor (50 charges)	□□□□□ □□□□□
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Wand of magic missile	□□□□□ □□□□□
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Wand of shock shield (50 charges)	□□□□□ □□□□□
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Languages

Aklo	Gnoll
Common	Goblin
Draconic	Orc
Elven	

Nana Opal – Abilities & Gear

Agile Maneuvers **Feat**

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Brew Potion **Feat**

You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Modification from Cauldron Cook : When brewing potions with her cauldron, she can create small candies, pastries, or similar edible items identical in effect and application to normal potions.

Combat Expertise +/-1 **Feat**

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -1/+2 **Feat**

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Extra Hex (Witch [Gingerbread Witch]) **Feat**

You have learned the secrets of a new hex.

Prerequisite: Hex class feature.

Benefit: You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In : Advanced Player's Guide, Advanced Class Guide

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Special: You can take this feat multiple times. Each time you do, you gain another hex.

Appears In : Advanced Player's Guide, Advanced Class Guide

Power Attack -1/+2 **Feat**

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Creative Manipulator (1/day) **Trait**

Once per day, you may reroll a Charisma check you just made. You must take the result of the second roll, even if it is worse.

Appears In : Bastards of Golarion

Nana Opal – Abilities & Gear

Deft Dodger Trait

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Hex-Proof Trait

You've dealt too often with cruel fey magic, and so gain a +2 bonus on Will saves against hexes and fey creatures' spells and spell-like abilities.

Appears In : Black Markets

Crawling Skin (Blood Hag) (Ex) Racial Ability

The changeling gains a +2 bonus on Disguise checks made to look like specific individuals.

Appears In : Inner Sea Races

Darkvision (60 feet) Racial Ability, Senses (Change)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Child-Scent (Ex) Class Ability (Witch)

The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Appears In : Ultimate Magic

Deliver Touch Spells Through Familiar (Su) Class Ability (Witch)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link with Familiar (Su) Class Ability (Witch)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Evil Eye -2 (8 rounds, DC 17) (Su) Class Ability (Kalfore, Witch)

The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

Appears In : Advanced Player's Guide

Finesse Weapon Attack Attribute Class Ability (World Is Square)

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Gingerbread Familiar (Ex) Class Ability (Witch)

A gingerbread witch concocts her familiar out of gingerbread, sugar, and other confections. It has the shape of the original animal or vermin, but its type changes to construct. As a construct, it gains 60-foot darkvision and construct immunities, it loses any special abilities the animal or vermin has other than movement speed, and it doesn't provide the usual familiar benefit (for instance, a gingerbread toad doesn't provide 3 bonus hit points). With a supply of flour and sugar at hand, the gingerbread witch can spend 8 hours and use her cauldron to restore her familiar to full health at no cost, unless the familiar is destroyed, in which case she must follow the usual rules for replacing her familiar. A gingerbread witch can never gain an improved familiar.

This ability alters familiar.

No Place Like Home +2/-2 (DC 17) (Su) Class Ability (Witch)

The witch fills an ally with the safety he feels at home or inflicts pangs of homesickness to hamper an enemy's defenses. She chooses a target for the hex within 30 feet. If she chooses an ally, that ally gains a +2 dodge bonus to AC against traps and on Reflex saves against traps. If she chooses an opponent, that opponent takes a -2 penalty to AC against traps and on Reflex saves against traps. Either way, the effects last for 1 minute. The target can attempt a Will save to negate the effects of the hex. At 8th level, the bonus or penalty increases to 4. At 16th level, the bonus or penalty increases to 6. A creature targeted by this hex cannot be targeted again by this hex for 1 day.

Appears In : Ultimate Wilderness

Nana Opal – Abilities & Gear

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal

Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Share Spells with Familiar

Class Ability (Witch)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Familiar (Ex)

Class Ability (Witch)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Swamp's Grasp (5 10-ft squares, 8 rounds)

Class Ability (Witch)

The witch can cause an area to become an entangling quagmire. One 10-foot square per witch level within 90 feet becomes difficult terrain for a number of rounds equal to 3 + the witch's Intelligence modifier. If the witch uses this hex again before the duration of the previous use has expired, the effects of the previous use of this hex end immediately.

Appears In : Blood of the Moon

Tricky Treats Hex (5 days, 10/day, DC 17) (S)

Class Ability (Witch)

At 4th level, a gingerbread witch learns a unique hex that lets her create a piece of candy or a similar sweet as a full-round action. If eaten by the witch or a single creature she designates when she creates it, the sweet functions as *goodberry* or a *polypurpose panacea*^{UM} (as determined at creation).

