

# STRANGE BREW

## Book of Shadows



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**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

# Strange Brew

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# The Book of Shadows

## New Witch Spells

All spells available to witches are also available to warlocks. This section assumes the use of the ritual magic rules from the *Pathfinder® Roleplaying Game: Occult Adventures™* book.

### 0-LEVEL WITCH SPELLS

**Analyze Fertility:** Gain instant insight into the reproductive capabilities of the target.

**Black Flames:** Creates flames that produce heat, but no light.

**Detect Pregnancy:** Learn if creature touched is pregnant and how far along it is in its pregnancy.

**False Glamour:** Makes a solid object appear to be an illusion.

**Quick Sleeping:** Puts willing target to sleep.

**Quick Waking:** Wakes target up from normal sleep.

**Sobriety:** Completely eliminate the effects of inebriation from one creature.

### 1ST-LEVEL WITCH SPELLS

**Biting Blade:** Enchant a blade to cause an extra 1d8 slashing damage.

**Bless Growth:** Improves growth of plants, adult creature, or mother.

**Blight Growth:** Detracts growth of plants, adult creature, or mothers.

**Block the Seed:** Prevents pregnancy for occurring in or by the target.

**Calling Candle:** send thoughts to a target to contact the caster.

**Candle of Return:** Person known to the caster can find their way to the caster.

**Conception:** Guarantees that on next attempt the target will conceive a child.

**Confuse Familiar:** The target returns to behaving like a normal animal for the duration of the spell.

**Dowse:** The caster can locate items, typically water or edible foodstuffs.

**Enhanced Taste:** Makes target's tasting ability more sensitive.

**Feral Spirit:** Deal 1d4+1 points of damage in a similar fashion to the caster's familiar.

**Fey Sight:** Allows the target to see like a fey creature.

**Ghostly Slashing:** Causes 1d4+1 per level slashing damage.

**Glamour:** Makes target appear more attractive or ugly.

**Harmony Candle:** Mutual *charm person* is in effect when lit.

**Irritate Sleeper:** Curse a sleeping space to cause its user to have a restless sleep.

**Moonstone:** Creates a magic stone to affect luck.

**Pop Corn:** Corn pops in area, slowing creature and affecting spellcasting.

**Prosperity Candle:** +5 circumstance bonus on any financial dealings.

**Rites of Passage\*:** True Ritual. Witch blesses social, psychological, or spiritual growth.

**Shattering the Hourglass:** The witch's body changes its age.

**Silver Tongue:** The target becomes a more convincing liar.

**Sonic Scream:** 2d4 sonic damage, deafens for 1d6 rounds.

### 2ND-LEVEL WITCH SPELLS

**Agony:** Create blinding pain for one creature.

**Air Skates:** Creates a small cushion of air under the spellcaster's feet.

**Analgesia:** Negates any and all penalties associated with physical abilities.

**Beguile:** As *charm person*, except target is romantically inclined towards you.

**Blast Shield:** Absorbs damage from blast spell effects.

**Candle of the Wise:** Burning the candle increases Wisdom score by 1d4+1.

**Chills:** The target becomes sensitive to cold-based attacks.

**Clothes of the Emperor:** Creates illusory set of clothes.

**Cloud Runes:** Inscribe runes out of water vapors.

**Dance Macabre:** Will save or dance till shaken.

**Death Armor:** Skin becomes acidic, 2d6 acid damage when touched.

**Defoliate:** Slays minor vegetation, causes 1d8 per level to plant creatures.

**Discord:** Hidden hostilities become prevalent.

**Ears of the Bat:** Removes sight but increases hearing, +10 on Perception checks to listen, +4 to find secret doors.

**Ecstasy:** Pleasure so intense the target is incapable of action.

**Elemental Armor:** +4 AC bonus, resistance against energy type 15.

**Escape of the Snake:** Body becomes flexible, +10 bonus to Escape Artist checks.

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**Everlasting Candle:** Creates a candle that can burn forever till dispelled.

**Fever:** The target becomes more sensitive to heat- and fire-based attacks.

**Grasp of the Endless War:** Touch attack, 1d10 damage for each alignment step target is from the caster.

**Guard Watch:** Target doesn't need to sleep for the night.

**Handfasting\*:** True Ritual. Unites two or more people in marriage. +1 circumstance bonus in times of need.

**Headstrong:** Imbues target with supernatural resilience. +4 bonus to their Will saving throw.

**Healing Fang:** Turns toxic bite into a healing salve.

**Intensify Magic:** Increases the spellcasting level of a caster.

**Make Fertile:** Allows plant or animal life to create life or have offspring.

**Mind Obscure:** Subject removed from target's mind, cannot detect target unless attacked.

**Phantasmal Spirit:** Creates illusory phantasm, permanent until touched (but not attacked).

**Quicken Healing:** Subject regains twice the normal hit points from resting for a day.

**Rose Garden:** Overwhelms any scent with the smell of roses.

**Secret Confidence:** Secret message provides protection to a target. Target can't reveal message except by choice.

**Sense Fate:** Caster gains hunches and instincts for +3 to initiative and +2 to Reflex saves.

**Sharp Blade:** Creates a blade that does 1d3 points of damage.

**Spell Missile:** Transform a touch spell to a projectile.

**Tangleberry:** Trap a target in a web of fibrous, thorny branches.

**Toad Mind:** 1d4 targets (each with a maximum of 3 hit dice/levels) to think that they are normal toads.

**Twisting the Heartstrings I:** This compulsion forces a humanoid of Medium size or smaller to focus their entire attention on wooing you.

**Viper Tongue:** Use your tongue as a whip-like attack.

**Withering Touch:** Touch attack, 2d8 points of Strength and Constitution in any combination removed.

## 3RD-LEVEL WITCH SPELLS

**Aphasia:** Target makes a Will save or suffers an inability to use or understand language.

**Arctic Grasp:** Touch attack, 1d6 frost damage per level and target can only take partial actions, Fort save halves and negates slowness.

**Blight:** Curses a target or area with infertility.

**Calm Air:** Creates a pocket of calm air.

**Circle of Respite:** Creates a safe harbor against attacks.

**Cleanse Air:** Removes odors, poisons, spores, or other airborne particles that can contaminate.

**Cone of Darkness:** Projects a cone with same effects of the *darkness* spell.

**Consecration Ritual\*:** True Ritual. This ritual is used to prepare and consecrate ritual tools, altars, and magical items, both for coven and personal use.

**Control Outcome of Birth:** The caster can choose the outcome of the birth such as gender of the baby or other detail such removing a family curse before the baby is born.

**Create Witch Doll:** Creates a small construct to perform tasks for the witch.

**Death Aura:** Drains the life from living creatures within range, 2d6 points of damage.

**Delayed Glamour:** Replay a sequence of sights and sounds.

**Disable:** Renders the limbs of a target creature useless.

**Distant Boon:** Witch sends a boon to a rival.

**Enhanced Mirror Image:** Creates four regenerating illusory duplicates.

**Garden Path:** Creates an intoxicating path of wildflowers.

**Ghost Ward:** Prevents incorporeal spirits from entering an area.

**Hesitate:** The target creature to briefly pause before every action it takes. Dex bonuses are negated.

**House Spirit:** Caster calls upon the spirit of a dwelling to protect it.

**Instant Karma:** Reciprocates any damage caused by the subject, inflicting a similar amount back upon them.

**Lethe:** Removes memories from subject.

**Liar's Curse:** Curse that causes a target's body part to grow with each lie.

**Lifebond:** The target creature permanently knows the relative position and condition of his true love, and is able to monitor him/her as if by a *status* spell.

**Magic Hat:** Turn any nonmagical headgear in to a small extradimensional space.

**Materialize:** Make incorporeal creatures corporeal.

**Memory Candle:** The recipient of this candle can recall something she has heard or seen in precise detail.

**Mind Rash:** Causes the target to experience horrible itching sensations all over their body.

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**Morbid Gift:** Gather a skill or feat from a corpse and use it for the duration.

**Narcolepsy:** Causes subjects to suffer from repeated bouts of sudden, deep sleep.

**Numbing Darkness:** Creates darkness so deep that it saps the will to move.

**Opinionated Outburst:** The target is nearly unable to hide true feelings about anything.

**Phantom Lacerations:** Open wounds for 5d4 damage +2 per level.

**Phobia:** Implants a powerful fear deep within the psyche of the victim, causing a state of intense dread whenever a specific set of circumstances occurs.

**Spirit of Avalon:** Calls invisible spirit to defend the caster.

**Spiritual Dagger:** Athamé becomes a possessed, animated creature.

**Stop Thief:** Protects the area you designate against break-in and thievery.

**Terror Fog:** Thick green mist causes a shaken condition to those who fail a Will save.

**Twisting the Heartstrings II:** As *twisting the heartstrings I* except Large creatures can be affected.

**Virgin Innocence:** Makes the target believe the caster is innocent of one deed.

**Warning:** Warns the caster of dangers in the immediate area.

**Witch Wail:** 5 HD or less take 4d6 sonic damage, and will save to avoid scare affects. Greater than 5 HD take 2d6 sonic damage.

**Witch Writing:** Disguises writing so it can only be seen under certain terms.

**Wolf Guardian:** Creates a wolf-shaped guardian to protect the caster.

## 4TH-LEVEL WITCH SPELLS

**Agony, Mass:** Create blinding pain for multiple creatures.

**Cleanse:** Forces evil spirits, undead, and outsiders to leave area.

**Competence:** Grants a +1 bonus to saving throws, ability and skill checks.

**Death Blade:** Cause an enchanted dagger to break off into the target on a normal hit.

**Face Wipe:** Remove features from the target creature's face as if they had never been.

**Famine:** Sown plants and crops to become rotted and inedible.

**Fasting:** Victim must make Will save or not gain nourishment from food.

**Fluid Mastery:** Gain control over all liquids within the area of the spell.

**Holy Steed:** Calls winged, celestial unicorn to serve as mount for one day.

**Intangible Cloak of Shadows:** Creates shadow form, inaudible, intangible, partial invisibility, +7 to Stealth.

**Martyr's Cry:** Scream, if caster dies in 1 hour, all who heard scream must save or become cursed.

**Mirror Talk:** Communication between two mirrors.

**Moonbow:** Ranged touch deals 1d8+1 per caster level (+15 max), fire 3 per round, Deals double damage against lycanthropes.

**Moonlit Way:** Create a stable path between two points.

**Noticed:** The target becomes the object of everybody's attention, whether wanted or not

**Steal Youth:** Steal 1d4 years from a victim

**Undead Destruction:** Destroy undead as good cleric

**Unholy Steed:** Calls Nightmare to serve as mount for one night

**Vampiric Kiss:** Victim transfers 2 hp per round to the caster via a kiss

## 5TH-LEVEL WITCH SPELLS

**Antimagic Candle:** Candle is burned and ends all spells or spell-like effects currently in operation within 10-ft.

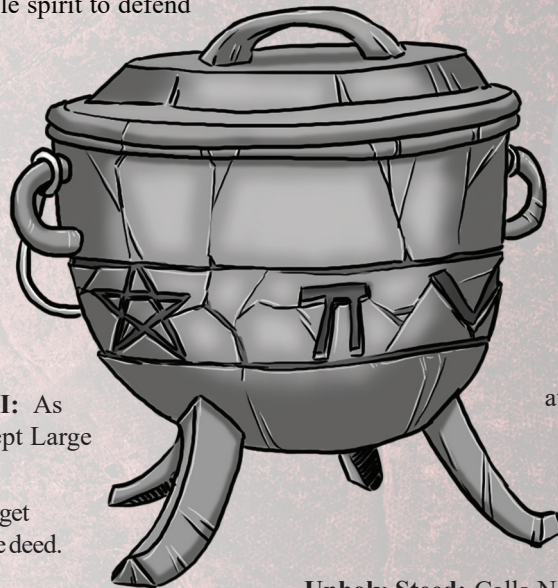
**Blade Resistance:** Damage resistance 25/+5 against metal only.

**Break the Spirit:** Touch attack delivers 1d4 negative levels to the target.

**Bull of Heaven:** Animal gains +6 to all ability scores, becomes fiendish or celestial.

**Calm Weather:** Removes any transmutations that affect weather within a 2-mile radius.

**Death Curse:** Doom a single target that can hear your words for death or 3d6 points of damage.



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**Death's Candle:** Target's life force diminishes with the candle.

**Drawing Down the Moon\*:** True Ritual. Three or more witches commune with their patron.

**Dreadful Bloodletting:** 7d8 damage +2 per level, save or be stunned.

**Eternal Sleep:** Victim falls into an endless sleep until certain conditions are met.

**Gnawing Pain:** A persistent and increasing pain sensation is created.

**Imbue Witch Ball:** Create a glass ball that provides protection to an area.

**Immunity:** Temporary immunity from all poisons and diseases.

**Itchweed:** Caster can consume poison and pass it on with touch attack.

**Overlook:** The target is ignored by all, effectively invisible.

**Primal Scream:** 5 HD or less take 6d6 sonic damage, greater than 5 takes 4d6, all subjects must save or Scare.

**Shriek:** Cause fear to any creature that can hear the witch.

**Spellcurse:** Warp an existing spell effect into a curse.

**Viper Tongue, Greater:** As *viper tongue*, attacks as +2 to +6 weapon.

**Vomit:** The target gains the nauseated condition for 1d4 rounds and the weakened condition for 1 round.

**Wheel of the Year\*:** True ritual. Different benefits for different changes of the season.

## 6TH-LEVEL WITCH SPELLS

**Calling the Quarters\*:** True Ritual. Prepares the covenstead for magical work.

**Curse Turning:** Like *spell turning*, but affects enchantments, transmutations and curses directly targeted on caster.

**Evaporate Fluids:** Destroys moisture and liquids from targets or area.

**False Memory:** Implants a false memory or covers up a true one.

**Haunted Woods:** Turns a normal forest into a haunted, cursed place.

**Lovesickness:** Makes its recipient become infatuated with another person of the caster's choice.

**Mirror Walk:** Use mirrors as teleportation devices.

**Mirrored Wall:** Create a magical, mirrored wall.

**Projection:** Contact a creature you are familiar with and send them a message of 50 words or fewer.

**Prophecy:** Catch glimpses of the future, clues of things to come.

**Sleeping Village:** Put dozens of individuals to sleep.

**Veneration:** Puts the caster in the best possible light.

**Wall of Roses:** Creates wall of roses, 2d10+1 damage to anyone passing through, 1d3+1 rounds to break.

**Wave of Mutilation:** 10-ft. cone +1 ft. per level deals 12d6 damage.

**Were-Shape:** Temporarily grants the caster the physical appearance and abilities of a lycanthrope.

## 7TH-LEVEL WITCH SPELLS

**Binding Ritual\*:** True Ritual to strip the powers from another witch.

**Call the Restless Soul:** Summon undead spirits to attack others.

**Call the Wild Hunt:** Conjures the Wild Hunt to hunt down a target.

**Destroy Life:** Spell slays a target living creature.

**Magickal Conception:** A new life form can be created purely from magic.

**Spell Meld:** Pool spellcasting abilities with another caster.

**Undead Enslavement:** Rebuke undead as evil cleric.

**Wasting Touch:** Touch attack makes target physically older.

## 8TH-LEVEL WITCH SPELLS

**Crossbreed:** Allows two incompatible species to breed and produce offspring.

**Damning Stare:** Caster's eyes emit deathly necromantic power, slaying nearly anyone who meets the caster's gaze.

**Greater Blindness:** Blinds the target and causes 1d12 hit points of damage.

**Leaden Breath:** Target is slowed and suffocates due to gained weight.

**Peace Aura:** Wards a particular site, building, or structure against violence.

**Protection of the Patron\*:** Ritual. Prevents aggression against those in the protected area.

**Seek:** May force any creature with no more hit dice or levels than your caster level to seek you out.

## 9TH-LEVEL WITCH SPELLS

**Breath of the Goddess:** Infuse a large area with positive energy.

**Magickal Creation:** A new life form can be created purely from magic.

**Mystic Barrier:** Surround yourself with a magical hemisphere that keeps out magic and damage.

**Vile Extension:** Makes the caster's body younger.

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## New Spells

### AGONY

**School** enchantment (mind affecting); **Level** witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a needle or pin)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

You create blinding pain for one creature. The target creature gains the shaken condition from the pain. Flying and swimming creatures affected by *agony* must concentrate to remain aloft or afloat.

### AGONY, MASS

**School** illusion (figment); **Level** witch 4

**Components** V, S, M (one needle or pin per caster level)

**Targets** one creature/level, no two of which can be more than 30 ft. apart.

As *agony*, except it affects multiple creatures. The targets of the spell save separately against its effects.

### AIR SKATES

**School** evocation [air]; **Level** druid 2, ranger 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target, Effect, Area** you

**Duration** 5 minutes/level (D)

**Saving Throw** none (harmless); **Spell Resistance** no

This spell creates a small cushion of air under the spellcaster's feet. With this, the witch can levitate slightly off the ground when she walks, granting a +10 circumstance bonus to the Stealth skill; however, when using this spell, movement is at 1/2 normal movement rate (so 1/4 when using Stealth) due to the skating motion required to move while under this spell. In addition, the witch can walk over unstable or intangible surfaces. However, she needs to make an Acrobatics

check every round to avoid falling down, and she still moves slower than normal. Any tracks left while using this spell appear as if they had been there a full day longer than they really were.

**Note:** This spell cannot work in environments where there is no air, such as under water or any of the elemental planes, except of course for the Elemental Plane of Air, but it is hardly needed there.

### ANALGESIA

**School** enchantment [mind-affecting]; **Level** cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a toadstool or piece of willow bark)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** no

This useful spell negates any and all penalties associated with physical pain (but not mental pain). *Analgesia* renders the subject completely immune to such things as *salty wounds* spells, physical torture, or childbirth.

### ANALYZE FERTILITY

**School** divination; **Level** adept 0, cleric 0, druid 0, paladin 1, ranger 1, witch 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** no

This spell gives the caster an insight into the reproductive capabilities of the target, including when a female is most fertile. It identifies problems such as impotence and infertility. It also reveals any natal influencing spells such as *block the seed*, *bless growth* and *blight growth* as well as their caster level, provided the caster succeeds on a Spellcraft check against a DC of 10 + the opposing caster's level.

Air Skates Terrain	Acrobatics Check	Movement Rate
Compact Snow or Ice	DC 7	1/2
Sand or dense mud	DC 10	1/2
Watery Mud	DC 13	1/3
Light, newly fallen snow	DC 15	1/4
Lava	DC 15	1/4
Water	DC 17	1/8

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## ANTIMAGIC CANDLE

**School** abjuration; **Level** witch 5

**Casting Time** 1 hour

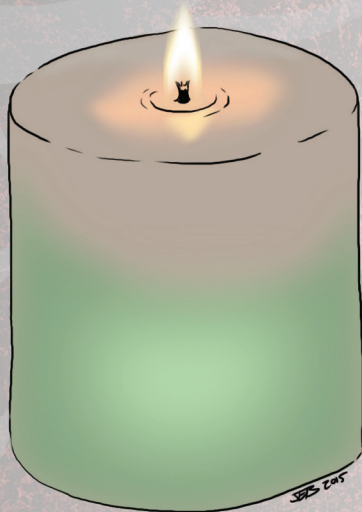
**Components** V, S, M (a turquoise candle)

**Range** 10 ft.; **Area** 10-ft. emanation, centered on candle

**Target** candle

**Duration** 1 hour/level or until flame is out.

**Saving Throw** none; **Spell Resistance** no



When an *antimagic candle* is burned, it has the effect of ending all spells or spell-like effects currently in operation within a 10-ft. radius, or of preventing the casting of spells or operation of magical devices within that area for a period of 1 hour per level or until the candle is blown out. It cannot end a spell with an instantaneous duration; for example, lighting an *antimagic candle* will not repair the damage done by a *lightning bolt* or a *fireball*, though it may prevent such a spell from being cast. In order to use a spell or invoke any kind of magic while in the antimagic candle's area of effect, the caster/user must make a successful level check opposed by the candle creator's standard spell DC (15 + caster's Wis bonus + feat bonuses (if any)). If this check succeeds, the spell or magic is invoked normally; if it fails, the spell fails and is lost or the magic effect fails to function while in the candle's area of effect. Note that magic items make their level checks based upon the level of their creator, not their wielder.

## APHASIA

**School** enchantment [mind-affecting]; **Level** cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft.+ 10 ft./level)

**Target** one person

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

*Aphasia* is a disruption of the speech centers of the brain. Subjects of this spell must make a Will save or suffer from an inability to use or understand language, whether written or spoken. Subjects can still speak words and hear the words of others; they simply cannot form sentences or understand the sentences of others. Aside from the obvious effects of *aphasia* on communication, this spell also disrupts any spells with verbal components for spell casters, although command words still have a 50% chance of working due to their brevity.

## ARCTIC GRASP

**School** transmutation [cold]; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a piece of crystal)

**Range** touch

**Target** one creature

**Duration** until discharged

**Saving Throw** Fortitude half; see text; **Spell Resistance** yes

The spell causes your hand to glow a bright light blue until the spell is dispelled into another individual. When dispelled, the spell deals 1d6 frost damage per level (max 10d6). If the target fails their saving throw, they are considered slowed and can only take a single move or standard action per round for 1 round per 2 caster levels.

