

## Natalya Yagevna, Witch 14 – Spells

### Bleed Witch 0

**School:** Necromancy  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Save:** DC 16 Will negates  
**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.

### Detect Magic Witch 0

**School:** Divination  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped emanation  
**Duration:** Concentration, up to 1 min./level (D)  
**Save:** None  
**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.

### Light Witch 0

**School:** Evocation / Wood Elemental [Light]  
**Components:** V, M/DF (a firefly)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 min./level  
**Save:** None  
**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.

### Read Magic Witch 0

**School:** Divination  
**Components:** V, S, F (a clear crystal or mineral prism)  
**Casting Time:** 1 action  
**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.

### Ill Omen Witch 1

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M (hair from a black cat)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one creature  
**Duration:** 1 round/level or until discharged  
**Save:** none  
**Resistance:** Yes

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level). A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

**Appears In:** Advanced Player's Guide

## Natalya Yaqevna, Witch 14 – Spells

### Mage Armor

**Witch 1**

**School:** Conjuration (Creation) [Force]  
**Components:** V, S, F (a piece of cured leather)  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level (D)  
**Save:** Will negates (harmless)  
**Resistance:** No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

### Unseen Servant

**Witch 1**

**School:** Conjuration (Creation)  
**Components:** V, S, M (a piece of string and a bit of wood)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Effect:** One invisible, mindless, shapeless servant  
**Duration:** 1 hour/level  
**Save:** None  
**Resistance:** No

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet. The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

### Obscuring Mist

**Witch 1**

**School:** Conjuration / Water Elemental (Creation)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** 20 ft.  
**Effect:** Cloud spreads in 20-ft. radius from you, 20 ft. high  
**Duration:** 1 min./level (D)  
**Save:** None  
**Resistance:** No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

### Fester

**Witch 2**

**School:** Necromancy  
**Components:** V, S, M (rotted meat)  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one living creature  
**Duration:** 1 round/level or 1 round; see text  
**Save:** DC 18 Fortitude partial  
**Resistance:** Yes

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

**Appears In:** Advanced Player's Guide

### Reduce Person

**Witch 1**

**School:** Transmutation  
**Components:** V, S, M (a pinch of powdered iron)  
**Casting Time:** 1 round  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One humanoid creature  
**Duration:** 1 min./level (D)  
**Save:** DC 17 Fortitude negates  
**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.

### Glitterdust

**Witch 2**

**School:** Conjuration / Earth Elemental / Metal Elemental (Creation)  
**Components:** V, S, M (ground mica)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** Creatures and objects within 10-ft.-radius spread  
**Duration:** 1 round/level  
**Resistance:** No

Save Will negates (blinding only); SR no A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

## Natalya Yaqevna, Witch 14 – Spells

### Invisibility

### Witch 2

**School:** Illusion / Void Elemental (Glamer)  
**Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** You or a creature or object weighing no more than 100 lbs.  
/level

**Duration:** 1 min./level (D)  
**Save:** Will negates (harmless) or Will negates (harmless, object)  
**Resistance:** Yes (harmless) or yes (harmless, object)  
The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

### Invisibility

### Witch 2

**School:** Illusion / Void Elemental (Glamer)  
**Components:** V, S, M/DF (an eyelash encased in gum arabic)  
**Casting Time:** 1 action  
**Range:** Personal or touch  
**Target:** You or a creature or object weighing no more than 100 lbs.  
/level

**Duration:** 1 min./level (D)  
**Save:** Will negates (harmless) or Will negates (harmless, object)  
**Resistance:** Yes (harmless) or yes (harmless, object)  
The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *bleed* that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

*Invisibility* can be made permanent (on objects only) with a *permanency* spell.

### See Invisibility

### Witch 2

**School:** Divination / Void Elemental  
**Components:** V, S, M (talc and powdered silver)  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 min./level (D)

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures. The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a *permanency* spell.