Anyone else that eats the sweet becomes nauseated (Fortitude negates); a creature nauseated by the sweet can attempt a new saving throw each round at the end of its turn to end this effect. A creature that fails its initial save is also affected as per the scar hex for a number of days equal to the witch's witch level, except that at extended range, the witch can use only harmful hexes on the creature.

She can create a number of sweets each day equal to her Intelligence modifier + her level. These sweets retain their potency for 24 hours and then turn to crumbs.

This ability replaces the hex gained at 4th level.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Wand of mage armor (50 charges)

Wand

Mage Armor

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.

Wand of shock shield (50 charges) Wand

Shock Shield

This spell creates an invisible shield similar to but not as strong as the *shield* spell. This shield hovers in front of you and negates *magic missile* attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks.

At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.

Potion of cure moderate wounds Potion or Oil

Cure Moderate Wounds

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

Potion of hex ward Potion or Oil

Hex Ward, Will negates (DC 11)

You give the target a +4 resistance bonus on saving throws against witch hexes.

Potion of lesser restoration Potion or Oil

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Potion of remove curse Potion or Oil

Remove Curse

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.

Cloak of resistance +1 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +1 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 500 gp

Gag of silence Wondrous Item (Head)

This black leather cord has a red wooden ball attached at its center. When the cord is tied around a creature's head and the wooden ball is placed in the creature's mouth, the creature cannot speak or make any vocal sounds, including verbal components of spells. When removed from the creature, the ball breaks off from the leather cord, ending the effect. A creature that is not otherwise restrained can easily untie the gag and remove it.

Construction

Requirements Craft Wondrous Item, *silence*; **Cost** 250 gp

Appears In : Villain Codex

Spells & Powers

Witch (Gingerbread Witch) spells memorized (CL 5th; concentration +10)

Melee Touch +3 **Ranged Touch** +3

3rd—*bestow curse* (DC 18), *lightning bolt* (DC 18)

2nd—*blindness/deafness* (DC 17), *harmless form*, *mirror image*

1st—*animate rope*, *charm person* (DC 16), *command* (DC 16), *ear-piercing scream*^{UM} (DC 16), *reduce person* (DC 16)

0th (at will)—*dancing lights*, *daze* (DC 15), *guidance*, *touch of fatigue* (DC 15)

Companions

Arcane Familiar CR –

Rabbit (*Ultimate Wilderness* 204)

N Tiny magical beast (animal)

Init +3; **Senses** low-light vision; Perception +1

Defense

AC 23, touch 16, flat-footed 19 (+4 armor, +3 Dex, +1 dodge, +3 natural, +2 size)

hp 18 (1d8-1)

Fort +1, **Ref** +5, **Will** +5

Defensive Abilities improved evasion

Offense

Speed 50 ft.

Melee bite +6 (1d3-4)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

Statistics

Str 3, **Dex** 16, **Con** 9, **Int** 8, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 10

Feats Agile Maneuvers, Combat Expertise, Deadly Aim, Power Attack, Run

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Bluff +2, Disguise +0, Fly +15, Intimidate +0, Spellcraft +4, Stealth +15, Use Magic Device -1

Languages speak with master

SQ empathic link, finesse weapon attack attribute, rules changes

Sourcebooks Used

- **Advanced Class Guide** - Thorny Entanglement (spell)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Cauldron (special ability); Evil Eye (special ability); Flight (special ability); Trickery (special ability); Vomit Swarm (spell); Witch (class)
- **Advanced Player's Guide / Ultimate Equipment** - Cauldron (equipment)
- **Advanced Player's Guide Traits / Character Traits** **Web Enhancement** - Deft Dodger (trait)
- **Advanced Race Guide / Bestiary 4 / Carrion Crown / Inner Sea Races** - Changeling (race)
- **Bastards of Golarion** - Creative Manipulator (trait)
- **Black Markets** - Hex-Proof (trait)
- **Blood of the Moon** - Swamp's Grasp (special ability)
- **Book of the Damned 2: Lords of Chaos / Inner Sea World Guide / Ultimate Magic** - Vermin Shape I (spell)
- **Champions of Corruption** - Warded Against Nature (???)
- **Giant Hunter's Handbook** - Steal Size (spell)
- **Gods & Magic / Inner Sea Gods** - Defending Bone (spell)
- **Heroes of the Streets** - Harmless Form (spell)
- **Horror Adventures** - Contact Entity I (spell); Contact Entity II (spell); Gingerbread Witch (archetype)
- **Inner Sea Races** - Crawling Skin (Blood Hag) (race option); Witchborn (alternate racial trait)
- **Ultimate Combat** - Unerring Weapon (spell); Shock Shield (spell)
- **Ultimate Equipment** - Travel cake mix (equipment)
- **Ultimate Magic** - Child-Scent (special ability); Ear-Piercing Scream (spell); Hex Ward (spell)
- **Ultimate Wilderness** - No Place Like Home (special ability)
- **Villain Codex** - Gag of silence (equipment)

