





# HILDEBRANT'S GUIDE TO WITCHES

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Class

Witch													
Hit Die: d6						Skills: 2 + Int modifier.							
Level	Bab	Fort Save	Ref Save	Will Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th 9th
1st	+0	+0	+0	+2	Brew potion, broom, cantrips, cast circle, spells	3	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Familiar, grimoire, tradition	4	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Circle +5 ft.	4	3	—	—	—	—	—	—
4th	+2	+1	+1	+4	Tradition feat, tradition spell	5	4	—	—	—	—	—	—
5th	+2	+1	+1	+4	Circle +5 ft., <i>nondetection</i> circle, tradition power	5	4	3	—	—	—	—	—
6th	+3	+2	+2	+5	Tradition spell	6	5	4	—	—	—	—	—
7th	+3	+2	+2	+5	Circle +5 ft.	6	5	4	3	—	—	—	—
8th	+4	+2	+2	+6	Tradition spell	6	6	5	4	—	—	—	—
9th	+4	+3	+3	+6	Tradition feat, tradition power	6	6	5	4	3	—	—	—
10th	+5	+3	+3	+7	<i>Protection from spells</i> circle, tradition spell	6	6	6	5	4	—	—	—
11th	+5	+3	+3	+7		6	6	6	5	4	3	—	—
12th	+6/+1	+4	+4	+8	Tradition spell	6	6	6	6	5	4	—	—
13th	+6/+1	+4	+4	+8	Tradition feat, tradition power	6	6	6	6	5	4	3	—
14th	+7/+2	+4	+4	+9	Tradition spell	6	6	6	6	6	5	4	—
15th	+7/+2	+5	+5	+9		6	6	6	6	6	5	4	3
16th	+8/+3	+5	+5	+10	Tradition spell	6	6	6	6	6	6	5	4
17th	+8/+3	+5	+5	+10	Tradition feat, tradition power	6	6	6	6	6	6	5	4
18th	+9/+4	+6	+6	+11	Tradition spell	6	6	6	6	6	6	6	5
19th	+9/+4	+6	+6	+11	Tradition power	6	6	6	6	6	6	6	5
20th	+10/+5	+6	+6	+12	Tradition power, tradition spell	6	6	6	6	6	6	6	6



# Class description



While the realms of the divine, the arcane, and the earth itself are all quite different from one another, there is a small area where all three overlap. Those individuals who find themselves at home in that intersection of worlds can do wondrous things — they can cast spells normally accessible to only clerics or wizards; they can commune with the creatures and flora of the lands; they can see into the past and ahead into the future. These multit talents — and often misunderstood — people are witches. Their magical power is divine in nature, but it has many aspects in common with arcane magic.

Witches can take their magical gifts and focus them to follow various paths, or traditions. Many witches feel most in tune with their own power when they are sky clad (nude), and perform as many as their tasks and rites as possible in this state (though it is not by any means required for their magic to work).

Many people wrongly assume there are only two types of witches: those who practice evil, or black magic, and the rare few who practice good, or white magic. In truth, while witches can be of any alignment, far more are good than are evil, and there are four distinct traditions that a witch can follow. Most

witches are women, but more than a few males take the witch's path. Male witches are called warlocks, not warlocks as some people mistakenly believe. Warlock is the term for a witch, male or female, who has broken the sacred oaths of the coven and has been outcast.

**Role:** While witches are not highly skilled in physical combat or offensive spells, the magic and abilities they do possess serve them well. The role of the witch varies

depending upon which tradition she has chosen, so she may play many roles in a party, from healer to scout to defender. Regardless of their tradition, all witches are strongly connected to nature and the magical weave.

Where clerics and other divine spellcasters nearly always have a single patron deity, witches always have two, a god and a goddess. A witch's god and goddess must have some commonalities in their dogmas. Work with your GM and the deity list for your campaign to select an appropriate god and goddess for your witch to follow.

**Alignment:** A witch may be of any alignment, so long as she is within one alignment step of both her deities.

**Hit Dice:** d6.

## Class skills

The witches class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

**Skill Ranks per Level:** 2 + Int modifier.

## Class Features

All of the following are class features of the witch.

### Weapon and Armor Proficiency

The witch is proficient with the dagger, dart, sickle and quarterstaff. Witches are not proficient with any type of armor or shields. A witch who wears any type of armor or uses a shield is unable to cast spells or perform any of her rites while doing so.

A witch casts divine spells drawn from the witch spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a witch must have a Wisdom score equal to 10 + the spell's level. The Difficulty Class for saving throws against the witch's spells is 10 + the spell's level + the witch's Wisdom modifier.

Like sorcerers and clerics, a witch can cast only a certain number of spells per spell level each day. Her base daily spell allotment is shown on **Table: The Witch**. In addition, the witch receives bonus spells per days if she has a high Wisdom score.