## BEGUILE

**School** enchantment (charm); **Level** bard 2, cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Target, Effect, Area** one humanoid creature

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell functions similarly to the spell *charm person*, except it has the additional benefit of romantically enamoring the target. The caster gains a +10 circumstance bonus to Bluff or Diplomacy checks against the target for purposes of establishing or maintaining a romantic relationship. There is no requirement for the checks to lead to physical intimacy, although this is not uncommon. Standard saving throws to avoid taking actions that one normally wouldn't make (like cheating on your wife of 15 years) are still granted.

This spell has no effect on characters who normally could not feasibly become attracted to the caster: a heterosexual male could not become enamored of a male caster, nor could a homosexual female become enamored by a male caster, nor could it work on asexual beings like oozes or elementals.



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## BINDING RITUAL

**School** transformation; **Level** Ritual 7

**Casting Time** 7 hours

**Components** V, S, M (personal item from witch to be bound), F (picture of the witch to be bound worth 500 gp), SC (minimum 2)

**Skill Checks** Knowledge (arcana) DC 31, 3 successes; Spellcraft DC 31, 2 successes, Knowledge (nature) DC 31, 2 successes

**Range** touch

**Target** one creature

**Duration** see below

**Saving Throw** Will negates; **Spell Resistance** yes

**Backlash** The primary caster is exhausted.

**Failure** The casters take 1 permanent negative level and a -4 penalty on all skill and ability checks for as long as the negative level persists.

Some witches, by choice or misguided judgment, break their pacts with their Patrons and cannot be reconciled with them. In such cases, some Patrons dispatch other witches that remain faithful to their pacts to step in and stop their offending sister. In others, great enemies or wicked opponents are subjected to this ritual to strip them of their powers as an alternative to murder by Patrons holding more moral postures. Three or more witches from the same Patron cast the Binding Ritual against another witch. There are rumors of variants of the ritual that strip the power from other arcane casters, but if true, the possessors of such knowledge use it sparingly.

The effects and duration of the ritual is dependent on the number of witches casting. In any case the duration is based on the average casting level of all witches participating in the ritual. The type of magic bound prevents the witch from using that type of magic during the time period indicated. All magic below that type is also bound. The casters may opt to set a lower level rather than utilize their full power if they desire.

# of Casters	Magic Bound	Time Period (Effective Caster Level)
3	Use of Scrolls	ACL in Days
5	Magic Items	ACL in Weeks
7	Occult Powers	ACL in Months
9	Coven Spells	ACL x2 in Months
12+	All Spells	ACL in Years

The affected witch is allowed a Will save versus the effects of the magic, at a penalty of -1 for every 4 secondary casters to a maximum of -5 with 20 or more secondary casters. If the witch belongs to a different coven than those casting, she gains a benefit of +1 to her Will save. If she is also in violation of her alignment (was good now evil) or her pact with the Patron, then she is also penalized a cumulative -1 to her Will save.

Witches never take a binding lightly. Magic is a gift, many times a lifesaving one. To rob a witch of her magic most likely leaves her vulnerable to other attacks, many which could be fatal. A binding is always done as a last resort. This ritual may be negated by a *limited wish*, *wish*, or *miracle*. A witch subjected to this ritual is freed from it on her death; the ritual does not reestablish itself if she is raised or resurrected.

## BITING BLADE

**School** evocation; **Level** witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Effect** enhances one bladed weapon

**Duration** 1 minute per level

**Saving Throw** none; **Spell Resistance** yes

With this spell the caster may enchant one blade to cause extra slashing or piercing (based on weapon type) damage on a successful hit. On a successful hit, the weapon deals an additional 1d8 points of damage +1 (max +10) per caster level. After a single strike, the spell ends. This spell has no effect on undead or constructs.

## BLACK FLAMES

**School** evocation [fire]; **Level** cleric 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of lampblack and a 1-lb. lump of coal)

**Range** 15 ft.

**Area** 1-ft. radius heat source

**Duration** 1 hour + 10 minutes/level

**Saving Throw:** none; **Spell Resistance** no

This spell allows the caster to create an immobile source of heat with black flames, emitting no light but providing warmth equivalent to a small campfire in a 10-ft. radius. The fire is a diffuse source of heat that is not sufficiently focused to ignite combustible materials. It can be used to slowly cook meals or boil water, although doing so always requires double the amount of time required with a normal campfire. The flames are uncomfortable to the touch, but they do not cause any burn damage. They can be extinguished in the same manner as a normal fire.

## BLADE RESISTANCE

**School** transmutation; **Level** cleric 6, druid 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, F/DF (the witch's athame)

**Range** touch

**Target** creature touched

**Duration** 1 round per level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes

# Strange Brew

By casting this spell, the caster has made herself or whomever she touches immune to metal blades. You gain damage resistance 25/non-metal, piercing, and slashing. Once this spell has prevented 10 points of damage per level (maximum 150 hp) it is discharged.

Slashing or piercing weapons not made of metal (for instance, a druid's wooden scimitar which has *ironwood* cast on it), or natural piercing or slashing attacks are not affected by this spell (presuming the attacker is not made of metal. Despite the name, Metallic Dragons do not count as metal). This spell also provides resistance against the spells *biting blade*, *ghostly slashing*, *phantom lacerations*, *dreadful bloodletting*, and *wave of mutilation*.

## BLAST SHIELD

**School** abjuration [Force]; **Level** adept 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

The caster of this spell is surrounded by an invisible field of force. The *blast shield* absorbs the first ten points of damage he takes each round from force effects or spells—*magic missiles*, etc.—regardless of whether the force is natural, magical, or psionic. The spell protects all equipment worn or carried as well. When casting this spell, the caster appears to be slowly surrounded by a flurry of whirling hexes about the size of their palm, and razor thin. At the completion of the casting, the hexes interlock around the caster and fade from sight.

While under the effects of this spell, the caster's off-hand has a tattoo of a small shield surrounded by fire on its back.

## BLESS GROWTH

**School** transmutation; **Level** druid 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target, Effect, Area** see text

**Duration** 1 week

**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell can be used in three ways.

**Bless Garden** - Growth is improved by 20% during the duration of the spell; when used on a natural garden, it produces 20% more food. This can be used to affect gardens up to 10 square feet per caster level.

**Bless Body** - If cast on a living creature, it recovers an additional hit point for each full night of rest.

**Bless Mother** - This spell can also be used to increase the chances of a woman getting pregnant, though it's up to your GM to decide exactly how this functions.

The spell effects are not cumulative, but they do stack with other similar magical effects.

This spell is countered and dispelled by *blight growth* or *blight*.

## BLIGHT

**School** transmutation; **Level** cleric 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target or Area** see text

**Duration** instantaneous

**Saving Throw** Fortitude negates (see text); **Spell Resistance** yes

This spell curses a target or area with infertility. If used on a creature, that creature becomes unable to sire or bear offspring. A successful Fortitude saving throw negates the spell. Otherwise the effects can only be reversed by a *remove curse*, *heal*, *limited wish*, *miracle* or *wish* spell.

If the spell is used on an area of land, it affects all plant life within a half-mile radius automatically. The affected plants do not bear fruit or seeds (resulting in a terrible blight), and any new plants brought into the area will be only a third as productive as normal for at least a full growing season. A *plant growth* spell reverses the effects of a *blight* (but does not have its normal effects on the area). Casters use *blight* (or simply the threat of it) as a curse against their enemies.

## BLIGHT GROWTH

**School** transmutation; **Level** druid 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target, Effect, Area** 10-ft. square per level of area touched

**Duration** 10 Minutes per level

**Saving Throw** none; **Spell Resistance** yes

This spell can be used in three ways.

**Blight Garden** - Growth is decreased by 20% during the duration of the spell, when used on a natural garden, it produces 20% less food. This can be used to affect gardens up to 10 square feet per caster level.

**Blight Body** - If cast on a living creature, it recovers one less hit point for each full night of rest.

# The Book of Shadows

**Blight Mother** - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the GM to decide exactly how.

The spell effects are not cumulative, but they do stack with other similar magical affects, such as *blight*.

This spell is dispelled and countered by *bless growth*.

## BLOCK THE SEED

**School** abjuration; **Level** adept 1, bard 1, cleric 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a lemon rind)

**Range** personal

**Target** you

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes (harmless)

You are incapable of getting someone pregnant or becoming impregnated for the duration of this spell. You are still vulnerable to sexually transmitted diseases unless protective measures are taken.

While this is a personal-effect spell, many witches brew potions of *block the seed* for others.

## BREAK THE SPIRIT

**School** necromancy [mind-affecting]; **Level** witch 5

**Casting Time** 1 minute

**Components** V, S, M (miniature version of a whip costing 30 gp)

**Range** touch

**Target** one humanoid creature

**Duration** instantaneous, 1 hour/level (charm effect only)

**Saving Throw** Will negates (charm effect only); **Spell Resistance** yes

The caster may touch a target living humanoid creature and surround it with a shroud of dancing black energy that suppresses the life of the creature affected. You must make a successful touch attack to hit the target. If the touch attack succeeds, the victim immediately gains 1d4 temporary negative levels, and must make a Will save against the DC of the spell or become charmed as per the *charm person* spell. Negative levels stack.

After 24 hours, the victim may make a Fortitude save against the spell's DC to remove the negative levels. Failure indicates the loss remains for the next 24 hour period.

If the victim survives the initial application of negative levels, and is charmed, he views the witch in as friendly a light as possible. In all other aspects, this spell functions as *charm person*. Undead are unaffected by this spell.

## BREATH OF THE GODDESS

**School** conjuration (healing); **Level** witch 9

**Casting Time** 1 full round

**Components** V, S

**Range** 15 ft.

**Area** all living allies and undead creatures within a 150-ft. radius burst centered on you

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes (harmless)

You call forth the life-invigorating breath of the female divinity and infuse a large area with positive energy. All living creatures within the area are *healed*, and all undead are *harmed*. All non-sentient plant life is fully restored as if affected by the enrichment feature from the *plant growth* spell.

## BULL OF HEAVEN

**School** transmutation; **Level** cleric 5, witch 5

**Casting Time** 1 minute

**Components** V, S, M (scented oil, which is rubbed over the affected animal as the spell is prepared)

**Range** touch

**Target, Effect, Area** 1 normal animal touched

**Duration** 10 minutes + 1 minute per level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

By casting this spell on any normal, non-magical animal the caster turns it into a powerful force of nature. The caster speaks the spell and rubs the animal with a special scented oil. Animal companions, familiars, special mounts, and other animals acquired through similar class features are immune to this spell. Any normal animal gains, for the rest of the spells duration, an additional +6 to each of its ability scores. Also, for the duration of the spell, it acts as if the celestial or fiendish template (as dictated by the casters alignment, neutral casters may choose which to apply) were applied to the creature. The animal can follow simple commands, but cannot learn to speak no matter what its current intelligence score is (unless it is a creature which could possibly learn to speak already, such as a parrot or a dolphin). The animal is also considered to be hasted as per the *haste* spell.

The animal will perform the action until completion, the spell ends, or either the target animal or the caster dies. If the animal completes the action or if the spell duration ends, then the animal returns to the state in which the caster encountered it, hit points returned to normal. If the animal is killed, it automatically has the spell *reincarnation* cast upon it; however, it takes a full week for the spell to take effect.

# Strange Brew

## CALL THE RESTLESS SOUL

**School** conjuration (calling) [chaotic, evil]; **Level** witch 7

**Casting Time** 1 round

**Components** V, F (the witch's athame)

**Range close** (25 ft. + 5 ft./2 levels)

**Effect** random undead derived from table below

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You tear the fabric of reality, allowing restless spirits to come through into the world. Undead called in this way will not harm the caster, but any other living being they sense is subject to their attacks. These undead do not respond to any instructions; rather, they will blindly attack all living creatures within the area, other than the caster. When the spell is cast, roll 1d6 consulting the table below and refer to the appropriate *Pathfinder® Roleplaying Game: Bestiary™* for individual monster entries.

Die Result	Called Creature	Quantity
1-2	Allip	2d6
3-4	Shadow	2d6
5	Wraith	1d4+2
6	Spectre	1d2

## CALL THE WILD HUNT

**School** conjuration (calling); **Level** witch 7

**Casting Time** 1 hour

**Components** V, S, M (a fire made up of nine different woods (including oak, ash, apple, and yew) over which the caster must sprinkle 2,000 gp worth of rare incense and powdered gemstones)

**Range close** (25 ft. + 5 ft./2 levels)

**Duration** 1 night

**Saving Throw** none; **Spell Resistance** no

This powerful spell conjures up the Wild Hunt. It is an elemental force made up of a black-clad huntsman mounted upon a powerful black steed, and a pack of hounds with black fur and glowing green eyes. The Hunt appears at the conclusion of the spell and will carry out one command of its summoner, usually to hunt down a particular creature or creatures. The Hunt pursues its prey with unrelenting accuracy and ferocity, not stopping until the prey is destroyed or the sun rises, whichever comes first. The Hunt and the Huntsman cannot be bargained with and do not communicate in any way. At sunrise, the Hunt returns from whence it came, whether or not it has fulfilled its mission. The abilities of the Wild Hunt are as follows:

**Huntsman:** Medium outsider; HD 12d10+12; hp 82; Init +8 (+4 Dex, +4 Improved Initiative); Speed 40 ft.; AC 24, touch 12, flat-footed 20 (+8 armor, +4 Dex, +2 natural); Melee +16/+11/+6 +3 *greataxe* (1d12+7/x3); Ranged +16/+11/+6 +3 *mighty composite longbow* (1d8+7/x3); SQ outsider, SR 20; SV Fort +9, Ref +12, Will +10; AL N; Str 18, Dex 18, Con 13, Int 10, Wis 14, Cha 11; Skills and Feats: Perception +18, Ride +17, Stealth +10, Survival +20; Cleave, Great Cleave, Mounted Combat, Power Attack, Track.

**Steed:** Outsider War Horse, stats as per a nightmare (*Pathfinder® Roleplaying Game: Bestiary™*, Alignment Neutral).

**Hounds:** 4d4 outsider dire wolves (*Pathfinder® Roleplaying Game: Bestiary™*, Alignment Neutral).

All arms and armor carried by the wild hunt disappear when the hunt does or dies.

## CALLING CANDLE

**School** transmutation; **Level** witch 1

**Casting Time** 1 hour

**Components** V, S, M (a blue candle)

**Range** special

**Target** individual known to caster

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

By lighting a candle and concentrating on the person to be contacted, the witch creates an impression in the target's mind that he or she is being thought about and (optionally) should return home or at least get in touch with the witch, though no actual communication may be made. It is said that this spell is most effective if it is cast while the target is asleep, as the sleeper often then dreams about the witch or her home.

The target of the spell must be known personally to the witch casting it, and should be on the same plane of existence.

## CALLING THE QUARTERS

**School** abjuration; **Level** Ritual 6

**Casting Time** 60 minutes

**Components** V, S, M (2,500 gp of materials per coven member participating), SC (up to the membership of the coven)

**Skill Checks** Knowledge (arcana) DC 32, 3 successes; Spellcraft DC 32, 3 successes.

**Range** 10 ft.

**Target** a 20-ft.-radius magical circle

**Duration** permanent (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

**Backlash** The primary caster takes 2d6 points of damage and is exhausted.

**Failure** The casters believe that their work was successful, but when the circle is utilized, nothing happens.

# The Book of Shadows

The covenstead is a sacred place. It is here that energies are harnessed, the Patrons called and rituals enacted. It is here that a witch is her strongest. By means of this ritual the coven enchants the covenstead and prepares it for magical use. The ritual is then “renewed” at every meeting of the coven.

This ritual creates a permanent Thaumaturgic circle for the coven’s use. Any one metamagic feat known to the primary caster may be infused into the creation of the circle and it will then be applied to spells cast by witches from the circle’s creating coven within the circle, without increasing casting time or level. The *Craft Magic Circle* feat is not required for this spell.

*Renewing the circle:* This spell may be recast to replace the existing metamagic feat with any other metamagic feat known to the primary caster, and spells cast within the circle then have that feat applied to them. Renewing the circle costs ½ the amount in materials that creating it did.

## CALM AIR

**School** abjuration; **Level** bard 3, cleric 3, druid 3, ranger 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a piece of down from an eagle’s nest)

**Range** personal

**Target** you

**Duration** 1 round/level

**Area** 15-ft.-radius sphere centered on you

**Saving Throw** none; **Spell Resistance** no

This spell allows the caster to create a pocket of calm air that is all but free from disturbance by winds. Even the most extreme natural winds become a mild breeze within the spell area. The spell nullifies the *whispering wind*, *gust of wind*, and *wind wall* spells within the spell area. It also reduces any winds created by the *control winds* spell by one step per four levels. Finally, it halves the rate of advance of clouds or mists, such as from a *cloudkill* spell. However, contact with a creature from the elemental plane of air instantly negates the *calm air* spell.

## CALM WEATHER

**School** transmutation; **Level** druid 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 2 miles

**Area** 2-mile-radius circle, centered on you

**Duration** instantaneous (see text)

**Saving Throw** see text; **Spell Resistance** no

*Calm weather* removes any transmutations that affect weather such as *control weather* and *control winds*. For each such effect, you make a caster level check (20 + caster level, maximum +20) against a DC of 11 + caster level of the effect. Success means that the spell ends.

If the effect comes from a permanent magic item, calm weather suppresses the ability for 1 hour/level.

## CANDLE OF RETURN

**School** transmutation; **Level** witch 1

**Casting Time** 1 hour

**Components** V, S, M (a blue candle)

**Range** special

**Target** individual known to caster

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell enables an individual who is personally known to the witch to find his way to the witch’s current location. It is often used immediately after a *calling candle* spell has been cast to alert the individual that the witch wishes to see him.

The spell grants a +2 circumstance bonus to the individual’s Survival check, or—if they are a spellcaster—gives automatic success to a *locate creature* spell targeting the witch, even if they are normally out of range of that spell.

## CANDLE OF THE WISE

**School** transmutation; **Level** witch 2

**Casting Time** 1 hour

**Components** V, S, M (a purple candle)

**Range** touch

**Target** candle

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

This spell grants an increase in Wisdom to the recipient of the candle on which it is cast. When the candle is lit, the recipient’s Wisdom is increased by 1d4+1, along with the concomitant benefits to ability, skill checks and to Will saves. If the candle is blown out or extinguished, the spell ends immediately. While this may mean that the recipient can cast more than her normal number of spells per day, the extra spells must be cast before the expiration of the spell or they are lost. Any spell slot of the new bonus level (if any) used by the witch during the duration is considered to be that provided by the new bonus first before using up the witch’s normal unused slots for the day.



# Strange Brew

## CHILLS

**School** transmutation; **Level** cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

The caster causes a single subject to become sensitive to cold-based attacks. Creatures under this spell suffer an additional 2 points of damage per die from cold-based attacks such as *cone of cold* and *cold spell*.

## CIRCLE OF RESPITE

**School** abjuration; **Level** witch 3

**Casting Time** 1 full round

**Components** V, S, F (a thyrus)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 30-foot emanation from fixed point

**Duration** 8 hours

**Saving Throw** see text; **Spell Resistance** yes (harmless)

This spell creates a ward for the caster's allies when they rest in dangerous lands. The casting of this spell creates a vaporous barrier of mist at the edges of the spell's area. Animals and beasts will not approach this barrier, and all others with 3 hit dice or less must pass a Will save against the DC to penetrate the mists. Creatures with more than 3 hit dice are unaffected by the spell. Those sleeping within the area of the spell are refreshed as if they had spent a full day of resting. This additional effect only functions if the sleep or meditation is uninterrupted.

## CLEANSE

**School** conjuration; **Level** cleric 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, F/DF (the witch's athame and fine incense)

**Range** touch

**Target, Effect, Area** 10 ft. per level

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** yes

This spell works like the *holy word* spell, but it can only force out evil spirits, undead, outsiders from the area of effect. It cannot harm or destroy any of these spirits, but they will leave the area. Undead are treated as if they were turned (but never destroyed). This spell also removes a spirit from an object or person. In this case the possessing spirit gains a Will save. If it fails, it leaves the body or object and flees the area.

## CLEANSE AIR

**School** conjuration; **Level** druid 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a stick of incense, lit prior to casting), DF

**Range** 0 ft.

**Area** 30-ft. radius emanation centered on you

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

This spell cleanses the air of all odors, poisons, spores or other airborne things that contaminate the area of the spell. Creatures with the Air descriptor such as belkirs, air elementals and so forth receive Fortitude saves. On a failed roll, those affected are forcefully ejected out of the area and suffer 1d6 damage +1 per level (maximum +20). A successful save indicates half damage and imposes a -1 circumstance penalty to all attacks, saves and skill checks so long as the creature remains in the area.

## CLOTHES OF THE EMPEROR

**School** illusion (phantasm); **Level** witch 2

**Casting Time** 1 standard action

**Components** S, M (a small piece of cloth)

**Range** close (25 ft. + 5 ft./level)

**Target, Effect, Area** living creature

**Duration** 1 day per level (D)

**Saving Throw** Will negates; **Spell Resistance** yes

This spell creates an illusory set of clothing that only the target can see. If the target puts on these clothes, they are, in fact, nude, but the target believes they are clothed, even if they look into a mirror or other reflected surface. The caster decides what the target believes the illusory clothing appears like to the target.