Nana Opal, Witch (Gingerbread Witch) 5 – Spells in Spellbook

Arcane Mark Witch 0

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Bleed Witch 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 15 Will negates; **Spell Resistance** yes

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.

Dancing Lights Witch 0

School evocation [light]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect up to four lights, all within a 10-ft.-radius area
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** 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'-wisp), 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.

Daze Witch 0

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a pinch of wool or similar substance)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw DC 15 Will negates; **Spell Resistance** yes

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.

Detect Magic Witch 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** 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:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a *permanency* spell.

Nana Opal, Witch (Gingerbread Witch) 5 – Spells in Spellbook

Detect Poison	Witch 0
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School divination
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature, one object, or a 5-ft. cube
Duration instantaneous
Saving Throw none; **Spell Resistance** 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.

Guidance	Witch 0
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School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** 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.

Light	Witch 0
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School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** 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.

Mending	Witch 0
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School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** 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.

Message	Witch 0
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School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** 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.

Read Magic	Witch 0
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School divination
Casting Time 1 action
Components V, S, F (a clear crystal or mineral prism)
Range personal
Target 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, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Nana Opal, Witch (Gingerbread Witch) 5 – Spells in Spellbook

Resistance Witch 0

School abjuration
Casting Time 1 action
Components V, S, M/DF (a miniature cloak)
Range touch
Target creature touched
Duration 1 minute
Saving Throw Will negates (harmless); **Spell Resistance** 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.

Stabilize Witch 0

School conjuration (healing)
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** 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.

Touch of Fatigue Witch 0

School necromancy
Casting Time 1 action
Components V, S, M (a drop of sweat)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw DC 15 Fortitude negates; **Spell Resistance** 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.

Animate Rope Witch 1

School transmutation / wood elemental
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Target one rope-like object, length up to 50 ft. + 5 ft./level; see text
Duration 1 round/level
Saving Throw none; **Spell Resistance** no

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.

Charm Person Witch 1

School enchantment / wood elemental (charm) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw DC 16 Will negates; **Spell Resistance** 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 +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 suicidal 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.

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Command **Witch 1**
School enchantment (compulsion) [language-dependent, mind-affecting]
Casting Time 1 action
Components V
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration 1 round
Saving Throw DC 16 Will negates; **Spell Resistance** 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.

Ear-Piercing Scream **Witch 1**
School evocation [sonic]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one creature
Duration instantaneous; see text
Saving Throw DC 16 Fortitude partial (see text); **Spell Resistance** yes

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

Appears in : Ultimate Magic

Reduce Person **Witch 1**
School transmutation
Casting Time 1 round
Components V, S, M (a pinch of powdered iron)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 min./level (D)
Saving Throw DC 16 Fortitude negates; **Spell Resistance** yes

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.

Unerring Weapon **Witch 1**
School transmutation
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one weapon or 20 projectiles, all of which must be together at the time of casting
Duration 1 round/level
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

Appears in : Ultimate Combat

Blindness/Deafness **Witch 2**
School necromancy
Casting Time 1 action
Components V
Range medium (100 + 10 ft./level)
Target one living creature
Duration permanent (D)
Saving Throw DC 17 Fortitude negates; **Spell Resistance** yes

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

Nana Opal, Witch (Gingerbread Witch) 5 – Spells in Spellbook

Contact Entity I	Witch 2	False Life	Witch 2
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School evocation
Casting Time 1 minute
Components V, S, M, see text
Range 100 miles
Target up to 20 entities of 6 hd or fewer; see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You send out a magical message to any eldritch entities of a particular kind within a 100-mile radius, which can be delivered to up to 20 such creatures, starting with the nearest creatures until the limit has been met. This spell can't contact creatures with more than 6 Hit Dice. You can't send a specific message, but this spell (and all similar *contact entity* spells) can be characterized as an open invitation to make contact and establish communication. If there is an appropriate entity within range, the spell succeeds automatically. You don't know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the location and distance from where the spell was cast. Because this spell doesn't call or summon the target, the target must have its own way to reach the place where the spell was cast.

