

Surma 7-8 – Abilities & Gear

Alertness Feat

You often notice things that others might miss.

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

Appears In: Not Consolidated Skills

Combat Casting Feat

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.

Great Fortitude Feat

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Intensified Spell Feat

Your spells can go beyond several normal limitations.

Benefit: An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

Appears In: Advanced Player's Guide

Iron Will Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Toughness Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Weapon Focus (Claw) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Cursed Gaze (DC 16) (Su) Racial Ability (Div, Aghash)

Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 16 negates. Any creature under the effects of *protection from evil* is immune to an aghash's gaze. The save DC is Charisma-based.

Damage Reduction (5/cold iron or good) Unknown

You have Damage Reduction against all except Good or Cold Iron attacks.

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

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.

Energy Resistance, Acid (10) Unknown

You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Electricity (10) Unknown

You have the specified Energy Resistance against Electricity attacks.

Immunity to Fire Unknown

You are immune to fire damage.

Immunity to Poison Unknown

You are immune to poison.

Sandstorm (1/day) (Su) Racial Ability (Div, Aghash)

Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5). This functions as a sandstorm (Core Rulebook 431).

See in Darkness Racial Ability, Senses

The creature can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Spell Resistance (15) Unknown

You have Spell Resistance.

Summon (level 3, 1d2 dorus 25%, 1/day) (S) Racial Ability (Div, Aghash)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Telepathy (100 feet) (Su) Unknown

The creature can mentally communicate with any other creature within a certain range (specified in the creature's entry, usually 100 feet) that has a language. It is possible to address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time.

Cackle (Su) Class Ability (Witch)

A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

Appears In: Advanced Player's Guide

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 -4 (7 rounds, DC 19) (Su) Class Ability (Witch)

The witch causes 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): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a number of rounds equal to 3 + the witch's Intelligence modifier. A successful Will saving throw reduces this to just 1 round. At 8th level, the penalty increases to -4.

Appears In: Advanced Player's Guide

Familiar Bonus: +3 to Bluff checks Class Ability (Witch)

If you are within arm's reach of your familiar, you gain the benefits of the Alertness feat.

If you are within 1 mile of your familiar, you may gain other benefits.

Misfortune (2 rounds, DC 19) (Su) Class Ability (Witch)

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Appears In: Advanced Player's Guide

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).

Slumber (10 rounds, DC 19) (Su) Class Ability (Witch)

A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Appears In: Advanced Player's Guide

Speak with Animals (Ex) Class Ability (Witch)

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

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.

Weather Control (1/day) (Su) Class Ability (Witch)

A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

Appears In: Advanced Player's Guide

Surma 7-8, Witch 10 – Spells

Arcane Mark

Witch 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Save: None
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
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 14 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.

Guidance

Witch 0

School: Divination / Void Elemental
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute or until discharged
Save: Will negates (harmless)
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

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.

Burning Hands (x2)

Witch 1

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 15 Reflex half
Resistance: Yes

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

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.

Surma 7-8, Witch 10 – Spells

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.

Ray of Enfeeblement

Witch 1

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray
Duration: 1 round/level
Save: DC 15 Fortitude half
Resistance: Yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5). The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

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
Save: DC 16 Will negates (blinding only)
Resistance: 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.

Hold Person

Witch 2

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, F/DF
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One humanoid creature
Duration: 1 round/level (D); see text
Save: DC 16 Will negates; see text
Resistance: Yes

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

Intensified burning hands (x2)

Witch 2

School: Evocation / Fire Elemental [Fire]
Components: V, S
Casting Time: 1 action
Range: 15 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Save: DC 15 Reflex half
Resistance: Yes

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

Intensified Spell: The spell's damage dice cap is raised by 5.

Burning Hands

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

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.

Surma 7-8, Witch 10 – Spells

Lightning Bolt (x3)

Witch 3

School: Evocation / Air Elemental / Metal Elemental [Electricity]
Components: V, S, M (fur and a glass rod)
Casting Time: 1 action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Save: DC 17 Reflex half
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.

Stinking Cloud

Witch 3

School: Conjuraton / Earth Elemental (Creation)
Components: V, S, M (a rotten egg or cabbage leaves)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level
Save: DC 17 Fortitude negates; see text
Resistance: No

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

Cure Serious Wounds

Witch 4

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 3d8 points of damage + 1 point per caster level (maximum +15).

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Enervation (x2)

Witch 4

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Effect: Ray of negative energy
Duration: Instantaneous
Save: None
Resistance: Yes

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours). Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so. An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

Phantasmal Killer

Witch 4

School: Illusion (Phantasm) [Fear, Mind-Affecting]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Save: DC 18 Will disbelief, then Fortitude partial; see text
Resistance: Yes

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the *phantasmal killer*. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a *phantasmal killer* attack succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

Summon Monster V (x2)

Witch 5

School: Conjuration / All Elements (Summoning)

Components: V, S, F/DF

Casting Time: 1 round

Range: Close (25 + 5 ft./2 levels)

Effect: One summoned creature

Duration: 1 round/level (D)

Save: None

Resistance: No

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

Summon Monster Tables

5th Level: Ankylosaurus (dinosaur)*, Babau (demon) [Chaotic, Evil subtypes], Bearded devil [Evil, Lawful subtypes], Bralani azata [Chaotic, Good subtypes], Dolphin (orca)*, Dire lion*, Elemental (Large) [Elemental subtype], Giant moray eel*, Kyton [Evil, Lawful subtypes], Salamander [Evil subtype], Woolly rhinoceros*, Xill [Evil, Lawful subtypes]

4th Level: Ant, giant (drone)*, Bison (herd animal)*, Deinonychus (dinosaur)*, Dire ape*, Dire boar*, Dire wolf*, Elemental (Medium) [Elemental subtype], Giant scorpion*, Giant wasp*, Grizzly bear*, Hell hound [Evil, Lawful subtypes], Hound archon [Good, Lawful subtypes], Lion*, Mephit (any) [Elemental subtype], Pteranodon (dinosaur)*, Rhinoceros*

3rd Level: Ant, giant (soldier)*, Ape*, Aurochs (herd animal)*, Boar*, Cheetah*, Constrictor snake*, Crocodile*, Dire bat*, Dretch (demon) [Chaotic, Evil subtypes], Electric eel*, Giant lizard*, Lantern archon [Good, Lawful subtypes], Leopard (cat)*, Shark*, Wolverine*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.

Summon Monster I

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell. A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish). When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If you are neutral, you may choose which template to apply to the creature. Creatures marked with an "" always have an alignment that matches yours, regardless of their usual alignment. Summoning these creatures makes the summoning spell's type match your alignment.

Summon Monster Tables

1st Level: Dire rat*, Dog*, Dolphin*, Eagle*, Fire beetle*, Frog, poison*, Pony (horse)*, Viper (snake)*

* This creature is summoned with the celestial template if you are good, or the fiendish template if you are evil; you may choose either if you are neutral.