## CLOUD RUNES

**School** transmutation; **Level** bard 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 full round

**Components** V, S, M (wool from a sheep)

**Range** anywhere directly visible to caster

**Effect** 500-ft. radius sphere

**Duration** 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

The caster of this spell shapes existing water vapors inside the affected area into simple forms. These clouds remain in place until dispersed by winds or changes in atmospheric temperature and humidity. If cast in a location where clouds do not appear, the misty forms dissolve when the spell expires. In dry, desert conditions no clouds whatsoever can be gathered to form into the desired shape.

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When cast in an area where vaporous creatures manifest themselves, this spell can provide the caster some degree of control over such beings. If any such effected target fails a Willpower saving throw it is held as if by a *hold monster* spell.

This spell has no effect on magic that creates or manipulates water vapors.

## COMPETENCE

**School** divination; **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Target** one creature

**Duration** 10 min./level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

**K**nowledge is power. For those gifted with arcane insight, knowledge can be turned into destructive fire, invincible shields and mental domination. Even in its raw form, however, knowledge can be turned to the spellcaster's advantage.

By casting this spell, the target is granted a constant flow of understanding that merges seamlessly with his own, making him better at all basic tasks other than direct combat. The spell grants a +1 competence bonus to saving throws, ability checks and skill checks.

As the caster goes up in level, the bonus increases. A 9<sup>th</sup> level caster grants a +2 bonus, a 12<sup>th</sup> level caster grants a +3 bonus, a 15<sup>th</sup>-level caster grants a +4 bonus, and an 18<sup>th</sup>-level caster grants a +5 bonus.

## CONCEPTION

**School** transmutation; **Level** cleric 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (three damiana leaves, steeped in a cup of hot water you drink)

**Range** personal

**Target** you

**Duration** until activated, up to 1 month

**Saving Throw** none (harmless); **Spell Resistance** yes

**W**ith the casting of this spell, you guarantee that on your next attempt, you and your partner will conceive a child. Conception overcomes sterility or infertility in either you or your partner, whether natural or due to an injury, illness, or curse, as well as herbal remedies that normally block conception. Alchemical or magical means of blocking conception, such as *block the seed*, *counter conception* and other effects and alchemical preparations make the spell ineffective. If an attempt to conceive a child is not made within one month of casting, the spell's effects are lost.

While this is a personal-effect spell, many witches brew potions of *conception* for others.

## CONE OF DARKNESS

**School** evocation [darkness]; **Level** bard 3, cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, F/DF (a one-foot length of glass rod covered in soot from a flame, used to aim the *cone of darkness*)

**Range** self

**Area** 30-ft. cone emanating from caster

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

**T**he ring of the caster projects a cone of darkness that hides everything inside from sight, much like the 2<sup>nd</sup>-level spell *darkness*. The cone moves with the caster, and can be pointed in a different direction once per round, much as a flashlight would project light.

## CONFUSE FAMILIAR

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 2, sorcerer/wizard 2, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one familiar

**Duration** 2 rounds/level

**Saving Throw** Will negates; **Spell Resistance** yes

**T**his spell causes a target familiar to become confused and disorientated from the influence of its master. The target returns to behaving like a normal animal for the duration of the spell. As such both the master and familiar lose any special abilities or bonuses gained from one another for the duration of the effect.

## CONSECRATION RITUAL

**School** transmutation; **Level** Ritual 3

**Casting Time** 30 minutes

**Components** V, S, M (ritual materials costing 750 gp)  
**Skill Checks** Knowledge (nature) DC 29, 1 success, Knowledge (arcana) DC 29, 1 success, Spellcraft DC 29, 1 success

**Range** touch

**Target** one ritual tool or altar item

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes (harmless)

**Backlash** The caster takes 2d6 points of damage.

**Failure** The caster takes a -3 to all caster level checks, spell penetration checks, and save DCs to spells cast with the items enchanted by the ritual.

**T**his ritual is used to prepare and consecrate ritual tools, altars and magical items, both for coven and personal use. (See *Covencraft*, Tools of the Trade).

As with many witch rituals, this may only be cast during particular times of the year. Typically, these are holy or high days or during a certain phase of the moon. These vary from coven to coven. If the witch loses her tool she must recover it or wait till the next occurrence of the special date to consecrate another one.

# Strange Brew

## CONTROL OUTCOME OF BIRTH

School transmutation; Level cleric 3, druid 3, witch 3

Casting Time 1 hour

Components V, S, AF (a small crystal)

Range touch

Target, Effect, Area one target

Duration permanent

Saving Throw Will negates; Spell Resistance yes

By means of this spell the caster can control the outcome of birth with a Heal check against a DC of 10 plus +5 per month since conception. Specifically, the caster can choose the outcome of the birth such as gender of the baby or other detail such removing a family curse before the baby is born (Lycanthropy for example). If cast within the normal time frame (the first couple of weeks after conception for humans), then identical twins can be created from a single birth or twins can be reduced to one. This spell is obviously ineffective after birth has taken place.

A druid (or a cleric or witch) can use this spell to similarly affect plant life.

## CREATE WITCH DOLL

School transmutation; Level adept 3, druid 5, wizard/sorcerer 5, witch 3

Casting Time 6 hours

Components V, S, M (a doll created with hair from a living creature, and special oils and unguents costing 5,000 gp)

Range touch

Target one witch doll

Duration instantaneous

Saving Throw none; Spell Resistance no



Casting this spell and anointing with oils and unguents turns a specially prepared inanimate doll into a witch doll, a sort of minor golem. Hair or fur from a living creature connected to the doll's appearance (owlbear fur for a stuffed owlbear, etc.) is used in the creation of the witch doll. The witch doll serves its creator faithfully as long as it exists, and many casters choose to animate beloved childhood toys as a connection to their youth. Witch Dolls are capable of following instructions so long as they are not terribly detailed, and make adequate household servants and laboratory assistants given the limitations of their size, cherished companions and playmates for young and old, and surprisingly capable defenders. A spellcaster may simultaneously animate more than one witch doll, but can never control more hit dice of witch dolls than she has caster levels. If this number is exceeded, all witch dolls currently animated pass out of the caster's control and run wild.

## WITCH DOLL (CR 1/2)

XP 200

N Tiny construct

Init +5; Senses darkvision 60 ft., low-light vision; Perception +2

### DEFENSE

AC 22, touch 15, flat-footed 14 (+5 Dex, +3 natural, +4 size)

hp 5 (1d10)

Fort +1, Ref +3, Will +1

DR 5/slashing; Immune construct traits

### OFFENSE

Speed 30 ft.

Melee knife/scissors/other weapon +7 (1d3+3/x2)

### STATISTICS

Str 14, Dex 20, Con —, Int 5, Wis 8, Cha 8

Base Atk +2; CMB -2; CMD -2

Feats Weapon Finesse

Skills Perception +2, Stealth +12

Languages 3 known by creator at time of creation (may write and understand only, cannot speak)

SQ detect magic, swarm

### ECOLOGY

Environment any (usually urban)

Organization single or swarm (10+)

Treasure varies (see below)

### SPECIAL ABILITIES

**Detect Magic (Su)** Witch Dolls detect magic at will, as *detect magic*. This allows them to locate and retrieve magic items to be brought back to their masters.



# The Book of Shadows

**Swarm (Ex)** When 10 or more dolls are in close proximity, they can leap upon one foe as a standard action as if they were a swarm. Apply the swarm subtype to the stats above. For the purposes of combat, treat a swarm of witch dolls as a 6 HD swarm (60 hp, speed 40 ft., 14 AC, 2d6 damage).

A witch doll is a tiny animated doll, typically a child's toy or crude representation of a person. Witch dolls are always humanoid in form. Created by a powerful mage or witch, they labor as menial servants for their master, entertain children, keep the elderly company, and perform other such tasks unless sent out to spy, steal, or kill, by their masters.

The magic used to create witch dolls is rare among traditional mages, perhaps because of their crude appearance and limited capability. Instead, witch dolls are more likely to be found among adepts, hedge wizards, witches, humanoid shamans and followers of similar traditions.

Like most constructs witch dolls cannot speak, although they can understand three languages chosen by their creator, and possess the ability to write in those languages. In combat, they wield kitchen knives, scissors, and other similarly-sized implements in two hands.

## CROSSBREED

**School** conjuration; **Level** cleric 8, witch 8

**Casting Time** 1 hour

**Components** V, S, M/DF (500 gp of materials consisting of a wand, fruit, and a special knife (see text))

**Range** visualized or touch

**Target, Effect, Area** one target

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

The world is full of living magical creations. Some have occurred naturally over time, while others have been aided by this spell.

This spell allows two species that a naturally cross-infertile to bear offspring. Both species must be living and able to reproduce on their own. The base chance for the spell's success is determined by a Heal check with a DC of 10, as modified below.

**Examples:** If this spell were used to make say a half-elf an elf and a human would be needed. Since elves and humans are naturally cross-fertile the DC is 10. Since both are medium sized humanoids no alterations need to be made. The caster can at this point "take a 10" and produce a half-elf.

The caster now wants to crossbreed a half-fiend troll (large giant, outsider) with a troglodyte (medium reptilian humanoid). The base DC is 20. The modifications are +1 for size differences, and -1 since one is a troll, and -1 again since it is a humanoid outsider, leaving a DC of 19. The GM decides that the fiendish nature of the troll leads to better cross breeding with others and grants another -2 to the DC for a total of 17.

**Other factors:** Dragons despite their differences appear to be at least somewhat cross-fertile with humanoids, given the existence of half-dragons. Outsiders, magical beasts and aberrations should be dealt with on a case by case basis. The modifiers above are meant as guidelines.

**Conception:** The conception process can either take place normally or by the means of *magickal conception*. Obviously for *crossbreed* to work two parents are required.

Species Cross fertility	Conception DC
Naturally cross fertile	10
Same type, not naturally cross fertile, (ex: humanoid mammal to humanoid mammal, i.e. dwarf and gnome)	15
Type differs by one (ex: humanoid mammal to humanoid reptile, i.e. human and lizardman)	20
Type differs by more (ex: humanoid mammal to monstrous beast, i.e., human and hydra)	30

DC Modifiers (Cumulative)	
Size differs between the parents	+1 for each level of difference
One parent is a dwarf, gnome or halfling	+1 (for each parent)
One parent is a magical creation	+2 (for each parent)
One parent is an aberration	+3 (for each parent)
One parent is a goblin, orc or troll	-1 (for each parent)
One parent is a humanoid outsider	-1 (for each parent)
Any base creature that can grant a "half-" template (i.e. half-fiend, half-celestial, half-dragon)	-2 (for each parent)

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The outcome of birth is determined by the amount rolled over the DC calculated above.

Birth Result	Over DC
Stillborn	0 (or lower)
Alive, serious deformities, infertile	1-5
Alive, minor deformities, infertile	6-10
Alive, no deformities, infertile	11-20
As above, breeds true with either type of parent, but infertile with others of its kind.	21-30
As above, new true species created, fertile with others of its own kind and both types of parents.	31+

**Material Components:** One required component is a wand made out of wood that was grafted to another tree. Typically, a branch of apple or peach is grafted to a tree of oak or hawthorn and allowed to grow for one month. The wand is non-magical, but it does have special properties for this spell. The wand can only be used once. Each parent is also given specially prepared apples and figs to eat. To cut the fruits a special boline must be crafted. This knife can have no other purpose. Cost for these materials are 500 gp.

## CURSE TURNING

**School** abjuration; **Level** witch 6

**Casting Time** 1 standard action

**Components** V, S, F (a small mirror or reflective crystal)

**Range** personal

**Target** you

**Duration** until expended or 10 minutes/level

**Saving Throw** none (harmless); **Spell Resistance** yes

Like *spell turning*, except this spell only affects enchantments, transmutations and curses directly targeted on you, and it *does* affect touch spells of these categories.

## DAMNING STARE

**School** necromancy; **Level** sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft.+5 ft./2 levels)

**Target** 1 creature per round

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** yes

This murderous spell causes the caster's eyes to emit deathly necromantic power, slaying nearly anyone who meets the caster's gaze. This spell functions just like a standard gaze attack. Living subjects with less than 6 HD are instantly slain by the caster's gaze (no save). Those who have 6 to 9 HD must make a Fortitude save or die. Living creatures above 9 HD, and those of 6 to 9 HD who made their saving throws, suffer from

a curse which reduces one of their ability scores by 4. Randomly determine which ability is reduced by rolling a d6. This ability reduction is permanent until removed with appropriate magic (*remove curse* etc.).

## DANCE MACABRE

**School** enchantment; **Level** bard 2, witch 2

**Casting Time** 1 standard action

**Components** S

**Range** medium (100 ft. + 10 ft./level)

**Target** 1 humanoid per level that can see the caster

**Duration** see text

**Saving Throw** Will; **Spell Resistance** yes

This spell forces anyone targeted by the spell and that can see the caster to dance, giving them the effects of the shaken condition. Targets receive a new saving throw every other round to break the effect of the spell.

## DEATH ARMOR

**School** necromancy; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (100 gp worth of special creams, to be rubbed over the caster's arms)

**Range** self

**Target, Effect, Area** caster only

**Duration** 1 round/level

**Saving Throw** Fort half (see text); **Spell Resistance** yes

This spell charges your body with negative energy, turning your skin black as a starless sky as it does so. Anyone touching the caster's skin, via an unarmed attack or otherwise receives 2d6 points of negative energy damage. The caster can make a touch attack with this spell to inflict the spell's damage on a target, but can cast no other spells requiring a melee touch while it is active. As this spell heals undead, casters may find themselves attracting unwanted attention if it is used in some situations.

## DEATH AURA

**School** necromancy; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** self

**Effect** 15-ft.-radius emanation

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

*Death aura* drains the life from any and all living creatures within range. Living creatures within 15 feet of the caster suffer 2d6 points of negative energy damage per round as their life is drained away. Undead are healed by the negative energy. The spell *negative energy protection* reduces this damage to half.

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## DEATH BLADE

**School** transmutation [force]; **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a masterwork dagger, boline, or athame)

**Duration** 1 hour

**Range** touch

**Target, Area or Effect** one dagger

**Duration** Discharge, maximum 1 hour/level and 1 round/level (D)

**Saving Throw** Will negates (harmless, object) and Fortitude negates (see text); **Spell Resistance** yes (harmless, object) and yes

When a creature is struck by a dagger enchanted to be a *death blade*, the blade strikes as normal but then breaks off from the hilt and stays within the victim. Opponents with damage reduction or who are incorporeal are not injured by the blade's initial stroke. However, once the blade breaks loose it transmutes into magical force and houses itself in the victim. The blade continues to damage virtually any foe and cannot be removed by physical means. Victims with spell resistance have one chance to resist the blade entering their body, and if the spell resistance fails, they take damage as described below.

Each round the blade is within the victim, he is allowed a Fortitude save against the DC of this spell to expel the blade and, thereby end the spell. If the save fails, the blade delivers 1d6 damage that round. On the first round of magical damage (the round after the dagger first hit), the victim's save is penalized by -1 for every 2 levels of the spellcaster. On each successive round, the penalty is decreased by 1. Therefore, if a death blade created by a 16th-level witch is plunged into a fighter, the fighter is allowed a Fortitude save, but with a -7 penalty. The spell ends when the blade is expelled, when the duration (1 round/level) expires or when the victim dies. Once created, the dagger can be wielded by anyone.

## DEATH CURSE

**School** necromancy [death, language-dependent];

**Level** cleric 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** see text (D)

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You place a terrible curse on any one living creature within range by simply pointing at them and pronouncing their impending doom. The spell only affects creatures able to hear and understand your pronouncement (i.e., intelligent and capable of understanding the language you are speaking). The target is entitled to a Fortitude saving throw. After a time you specify—anywhere from one hour to as long as you wish—the subject suffers the effects of the spell. The time interval cannot be changed once the spell is cast. If the Fortitude save is failed, the subject dies after the allotted time. Even if the Fortitude save succeeds, the subject suffers 3d6 points of damage, +1 point per caster level, so it is possible the subject may still die even if the saving throw succeeds. It's recommended that the GM make the saving throw in secret, so the player of an affected character does not know whether or not the character will die.

A *death curse* cannot be dispelled, but there are several ways to escape before it runs its course. First, the caster can dismiss the curse at will before it takes effect, and some casters use a *death curse* to blackmail others into doing their bidding. Second, a *remove curse* spell can end the *death curse* before it takes effect, provided the caster of the *remove curse* is at least two levels higher than the caster of the *death curse*. A *limited wish*, *wish* or *miracle* can remove the effects of the *death curse*. Finally, the death of the caster before the *death curse* takes effect ends the spell. Many cultures consider slaying someone who has placed a *death curse* on you an act of self-defense.

## DEATH'S CANDLE

**School** necromancy; **Level** witch 5

**Casting Time** 1 hour

**Components** V, S, M (a candle incorporating a hair from the victim's head)

**Range** special

**Target** candle

**Duration** until candle is burned out

**Saving Throw** Will negates; **Spell Resistance** yes

This dark spell is only used by black or evil witches. By linking the life of the victim to the candle, as the candle diminishes so does the victim's vital force. When the candle is exhausted, the target dies. Once ensorcelled, the candle has to be given to the victim or substituted for one in his possession, for it is only effective if he lights it himself. For each hour the candle burns after the victim lights it, the victim loses one point of Constitution until he reaches zero and dies (this is treated as temporary Constitution loss unless the victim reaches zero and dies). Every time the candle is relit, the Constitution drain starts all over again and it never burns completely down until

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the victim's Constitution reaches zero. Extinguishing the candle halts the spell, unless it is relit, when the effect resumes. Destroying the candle without lighting it ends the threat with no danger to the victim. The candle must be given to the victim within one day of this spell being cast.

## DEFOLIATE

**School** necromancy; **Level** druid 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a leaf from a tree that died of blight or similar disease), DF

**Range** close (25 ft.+5 ft./2 levels)

**Area** 20-ft.-radius or 1 creature

**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

**W**ith this spell the caster instantly slays all minor vegetation (weeds, flowers, small bushes etc.) in a 20-ft.-radius. If a creature with the plant type is targeted, it takes 1d8 points of damage per caster level (max. 5d8). Creatures that are not plants are unaffected by this spell.

## DELAYED GLAMOUR

**School** illusion (glamer); **Level** bard 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a piece of malleable clay)

**Range** close (25 ft. + 5 ft./2 levels)

**Duration** see text

**Area** 20-ft. radius

**Saving Throw** none; **Spell Resistance** no

**T**his spell acts like a magical scribe, allowing the caster to observe a sequence of sights and sounds, then play them back when a particular trigger event occurs. This spell could be used, for example, to allow the caster to appear to be doing one thing while she is actually doing another. It could also be used to leave an illusionary message for some individual or a member of a group.

While casting the spell, the caster specifies a specific condition that triggers the spell. This trigger operates in a manner identical to the *magic mouth* spell. The caster then focuses on a set of visual and auditory images within a 20-ft. cube. Only these images are recorded by the spell and only one round per level of information can be retained.

When the spell is finally triggered, the auditory and visual illusion occur in the same location where it was recorded, and only those images included by the caster are retained. The image cannot be modified in any manner, although illusions recorded at the time of the spell casting will be retained.

## DESTROY LIFE

**School** necromancy [evil]; **Level** witch 7

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature or one or more creatures within a 10-ft-radius sphere

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

**T**his spell slays a target living creature (excluding undead, constructs and outsiders). When cast, the witch must determine whether he will target one individual or a group. If it is against a single opponent, and that individual has 80 hit points or less, it dies unless it makes a successful Fortitude saving throw against the DC of the spell. On a successful save, the victim takes 3d6+1 per caster level points of damage.

If the witch targets a group, the total number of would-be-affected creatures may not exceed 100 hit points, starting at the weakest creature and moving upwards until all 100 hit points or a fraction thereof

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have been used. No creature so affected can have more than 20 hit points. Each creature so affected receives a Fortitude save against the DC of the spell, if successful they lose all but 1d4 hit points. Lastly, all non-sentient plant life is wiped out in the area of the spell, leaving a fine ash in its wake.

## DETECT PREGNANCY

**School:** divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, witch 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** no

**Y**ou immediately learn if the creature touched is pregnant and, if so, how far along it is in the pregnancy. The spell does not reveal who fathered the child, nor the gender of the child. The spell can also detect the presence of implanted parasitic young.

Potions of *detect pregnancy* are generally easy to find, and witches who work as midwives keep a number in supply at all times.

## DISABLE

**School** necromancy; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a splinter from the bone of a sentient creature that was broken while the creature still lived)

**Range** medium (100 ft.+ 10 ft./ level)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

**T**his spell renders one or more limbs of the target creature useless. *Disable* affects 1 limb per 5 levels of the caster. Only living creatures with discernable limbs can be affected by this spell. A disabled limb is typically useless for 24 hours or until a Heal check with the same DC as the spell is made, or a *cure* spell of 3<sup>rd</sup> level or higher is applied.

## DISCORD

**School** enchantment; **Level** bard 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of powdered ragweed, cayenne pepper, or other irritant)

**Range** medium (100 ft. + 10 ft./level)

**Target, Effect, Area** all creatures in a 15-ft. radius

**Duration** 1 hour + special

**Saving Throw** Will negates; **Spell Resistance** yes

**T**his spell causes hidden but actual tensions and hostilities to be forced into the open. Often used to cause discord in groups, this spell is most effective when disparate groups come together to work things out.