How creatures respond to a contact spell is circumstantial and it is possible the creatures will simply ignore the spell. Creatures that come and investigate do so in their own time. They usually arrive cautiously, aware of the potential for ambush. Targets of the spell might inform their organization or community if they have one. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or subjugate the caster and their related community. Using this spell counts as mentally contacting the creature for the purpose of any of its special abilities (such as the star-spawn's overwhelming mind). For the purpose of spells like *scrying*, the creature has firsthand knowledge of you and a connection similar to if it possessed a likeness of you.

Each type of creature requires a different material component that must be included when casting the spell, as shown on Table 4-1: Contact Entity on page 112. Some of these components are expensive or might require quests to acquire. Contacting certain types of creatures makes the spell chaotic, evil, or both, as indicated on the table.

Appears in : Horror Adventures

Defending Bone	Witch 2	Harmless Form	Witch 2
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School necromancy
Casting Time 1 action
Components V, S, F (a Medium creature's skull or femur), DF (a Medium creature's skull or femur)
Range personal
Target you
Duration 1 hour/level or until discharged

You animate a bone with necromantic energy, giving it the power to float near your body and interpose itself against physical attacks. This gives you damage reduction 5/bludgeoning. Once the bone has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.

Appears in : Gods & Magic, Inner Sea Gods

School necromancy
Casting Time 1 action
Components V, S, M (a drop of blood)
Range personal
Target 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).

School transmutation (polymorph)
Casting Time 1 action
Components V, S
Range touch
Target one willing animal companion, familiar, or spirit animal
Duration 8 hours (D)
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the target into a harmless animal of the same approximate body type. The form assumed must be one considered unobtrusive by local communities, such as a cat, a dog, a hunting hawk, a horse, or a rat. This transformation can reduce the target by up to two size categories, but cannot make an animal smaller than Tiny. It cannot increase the size of the target or give it new natural attacks or new forms of movement. The spell otherwise functions as *beast shape II*.

Beast Shape II
 This spell functions as *beast shape I*, except that it also allows you to assume the form of a Tiny or Large creature of the animal type. If the form you assume has any of the following abilities, you gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form you take is that of a Tiny animal, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large animal: If the form you take is that of a Large animal, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus.

Appears in : Heroes of the Streets

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Mirror Image

Witch 2

School illusion (figment)
Casting Time 1 action
Components V, S
Range personal
Target you
Duration 1 min./level

This spell creates a number of illusory doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you. When mirror image is cast, 1d4 images plus one image per three caster levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a spell that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a figment. If it is a figment, the figment is destroyed. If the attack misses by 5 or less, one of your figments is destroyed by the near miss. Area spells affect you normally and do not destroy any of your figments. Spells and effects that do not require an attack roll affect you normally and do not destroy any of your figments. Spells that require a touch attack are harmlessly discharged if used to destroy a figment. An attacker must be able to see the figments to be fooled. If you are invisible or the attacker is blind, the spell has no effect (although the normal miss chances still apply).

Steal Size

Witch 2

School transmutation
Casting Time 1 action
Components V, S, M (a piece of iron shaped like a scale tray)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature larger than you
Duration 1 minute/level (D)
Saving Throw DC 17 Fortitude negates; **Spell Resistance** yes

This spell reduces the target's size by one size category, as if it were affected by *reduce person*. You grow in size by one category, as if affected by *enlarge person* (if you can be targeted by that spell). If the spell is dispelled or otherwise ends for either you or the target, both you and the target return to your normal sizes.

Appears in : Giant Hunter's Handbook

Vomit Swarm

Witch 2

School conjuration (summoning)
Casting Time 1 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).

Appears in : Advanced Player's Guide

Bestow Curse

Witch 3

School necromancy
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration permanent
Saving Throw DC 18 Will negates; **Spell Resistance** 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. 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.

Contact Entity II

Witch 3

School evocation
Casting Time 1 minute
Components V, S, M, see text
Range 200 miles
Target up to 20 entities of 12 hd or fewer
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *contact entity I*, except that you can contact creatures from the *contact entity II* list, and as noted above.