## Natalya Yagevna, Witch 14 – Spells

<p><b>Blink</b></p> <p><b>School:</b> Transmutation  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Personal  <b>Target:</b> You  <b>Duration:</b> 1 round/level (D)</p> <p>You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random. Blink has several effects, as follows. Physical attacks against you have a 50% miss chance, and the Blind-Fight feat doesn't help opponents, since you're ethereal and not merely invisible. If the attack is capable of striking ethereal creatures, the miss chance is only 20% (for concealment). If the attacker can see invisible creatures, the miss chance is also only 20%. (For an attacker who can both see and strike ethereal creatures, there is no miss chance.) Likewise, your own attacks have a 20% miss chance, since you sometimes go ethereal just as you are about to strike. Any individually targeted spell has a 50% chance to fail against you while you're blinking unless your attacker can target invisible, ethereal creatures. Your own spells have a 20% chance to activate just as you go ethereal, in which case they typically do not affect the Material Plane (but they might affect targets on the Ethereal Plane). While blinking, you take only half damage from area attacks (but full damage from those that extend onto the Ethereal Plane). Although you are only partially visible, you are not considered invisible and targets retain their Dexterity bonus to AC against your attacks. You do receive a +2 bonus on attack rolls made against enemies that cannot see invisible creatures. You take only half damage from falling, since you fall only while you are material. While blinking, you can step through (but not see through) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled. Since you spend about half your time on the Ethereal Plane, you can see and even attack ethereal creatures. You interact with ethereal creatures roughly the same way you interact with material ones. An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down. As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing on the Material Plane are limited to 60 feet. Force effects and abjurations affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and spells you cast while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. Treat other ethereal creatures and objects as material.</p>	<p><b>Witch 3</b></p>
<p><b>Screech</b></p> <p><b>School:</b> Evocation [Sonic]  <b>Components:</b> V  <b>Casting Time:</b> 1 action  <b>Range:</b> 30 ft.  <b>Area:</b> 30-ft.-radius spread centered on you  <b>Duration:</b> Instantaneous  <b>Save:</b> DC 19 Fortitude negates  <b>Resistance:</b> Yes</p> <p>You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.</p> <p><b>Appears In:</b> Advanced Player's Guide</p>	<p><b>Witch 3</b></p>
<p><b>Sleet Storm</b></p> <p><b>School:</b> Conjuration / Water Elemental (Creation) [Cold]  <b>Components:</b> V, S, M/DF (dust and water)  <b>Casting Time:</b> 1 action  <b>Range:</b> Long (400 + 40 ft./level)  <b>Area:</b> Cylinder (40-ft. radius, 20 ft. high)  <b>Duration:</b> 1 round/level  <b>Save:</b> None  <b>Resistance:</b> No</p> <p>Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details). The sleet extinguishes torches and small fires.</p>	<p><b>Witch 3</b></p>
<p><b>Water Walk</b></p> <p><b>School:</b> Transmutation [Water]  <b>Components:</b> V, S, DF  <b>Casting Time:</b> 1 action  <b>Range:</b> Touch  <b>Target:</b> One touched creature/level  <b>Duration:</b> 10 min./level (D)  <b>Save:</b> Will negates (harmless)  <b>Resistance:</b> Yes (harmless)</p> <p>The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.</p> <p>If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.</p>	<p><b>Witch 3</b></p>
<p><b>Pain Strike</b></p> <p><b>School:</b> Evocation [Evil]  <b>Components:</b> V, S  <b>Casting Time:</b> 1 action  <b>Range:</b> Close (25 + 5 ft./2 levels)  <b>Target:</b> one living creature  <b>Duration:</b> 1 round/level (D)  <b>Save:</b> DC 19 Fortitude negates  <b>Resistance:</b> Yes</p> <p>Pain strike racks the targeted creature with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creature is sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the target.</p> <p><b>Appears In:</b> Advanced Player's Guide</p>	<p><b>Witch 3</b></p>

### Black Tentacles

Witch 4

**School:** Conjuration (Creation)  
**Components:** V, S, M (octopus or squid tentacle)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Area:** 20-ft.-radius spread  
**Duration:** 1 round/level (D)  
**Save:** None  
**Resistance:** No

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

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB. The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