Common hidden hostilities can include racial, such as humans adventuring with elves and dwarves; moral or ethical along alignment lines, national or even between different character classes. Examples would be a party in which (if all fail the save) everyone begins to distrust the rogue or the half-orc, the dwarf and the elf decide now is a good time to bring up the thousands of years of racial tension between their groups, or the barbarian begins to eye the wizard with more than a little distrust and suspicion.

This spell lasts as long as one hour. After the initial hour passes, each affected person must make a new Will save every hour. After the first hour they gain a cumulative +2 to save. The spell lasts as long as at least one person is still affected.

While the arguments get heated, they rarely come to blows. The affected members will of course not be able to do anything else, including being quiet, during the duration of the spell.

## DISTANT BOON

**School** abjuration; **Level** sorcerer/wizard 5, witch 3

**Casting Time** 8 hours

**Components** V, S, M (a drop of honey and a grain of wheat)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** no

**W**itches sometimes find themselves dealing with enemies or rivals that, for one reason or another, they do not wish to harm. This spell creates a solution that benefits all involved.

The caster performs a day-long ritual that involves the witch cleaning their home and wishing the rival well. If the ritual is interrupted for any reason, the spell is lost and the casting must begin again. Once the ritual is complete, a chain of events is set in motion. As soon as is feasible (never more than one week), an excellent opportunity arises for the spell's target in a location at least 200 miles per level of the caster away. A messenger arrives as quickly as possible with the news of this opportunity.

Once the target receives the message, he makes a standard Will save if he wishes to resist the opportunity; otherwise, he leaves immediately to pursue it. Resistance is likely if there is some compelling reason for him to stay, although the opportunity allows immediate household (spouse, children, and any other important members) to come with the target. Rivalry with the caster should not be considered compelling unless hatred between caster and target is deep and unrelenting.

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## DOWSE

School divination; Level witch 1

Casting Time 1 minute

Components V, S, M (a stick shaped like a 'Y' (see text))

Range 50 ft./level (max 200 ft.)

Target, Effect, Area 10-ft. area around the caster

Duration 30 Minutes + 10 Minutes per level

Saving Throw none; Spell Resistance yes

By means of this spell the caster can locate certain items. Typically, water is sought, known as "water dowsing." The water must be within the spell's range. The caster knows how much water is there and how deep underground it is. The caster does not know if the water is potable until she gets to it.

Almost any other type of mundane item may be found in this manner such as edible plants, burnable wood, or even small gems, provided it exists in the area. However, it cannot be used to find people, monsters or specific items. The nature of the item to be found must be stated on the spell's onset and cannot be changed. If for example the caster wants to find water and edible berries, she must cast *dowse* twice.

This spell can also be made available to some clerics, in particular druids.

*Material Component:* A stick shaped like a Y. The caster holds the stick with both fists, with fingers up and the single end pointing forward. While the stick does not vanish when the spell is complete, it is unusable for other dowsing attempts.

## DRAWING DOWN THE MOON

School divination; Level Ritual 5

Casting Time 50 minutes

Components V, S, M (ritual tools and 3,000 gp worth of

incense, oils, and other altar items per caster), SC (up to 20)

Skill Checks Knowledge (arcana) DC 34, 3 successes,

Knowledge (planes) DC 34, 2 successes, Diplomacy

DC 34, 2 successes

Range touch

Target primary and secondary casters

Duration 1 round per effective level

Saving Throw Will negates (harmless); Spell

Resistance yes (harmless)

Backlash All casters take 2d6 points of damage.

Failure All casters take a temporary negative level (DC = 16 + primary caster's Charisma bonus to remove after the first day), and the primary caster's Intelligence and Wisdom scores drop to 1 for 24 hours.

While this ritual is similar to the *commune* spell, save that the information given is usually more detailed in nature, it is restricted to situations at hand. For example, a proper use would be to find out the identity of the man plotting to kill the King the witches are protecting, but instead of giving the witches the identity of the actual assassin, it would reveal the rival that paid for the assassin. This spell can never be used for situational information, such as knowing which direction in a dungeon corridor to take, or if there is a monster waiting behind the door.

Properly worded questions will elicit detailed responses. The Patron also strives to educate her charges and push the witches into discovering more on their own. So, sometimes the information may be cryptic, but it is useful in all cases.

## DREADFUL BLOODLETTING

School transmutation; Level witch 5

Casting Time 1 standard action

Components V, S, F (a slashing weapon of dagger size or larger)

Range medium (100 ft. + 10 ft./level)

Target, Effect, Area 1 creature or object

Duration instantaneous

Saving Throw Fort partial (see text); Spell Resistance yes

Like *ghostly slashing* and *phantom lacerations*, this spell causes wounds to appear on the targets body. However, these wounds are much larger than the ones caused by *phantom lacerations*.

Initially, the target suffers 5d8 +2 per caster level (max +20) points of damage, and must succeed a Fortitude save or be staggered for a number of rounds equal to your caster level. This spell deals no damage to undead or constructs.

## EARS OF THE BAT

School transmutation; Level druid 2, ranger 2, witch 2

Casting Time 1 standard action

Components V, S, M (a

bit of bat fur)

Range touch

Target, Effect,

Area self/

creature touched

Duration 1

minute/level (D)

Saving Throw:

yes; Spell

Resistance yes



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This spell completely blinds you but increases your hearing ability to ultrasonic levels. For the duration of the spell, gain a +10 bonus to your Perception checks to listen, and a +4 bonus to Perception checks to find secret doors and compartments. The ultrasonic location offsets most penalties of blindness (except you still suffer a 10% miss chance on attack rolls, and you move at  $\frac{3}{4}$  your movement rate.) If you have the blind fighting feat, you suffer no penalties for blindness.

## ECSTASY

**School** enchantment (charm); **Level** cleric 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a scrap of fabric from a prostitute's clothing)  
**Range** Touch  
**Target** one humanoid creature  
**Duration** 1 round/level (D); see text  
**Saving Throw** Will negates; see text; **Spell Resistance** yes

This spell places the target in a state of pleasure so utterly intense that they are incapable of sensible action or thought. The target collapses to the ground, completely enraptured and effectively helpless (they gain the helpless condition). This state continues for one round per level of the caster. The target receives a new saving throw every round.

While enraptured, the target is completely immune to any pain. Once the sensation of ecstasy has ended, the target is dazed for the next round and she can perform no action besides fending off attacks.

## ELEMENTAL ARMOR

**School** conjuration [elemental]; **Level** cleric 2, druid 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a bit of the chosen element), F (a consecrated pentacle)  
**Range** touch  
**Target, Effect, Area** person touched  
**Duration** 1 minute/level  
**Saving Throw** none; **Spell Resistance** yes

This spell creates a suit of magical body armor surrounding the target. The armor is made out of elemental matter. You choose the appropriate element. The armor circles the caster and provides an AC bonus of +4, plus provides damage resistance 15 against one energy type (fire, acid, cold, sonic, electricity). The armor is flexible to the caster, and she can act as if she is not wearing armor at all, therefore, causing no arcane spell failure penalty or maximum Dexterity bonus. This spell does not stack with normal armor.

Even though the armor is made of elemental matter, it does not confer extra damage to the caster or others because of its make-up. So fire *elemental armor*, while appearing to be on fire, will not cause any fire damage.

## ENHANCED MIRROR IMAGE

**School** illusion (figment); **Level** bard 3, sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action  
**Components** V, S, F (a small glass cube with half-silvered faces, suspended from one vertex by a fine chain)  
**Range** personal  
**Target** you  
**Duration** 1 minute/level

This spell causes four illusory duplicates to appear around you. These images duplicate your appearance and actions exactly, down to your sounds, odors, and thermal appearance. As with the *mirror image* spell, these images shift position at the end of each round, making it difficult for a foe to know which to attack. If an image is struck it immediately vanishes. However, these vanished images regenerate at the rate of one new image per round for the duration of the spell. At the end of the spell duration, all surviving images wink out.

## ENHANCED TASTE

**School** transmutation; **Level** cleric 1, druid 1, sorcerer/wizard 1, witch 1  
**Casting Time** 1 standard action  
**Components** V, S, DF  
**Range** Self  
**Target, Effect, Area** none  
**Duration** 1 minute/level  
**Saving Throw** none; **Spell Resistance** yes

*Enhanced taste* greatly enhances the tasting capability of the recipient. The recipient of this spell is able, by tasting a kind of food, to know what its constituent components are. It is also possible to tell the quality of a wine, of drinking water, and other liquids. The spells also allows the recipient to detect poisons very efficiently. With only a single drop of the target liquid, the recipient of the spell can tell if it is poison. Unless specified otherwise, the quantity of poison necessary to be detected is not enough to cause damage to the imbiber.

## ESCAPE OF THE SNAKE

**School** transmutation; **Level** bard 2, sorcerer/wizard 2, witch 2  
**Casting Time** 1 standard action  
**Components** V, M (the shed skin of a snake)  
**Range** touch  
**Target, Effect, Area** person touched  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

By means of this spell target can escape any bounds that have them personally restrained. When the caster casts the spell, she gains a +10 bonus to her Escape Artist check, becoming as flexible as a snake.

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## ETERNAL SLEEP

**School** enchantment; **Level** witch 5

**Casting Time** 1 standard action

**Components** V, S, M (an apple)

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature

**Duration** permanent (D)

**Saving Throw** Will negates; **Spell Resistance** yes

One creature that you indicate within range falls into a deep, coma-like sleep from which it cannot be awakened by any means. The creature's life functions are slowed and maintained by the spell so it can remain asleep for an unlimited amount of time without aging and without need for food, water or even air so long as no physical harm befalls it. Even attacks and damage do not awaken the affected creature. Only living creatures that sleep are affected by this spell, so undead, constructs and so forth are immune to it.

When the spell is cast, you must designate and speak aloud one condition that will awaken the creature. It can be anything you desire, but it must be physically possible and not directly harmful to the creature. It can be anything from a kiss from a handsome prince to the death of a particular person or some other condition, such as the toppling of an empire or a celestial alignment. Anyone present when you cast the spell may be aware of the condition, and casting *analyze dweomer* on the target of the spell reveals the condition for breaking it. If the condition is fulfilled, the spell ends immediately. *Eternal sleep* can also be removed using *break enchantment*, *limited wish*, *wish* or *miracle*.

## EVAPORATE FLUIDS

**School** necromancy; **Level** witch 6

**Casting Time** 1 standard action

**Components** V, S, F (the witch's athame)

**Range** medium (100 ft. + 10 ft./level)

**Target** living creatures, no two of whom can be more than 40 ft. apart, or 2 gallons of fluid/level

**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

This spell destroys moisture from targets much in that same manner as *horrid wilting*, but more importantly, it can destroy standing bodies of fluids such as acid, oil, water or some other liquid substance. Against a living target, this spell inflicts 1d4 points of damage per level (maximum 20d4). This spell is even more lethal to creatures with the water descriptor in their subtype, causing an additional +1 point of damage per die.

## EVERLASTING CANDLE

**School** evocation; **Level** witch 2

**Casting Time** 1 hour

**Components** V, S, M (see text)

**Range** touch

**Target** candle

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

This spell causes the candle on which it is cast to burn continuously without being consumed. The flame so generated can be used to light other candles (or anything else flammable), but may only be extinguished by a deliberate act of the caster or the candle's destruction. Candles that are being used to store spells cannot be used in conjunction with this spell.

Should any magic be cast upon the candle that require an open flame—for example, *pyrotechnics*—such spells are immediately dispelled without taking effect, though the candle is then extinguished.

**Material Component:** Candle of any color, but resulting flame is the color of the candle rather than a normal flame color. Not consumed unless it is extinguished or destroyed.

## FACE WIPE

**School** transmutation; **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one creature touched

**Duration** permanent (D)

**Saving Throw** Fortitude negates; **Spell Resistance** no

The spellcaster is able to remove features from the target creature's face as if they had never been eyes, ears, nose, or mouth. One set of features may be removed with each casting.

Note that permanently removing the victim's features causes various adverse effects. Removing the eyes causes the victim to be blinded. Removing the ears causes the victim to become deaf. Removing the victim's nose means he can no longer smell. Removing the victim's mouth means he can no longer eat, and may eventually starve. Removing both the victim's nose and mouth means he can no longer breathe, and he becomes immediately subject to the drowning rules in the *Pathfinder® Roleplaying Game Core Rulebook™*. The victim may cut himself a new breathing hole by taking a full round action to saw one with a dagger or other edged weapon. The victim takes the weapon's damage (though not his Strength modifier) and may then breathe normally.

## FALSE GLAMOUR

**School** illusion (glamer); **Level** bard 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, M (a handful of desert sand)

**Range** touch

**Effect** visual figment that is attached to a creature or object smaller than a 10-ft. cube.

**Duration** 1 round/level (D)

**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** no



# The Book of Shadows

This simple illusion causes a solid object or creature to flicker and blur faintly, as if it were a flawed image. Failed attempts to disbelieve the illusion appear to succeed, giving the object or creature the false appearance of a translucent outline.

## FALSE MEMORY

**School** enchantment (compulsion); **Level** witch 6

**Casting Time** see text

**Components** V, S, M (a quill pen and vial of special ink the caster must make on her own)

**Range** touch

**Target, Effect, Area** one person touched

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

*False memory* places a false memory in the recipient's mind. The caster can "record" a number of hours of false memory time equal to her level by spending one minute per hour added. Thus it would take a 15<sup>th</sup>-level caster 15 minutes to replace 15 hours of memory. The caster can decide how much memory she chooses to replace. The victim forgets what actually took place during that time period. To the victim the memories seem real and accurate. Their true memories can only be restored by a *remove curse*, *miracle*, *break enchantment*, or *wish* spell.

When inserting the memories, the caster needs to be somewhat familiar with the situations she is adding. If the caster adds a memory of exploring caves and she has never been in a cave herself, then the false memory will begin to fade. The victim needs to make an Intelligence check, if they succeed then they can look for a cure, a failed one means the false memory goes unnoticed. The intelligence check works depending on how familiar you were with the memories implanted (as decided by the GM).

Familiarity	DC
Expert	20
Good	16
Fair	12
Poor	8
None	4

This spell cannot be used to convince someone they are now someone else, or to make them do something against their own nature. The spell only replaces a fixed number of hours of memory; it does not alter anything else. Skills cannot be forgotten or learned and spells cannot be taught.

## FAMINE

**School** transmutation; **Level** druid 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a maggot, a fly, and a fresh fruit or vegetable of some sort)

**Range** close (see text)

**Target, Effect, Area** see text

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell causes all plants and crops to become rotted and inedible. This spell does not affect current plants, only plants that have been sown but not yet sprouted. The spell can be a circle with a radius of 100 feet, a semicircle with a radius of 150 feet, or a quarter circle with a radius of 200 feet. You may also designate areas within the spell that are not affected.

## FASTING

**School** enchantment (compulsion); **Level** bard 4, cleric 4, druid 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 full round

**Components** V, S, F (an empty bowl)

**Range** touch

**Target** one creature

**Duration** 1 week + 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

Upon touching the target, this spell inflicts a continual state of fasting. The victim must make a Will saving throw or be incapable of taking nourishment from any consumed food. Even the tastiest meal seems very bland and the target is unable to enjoy any food he is given.

The target slowly grows weak and unhealthy from lack of nutrition. He or she suffers the full mental and physical effects of starvation (See Starvation in the *Pathfinder® Roleplaying Game Core Rulebook™*). However, once the spell expires, the victim can begin to slowly recuperate through rest and the consumption of food. The spell can also be removed by *break enchantment*, *remove curse*, *limited wish*, *wish*, or *miracle*.

## FERAL SPIRIT

**School** transmutation; **Level** druid 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Target, Effect, Area** self

**Duration** 1 hour/level

Your body changes, granting you a powerful unarmed attack. With this, you can make natural attacks without provoking attacks of opportunity, are always considered proficient with the attack, and also deal 1d4+1 point of damage (max +15) per level.

The type of damage (piercing, slashing, or bludgeoning) granted changes between each caster. Usually, if you have a familiar or animal companion, the spell mimics the attacks that they have. For instance, a caster with a ram familiar may grow horns. One with a cat familiar will have small, retractable claws. A bird familiar may cause the caster to grow a beak to peck with, or a toad familiar may grant a slapping tongue. If you do not have a familiar or animal companion, you simply grow long animal-like claws.

# Strange Brew

## FEVER

**School** transmutation; **Level** sorcerer/wizard, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft.+ 10 ft./ level)

**Effect** ray

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

**F**ever causes subjects to become more sensitive to heat-based attacks. Creatures under this spell suffer an additional 2 points of damage per die from heat based attacks such as *fireball*.

## FEY SIGHT

**School** transmutation; **Level** witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a live firefly)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** yes (harmless)

**T**he subject gains the ability to see twice as far as normal in starlight, moonlight, torchlight or similar conditions of weak lighting. The subject is able to distinguish colors normally and can distinguish detail fully. When cast upon a subject that has lowlight vision, this spell doubles the effective range of vision to four times as far as normal.

## FLUID MASTERY

**School** transmutation; **Level** witch 4

**Casting Time** 1 standard action

**Components** S, F (athame and pentacle, where the caster draws on the surface of the pentacle the motions of fluid to be directed)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** all liquids within a 30-ft-radius

**Duration** concentration

**Saving Throw** see text; **Spell Resistance** no

**T**he caster gains control over all liquids within the area of the spell, such as motion and shape. Liquids so affected are those not in a living organism, nor can a living organism constructed out of fluids (such as a water elemental) be affected. Acid, potions, oil or any other fluids may be moved about at a speed of 10 feet per round. The fluid may be directed to drown a helpless target in which case consult the drowning rules in the *Pathfinder® Roleplaying Game Core Rulebook™*. If used to attack, the target receives a Fortitude save to avoid the effects.

## GARDEN PATH

**School** enchantment (compulsion); **Level** druid 3, witch 3

**Casting Time** 1 full round

**Components** V, S, M/DF (a handful of wildflower seeds)

**Range** see text

**Effect** see text

**Duration** 1 minute/level

**Saving Throw** special; **Spell Resistance** yes

**U**pon casting this spell, each step the caster takes causes a bounty of wildflowers to gently grow out of the earth around her feet. These flowers emit an intoxicating aroma that compel all that can smell them to follow the path.

Creatures that move within 5 ft. of the path must make a Will save to prevent being compelled to follow the trail at their normal movement rate. Even if they fail, they can take any other actions allowed during movement and will not advance onto obviously hazardous ground. Those who successfully make their saving throw are unaffected by this compulsion, although they will still sense the need to follow the trail of flowers. If a creature follows the path for a number of rounds equal to their Constitution modifier, they must make a Fortitude saving throw or enter a deep trance and follow the flowers as if they were sleepwalking. These beings are completely defenseless and can take no action other than to advance along the path.

Any successful attack snaps them out of the spell. This spell has no effect on undead, plants, fungi, or creatures without a sense of smell. It also has no effect on creatures that do not need to sleep. The trail ceases once the caster steps on ground where no plants can grow. This includes bare rock, ice, snow, and sandy desert. After the spell expires, the plants revert to harmless wildflowers and flourish or wilt over time according to the local conditions.

## GHOST WARD

**School** abjuration; **Level** cleric 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 minute

**Components** V, S, M (chalk or charcoal to mark the room)

**Range** touch

**Area** one room, taking up space no greater than one 10-ft. cube per caster level

**Duration** until ward is physically broken

**Saving Throw** none; **Spell Resistance** no

**G**host ward is a useful trick for witches plagued by incorporeal nemeses. The character spends the casting time placing appropriate symbols on all entrances to the warded room. Once the spell is in place, the walls of the room are rendered completely impassable to gaseous, ethereal, astral, and incorporeal creatures. The symbols provide absolutely no protection from physical entities, magical or otherwise. The spell ends the moment the barrier is physically broken, either by opening one of the entrances or if any section of the wall, ceiling, or floor is breached (hit points reduced to 0).

## GHOSTLY SLASHING

**School** transmutation; **Level** cleric 2, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a small metal flake)

**Range** close (25 ft. + 5 ft./level)

**Target, Effect, Area** 1 living target

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

This spell creates what seems like a ghostly being that attacks the target. In fact, the spell only causes an open wound on a person. This spell deals 1d4 slashing damage +1 per caster level (max +20). The placement of the wound is random and may not be targeted. This spell has no effect on undead or constructs.

## GLAMOUR

**School** transmutation; **Level** sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a male bird's feather for *touch of beauty*, or a bit of goblin droppings for *touch of hideousness*)

**Range** self

**Target, Effect, Area** caster

**Duration** 2 minutes/level

**Saving Throw** none; **Spell Resistance** yes

This spell can be used in two ways.

*Touch of Beauty:* The caster can make herself appear to be more attractive. She becomes instantly cleansed, her hair is freed of all tangles, and minor imperfections are fixed. The caster gains a +2 bonus to Bluff and Diplomacy checks using this spell in this way.

*Touch of Hideousness:* The caster can make herself appear hideous. Her skin becomes wrinkled and warty, and she becomes otherwise grotesquely transformed. Using the spell this way grants the caster a +4 bonus to her Intimidate check.