Contact Entity I

You send out a magical message to any eldritch entities of a particular kind within a 100-mile radius, which can be delivered to up to 20 such creatures, starting with the nearest creatures until the limit has been met. This spell can't contact creatures with more than 6 Hit Dice. You can't send a specific message, but this spell (and all similar *contact entity* spells) can be characterized as an open invitation to make contact and establish communication. If there is an appropriate entity within range, the spell succeeds automatically. You don't know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the location and distance from where the spell was cast. Because this spell doesn't call or summon the target, the target must have its own way to reach the place where the spell was cast.

How creatures respond to a contact spell is circumstantial and it is possible the creatures will simply ignore the spell. Creatures that come and investigate do so in their own time. They usually arrive cautiously, aware of the potential for ambush. Targets of the spell might inform their organization or community if they have one. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or subjugate the caster and their related community. Using this spell counts as mentally contacting the creature for the purpose of any of its special abilities (such as the star-spawn's overwhelming mind). For the purpose of spells like *scrying*, the creature has firsthand knowledge of you and a connection similar to if it possessed a likeness of you.

Each type of creature requires a different material component that must be included when casting the spell, as shown on Table 4-1: Contact Entity on page 112. Some of these components are expensive or might require quests to acquire. Contacting certain types of creatures makes the spell chaotic, evil, or both, as indicated on the table.

Appears in : Horror Adventures

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Lightning Bolt

Witch 3

School evocation / air elemental / metal elemental [electricity]
Casting Time 1 action
Components V, S, M (fur and a glass rod)
Range 120 ft.
Area 120-ft. line
Duration instantaneous
Saving Throw DC 18 Reflex half; **Spell Resistance** yes

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.

Remove Curse

Witch 3

School abjuration
Casting Time 1 action
Components V, S
Range touch
Target creature or object touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** 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.

Thorny Entanglement

Witch 3

School transmutation
Casting Time 1 action
Components V, S, DF
Range long (400 + 40 ft./level)
Area plants in a 40-ft.-radius spread
Duration 1 min./level (D)
Saving Throw DC 18 Reflex partial (see text); **Spell Resistance** no

This spell functions as *entangle*, except the plants also grow thorns and can fling them up to 15 feet. Any creature that moves within 15 feet of the spell's area is attacked once on its turn by the animated plants. The plants use your caster level as their base attack bonus and add your spellcasting ability score modifier (Intelligence for witches; Wisdom for druids, rangers, and shamans) to the attack roll. A volley of thorns counts as a thrown weapon and deals 2d6 points of piercing damage on a successful hit. A creature that enters the spell's area or ends its turn there automatically takes 2d6 points of piercing damage.

Entangle

This spell causes tall grass, weeds, and other plants to wrap around creatures in the area of effect or those that enter the area. Creatures that fail their save gain the entangled condition. Creatures that make their save can move as normal, but those that remain in the area must save again at the end of your turn. Creatures that move into the area must save immediately. Those that fail must end their movement and gain the entangled condition. Entangled creatures can attempt to break free as a move action, making a Strength or Escape Artist check. The DC for this check is equal to the DC of the spell. The entire area of effect is considered difficult terrain while the effect lasts. If the plants in the area are covered in thorns, those in the area take 1 point of damage each time they fail a save against the entangle or fail a check made to break free. Other effects, depending on the local plants, might be possible at GM discretion.

Appears in : Advanced Class Guide

Vermin Shape I

Witch 3

School transmutation (polymorph)
Casting Time 1 action
Components V, S, M (a piece of the creature whose form you plan to assume.)
Range personal
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

Appears in : Book of the Damned 2: Lords of Chaos, Inner Sea World Guide, Ultimate Magic

Title - Nana Opal (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/10/22

XP Reward : 0 XP; **Net Cash** :

- no notes -

Arcane Familiar



Rabbit - CL1 - CR 1/6

True Neutral Magical Beast ((Animal)); Deity: **The Whispering Way**

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	9	-1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =	+2	-1				
REFLEX (DEXTERITY)	+5 =	+2	+3				
WILL (WISDOM)	+5 =	+4	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23 =	+4		+3	+2	+3		+1	

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
16	19				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+2	+3	-2	-

CM Defense	BAB	Strength	Dexterity	Size
10 = 10	+2	-4	+3	-2

Base Attack	HP
+2	18

Initiative	Damage / Current HP
+3	

Speed
50 ft

Bite (Rabbit)