### Confusion

Witch 4

**School:** Enchantment (Compulsion) [Mind-Affecting]  
**Components:** V, S, M/DF (three nutshells)  
**Casting Time:** 1 action  
**Range:** Medium (100 + 10 ft./level)  
**Target:** All creatures in a 15-ft.-radius burst  
**Duration:** 1 round/level  
**Save:** DC 20 Will negates  
**Resistance:** Yes

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

d% - Behavior  
 01-25 - Act normally  
 26-50 - Do nothing but babble incoherently  
 51-75 - Deal 1d8 points of damage + Str modifier to self with item in hand  
 76-100 - Attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

### Dimension Door

Witch 4

**School:** Conjuration (Teleportation)  
**Components:** V  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Target:** You and touched objects or other touched willing creatures  
**Duration:** Instantaneous  
**Save:** None and Will negates (object)  
**Resistance:** No and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired - whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

### Ice Storm

Witch 4

**School:** Evocation / Water Elemental [Cold]  
**Components:** V, S, M/DF (dust and water)  
**Casting Time:** 1 action  
**Range:** Long (400 + 40 ft./level)  
**Area:** Cylinder (20-ft. radius, 40 ft. high)  
**Duration:** 1 round/level (D)  
**Save:** None  
**Resistance:** Yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

### Scrying

Witch 4

**School:** Divination (Scrying)  
**Components:** V, S, F, M/DF (a pool of water, a silver mirror worth 1000 gp)  
**Casting Time:** 1 hour  
**Range:** See text  
**Effect:** Magical sensor  
**Duration:** 1 min./level  
**Save:** DC 20 Will negates  
**Resistance:** Yes

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge - Will Save Modifier  
 None\* - +10  
 Secondhand (you have heard of the subject) - +5  
 Firsthand (you have met the subject) - +0  
 Familiar (you know the subject well) - -5  
 \*You must have some sort of connection (see below) to a creature of which you have no knowledge.

Connection - Will Save Modifier  
 Likeness or picture - -2  
 Possession or garment - -4  
 Body part, lock of hair, bit of nail, etc. - -10

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the sensor follows at a speed of up to 150 feet. As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

### Baleful Polymorph

Witch 5

**School:** Transmutation (Polymorph)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Permanent  
**Save:** DC 21 Fortitude negates, Will partial, see text  
**Resistance:** Yes

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

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

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

### Cure Critical Wounds

Witch 5

**School:** Conjuraton (Healing)  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Save:** Will half (harmless); see text  
**Resistance:** Yes (harmless); see text  
 This spell functions like cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

### Pain Strike, Mass

Witch 5

**School:** Evocation [Evil]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Close (25 + 5 ft./2 levels)  
**Target:** one living creature/level, no two of which can be more than 30 ft. apart  
**Duration:** 1 round/level (D)  
**Save:** DC 21 Fortitude negates  
**Resistance:** Yes  
 This spell works like pain strike, except as noted above.

**Appears In:** Advanced Player's Guide

### Cone of Cold

Witch 6

**School:** Evocation / Water Elemental [Cold]  
**Components:** V, S, M (a small crystal or glass cone)  
**Casting Time:** 1 action  
**Range:** 60 ft.  
**Area:** Cone-shaped burst  
**Duration:** Instantaneous  
**Save:** DC 22 Reflex half  
**Resistance:** Yes  
 Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

### Slay Living

Witch 6

**School:** Necromancy [Death]  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** Instantaneous  
**Save:** DC 22 Fortitude partial  
**Resistance:** Yes  
 You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

### True Seeing

### Witch 6

**School:** Divination / Void Elemental

**Components:** V, S, M (an eye ointment that costs 250 gp)

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

**Save:** Will negates (harmless)

**Resistance:** Yes (harmless)

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

### Chain Lightning

### Witch 7

**School:** Evocation / Air Elemental / Metal Elemental [Electricity]

**Components:** V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)

**Casting Time:** 1 action

**Range:** Long (400 + 40 ft./level)

**Target:** One primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)

**Duration:** Instantaneous

**Save:** DC 23 Reflex half

**Resistance:** Yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets. The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt. Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.