## GNAWING PAIN

**School** enchantment (compulsion); **Level** cleric 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M/DF (a branch of nettles with which the caster swats her bared face or limbs)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 15-ft. radius

**Duration** 3 rounds + 1 round/level

**Saving Throw** Will negates; **Spell Resistance** yes

All creatures within the spell area must succeed on a Will save or suffer gnawing pain that slowly spreads throughout their body. During the first round, the victims feel a dull pain that causes a cold sweat. Casting any spells during this round requires

a concentration check. On the second round, the pain becomes a sharp agony and the target is effectively shaken. By the third round, the searing pain has reached its maximum intensity and the victim is nauseated. Each round thereafter, the victims must make a Fortitude saving throw or be wracked with convulsions. They are now completely incapacitated and helpless to defend themselves (they gain the helpless condition).

The effects of this spell linger in the mind of the victims even after the duration has expired. The targets feel unnerved for 1d6+1 hours, resulting in a -1 penalty to Will save rolls. They suffer disturbing nightmares during the following 1d4 weeks, making sleeping difficult and reducing the rate of natural healing by one half. The lasting effects may be removed by *remove curse*, *break enchantment*, *limited wish*, *wish*, or *miracle*.

## GRASP OF THE ENDLESS WAR

**School** conjuration; **Level** cleric 3, paladin 3, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (two coins having distinct sides)

**Range** touch

**Target, Effect, Area** 1 living creature

**Duration** instantaneous

**Saving Throw** Fortitude halves; **Spell Resistance** yes

This spell taps into the caster's own aura and creates magical energy to harm other targets. With a successful touch attack, the spell deals 1d10 damage for each step of alignment the target is from the caster. For example, Arterion the Paladin (LG) casts the spell against a chaotic evil demon. Since both chaos and evil are 2 steps away from the paladin's lawful good alignment, the spell deals 4d10 damage. If the target was instead a chaotic good rogue, the spell would deal 2d10 damage, since chaos is two steps away from law, but they are both good.

## GREATER BLINDNESS

**School** transmutation; **Level** witch 8

**Casting Time** 1 standard action

**Components** V, S, M (porcelain eyeball worth 1,000 gp)

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** none; **Spell Resistance** yes

On a successful touch attack, the target's eyes are imploded, leaving gaping, bleeding wounds. The target suffers 1d12 points of damage and is stunned for 1 round. If the target does not have eyes and relies upon other senses such as blindsight or tremorsense, this spell renders that ability forever ineffective. The effects of this spell may only be lifted via a *wish*, *miracle*, or divine intervention. Opponents so blinded suffer the following penalties: -2

# Strange Brew

penalty to AC, loss of Dexterity bonus to AC (if any), and –4 penalties on most Strength- and Dexterity-based skill checks and on opposed Perception skill checks. All checks and activities that rely on vision (such as reading and Perception checks based on sight) automatically fail. All opponents are considered to have total concealment (50% miss chance) against the blinded character. Blind creatures must make a DC 10 Acrobatics skill check to move faster than half speed. Creatures that fail this check fall prone.

## GUARD WATCH

**School** transmutation; **Level** sorcerer/wizard 2, witch 2  
**Casting Time** 1 full round  
**Components:** V, S, F (witch's ritual tool)  
**Range** touch  
**Target, Effect, Area** creature touched  
**Duration** 1 night  
**Saving Throw** none; **Spell Resistance** yes

When a caster casts this spell on another willing creature (or on herself), it removes the need for sleep for 1 full night. The creature affected can stay awake all through the night, with no chance of falling asleep. This spell is very useful for an adventuring party; someone being able to watch over for a whole night while everyone else sleeps is handy. However, when the spell is cast upon spellcasters, it prevents them from learning spells on the second day, as they still need to sleep to recover spells. *Guard watch* cannot be cast more than five nights in a row on a creature. After five days of being awake, a creature needs (and deserves) rest. If the spell is cast anyway, it will simply not work.

## HANDBASTING

**School** abjuration; **Level** Ritual 2  
**Casting Time** 2 hours  
**Components** V, S, M (food and music for the guests worth 500 gp total)  
**Skill Checks** Knowledge (religion) DC 25, 1 success, Perform (oratory) DC 25 1 success  
**Range** one couple within 10 feet  
**Duration** one year plus one day  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)  
**Backlash** Caster is exhausted.  
**Failure** The ritual is believed to have succeeded, but grants no effects.

*Handfasting* is the uniting of two (or more for polygamous marriages) individuals with the blessings of the witch's Patron. If the union between the couple is undertaken for love and altruistic reasons, the two gain a blessing in their times of need. Whenever either of the couple is in danger, both members gain a +1 luck bonus to either AC, saves, or skill checks (chosen by caster during the ritual). This effect lasts for a year and a day.

## HARMONY CANDLE

**School** enchantment; **Level** witch 1  
**Casting Time** 1 hour  
**Components** V, S, M (a pink candle carved with symbols representing the partners)  
**Range** special  
**Target** witch's partner or (touch) a couple  
**Duration** special  
**Saving Throw** Will negates;  
**Spell Resistance** yes

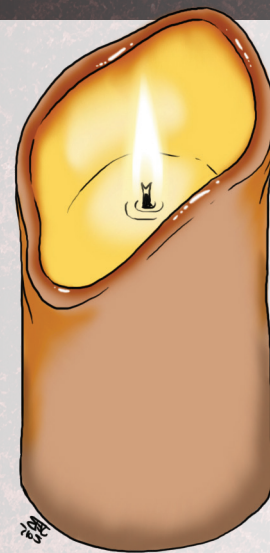
This spell is used by a witch who is already in a relationship to ensure its happy continuation or, if there is strife at home, to help remedy the situation. It may also be cast on behalf of another couple. As the enchanted candle is burned, the witch chants, "the spell is cast, our (their) love will last." The caster then visualizes romantic moments between the two individuals for which the spell is cast, and then ends the spell with the words, "For the good of all, so shall it be." The candle is then allowed to burn out, and the remains wrapped in a white cloth and stored in the room or area where the couple sleeps.

If successfully cast, both partners are treated as if charmed (as the spell) by one another. If either partner is unwilling for the relationship to continue, he or she is permitted a Will saving throw, which if successful negates the spell. If the remains of the candle are removed from the couple's sleeping area, the spell ends.

## HAUNTED WOODS

**School** transmutation (evil); **Level** cleric 7, witch 6  
**Casting Time** 1 hour  
**Components** V, S, M/DF (a nut from a deciduous tree struck by lightning)  
**Range** touch  
**Area** 100-ft. radius centered on the caster.  
**Duration** permanent  
**Saving Throw** see text; **Spell Resistance** no

This dark ritual turns an area of normal woods into a haunted forest. The trees bend and twist into gnarled, sinister forms, and the area radiates a constant, sickening aura of fear. Treants and other animated trees avoid this fate if they make a successful Fortitude saving throw. Upon casting this spell, the caster must make a Fortitude saving throw or be permanently transformed into a twisted black tree covered in sharp barbs. The only means to reverse the transformation is to obtain the forgiveness of a wood nymph, an unlikely occurrence.



# The Book of Shadows

A short time after the spell is cast, many of the forest animals flee, save for the most feisty creatures, such as boars and wolves. Every time a living being not of evil alignment enters these woods, they must make a Will saving throw or be panicked. They remain in this state until they leave the woods, plus 1d6 rounds.

## HEADSTRONG

**School** transmutation; **Level** adept 2, cleric 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (an owl feather)

**Range** touch

**Target** one person

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes (harmless)

This spell imbues the subject's mind with supernatural resilience. Anyone under the effects of *headstrong* receives a +4 bonus to their Will saving throw.

## HEALING FANGS

**School** necromancy; **Level** cleric 2, ranger 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (a poisonous serpent)

**Range** close (25 ft. + 5 ft./2 levels)

**Duration** see text

**Target** one serpent

**Saving Throw** none; **Spell Resistance** no

Upon casting this spell upon a poisonous serpent (frequently a familiar or animal companion, but also an opponent), the toxic bite of the creature is turned into a beneficial potion that restores life rather than taking it away. The bite of this snake heals 1d6 hp initially and 2d6 hp + 1hp/level on the following round. Once the snake has injected the healing potion, its poisonous bite ability is fully restored.

## HESITATE

**School** enchantment (compulsion) [mind-affecting];

**Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** 1 creature

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes the target creature to briefly pause before every action it takes. *Hesitate* negates any Dexterity bonus to the target's attack rolls, initiative rolls, armor class, and Reflex saving throws. Subjects of this spell also cannot use the dodge feat or any other feat for which dodge is a prerequisite.

## HOLY STEED

**School** conjuration (summoning, good); **Level** witch 4

**Casting Time** 10 minutes

**Components** V, S, M (a pinch of silver dust and an old horseshoe)

**Range** special

**Target, Effect, Area** special

**Duration** 1 night

**Saving Throw** none; **Spell Resistance** yes

This spell summons a half-celestial unicorn (*Bestiary*) to serve you for one night. The caster must be outside at sundown to begin the summoning. The unicorn will serve a good-aligned caster as her faithful mount and defender until sunrise, or it is slain. At sunrise the unicorn returns to the Celestial Planes.

## HOUSE SPIRIT

**School** conjuration (summoning); **Level** cleric 3, witch 3

**Casting Time** 1 full round

**Components** V, S, F/DF (a small figurine of an individual of the race dwelling in the house, worth 100 gp)

**Range** touch

**Target** one permanent dwelling

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

With this spell, the caster calls upon the spirit of a dwelling to actively protect the structure from intruders. This spell can only be cast upon a home that has been inhabited by the same family for the past year. This spirit will not attack the residents of the house, or the caster and her friends. The spirit is unable to move or attack beyond the confines of the residence.

**House Spirit:** CR 4; Small fey; HD 1d6+1; hp 4; Init +4 (Dex); Speed 20 ft.; AC 15 (+1 size, +4 Dex); Ranged +4 small object (1d6/x3); SQ incorporeal, natural invisibility; AL LG; Fort +1, Ref +4, Will +2; Str 5, Dex 18, Con 12, Int 9, Wis 14, Cha 16. Skills: Craft (any one) +4, Perception +8, Stealth +10. Feats: Dodge, Point Blank Shot, Rapid Shot.

The house spirit has one hit dice, plus an additional hit dice for each decade the house has been continuously occupied, which alters its abilities as normal. It is invisible to anybody except the caster and those able to see spirits. The spirit can attack by magically hurling objects lying within the home. It can also pass through the interior walls of the house at will.

Once a house spirit has been destroyed a new one will not appear until a family has occupied the house continuously for another year.

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## IMBUE WITCH BALL

**School** abjuration; **Level** witch 5 (see below)

**Casting Time** 1 hour

**Components** V, S, M (a masterwork glass ball and one vial of consecrated (holy) water, worth 500 gp in all)

**Range** touch

**Target** glass ball

**Duration** until triggered

**Saving Throw** none; **Spell Resistance** no

This spell is used to create witch balls to protect ritual areas and other sacred locations. Before beginning this spell, the witch must consecrate some water to be placed within the witch ball. The ball itself should be consecrated as well. To function, a witch ball must be hanging freely and unhidden. The ball itself must be created by a witch using the Craft (glassblowing) skill. When this spell is cast, the witch must choose what effect she desires it to possess. No *witch ball* may be located within the 10-ft. radius covered by any other *witch ball*. Witch balls may have any one of the following functions:

**Anti-observation**—The witch ball prevents scrying in a 10-ft. radius around it. This is effective against *arcane eye*, *clairaudience/clairvoyance*, *scrying*, *greater scrying*, *locate creature* (if the target creature is within the protected area), or against a single use of a crystal ball against the protected location. The witch ball so empowered turns a smoky orange color, and shatters when an attempt to scry the area is detected and repulsed (which is automatic, negating the spell used as well if that was what it was). In addition, the person who attempted the scrying must make a Fortitude save (DC 20) or suffer a blinding headache and temporary blindness (for 1d4 hours) due to the searing orange flash that they “see” as the ball shatters. [This function is treated as a 2<sup>nd</sup>-level spell.]

**Protection from Evil**—As the spell of that name. The ball so empowered turns a sparkling cloudy white, and shatters when the spell is triggered by the attempted intrusion of an evil being into the protected area. [This function is treated as a 1<sup>st</sup>-level spell.]

**Spell Reflector**—This variant can protect a 10-ft. radius area around the witch ball from one of the following spells: *chaos hammer*, *color spray*, *fireball*, *flame strike*, *lighting bolt* (includes *chain lightning*), *magic missile*, *freezing sphere*, or *sunbeam* (includes *sunburst*). When the chosen spell is cast into the area, the caster must make level check (DC 10 + the level of the creating witch) to overcome the witch ball’s magic or it is reflected back upon the caster (who must then make any appropriate saves or suffer the consequences). If the caster successfully makes the level check, the witch

ball provides no protection against the spell. Regardless of whether or not it successfully protected the area against the chosen spell, the witch ball so empowered turns a yellow color and shatters as it reflects the spell. [This function is treated as a 3<sup>rd</sup>-level spell.]

**Spell Catcher**—This variant can “catch” any spell cast into the area of effect—a 10-ft.-radius circle centered on the ball—and store it for up to 1 day per level of the witch who created the witch ball. Each spell catcher witch ball can catch but one spell, and that will be the first cast into the area from outside it. The ball turns a cloudy pale violet color when the spell is cast, and turns a darker reddish-purple when it catches a spell. It shatters when the spell is released again, an action under the control of the witch who empowered it. There is no means of detecting what spell has been caught except by releasing it. Area effect spells will be centered on the witch ball when released; other spells—e.g., *magic missile*—emanate from it in a random direction. [This function is treated as a 3<sup>rd</sup>-level spell.]

## IMMUNITY

**School** abjuration; **Level** cleric 5, sorcerer/wizard 6, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a mandrake root or the eye of an alchemist)

**Range** touch

**Target, Effect, Area** caster

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** yes

The effect of this spell grants you temporary immunity from all poisons and diseases for the duration of the spell.

## INSTANT KARMA

**School** transmutation; **Level** sorcerer/wizard 4, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft.+ 10 ft./ level)

**Target** one person

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell immediately reciprocates any damage caused by the subject, inflicting a similar amount back upon him. Any direct successful attack, via melee, range, or spell perpetrated by the subject results in an equal amount of damage to themselves. This damage appears as if caused by the same method as the damage they dealt. A wizard under this spell who casts *fireball* on someone else suddenly suffers from burns of the same sort he just inflicted, though no *fireball* actually strikes

him. Each time the subject inflicts damage on himself, he is entitled to a new saving throw to remove any remaining rounds of the effect. A successful save does not negate damage suffered in the round that it is made.

If the subject has resistance against the damage type (i.e., fire resistance) their resistance functions normally against the damage. The amount of damage is always equal to the damage dealt by the subject. A fighter who inflicts 42 points of damage with his sword suddenly suffers 42 points of damage from an open wound, similar to a sword wound. Resistance and damage reduction apply normally, but no saving throw is allowed as there is no actual *fireball* or *lightning bolt* or whatever to dodge.

## INTANGIBLE CLOAK OF SHADOWS

**School** illusion (shadow); **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 full-round action

**Components** V, S, M (a bit of black velvet of high quality worth 1 sp)

**Range** personal

**Target** self

**Duration** 1 round/level

**Saving Throw** none (harmless); **Spell Resistance** no (harmless)

**Y**ou merge with the border of the Plane of Shadow, and thus become incorporeal, invisible, and inaudible; yet your shadow remains and may easily betray you, and also sometimes scare the casual onlooker.

For you be able to cast this spell, you must be casting a shadow. Therefore, you cannot cast it in total darkness, nor in a place where light comes from everywhere so you don't project a shadow. Once you cast the spell, you become insubstantial, invisible, and inaudible (plus without smell); however, your shadow remains as if normal. This spell thus yields several effects:

- *Inaudible*: You cannot be heard by any means, and you cannot communicate (at least through speech) nor can you cast spells with a verbal component. If you possess the Silent Spell feat, you may cast spells as normal for that feat.
- *Incorporeal*: You become incorporeal as the Universal Monster Ability, with all advantages and limitations that condition grants, plus those listed here. You may not move into solid objects, as your shadow is still substantial, even if only two-dimensional. As such, you may pass through a door, for example, only if your shadow may pass under it. If the door is totally sealed, you cannot pass through (under) it.

- *Invisible*: You are invisible, but your shadow can be seen. You gain a bonus to Stealth checks of +10 if moving, and +20 if motionless, though you must remain in an area with at least some light.

Any attack directed against the shadow (that is: against a point on the ground, wall, etc., where your shadow is) affects you normally, and puts an end to the spell. Similarly, if you try to attack someone, it ends the effect. While subject to this spell, you cannot enter areas of complete darkness, or areas of total light where shadow would be impossible. In ambiguous cases, determine if your body would cast shadows under normal circumstances. If yes, you may enter the area.

## INTENSIFY MAGIC

**School** universal; **Level** bard 2, cleric 2, paladin 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 full round

**Components** V, S, F/DF (arcane caster's athame or instrument of masterwork quality)

**Range** touch

**Target** creature touched

**Duration** next spell cast or 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

**U**pon completing this spell, the caster must make a Fortitude saving throw or be fatigued. The spell's target is charged with magical potential. The next spell cast by the target is cast as if the caster were one level higher for all variable effects. Further, if the spell uses the total of one or more dice rolls to determine its effectiveness, each of the individual dice rolls are improved by +1. However, the sum of the modified dice cannot exceed the maximum total allowed by the spell. Thus a *cure serious wounds* spell will add +1 to each of its 1d8 dice rolls, but the total cannot exceed the maximum healing allowed.

## ITCHWEED

**School** transmutation; **Level** druid 5, witch 5

**Components** V, M (a bit of itchweed, consumed during casting, which does not affect the caster)

**Casting Time** 1 standard action

**Range** touch

**Target, Effect, Area** self or creature touched

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

**T**his spell has 2 effects. First, it grants immunity to any poisons that the user comes into contact with for the duration of the spell. Second, any poisons that are consumed during the spell can be passed to other targets by touching skins (like itchweed) or by a successful touch attack for the remainder of the spell.

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The new target still must make a Fortitude save vs. the DC of the poison still. The caster may only use one poison in this way at a time. The spell does not neutralize poisons that are already in the casters system. If someone casts *neutralize poison* while this spell is in effect, the poison leaves the caster's body but the spell remains in effect, so the caster could use another poison if they take the time to drink it.

## IRRITATE SLEEPER

**School** enchantment (compulsion); **Level** bard 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, M (a handful of dried peas)

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** 1 item used for sleeping (includes beds, blankets, and bedrolls)

**Duration** 1 day/level

**Saving Throw** Will; **Spell Resistance** yes

This spell causes any target object that's used for sleeping, including a bedroll, bed, or blanket, to seem to bring out their worst aspects, causing the owner to lose sleep. Though the effects of the spell are actually affecting the mind of the sleeper, causing them to believe that the item is discomforting, most victims of this spell believe that their bed or blanket has become cursed and is out to annoy them. Blankets seem to tangle, roll off the sleeper at night, or shorten somehow, causing body parts to be exposed to the night air. Bedrolls and beds feel lumpy and uneven. Anyone attempting to sleep with such an affected item must succeed a Will save or fall under the influence of *irritate sleeper* and thus gain only 2 hours of rest for every 4 hours that they attempted to sleep using the item.

## LEADEN BREATH

**School** transmutation; **Level** witch 8

**Casting Time** 1 standard action

**Components** S

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous (see text)

**Saving Throw** none; **Spell Resistance** yes

A ray of dark gray energy leaps from your fingertips. You must succeed at a ranged touch attack to strike a target. If successful, the target gradually slows each round as their weight is increased dramatically. On the first round, the target is affected as if slowed (may only take partial actions, and suffers a -2 penalty to armor class, melee attack rolls, melee damage rolls and Reflex saves, and may jump only half as far as normal). On the second round, the target of the spell stops moving altogether and are entirely helpless. The victim is

aware of his surroundings, but can take no actions, nor even speak. Finally, on the third round, because of the increased weight conferred by the spell, the target begins to suffocate. A victim of this spell may hold his breath for as many rounds equal to his Constitution score. (Note that this is changed from the normal drowning rules, as the character's weight continues to increase for the duration of the spell.) After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by +2 (again, a change due to the increased rate). Upon failing the save, the victim begins to suffocate, falling unconscious (0 hp), dropping to -1 hit point on the second round, and dying on the third round. The suffocation effect of the spell lasts for 1 round per level.

## LETHE

**School** enchantment (compulsion); **Level** witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a vial of water from an old, stagnant river)

**Range** self

**Target** all willing individuals in a 20-ft. radius

**Duration** permanent

**Saving Throw** see text; **Spell Resistance** yes

This spell affects all willing targets within a 20-ft. radius of you (including you). The maximum number of hours of memory removed is equal to a number of hours equal to your level times 3. The targets only remember having a feeling of "lost time" and not recall anything in the time period in question.

The memories return if a *heal*, *break enchantment*, or *remove curse* spell is cast on the victim. The flood of lost memories cause the victim to make a Will save to avoid going unconscious for a number of turns equal to the hours lost.

## LIARS CURSE

**School** transmutation; **Level** cleric3, druid 3, sorcerer/wizard 4, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

You place a curse on the subject, choosing to focus on a body part of the target, typically a nose. Each time the target lies, the chosen body part becomes larger. The liar's curse cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, *remove curse*, or *wish* spell.