Main hand: **+6, 1d3-4**

Crit: x2
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Run: +4 to jump with a running start, +8 to jump	+3	DEX (3)	-	
Appraise	-1	INT (-1)	-	
Bluff	+2	CHA (-3)	(5)	
Climb	+3	DEX (3)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	+0	CHA (-3)	(3)	
Escape Artist	+3	DEX (3)	-	
Fly	+15	DEX (3)	(5)	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (-3)	(3)	
Perception	+1	WIS (1)	-	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+4	INT (-1)	(5)	
Stealth	+15	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+3	DEX (3)	-	
Use Magic Device	-1	CHA (-3)	(2)	

Activated Abilities & Adjustments

Combat Expertise +/-1
Mage Armor: +4

Feats

Agile Maneuvers
Combat Expertise +/-1
Deadly Aim -1/+2
Power Attack -1/+2
Run

Special Abilities

Deliver Touch Spells (Su)
Empathic Link (Su)
Finesse Weapon Attack Attribute
Improved Evasion (Ex)
Low-Light Vision
Rules Changes
Share Spells
Speak with Master (Ex)

Gear

Total Weight Carried: 0/15 lbs, Light Load
(Light: 5 lbs, Medium: 10 lbs, Heavy: 15 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Animal Archive / Ultimate Wilderness** - Rabbit (race)

Arcane Familiar – Abilities & Gear

Agile Maneuvers

Feat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Combat Expertise +/-1

Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Deadly Aim -1/+2

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Power Attack -1/+2

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Run

Feat

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Deliver Touch Spells (Su)

Class Ability (Familiar Benefits)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su)

Class Ability (Familiar Benefits)

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Finesse Weapon Attack Attribute

Class Ability (World Is Square)

The "light weapons" category has been renamed to "finesse weapons." Characters can choose to use either their dexterity bonus or their strength bonus to hit with these weapons, no feat required. "Finesse" is also now a weapon attribute like "brace" or "trip," allowing a weapon in another category to be finessed (like the rapier).

Improved Evasion (Ex)

Class Ability (Familiar Benefits)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Arcane Familiar – Abilities & Gear

Rules Changes

Class Ability (World Is Square)

By all metrics, Pathfinder is the most satisfying pen-and-paper game I've ever played. The class balance feels good, the math isn't overwhelming, and the community support is outstanding. However, it suffers from one syndrome that haunts the creation of every new character: feat taxes.

Many veteran players lament that you need three feats to go to the bathroom in Pathfinder. It's a cheeky musing, but one rooted in truth. Pathfinder's feats are arranged in sprawling tiers, often requiring an investment of three or more feats to unlock a single more advanced one. While it's satisfying to work towards a goal, many rungs on the feat ladder are considered either undesirable or overtly mundane. These are feat taxes.

Below I've highlighted a number of revisions to Pathfinder's feat tree to help ease the situation. I've focused mainly on combat feats, arguably the worst offenders. Feel free to incorporate these changes into your own house rules or make your own suggestions in the comments.

Martial Mastery

Gone. Combat feats like Weapon Focus now apply to weapon groups instead of a specific weapon by default.

Agile Maneuvers

Gone. A character adds their dexterity to the CMB if they're wielding a finesse weapon and their strength otherwise.

Combat Expertise

Gone. Now simple a combat option for any class with at least +1 BAB.

Improved Trip, Improved Disarm, Improved Dirty Trick, Improved Feint, Improved Reposition, Improved Steal

Gone. Replaced with Deft Maneuvers.

Deft Maneuvers

New. You do not provoke an attack of opportunity when performing a trip, disarm, dirty trick, feint, reposition, or steal combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Power Attack

Gone. Now simply a combat option for any class with at least +1 BAB.

Improved Bull Rush, Improved Drag, Improved Overrun, Improved Sunder

Gone. Replaced with Powerful Maneuvers.

Powerful Maneuvers

New. You do not provoke an attack of opportunity when performing a bull rush, drag, overrun, or sunder combat maneuver. In addition, you receive a +2 bonus on checks with these combat maneuvers. Now a prerequisite for the relevant greater combat maneuver feats.

Point-Blank Shot

Gone. Precise Shot replaces it as a prerequisite for further archery feats.

Deadly Aim

Gone. Now simple a combat option for any class with at least +1 BAB.

Mobility

Gone. Merged with Dodge.

Dodge

Revised. You gain a +1 dodge bonus to your AC. This bonus increases to +4 against attacks of opportunity caused when you move out of or within a threatened tile. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Share Spells

Class Ability (Familiar Benefits)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak with Master (Ex)

Class Ability (Familiar Benefits)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Title - Arcane Familiar (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2018/10/22

XP Reward : 0 XP; **Net Cash** :

- no notes -