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## LIFEBOND

**School** divination; **Level** cleric 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** Will negates (harmless); **Spell**

**Resistance** yes (harmless)

The target creature permanently knows the relative position and condition of his true love, and is able to monitor her as if by a status spell. *Lifebond* only works if the target of the spell and the creature he designates as his true love are actually both in love with each other; if the love is not true and mutual, the spell fails. *Lifebond* is most often cast on both lovers so they can monitor each other.

## LOVESICKNESS

**School** enchantment (compulsion, evil) [mind-affecting]; **Level** witch 6

**Casting Time** 1 round

**Components** V, S, F (witch's athame)

**Range** close (25 ft. + 5 ft./2 Levels)

**Target** one living creature

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell makes its recipient become infatuated with another person of the caster's choice. This infatuation is so intense that the victim begins to waste away upon losing sight of the object of his desire. He might lose sleep, turn to drinking or become basically unable to concentrate on anything other than his obsession. Along with the accompanying social problems this spell creates (the abandonment of friends and family, loss of work, health issues, etc.), the victim takes one point of Charisma damage per day while it is in effect. Furthermore, the victim is treated as if under the effects of a dominate person spell in regard to any commands given by the object of his obsession, including actions intended to separate them (such as, "Leave me alone!"). There is no save versus these commands unless the command is directly against the target's alignment or directly endangers the target's life, at which point he gets to make another Will save against the spell's normal DC. Success means he does not have to perform the commanded action but is still under the effects of *lovesickness*.

The target gets an additional save every day to shake off the spell's effects. Once the spell is broken, the Charisma damage heals as normal.

## MAGIC HAT

**School** transmutation; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 min.

**Components** V, S, F (masterwork hat, helmet, or other non-magical headgear)

**Range** touch

**Target** one hat, helmet, or other piece of non-magical headgear

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes (object)

You turn any non-magical headgear in to a small extradimensional space. The space will hold one Medium, two Small, four Tiny, eight Diminutive, or 16 Fine-sized items (no living creatures). You are the only person who can put an item into or remove an item from the hat, and it takes one standard action to do either. Any items not retrieved by the end of the spell's duration are forcibly expelled as the headgear reverts to its normal state. If the hat is damaged (if not a helmet or other item of armor, assume the hat has a hardness of 1 and 2 hp), all items within the space are forcibly expelled, just as if the spell had ended. If the hat is completely destroyed (such as being incinerated in a fire), the items stored within it are lost.



# Strange Brew

## MAGICKAL CONCEPTION

**School** conjuration; **Level** cleric 7, witch 7

**Casting Time** 1 hour

**Components** V, S, M (semen or blood from spellcaster, blood or flesh from prospective mother, special candles and a chalice to contain materials, all consumed in casting (total value 10,000 gp))

**Range** touch

**Target, Effect, Area** one target

**Duration** permanent

**Saving Throw** see text; **Spell Resistance** yes

*Magickal conception* is a complicated spell in which the witch can make a woman pregnant by magic. This is possible even for female witches. The child is normal, with inherited traits from both parents. If the witch that casts the spell is a woman, the child will always be a girl. A female witch can cast this spell on herself and give birth to an exact copy of herself.

The target can be willing or not. A willing target needs not make any type of save, except to see if the spell was successful. An unsuspecting or unwilling target can make a Will check to avoid the effects. If used on an unwilling or unsuspecting target, the spell acquires the evil descriptor.

Both the casting witch and the recipient target take 1 point of Con damage, which is recovered normally.

## MAGICKAL CREATION

**School** conjuration; **Level** cleric 9, witch 9

**Casting Time** 2 hours

**Components** V, S, M (root agaric, basil, figs and mandrake root (harvested only by the new moon) are combined into a paste with rare herbs worth 10,000 gp, dried and burned), F/DF (an athame and a cup, symbolizing male and female powers, to direct the spell)

**Range** close

**Target, Effect, Area** one creature

**Duration** permanent

**Saving Throw** Will negates (see text); **Spell Resistance** no

By means of this spell a new life form can be created purely from magic. Unlike *magickal conception*, which takes existing life force and shapes into a new life, *magickal creation* uses only magic.

This spell maybe used to impregnate a female or even a male subject. Typically, a female subject is used since in most cases (95% of the time) the impregnated male dies in the birth process.

The casting of this spell takes two hours, during which time the caster must be not interrupted. The casting witch must be able to see the target of the spell, either directly or by scrying. The target, if willing, gains no saving throw, but an unwilling target if aware of the spell can make a Will save. A target unaware of the casting must become aware of the situation before they can save. Many charlatans play on the paranoid nature of many and sell talismans that protect against this spell.

Since this is using the stuff of magic to produce a life the spell always works and produces a living life form. What sort of life form produced is indicated by the table below:

By making a Spellcraft check with a DC of 25 + target's level the caster then can control the outcome of the birth.

Gestation depends on the species of the mother, but time in months is often reduced to time in hours. So if the mother is human then nine months of pregnancy is reduced to nine hours. Then minimum time is two hours.

## MAKE FERTILE

**School** conjuration; **Level** cleric 2, druid 2, witch 2

**Casting Time** 1 hour

**Components** V, S, M (varies; see text)

**Range** close (25 ft. + 5ft./2 levels)

**Target, Effect, Area** one target/area

**Duration** permanent

**Saving Throw** none (harmless); **Spell Resistance** yes

This spell allows fallow ground to be able to produce plant life or allows a willing barren or infertile woman (or man) the ability to have children. It heals what damage it can and magically augments what it can't.

D%	Outcome of birth
1-25	The child is born with only the mother's traits.
26-50	The child is born with both the traits of the mother and the caster
51-60	The child is born a tiefling, with both the mothers and casters traits.
61-70	The child is born a tiefling, with only the mother's traits.
71-80	The child is born an aasimar, with both the mother and casters traits.
81-90	The child is born an aasimar, with only the mother's traits.
91-95	The child is born with the half-fiend template, with only the mother's traits.
96-100	The child is born with the half-celestial template, with only the mother's traits.

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This spell does not increase the chances of implanting life, but it will remove the hindrances. Upon a successful check the ground or the people have the same base chance of conception as everyone else (a base DC of 10 in most cases, sometimes lower).

**Material Components:** To make the ground fertile for planting, the spellcaster needs blessed water. It is not necessary for it to be holy water, but that will work. Ritual dung or earth must be cast out onto the land. To make people fertile, the caster needs walnuts, blessed water (as above) and milk from a lactating ewe. The components cost 500 gp.

## MARTYR'S CRY

**School** transmutation [sonic]; **Level** bard 4, witch 4

**Casting Time** 1 full round action

**Components** V

**Range** self

**Target, Effect, Area** all within earshot

**Duration** permanent

**Saving Throw** none; **Spell Resistance** yes

This dangerous and ancient spell is one of the most underused spells in witchcraft, but is probably one of the most memorable. The spell requires that the caster die within 2 hours following the spell's casting. Casting the spell requires the caster to wail. Beginning the next morning, all those who heard this scream are affected by the spell *bestow curse*. All targets have the same curse, as chosen by the witch.

Should the caster somehow be brought back to life, the curses are automatically removed. The curse may also be removed from an individual by *remove curse*, *limited wish*, *wish*, and *miracle*. If the caster does not die within two hours of casting the spell, the spell has no effect.

## MATERIALIZE

**School** transmutation [force]; **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** yes

A pale blue ray springs from your hand when this spell is cast. You must make a ranged touch attack to hit the target, but if you cannot see the target, you must guess at the target's location and thus suffer a 50% miss chance.

Any incorporeal creature struck by the ray is covered by a faint blue aura and forced into material form, even if it is normally incapable of materializing. The creature must remain in material form for the duration of the spell,

after which it can become incorporeal again (and does so automatically if incorporeal is its natural state). The *materialize* spell does not inhibit any of the creature's other abilities, unless they rely on becoming incorporeal.

A *dimensional anchor* spell can be cast on the subject of a *materialize* spell, and the *dimensional anchor* will prevent creatures from becoming incorporeal for a longer amount of time, although it has no effect on creatures that become incorporeal through other means. Incorporeal creatures can also cast this spell on themselves as a way to materialize (assuming they do not have the innate ability to do so).

## MEMORY CANDLE

**School** enchantment; **Level** witch 3

**Casting Time** 1 hour

**Components** V, S, M

(a yellow candle)

**Range** touch

**Target** candle

**Duration** 30

minutes

**Saving Throw** none; **Spell**

**Resistance** no

This spell enables the recipient of the candle on which it is cast to recall something that she has heard or seen

in precise detail. She may absorb up to thirty minutes of information (e.g., a conversation, event, or written material read within that time), and thereafter retains the memory indefinitely. Recording is a deliberate act, and is begun by lighting the ensorcelled candle, which must be kept alight for the full period over which recording takes place. The candle should be extinguished as soon as recording finishes, and has to be re-lit to enable the information to be recalled.

## MIND OBSCURE

**School** Enchantment (compulsion) [mind affecting]; **Level** witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. +5 ft./level)

**Target, Effect, Area** self

**Duration** 1 minute/level

**Saving Throw** Will negates; **Spell Resistance** yes



# Strange Brew

With this spell, the caster removes herself from the target's mind. She is not invisible. She simply makes herself undetectable through any of her target's senses. Because of this, she cannot be seen with a *detect invisibility* spell, smelled and identified by the scent ability, or detected by tremorsense or any other means, though a *true sight* spell negates *mind obscure*. A *detect magic* spell reveals a faint magic aura in the area, but will not specify the source of the problem or the location of the caster. The target has no chance to see, hear, or otherwise detect the caster. If, however, the caster engages the target physically through melee or otherwise casts offensive spells against the target, the spell immediately ends.

## MIND RASH

**School** enchantment (compulsion) [mind-affecting];  
**Level** sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action  
**Components** V, M (a bit of dried poison ivy)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Targets** one creature  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes the target to experience horrible itching sensations all over their body. Though not actually inflicted with any real physical ailment, the delusion of itching is so great that the target must spend one move action every round attempting to relieve the persistent suffering. Likewise, the irritation actually causes the target to wound their bodies in the process of trying to relieve the itch. Any sort of thing to scratch and scrape away at the sensations, including stones, weapons, and bits of metal are used. Each round during the duration of the *mind rash*, the target inflicts 1 point of damage to themselves. If the target possesses DR that would prevent this, they will seek out implements capable of defeating it to try and scratch themselves.

## MIRROR TALK

**School** divination (scrying), illusion (phantasm) [mind-affecting]; **Level** sorcerer/wizard 4, witch 4  
**Casting Time** 10 minutes  
**Components** V, S, F (a pair of finely wrought and highly polished silver mirrors, any size, costing not less than 1,000 gp)  
**Range** see text  
**Effect** magical sensor  
**Duration** 1 minute/level  
**Saving Throw** none; **Spell Resistance** no

This spell enables the caster to create a link from her focus mirror to a second focus mirror elsewhere on the same plane. She must have carefully studied the mirror, but need not know where it is currently located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect. This spell may be made permanent through the *permanency* spell at a cost of 5,000 gp with a minimum CL of 10<sup>th</sup>. A mirror used in this way may only connect to its permanent partner.

## MIRROR WALK

**School** conjuration [teleportation]; **Level** sorcerer/wizard 6, witch 6  
**Casting Time** 10 minutes  
**Components** V, S, F (a pair of finely wrought and highly polished silver mirrors large enough for creatures to pass through, costing not less than 1,000 gp)  
**Range** personal and touch  
**Target** you and touched objects or other touched willing creatures  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** no

This spell functions as *teleport, greater* except that it creates a link from the caster's focus mirror to a second focus mirror elsewhere on the same plane. The caster must have carefully studied the mirror, but need not know where it is located.

## MIRRORED WALL

**School** evocation; **Level** sorcerer/wizard 6, witch 6  
**Casting Time** 1 standard action  
**Components** V, S, M (a shard of glass and a pinch of powdered silver)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** wall of mirrored glass whose area is up to one 10-ft. square/level  
**Duration** 10 min. + 1 min./level (D)  
**Saving Throw** none; **Spell Resistance** no

An immobile, shimmering wall of strong glass springs into existence. To you and all others on your side of the wall, looking through it is much like looking through a dirty window — things and creatures seen through it are only slightly distorted. For creatures on the opposite side of the wall, it is instead a mirror, and they see only themselves if they try to look through it. Nothing physical can pass through an unbroken mirrored wall. Spells can be cast through the window side. Ray, cone, and line spells (except as listed below), gaze attacks, and breath weapon attacks from the mirrored side are reflected back at those who cast them for full effect. Incorporeal creatures cannot pass through the wall.

The mirrored wall is 1/2 inch thick per four caster levels. Each 10-foot square of glass has 10 hp per 1/2 inch of thickness. Creatures can hit the wall automatically. A section

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of the wall whose hp total drops to zero is breached. A section can also be breached with a single attack with a corresponding Strength check of DC 20 + 2 per 1/2 inch of thickness.

Any creature stepping through a breach in the glass takes 2d6 points of damage from the sharp edges. A mirrored wall can be destroyed by *disintegrate*, a sphere of annihilation, or a rod of cancellation. It can also be affected by a *shatter*, shout or *shout, greater* spell as if it were a crystalline creature with no Fortitude save.

A destroyed mirrored wall crumbles into a pile of harmless powder.

## MOONBOW

**School** conjuration (creation); **Level** witch 4

**Casting Time** 1 standard action

**Components** V, S, M (moonlight, either ambient or captured, if the caster has a means to capture and save moonlight)

**Range** see text

**Target, Effect, Area** self

**Duration** see text

**Saving Throw** none; **Spell Resistance** yes

This spell can only be cast in the light of the moon. The caster takes the moonlight and forms it into a composite longbow. The caster may fire a number of arrows equal to their caster level before the spell is discharged. The spell is automatically discharged if the caster drop, loses hold of, or otherwise releases the bow. The *moonbow* may not be given to anyone else to use; only the caster may fire it.

The arrows strike as ranged touch attacks, doing 1d8+1 per caster level (max +15) damage per hit, use normal composite longbow ranges, and threaten a critical on a 20 for x2 damage. They automatically do double damage to both natural and inflicted lycanthropes (triple damage on a confirmed critical). The spell uses the caster's caster level as if it were their BAB to determine how many shots may be fired in a round, but attacks using their normal BAB. The caster is automatically considered proficient with the *moonbow*.

## MOONLIT WAY

**School** evocation [light]; **Level** druid 4, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (powdered moonstone worth 50 gp)

**Range** medium (100 ft. + 10 ft./level)

**Effect** path of light whose surface area is up to two 5-ft. squares/level (S)

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

With this spell, you create a ribbon of moonlight between one visible point and another visible point. Both endpoints must touch a solid surface, but there is no need for other points of contact in between. The *moonlit*



*way* is a solid path that can support 500 lbs. per caster level at any given time. Creatures or objects that exceed the weight limit cannot touch the path and fall through if they attempt to move onto it. Creatures on the *moonlit way* receive a +10 circumstance bonus to Acrobatics and Climb checks and a +10 circumstance bonus to Strength checks made to oppose a bull rush or similar attempt to force the creature from the path. The base DC to climb a *moonlit way* (should it be necessary to do so) is 15. The *moonlit way* sheds light out to 30 feet from its edges.

## MOONSTONE

**School** transmutation; **Level** cleric 1, druid 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, F/DF (up to three pebbles)

**Range** touch

**Targets** up to three pebbles touched

**Duration** 1 day/level or until discharged

**Saving Throw** Will negates (harmless, object); **Spell**

**Resistance** yes (harmless, object)

The caster can transmute as many as three pebbles into luck charms that may be used at any time. Each stone adds a +1 enhancement bonus to any single roll (attacks, saves, spells or skill checks). Only one *moonstone* may be used to modify a single roll. The player must state their intent to use the *moonstone* before the roll is made.

# Strange Brew

## MORBID GIFT

**School** necromancy (evil); **Level** cleric 2, death 2, sorcerer/wizard 2, witch 3

**Casting Time** 1 full round

**Components** V, S, M (a bone chip), F/DF (one corpse)

**Range** touch

**Area** self

**Duration** 10 min/level

**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell allows you to gather a skill or feat from a corpse and use it for the duration. The corpse must still have some flesh on its bones, and be 50% or more intact.

You gain 1 feat or skill that the dead person could use when they were alive, ignoring any prerequisites.

You may request a specific skill or feat if you know the target corpse had it in life; otherwise, you gain one chosen at random. Skills granted by this spell have a base rank equal to the caster's level. If you already have the skill, you add this as a bonus to your ranks for the duration.

## MYSTIC BARRIER

**School** abjuration [force]; **Level** witch 9

**Casting Time** 1 standard action

**Components** V

**Range** self

**Area** 10-ft. radius centered on caster

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

When this spell is cast, you surround yourself with a magical hemisphere that provides DR 25/-, SR equal to 15+ caster level, and a +5 resistance bonus to all saves to all within it. In addition, if the witch is of a good alignment, they can inflict 10d8 points of holy damage to anyone of evil alignment who touches the barrier of the spell. If the caster is evil, the barrier inflicts 10d8 unholy damage to any good aligned creatures. If the caster is neutral, this spell confers no additional effect beyond its protective qualities.

## NARCOLEPSY

**School** enchantment (compulsion) [mind-affecting];

**Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one person

**Duration** 1 hour/level

**Saving Throw** Will negates (see text); **Spell Resistance** yes

This spell causes subjects to suffer from repeated bouts of sudden, deep sleep. Those affected by this spell must make a Will save every round at a cumulative penalty of -1 until they fall asleep. Once asleep, they remain so for 10 minutes per level of the caster. Sleeping

subjects can only be wakened through several rounds of extreme prodding and noise. Pain will also rouse a sleeping narcoleptic. Upon waking, the subject functions normally for 5 minutes, after which time he must begin making Will saves at a cumulative penalty of -1 each round until he falls asleep again. This cycle continues throughout the spell's duration. Making five consecutive Will saves removes all remaining effects of the spell.

## NOTICED

**School** enchantment (compulsion); **Level** bard 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 full round

**Components** V, S, M (a handful of powdered chalk)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes the target to be the object of everybody's attention, whether wanted or not. The target is immediately noticed wherever he goes and everybody remembers his appearance and actions in great detail. Any Stealth skill attempts by the target receive a -4 penalty. If the character is working to be the center of attention, however, then the only effect of this spell is to make the performance much more memorable, adding +5 to any appropriate Performance checks. A failed performance leaves a bad impression, increasing the DC by 5 for future performances to the same audience.

## NUMBING DARKNESS

**School** enchantment (compulsion); **Level** bard 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a one-foot glass rod with an obscured bulb at one end; see text)

**Range** close (25 ft. + 5 ft./level)

**Area** 15-ft. radius sphere

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** yes

This subtle but effective spell creates a thick, inky cloud that is so utterly dark and disturbing that it saps the will to move. The cloud is 30 ft. in diameter and is functions as a *darkness* spell except as described here.

The pattern of disturbing darkness created by this spell can leave weak-willed creatures unable to summon the desire to escape. Only the strong-willed, creatures from the demi-plane of shadow, undead or constructs, or those who lack any means of sight are able to flee from this trap while the spell remains active. The spell penetrates even tightly closed eyes.

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Any sighted creature that begins a round within the area covered by *numbing darkness* must make a Will save or be unable to do anything other than to stand in place and peer into the darkness. For each consecutive round a creature spends within the cloud, its saving throw is adjusted by a cumulative -1 penalty.

Physically the dark cloud behaves much like a *fog cloud* spell and can be moved or dispersed by sufficiently strong winds.

**Material Component:** A one-foot glass rod with a bulb at one end. The long end of the rod must be completely covered in soot from an oil lamp flame. Any bare spots must be touched up before it can be used to cast this spell.

## OPINIONATED OUTBURST

**School** Enchantment (compulsion) [mind-affecting];

**Level** bard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one humanoid target

**Duration** 1 hour/level

**Saving Throw** Will negates (plus special additional saves); **Spell Resistance** yes

The target is nearly unable to hide their true feelings about anything they have a definite opinion regarding, and burst out with such statements whether asked how they feel or not. Stopping such outburst requires the character to succeed on further Will saves each time something about which they have a strong opinion catches their eye. If the target succeeds, they are able to suppress the compulsion though they might look particularly uncomfortable the whole time. If they fail, the target immediately expresses their feelings about the topic, in a very loud, verbal manner. For example, if someone walks by with an attractive woman, a target who finds the woman intensely attractive must succeed at a Will save or be forced to yell out something in the degree of "Dear Sir, I lust for your wife like I have lusted for no woman who has ever stood before me!" If a woman of great wealth and nobility happens to be wearing an excessively decorated dress, a target who dislikes excessive displays of wealth or the nobility may have to try to resist shouting "My pathetic royal cow, what a lovely dead peacock of a gown you are flaunting!" A *remove curse*, *break enchantment*, *limited wish*, *wish*, or *miracle* removes the effects of *opinionated outburst*.

## OVERLOOK

**School** enchantment (charm); **Level** bard 5, cleric 5, druid 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 full round

**Components** V, S, M/DF (a handful of dirt)

**Range** touch

**Target** one creature

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell causes the target to become seemingly innocuous and readily ignored. She becomes effectively invisible to all that look her way. Even those who accidentally bump into the target merely mumble and move on.

Those who are specifically looking for the target must make a Will save before any Perception check will be successful in locating the target. Vigilant guards can also make a Will save to be able to attempt a Perception check as appropriate. Even then, however, any Perception checks against the spell target have the DC increased by +10.

The *overlook* spell is negated versus anybody that observes the target attack a creature, including the subject of the attack. The spell is immediately negated if the target fails a Sleight of Hand check to steal or plant an item. Note that *detect invisibility* is ineffective against this spell as it is not an invisibility effect; *detect charm*, however, is fully effective.

## PEACE AURA

**School** abjuration; **Level** cleric 8, witch 8

**Casting Time** 1 standard action

**Components** V, S, F/DF (the area touched)

**Range** touch

**Area** 40-ft. radius emanating from the touched point

**Duration** 24 hours

**Saving Throw** Will half (see text); **Spell Resistance** no

*Peace aura* wards a particular site, building, or structure against violence. Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6 points of force damage per caster level (maximum 20d6).

A creature with the Evil subtype, such as a demon or shadow mastiff, takes a -4 penalty on its saving throw.

## PHANTASMAL SPIRIT

**School** illusion (phantasm); **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 round

**Components** V, S, M (a broken piece of mirror)

**Range** close (25 ft. + 5 ft./2 level)

**Target, Effect, Area** 1 5 ft. square + 1 5 ft. square per level

**Duration** special

**Saving Throw** Will disbelief (if interacted with); **Spell Resistance** no

This spell creates a misty, insubstantial, spirit-like being to appear in the area of effect. The being floats around where it was conjured for the duration for the spell. It makes no noise and gets no attacks.

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Anyone spotting this phantasm needs to make a Perception check versus the DC of the spell in order to determine if it is a ghost, wraith or similar creature. This may be modified per the GM's wish if the PC's are familiar with the spell or the conditions warrant it.

The spells duration is permanent until someone touches, not attacks, the phantasm. Afterwards, it simply disappears.

## PHANTOM LACERATIONS

**School** transmutation; **Level** witch 3

**Casting Time** 1 standard action

**Components** V, S, F (a small metal blade of any size)

**Range** medium (100 ft. + 10 ft./level)

**Target, Effect, Area** 1 creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

This spell causes open wounds to appear all over the target's body. The spell deals 5d4 damage +2 points of damage per caster level (max +20). Creatures normally immune to critical hits also are immune to the effects of this spell. During the casting of this spell, the caster must do 1 point of damage to themselves in bloodletting using the metal blade.



## PHOBIA

**School** necromancy [fear, mind-affecting]; **Level** bard 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a live spider)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** special

**Saving Throw** Will negates; **Spell Resistance** yes

This spell implants a powerful fear deep within the psyche of the victim, causing a state of intense dread whenever a specific set of circumstances occurs. The particular phobia is usually selected according to the whim of the caster and the personality of the victim. Thus, he may choose to give a warrior an intense fear of blood, while a bard may be cursed with stage fright. The object of the fear must be specified by a single word spoken at the time the spell is cast.

Whenever the circumstances occur, the victim must make a Will saving throw or be in a frightened condition for a full minute. He flees as best he can, using whatever spells or special abilities are required for this purpose. If he is unable to flee, then he suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws.

If the saving throw is successful, the target is instead shaken for 1d4 rounds and the *phobia* spell is successfully negated. He can stand and fight, but suffers a -2 morale penalty on attack rolls, weapon damage rolls, and saving throws. A *remove curse*, *break enchantment*, *limited wish*, *wish*, or *miracle* removes the spell.

## POP CORN

**School** conjuration (creation); **Level** druid 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a dried ear of corn)

**Range** close (25 ft. + 5 ft./2 levels)

**Area** 20-ft. radius

**Duration** 5 rounds

**Saving Throw** none; **Spell Resistance** no

With this spell, a normal ear of corn begins to burst with popped corn, shooting all over. Those caught within the radius of the spell receive a -4 initiative penalty.

## PRIMAL SCREAM

**School** enchantment (compulsion) [sonic]; **Level** bard 5, sorcerer/wizard 6, witch 5

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target, Effect, Area** 15-ft. radius/level

**Duration** 1 minute

**Saving Throw** see text; **Spell Resistance** yes



# The Book of Shadows

This spell is related to *shriek* and *witch wail*. With this spell, the caster lets loose a scream of profound terror and sadness. Anyone within the area of effect must make a save vs. spells to avoid the effects.

Creatures with 5 hit dice/levels or less must make a Fort save or take 6d6 points of sonic damage; success halves the damage. Creatures greater than 5 hit dice/levels take 4d6 points of damage, half on a successful Fort save. Anyone who fails their save is treated as if they were subject to a *fear* spell.

In addition, this spell can shatter glass or crystalline objects or creatures. Mundane objects, as well as magical glass or crystalline creatures are granted a Fort save to prevent taking 1d6 points of damage per 2 caster levels (max 10d6); successfully saving halves the damage. This damage is in addition to the standard damage of the spell.

## PROJECTION

**School** evocation; **Level** cleric 6, sorcerer/wizard 7, witch 6  
**Casting Time** 1 standard action

**Components** V, S, M/DF (a small piece of broken mirror and a short piece of fine copper wire)

**Range** see text

**Target** one creature

**Duration** 1 round; see text

**Saving Throw** none; **Spell Resistance** no

You are able to contact a creature you are familiar with and send them a message of 50 words or fewer. In addition, you can send the target creature up to five distinct mental “pictures” of things you have seen with your own eyes — a landmark indicating your location, the state of a battlefield, etc. The subject recognizes you if it knows you. It can, if it wishes, respond immediately with a 50-word response of its own. To include mental images with its response, the target must have an Intelligence score of at least 6.

If the creature in question is not on the same plane of existence as you are, there is a 5% chance that the projection does not arrive. (Local conditions on other planes may worsen this chance considerably.)

## PROPHECY

**School** divination; **Level** oracle 6, witch 6

**Casting Time** 10 minutes

**Components** V, S, M (a fire and raw hazelnuts; see text)

**Range** personal

**Target** you

**Duration** instantaneous

When staring into the heart of a roaring fire, you may catch glimpses of the future, clues of things to come. Through these visions, you can learn certain future truths surrounding an object, person, place, or event. The

GM will pull you aside and describe what it is that you see. The information comes to you in a series of visions, some obscure and vague, while others might be clear and even alarming. Once you have seen these images, it is up to you to draw some conclusions about what it was that the GM shared. In any event, you may prophesize about a subject once and only once. This spell is more powerful than *divination* in that it gives guaranteed success at receiving an accurate picture of what might come.

**Material Components:** A fire built from ash, yew, pine, oak and rosewood branches. After the fire is stoked, the caster must eat 3-5 raw hazelnuts.

## PROSPERITY CANDLE

**School** conjuration; **Level** witch 1

**Casting Time** 1 hour

**Components** V, S, M (a green candle with a silver coin embedded in its base and a piece of lodestone)

**Range** special

**Target** caster

**Duration** special

**Saving Throw** none; **Spell Resistance** no

This spell is often used by a witch who finds herself in need of money, or who finds it difficult to hang onto the cash she has. The candle is charged and placed on an altar beside a piece of lodestone, and completely burned. The coin and lodestone are then buried under the witch’s hearth. After completing the spell, the witch receives a +5 circumstance bonus to any skill checks she is required to make concerning any financial dealings she undertakes for the next day.

## PROTECTION OF THE PATRON

**School** abjuration; **Level** Ritual 8

**Casting Time** 1 day

**Components** V, S, M (purified salts and other material worth 25,000 gp), SC (up to 20)

**Skill Checks** Knowledge (arcana) DC 36, 2 successes, Spellcraft DC 36, 2 successes,

**Range** close (25ft. + 5 ft./2levels)

**Area** one covenstead or dwelling

**Duration** 1 day/character level of the primary caster.

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

**Backlash** The primary caster takes 1 permanent negative level.

**Failure** All casters suffer 6 points of ability drain to their Intelligence, Wisdom, and Charisma.

A defensive ritual with an offensive bite, this magic shows that the coven’s Patron protects what is theirs. This ritual, once cast and activated, will not allow any aggressive action taken upon those within its confines

# Strange Brew

without consequences. Successful melee attacks inflict equal damage done to targets on the attacker, and offensive spells cast within the confines of the protected area are reflected back onto the caster as if by a spell turning (with no limit to levels reflected and no chance of resonance effects). Beneficial spells and magic continue to work, and those not protected nor involved in the casting of the ritual can affect each other as they please.

Witches, and any they choose to protect, also may not attack others, but they can force out attackers. Once during the duration of the ritual the lead witch can say a command word or phrase, and all those of hostile intent are removed from the area of effect via a teleportation effect that transports them 500 miles away in a random direction (always to a safe landing spot). This ends the ritual immediately.

## QUICK SLEEPING

**School** transmutation; **Level** cleric 0, witch 0

**Casting Time** 1 round

**Components** V, S, M (a bit of sand), F/DF (any ritual tool)

**Range** touch

**Target, Effect, Area** 1 creature

**Duration** 8 hours or until awakened

**Saving Throw** none; **Spell Resistance** yes

This spell allows the caster to make a willing creature fall asleep in a single round. The spell fails against an unwilling subject. The caster can cast this spell on herself, but obviously, this will be the last spell that she casts in that day. Sleep brought about by this spell is normal and all conditions which might awaken a normal sleeper may wake the target.

## QUICK WAKENING

**School** transmutation; **Level** cleric 0, witch 0

**Casting Time** 1 standard action

**Components:** V, S

**Range** touch

**Target, Effect, Area** 1 creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

The spell automatically wakes up any sleeping creature under the effect of normal sleep (not magical). The spell has no effect on magically sleeping creatures. The spell's somatic component is that the caster has to clap her hands together.

## QUICKEN HEALING

**School** conjuration (healing); **Level** witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 1 day/level (up to 5)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

By touching a living creature, you speed the natural process of their healing. The subject regains twice the normal hit points from resting for a day (twice their character level rather than their character level). This continues for five days or a number equal to your caster level, whichever is less. Quicken healing also automatically stabilizes a dying character, although it doesn't restore any hit points right away. It still doubles that character's healing rate. This increased healing rate stacks with the benefits of long-term care from a healer, which allows the character to recover at triple (not quadruple) the normal rate. It does not stack with other spells that increase the healing rate.

This spell has no effect, beneficial or baneful, on undead, constructs, or other nonliving creatures.

## RITEs OF PASSAGE

**School** transmutation; **Level** Ritual 1

**Casting Time** 1 hour

**Components** V, S, M (an offering of food and incense worth 250 gp)

**Skill Checks** Knowledge (local) DC 24, 1 success

**Range** 10 feet

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

**Backlash** The caster is exhausted.

**Failure** The caster remains exhausted for 2 hours.

In the communities where the witch is an active participant, *Rites of passage* may have special social, psychological and spiritual meaning. The witch is often called to pass down the blessings of their Patron to the people.

The typical rites are initiation into a society, becoming a witch, birth and naming, coming of age, marriage, childbirth, and death. The spell provides on physical benefits, but allows the recipient to gain access to any social, psychological, or spiritual benefits the milestone they have passed permit.

## ROSE GARDEN

**School** evocation; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a handful of rose petals)

**Range** medium (100 ft. + 10 ft./level)

**Effect** 30-ft. radius centered on a creature, object or point in space

**Duration** 1 minute/level

**Saving Throw** Will negates or none (object); **Spell Resistance** yes or no (object)

This spell overwhelms the sense of smell of all those creatures in its effect with a pervading odor of roses. The smell is so intense that it completely counters the effects of the spell *stinking cloud*, the scent special quality

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that some creatures possess, all stench or nausea effects, and any other olfactory-based effect that would normally require a saving throw. All creatures are immune to these effects while within the spell's area of effect, and no smell whatsoever issues from, enters or passes through the area. Any ongoing scent-induced effects, such as nausea, are suppressed while within the area of effect of this spell.

The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature can attempt a Will save to negate the spell and creatures with spell resistance must attempt to use this ability to try and negate the spell. Items in a creature's possession receives saves, and are protected by spell resistance, while unattended objects and points in space do not.

## SECRET CONFIDENCE

**School** abjuration (language-dependent); **Level** cleric 2, paladin 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (a sheet of parchment containing the secret message)

**Range** touch

**Target** creature touched

**Duration** 1 day/level or when confidence is shared (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You prepare a message on a single sheet of parchment, no more than 100 words, and allow the target to read the message or else you read the message aloud to him. If this spell is cast on the same day as the message was read, it protects the creature against involuntarily or unknowingly revealing the information written on the parchment. However, the creature is not prevented from revealing this information should he voluntarily choose to do so. Nor will it prevent the target from revealing any information it already knew prior to reading the parchment, or anything learned after the message was been read.

The information in the message cannot be accidentally revealed through drunkenness, fever, or other health conditions. The DC of any skill checks intended to reveal the information, including use of the Diplomacy and Intimidation skills, is increased by +10. The target also gains a +10 circumstance bonus to their Bluff skill to avoid revealing the information by means of a Sense Motive, or other skill check.

If any type of magic or torture is used to extract the information, including efforts to dispel or negate this spell, the subject gains a +10 resistance bonus to any Will saving throws to resist the effect. If a saving throw is not normally allowed, this spell allows a saving throw with a +5 resistance bonus to resist the effect.

This spell is discharged once the target shares the information with an individual besides yourself.

## SEEK

**School** enchantment (compulsion); **Level** witch 8

**Casting Time** 1 minute

**Components** V, F (a miniature doll with some portion of the subject in its material)

**Range** same plane

**Target** one target on the same plane as the caster.

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You may force any creature with no more hit dice or levels than your caster level to seek you out to the exclusion of all other tasks. Those under the effects of this spell do everything in their power to find you, and brave many life-threatening risks to do so. Creatures under the effects of this spell will not take suicidal paths such as swimming unprotected through a moat of lava, but they will strive to find some way around, over, under or through said moat unmolested. Targets of this spell act in a manner that appears obsessed, and appear so to their companions. Once the target has found and approached within five feet of the caster, the spell is lifted.

## SENSE FATE

**School** divination; **Level** cleric 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, F/DF (any ritual casting tool)

**Range** personal

**Target** you

**Duration** 1 round/level

Through divine intuition, the spellcaster gains subtle, instinctive hunches about the ebb and flow of fate. This allows him to react more rapidly than normal to rapidly changing circumstances. As a result, his initiative is improved by +3 and any Reflex saves receive a +2 bonus.

## SHARP BLADE

**School** necromancy; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** no

This spell leeches iron from the caster's blood and uses it to create a small knife, which forms in his hand. The knife does 1d3 damage (19-20/x2), and is considered a magic weapon for purposes of bypassing DR.



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At the end of the spell, the iron decays into worthless rust, and the caster take 1d3 points of subdual damage. The blade remains a bright crimson during the entire spell. This spell can only be cast by living spellcasters and vampires (since they have blood in their veins).

## SHATTERING THE HOURGLASS

**School** transmutation; **Level** witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 10 minutes/level; **Spell Resistance** yes

You can alter your appearance to appear as any age. You incur normal aging penalties to physical ability scores but not to mental ones. If the age chosen is very different from your true age, it grants a +5 bonus to disguise checks.

Making yourself appear younger does not prolong your life, nor does making yourself appear older make you any closer to death.

## SHRIEK

**School** enchantment (compulsion); **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V

**Range** self

**Target, Effect, Area** 20-ft. radius around caster

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** yes

*Shriek* automatically (no save) affects any creature within the area with 5 levels/hit dice or less as the spell *fear*. Targets with more than 5 levels/hit dice may make a Will save for no effect. Targets with more than 10 levels/hit dice are completely unaffected. This spell cannot effect constructs, undead, elementals or outsiders.

## SILVER TONGUE

**School** enchantment (compulsion, language-dependent); **Level** bard 1, sorcerer/wizard 2, witch 1

**Casting Time** 1 standard action

**Components** V

**Range** self

**Target, Effect, Area** all individuals within 30-ft. radius

**Duration** 1 spoken sentence per 2 levels

**Saving Throw** Will halves bonus; **Spell Resistance** yes

This spell enables the caster to lie so convincingly that anyone within range will believe anything she says, unless of course their senses tell them otherwise. This spell grants a +10 bonus on a single Bluff, Diplomacy, Perform, or Intimidate check involving a

lie, as long as what is said is limited to one sentence for every two levels. This spell will even negate the effects of a *liar's curse*.

**Note:** Using an Intimidate check generally requires a single sentence: "Give me the map or I'll tear your eyes out". Using a Perform check to dazzle the audience with a song creates an extraordinary effect for the first few lines depending on the casters level, but the audiences interest fades after that. However, using this with a Bluff check requiring multiple sentences makes things more complicated. Here's an example.

**Example:** Janix the 1<sup>st</sup>-level witch has broken into an alchemist's shop when the town guard comes in. She casts *Silver Tongue* in hopes of getting out of the situation.

"What are you doing?" (The spell takes effect)

"Oh, I'm the new cleaning person" (Bluff check = 10+Cha mod+ranks)(spell effect ends)

"Oh yea, how long have you worked here?"

"Oh, just hired yesterday" (Bluff check=Cha mod+ranks)

"That seems awfully suspicious, who are you really?"

## SLEEPING VILLAGE

**School** enchantment (compulsion); **Level** sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Area** all living creatures within a 400-ft.-radius burst.

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

This powerful enchantment subdues dozens of individuals with sleep. The caster may affect creatures with up to 4 HD each. The effect spreads out from the central burst location. The sleep induced by this spell is a deep slumber that requires 1d4 rounds of severe shaking and/or noise to wake from. Upon waking from this spell, subjects are drowsy, taking a -2 to all actions for 1d4 rounds.

## SOBRIETY

**School** transmutation; **Level** bard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

With a touch you immediately and completely eliminate the effects of inebriation from one creature, regardless of the amount of alcohol consumed. The target of the spell becomes completely sober.

All the effects of alcohol are removed, leaving the subject clear-headed and lucid. If applied to someone with a hangover from drinking, this spell completely alleviates it as well. *Sobriety* does not affect poisons or drugs other than alcohol, although it may eliminate other intoxicating substances at the GM's discretion.

## SONIC SCREAM

**School** transmutation [sonic]; **Level** sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components:** V, S

**Area** 10-ft. radius

**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

The caster releases a shriek that causes 1d4+ 1d4/2 levels (max 5d4) points of sonic damage to anyone within range. Those affected may make a Fort save for half damage.

## SPELL MELD

**School** evocation; **Level** cleric 7, sorcerer/wizard 7, witch 7

**Casting Time** 10 minutes

**Components** V, S, M (aromatic oils to anoint participants' foreheads worth 2,500 gp), F (a pair of gold lockets worth 5,000 gp each worn by the caster and the melded creature)

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell joins the caster and a willing, spellcasting subject with a strong, mystical, connection. Their spellcasting abilities pool together. Either participant in the meld can cast spells from the other's spell retinue. Each caster must have an ability score and level sufficient to cast a desired spell, as well as any material components or focuses required.

## SPELL MISSILE

**School** transmutation; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (the missile to hold the spell, which is consumed when it strikes)

**Range** touch

**Target** missile touched

**Duration** 1 round/level or until fired (see below)

**Saving Throw** none (see text); **Spell Resistance** no (see text)

With a touch you can imbue a spell that you're capable of casting (that you know or have prepared) into a missile weapon such as an arrow,

crossbow bolt, or sling bullet. You lose the prepared spell or spell slot for the spell that you choose to place into the missile. When the missile hits its target, it dissipates harmlessly (doing no damage) and the target is struck by the imbued spell instead. Treat the missile as the spell's caster, meaning that you can imbue missiles with touch spells and have them affect a target normally. You can only imbue a missile with one spell at a time. Attempts to imbue additional spells causes the missile to harmlessly disintegrate.

## SPELLCURSE

**School** necromancy (curse); **Level** witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft. /level)

**Target** one creature

**Duration** permanent

**Saving Throw** Fortitude negates; **Spell Resistance** yes

When cast at someone under an existing spell, *spellcurse* warps that spell into a curse. The existing spell must have a definite duration and must be beneficial to the recipient (otherwise the *spellcurse* is wasted). It usually acts like a minor *baleful polymorph*, making a spell more literal – someone under the effects of a *fly* spell might find themselves transformed into a sparrow, or a *bull's strength* recipient would find they were trapped as a cow (players and GM's are encouraged to use their imagination). Unlike *baleful polymorph*, the recipients mentality does not change, only their body. They remain trapped thus until the caster chooses to free them; this may include setting a specific set of conditions ('*you will remain a sparrow until you show your atonement by leaving a rose on the altar to the great spirit on Mt. Vesuvius*'; this penalizes the victims save by -2). Once the conditions are met (which may be nearly impossible, but must be accomplished within one year and a day's time), the victim is free. 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.

## SPIRIT OF AVALON

**School** conjuration (summoning); **Level** cleric 4, witch 3

**Casting Time** 1 round per level

**Components** V, S, M (a piece of a standing stone)

**Range** touch

**Target, Effect, Area** special

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** yes

The caster may cast this spell on herself or another, granting them the temporary servitude of a nature spirit. The spirit functions much the same as an *unseen*

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*servant*, carrying things, opening doors, and the like, but also has one additional benefit. Though the *spirit of Avalon* will not normally enter combat, should its master be knocked to the ground, rendered unconscious, or be otherwise incapacitated, the spirit will partially materialize and defend its master. The spirit has AC 17, touch 17, flatfooted 17; 8 hit dice (44 hit points); Melee +8 1d12+2 (20/x2) with what appears to be a duplicate of the caster's primary melee weapon (damage one and critical range are always the same, no matter what type of weapon is used.). The spirit will not enter the battle at large, only defending its master, and dissipates should its master be slain.

## SPIRITUAL DAGGER

**School** evocation; **Level** witch 3

**Casting Time** 1 round

**Components:** V, S, F (the caster's athame or a dagger)

**Range** medium (100 ft. + 10 ft./level)

**Effect** magic weapon of force

**Area** special

**Duration** 1 round/level [D]

**Saving Throw** none; **Spell Resistance** yes



A dagger made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The dagger has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your casting attribute modifier as its attack bonus. It strikes as a spell, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to.

A *spiritual dagger* cannot be attacked or harmed by physical attacks, but *dispel magic*, *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* affects it. A *spiritual dagger's* AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has Spell Resistance, you make a caster level check (1d20 + caster level) against that Spell Resistance the first time the *spiritual dagger* strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

## STEAL YOUTH

**School** necromancy (evil); **Level** sorcerer/wizard 4, witch 4

**Casting Time** 10 minutes

**Components** V, S, M (rare oils and unguents worth 5,000 gp)

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

A creature that you touch ages 1d4 years while your physical age is reduced by the same amount. Any penalties to ability scores you accumulated during the restored years are eliminated, but any bonuses you accumulated remain. The target of the spell must be a living creature of the same type as you (usually humanoid). Thus a human caster cannot use this spell on creatures such as animals, monstrous humanoids, or dragons, but can cast it on other humanoids such as dwarves, elves, goblins and so forth. Subjects with long lifespans (such as elves) are particularly useful for this spell.

*Steal youth* does not affect outsiders or creatures that cannot be magically aged. Since the spell takes some time to cast, the subject must be relatively helpless. A successful Will saving throw by the subject means the spell has no effect.

This insidious spell is used only sparingly by the good-hearted—but the infernally inclined often use it to keep the cold touch of death at bay.

## STOP THIEF

**School** abjuration; **Level** witch 3

**Casting Time** 1 standard action

**Components** V, S, F (a small brass lock worth 10 gp)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** house, campsite, or inn room up to 10 ft. cube/level

**Duration** 24 hours

**Saving Throw** none; **Spell Resistance** no

This spell protects the area you designate against break-in and thievery. Any creatures actively attempting to break into your house or room, or sneak into your campsite, with the intent of theft or harm suffer -5 penalties to Disable Device, Perception, Sleight of Hand, and Stealth checks. *Stop thief* does not affect you or your allies.

## TANGLEBERRY

**School** conjuration (creation); **Level** druid 2, ranger 2, witch 2

**Casting Time** 1 full round

**Components** V, S, M (three live tangleberry seeds; see text), DF

**Range** close (25 ft. + 5 ft./2 levels)

**Target** three creatures

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

When this spell is cast, the priest can hurl 2-in.-long tangleberry seeds at up to three different targets. Each target must have a solid physical form and be at least Small in size or the web has no effect.

The seeds rapidly grow and expand into a tangled, thorny growth. If a Reflex saving throw is failed this growth traps the target in a web of tough and fibrous branches. The needle thorns grow out several inches, inflicting an initial total of 1d8 hp of piercing damage to the victim. Until freed the victim is effectively grappled in this web. Each round a victim can attempt to escape from the *tangleberry* web, but doing so requires a Strength or Escape Artist check against DC 15 + the caster's level. The entangled victim suffers an additional 1d4 hp of damage from the penetrating thorns with each attempt.

*Material Component:* Three live tangleberry seeds. Tangleberries sprout small, three-pronged leaves and clusters of unpleasant tasting dark green berries. This plant is uncommon and exists only in temperate deciduous forests.

## TERROR FOG

**School** conjuration (air, water, mind-affecting); **Level** witch 3

**Casting Time** 1 full round

**Components** V, S, F (cup of soapstone, gold, bronze, or other metal, worth 50 gp)

**Range** medium (100 ft. + 10 ft./level)

**Area** fog spreads in 20-ft. radius

**Duration** 10 min./level

**Saving Throw** none (see text); **Spell Resistance** no

This spell calls a thick green mist to roll forth from the earth and functions as the spell *fog cloud* except as detailed here. Those within the area of effect must pass a Will save or gain the shaken condition, as the eerie qualities of the fog such as wailing, laughter, and screaming persist within the cloud for the duration of the spell.

## TOAD MIND

**School** enchantment (compulsion, mind-affecting); **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** 1d4 humanoid targets (3 hit dice/levels maximum for each)

**Duration** 1 min./level

**Saving Throw** Will negates; **Spell Resistance** yes

This spell causes 1d4 targets (each with a maximum of 3 hit dice/levels) to think that they are normal toads. Their perception is knocked out of kilter, and the affected targets hop around on all fours and attempt to catch flies with their tongues in the same manner that many normal toads and frogs do. The targets are reduced to animal intelligence and cannot be reasoned with normal intellectual or social means, although the wild empathy class feature or *speak with animals* spells are effective. Likewise, targets of *toad mind* are considered to be flat-footed and will flee any source of attack, although a few may reply to attacks against their body with an array of bites. Any attack on a target of this spell allows them a new Will save to escape its effects.

## TWISTING THE HEARTSTRINGS I

**School** enchantment (compulsion, mind-affecting); **Level** witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one humanoid of Medium size or smaller

**Duration** 10 min.

**Saving Throw** Will negates; **Spell Resistance** yes

This compulsion forces a humanoid of Medium size or smaller to focus their entire attention on wooing you. The newly romantic victim venerates you above all others and will defend you against harm. If the victim was engaged in melee when the spell is cast, the victim receives a +4 circumstance bonus to saves against the spell. Failure indicates that the victim drops whatever is held (provoking an attack of opportunity) and approaches the caster with love on their mind. If the caster is attacked, the victim of the spell moves to intercept the blows (taking the aid another action to improve the caster's AC; see *Pathfinder® Roleplaying Game Core Rulebook™*).

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Unlike other compulsions, the control that the witch exerts over the victim is limited to ensuring his own protection. The victim will be receptive to suggestions, requests or anything else that they perceive will elevate their chances to get in their would-be paramour's good graces. They will not attack their own allies; instead, they will try to get them to lay down their arms in the name of peace. If at any time the caster acts in a fashion that diminishes their paramour status, such as an inappropriate command or aggressive action towards the target, the victim is immediately freed of the spell.

## TWISTING THE HEARTSTRINGS II

**School** enchantment (compulsion) [mind-affecting];  
**Level** witch 3  
**Target** one humanoid of Large size or smaller

**A**s *twisting the heartstrings I*, but this spell may also affect Large creatures.

## UNDEAD DESTRUCTION

**School** necromancy; **Level** witch 4  
**Casting Time** 1 round  
**Components** V, S, M (a piece of tombstone from a good-aligned person's grave)  
**Range** self  
**Area** 30-ft. burst  
**Duration** instantaneous  
**Saving Throw** Fort half; **Spell Resistance** yes

**T**his spell damages undead with a burst of positive energy. All undead within the area take 1d6 per level (max 15d6), making a Fort save for half damage. The burst of positive energy does not heal individuals or provide any other effects besides that of damaging undead in its area of effect.

## UNDEAD ENSLAVEMENT

**Level** witch 7  
**A**s *control undead* except as detailed above.

## UNHOLY STEED

**School** conjuration (summoning, evil); **Level** witch 4  
**Casting Time** 10 minutes  
**Components** V, S, M (a pinch of sulfur and an old horseshoe)  
**Range** special  
**Target, Effect, Area** special  
**Duration** 1 night  
**Saving Throw** none; **Spell Resistance** yes

**T**his spell summons a nightmare (*Pathfinder Roleplaying Game Bestiary™*) to serve you for one night. The caster must be outside at sundown to begin

the summoning. The nightmare serves an evil-aligned caster as her faithful mount and defender until sunrise or until it is slain. At sunrise, the nightmare returns to the Infernal Planes.

## VAMPIRIC KISS

**School** necromancy; **Level** sorcerer/wizard 4, witch 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch (see text)  
**Target** living creature touched  
**Duration** 2 rounds/level  
**Saving Throw** none; **Spell Resistance** yes

**T**he caster must make a successful melee touch attack on a living target, kissing it within 2 rounds of casting the spell. Once the caster has done so, the spell takes effect and the target begins to lose 2 hit points per round, while the caster gains fast healing 2 for the duration of the spell. Any hit points gained above the caster's maximum are considered temporary and fade after 1 hour. Any application of magical healing removes the spell from the target. Once the kiss is administered, the caster must stay within 40 ft. + 10 ft./level of the target to continue receiving the benefits of the spell.

## VENERATION

**School** enchantment (charm, mind-affecting); **Level** witch 6  
**Casting Time** 1 standard action  
**Components** V, S, M (statuette of a member of the subject's race worth at least 2,500 gp)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one person  
**Duration** 1 day/level  
**Saving Throw** Will negates; **Spell Resistance** yes

**T**his charm changes a Medium humanoid target's attitude to be helpful. No matter what the witch does, the subject of this spell always views him in the best possible light, seeing him as a trusted ally and friend. If ever placed in a moral quandary such as a command to commit suicide, or to harm someone whom he would never otherwise harm, the subject of this spell acts if under the effect of the *confusion* spell until such order is withdrawn. If he is attacked by the witch, he defends himself to the best of his ability, but will not strike back to injure, only to subdue. The effects of this spell may be lifted by a successful *break enchantment*, *remove curse*, *limited wish*, *wish* or *miracle*.

## VILE EXTENSION

**School** transmutation (evil); **Level** witch 9  
**Casting Time** 1 full hour  
**Components** V, S, M (an adult humanoid of the same gender as the caster)



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**Range** touch

**Target** 1 helpless adult humanoid

**Duration** see below

**Saving Throw** none; **Spell Resistance** no

Casting *vile extension* requires the ritualistic sacrifice of an adult humanoid of the same gender as the caster, which takes place at the end of the spell's casting time. Upon completion of casting the spell, the caster's body is reset to the beginning of the adult age category for his species, removing all physical ability penalties accrued from aging, but retaining all mental ability bonuses gained.

## VIPER TONGUE

**School** transmutation; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a chameleon tongue)

**Range** personal

**Target** you

**Duration** 1 min./level (D)

**Saving Throw** none; **Spell Resistance** no

This spell allows you to easily stretch your tongue out of your mouth, attacking with it as though it were a whip. This counts as a natural attack, but any feats you possess that affect whips also apply to this spell. It can also be used to pick up small objects in range (similar to *mage hand*). While the spell is in effect, you can choose to use your tongue normally; if elongated, you neither cast spells with verbal components nor speak clearly (friends can make out the gist of a conversation – others would generally hear gibberish unless using a *tongues* spell). If attacked your elongated tongue has your AC and hit points equal to your character level; if reduced to 0 hit points, the spell ends but you are otherwise unharmed. Some fey witches are known to use permanent versions of this spell.

## VIPER TONGUE, GREATER

**School** transmutation; **Level** sorcerer/wizard 5, witch 4

**Casting Time** 1 standard action

**Components** V, S, M (a chameleon tongue)

**Range** personal

**Target** you

**Duration** 10 min./level

As *viper tongue*, except this spell spirit grants the weapon a +2 enhancement bonus. For every three caster levels beyond 8th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the tongue, stacking with existing enhancement bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *anarchic*, *axiomatic*, *bane*, *brilliant energy*, *corrosive*, *corrosive burst*, *defending*, *disruption*, *flaming*, *flaming burst*, *frost*, *ghost touch*, *holy*, *icy*

*burst*, *keen*, *merciful*, *poison* (as the spell, +2 bonus equivalent), *shock*, *shocking burst*, *speed*, *thundering*, or *unholy*. Adding these properties consumes an amount of bonus equal to the property's cost (see *Ultimate Equipment*). At least a +1 enhancement bonus must be maintained before any other properties can be added. The bonus and properties are determined when the spell is cast and cannot be changed unless the spell is cast again. Some very powerful fey witches are said to possess permanent versions of this spell.

## VIRTUAL INNOCENCE

**School** enchantment (charm, mind-affecting); **Level** bard 3, witch 3

**Casting Time** 1 standard action

**Components** S, M (a lock of hair from a child)

**Range** close (25 ft. + 5 ft. per level)

**Target** 1 humanoid

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

This charm causes the target to believe that the caster is completely innocent of any involvement or culpability in a single specific event, or that one specific statement or attestation is correct. The target is completely convinced of the caster's innocence, and no amount of evidence will change that belief for the duration of the spell.

## VOMIT

**School** enchantment; **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** 1 creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell seizes subjects with sudden spasms of violent regurgitation. Those who fail their saving throw gain the nauseated condition for 1d4 rounds. When the spasms end, subjects are overcome with a magical weakness which grants them the sickened condition for 1 round per caster level.

## WALL OF ROSES

**School** conjuration (creation); **Level** druid 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a single live rose blossom)

**Range** medium (100 ft. + 10 ft./level)

**Effect** wall of rose bushes, up to one 10 ft. cube/level (S)

**Duration** 1 hour/level (D)

**Saving Throw** none; **Spell Resistance** yes

As *wall of thorns* except as detailed above.

# Strange Brew

## WARNING

**School** divination; **Level** bard 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Duration** 1 min./level

**Saving Throw** see text; **Spell Resistance** yes

**Warning** detects dangers in the caster's immediate area and warns the caster of them. Any time the subject of a *warning* spell is about to be endangered they receive a mental alert; they are not made aware of the specific nature of the danger, only a generalization. This grants the caster the equivalent of the improved uncanny dodge class feature, using their caster level to determine the number of rogue (or equivalent) levels required to flank them.

## WASTING TOUCH

**School** necromancy (evil); **Level** witch 7

**Casting Time** 10 minutes

**Components** V, S, F (a pentacle)

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

**You** may make a living target creature physically older whenever you cast this spell and make a successful touch attack. Targets affected by this spell are physically advanced one age category, but not aged insofar as the years that they have lived, so this spell cannot kill a target creature. Multiple uses of this spell stack, but the target cannot be advanced beyond the venerable age category. Creatures affected by this spell lose hair color, skin firmness, and grow weaker, appearing much older than they actually are. Targets younger than the adult age category and older than the old age category are unaffected. Consult the *Pathfinder® Roleplaying Game Core Rulebook™* section on Age for details on how advancing an age category affects the target. These penalties stack as the target moves from its current age category to an older category. Being aged by this spell does not grant the normal benefits to mental attributes that come with aging. The accumulated effects of this spell can be reversed by *break enchantment*, *remove curse*, *limited wish*, *wish*, or *miracle*.

## WAVE OF MUTILATION

**School** necromancy; **Level** witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a scrap of cloth from a ghost's physical body's shroud)

**Range** 60 ft.

**Area** cone-shape burst

**Duration** instant

**Saving Throw** Reflex half; **Spell Resistance** yes

**This** spell sends out a cone of magical force from your hand. This energy causes all matter in the area to become twisted, cut, slashed or torn. The wave causes 1d6/level (max 15d6) points of force damage to everything within its area of effect.

## WERE-SHAPE

**School** transmutation; **Level** sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (animal blood of the same species as the were-shape, so wolf's blood for werewolf shape, etc.)

**Range** personal

**Target** you

**Duration** 1 min./level

**This** spell temporarily grants the caster the physical appearance and abilities of a lycanthrope. The exact type of creature the caster becomes depends on the material component. Apply the lycanthrope template to the caster to determine the exact benefits of the *were-shape*. Casters under this spell receive all bonuses and penalties of the template save the ability to pass on the curse of lycanthropy to another. Casters may only assume the hybrid lycanthrope form, they may not shift into animal form with this spell.

## WHEEL OF THE YEAR

**School** enchantment; **School Level** Ritual 5

**Casting Time** 1 hour

**Components** V, S, M (a feast with viands worth 5,000 gp)

**Skill Checks** Knowledge (arcana) DC 32, 2 successes, Knowledge (nature) DC 32, 2 successes, Craft (cooking) DC 32, 1 success.

**Range** close (25ft. + 5 ft./2levels)

**Target** participants in the feast (up to 4 per caster level, maximum 80)

**Duration** one season

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

**Backlash** The caster is exhausted.

**Failure** The caster takes 1 permanent negative level.

**Some** witches celebrate the changing of the seasons as an affirmation of life, death and rebirth. Spring is time youthful vigor, Summer a time of strength, Fall a time of harvest and passing on, and Winter a time not just of death, but of rebirth and a return to life.

Each ritual is specific and is only cast on the first full day of that season; the equinoxes and solstices.

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**Rites of Spring:** Spring is a time of renewed vigor and growth. Participants in this ritual gain a +1 enhancement bonus to Constitution. This effect lasts until the Summer Solstice. Children conceived during this time gain a +1 enhancement benefit to their Constitution for one year after they are born.

**Rite of Summer:** Summer is time of strength, when the Consort, God of the Sun, rules. Participants gain a +1 enhancement bonus to Strength during this time and until the Autumnal Equinox.

**Rite of Autumn:** Autumn is a time of Harvest. The Sun God is weakening, but the Goddess is again gaining strength. Participants gain +1 enhancement bonus to their Intelligence until the Winter Solstice.

**Rite of Winter:** Winter is a time when the land slumbers. It is also a time of renewal, for the Winter Solstice marks the return of the light and a time when the Sun God is reborn to the Goddess. In her mourning, the Goddess gained wisdom, and that blessing is passed on to Her witches. From the Winter Solstice to the Vernal Equinox participants gain a +1 enhancement bonus to their Wisdom.

Alternately the Coven may choose to honor the Cross-quarter days instead. These may require additional material components.

**Mid-Spring Rites:** The return of Spring is heralded by the birth of many animals. A newborn may be blessed with a +2 enhancement bonus to any save versus illness. This lasts until Mid-Summer.

**Mid-Summer Rites:** A popular choice for marriages, this rite provides a +2 enhancement bonus to any skill (chosen at the time of the ritual) to newlyweds. This may be stacked with a *handfasting* above. These effects last until Mid-Autumn.

**Mid-Autumn Rites:** The harvest is nigh and bounty is shared with all. This rite provides +2 enhancement bonus to any skill (chosen at the time of the ritual) for the hosts of the Mid-Autumn feast. These last until Mid-Winter.

**Mid- Winter Rites:** The celebration of the dead. Anyone bereaved or in mourning after losing someone over the last year gains +2 enhancement bonus to any saves or checks to overcome their grief. This 'Blessing of the Dead' lasts until Mid-Spring.

## WITCH WAIL

**School** enchantment (compulsion, sonic); **Level** sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components:** V, S

**Range** 60 ft. cone

**Area** Cone-shaped burst

**Duration** instantaneous

**Saving Throw** Fortitude negates (see text); **Spell Resistance** yes

You let loose a mournful wail. Creatures with less than 5 hit dice/levels must make a Fortitude save or take 1d6/2 levels (max 5d6) points of sonic damage, and then must make another Will saving throw or come under the effects of a *scare* spell. Creatures with more than 5 hit dice/levels must make a Fortitude save or take 1d6/3 levels (max 5d6) points of sonic damage.

## WITCH WRITING

**School** illusion (pattern); **Level** sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action

**Components:** V, S, M (special ink of lemon juice and silver dust, 30 gp per page), F (special dual-tipped pen or quill, which is not consumed)

**Range** touch

**Target** one page of text (100 words)/level

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** yes

*Witch writing* creates a disguised piece of writing whose true message can only be read under certain circumstances. You decide on what circumstances will reveal the true writing, and you also decide what the false writing is. Common choices for circumstances are: script can only be read in normal moon light, can only be read on a full moon, the blood of an innocent man must be dripped on the writing, a particular command word must be spoken, etc. You can affect a number of pages equal to your caster level.

At the end of the duration, both the true writing and the false writings become illegible, though you can recast the spell to recover your own *witch writing*.



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## WITHERING TOUCH

School necromancy; Level witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** yes

With a touch, you reduce the target's physical faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Strength, Dexterity, and Constitution scores. This penalty can't reduce any of these scores below 1.

## WOLF GUARDIAN

School evocation; Level witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a piece of wolf fur)

**Range** personal

**Effect** one life-energy wolf

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

You draw upon the life force of your natural surroundings and coalesce it into a semi-transparent wolf-like form, roughly 3 feet in height. The wolf guardian is not living, nor is it a spirit, ghost, or any other form of undead, just a magically molded creation of force.

The *wolf guardian* constantly circles you, staying within 5 feet of you at all times. Any enemy that makes a melee attack against you draws an attack of opportunity from the *wolf guardian*. It can make one attack of opportunity per round, plus one attack per 5 additional caster levels (2 attacks per round at 10<sup>th</sup> level, 3 at 15<sup>th</sup>, and 4 at 20<sup>th</sup>). The *wolf guardian* attacks as a wolf (see the Wolf entry in the *Pathfinder® Roleplaying Game Bestiary™*) using your BAB, and gains an extra +1 to damage at 10<sup>th</sup> level and every 5 levels beyond. Its attacks are treated as force effects. The *wolf guardian* makes no other attacks other than the attacks of opportunity it is presented with.

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