Similar to a sorcerer, a witch knows a set number of spells per spell level. The number of spells that she knows is shown on **Table: Witch Spells Known**. The number of spells a witch knows is not affected by her Wisdom modifier; this is a set number. As the witch gains new levels, she gains one or more new spells known each level.

Knowledge of new spells comes to the witch through divine inspiration from her god and goddess.

A witch does not have to prepare her spells in advance, as a cleric or wizard does. She can cast any spell she knows at any time, so long as she has spell slots of that spell level remaining for the day.

### Brew Potion

At 1st level, a witch gains the Brew Potion feat as a bonus feat.

### Broom

All witches begin their career with a broom. A witch's broom is more than just a simple housekeeping tool, though.

At 1st level, a witch can use her broom to cast housewifery (housewifery is the name witches use for the *prestidigitation* cantrip). She can do this once per day per 2 witch levels.



At 3rd level, a witch can use her broom to protect her dwelling from evil or good (depending on her alignment).

The witch must spend 15 minutes sweeping the floor of her home, shop, tent, inn room, etc. At the end of this period up to 3 different entrances (doors, windows, fireplaces, etc.) are protected as if by a *protection from evil/good* spell. The number of entrances a witch can protect increase by 3 every 3 witch levels (6 at 6th level, 9 at 9th level, etc.). A witch must spend another 15 minutes sweeping for every 3 entrances she protects.

The protection lasts for 1 hour per 3 witch levels.

At 5th level, a witch can use her broom to fly through the air. Her broom essentially becomes a *broom of flying* that only works for her (or another witch). The broom cannot be used to fly by anyone but a witch of at least 5th level; anyone else attempting to do so finds the broom does not respond. Even a rogue using the Use Magic Device skill cannot make the broom fly.

At 10th level, a witch can use her broom to “sweep away” outsiders. By making a melee touch attack against an outsider while chanting or intoning prayers and words of power, the witch can banish (as the spell *banishment*) an outsider of 10 HD or less. The witch can use this ability once per day.

### Cantrips

Though she is a divine spellcaster, a witch refers to her 0-level spells as cantrips and not orisons. The witch learns a number of cantrips as noted on **Table: Witch Spells Known**. Her cantrips can be cast like any other spell the witch knows, but they do not use up any spell slots and she can cast as many of them as she needs during a day.

### Cast Circle

At 1st level, a witch can perform the rite to cast a circle. This is the basic rite that all witches learn first, regardless of their tradition. The circle acts as a *protection from evil/good* spell up to one full hour. The circle’s duration increases by one hour at 3rd level and every two levels after, that to a maximum of 10 hours at 19th level.

The witch uses her athame (a special knife with a blunt edge, used for ceremonial purposes only, never for actual cutting) to draw the circle, praying to her god and goddess as she draws. Casting the circle requires one full minute of time, and the witch can cast her circle a number of times per day equal to 2 + her Wisdom bonus. The witch’s circle is a 5 ft. radius circle at 1st level, increasing to 10 ft. radius at 3rd level, 15 ft. radius at 5th level and 20 ft. radius at 7th level. The circle can never be larger than 20 feet in radius. Once cast, a faint glow — red if protecting from good, blue if protecting from evil — reveals the boundaries of the circle. The glow is visible to all, without the aid of magic.

At 5th level, the witch’s circle also acts as a *non-detection* spell in addition to the *protection from evil/good*. At 10th level, the circle also acts as a *protection from spells* spell. Both effects have duration equal to the duration of the witch’s circle.

If the witch is forced out of her circle before the duration is up, the circle is broken and all effects immediately end. Anyone within the circle with the witch must remain within the circle for its duration or until the witch breaks the circle; leaving the circle breaks it and ends all effects. Likewise, any creature outside the circle that enters it automatically breaks the circle and ends all effects. The witch can break her circle and end its effects voluntarily at any time; the circle is not required to exist for its full duration.

If the witch’s circle is broken by someone other than the witch, the spirits and powers the circle holds at bay can harm the witch. The witch must make a DC 20 Will save or suffer 1 point of temporary Wisdom and Charisma damage.

In addition to these powers, each witch also gains a special power to her circle based on the tradition she chooses to follow at 2nd level. See the Tradition descriptions for details on each.

### Tradition

Beginning at 2nd level, a witch chooses the specific tradition she wishes to follow. The traditions are **Black Magic**, **Healer**, **Protector**, and **Seer**.

Each tradition has different rites, grants some bonus spells, and grants bonus feats. Once a witch chooses her tradition, she cannot change it. A witch can follow only one tradition.

### Grimoire

#### General Information About Covens

A coven is a group of witches who work together with common purpose. Typically, all witches in a coven are of the same tradition, but it is not unheard of for witches of the healer, protector, and seer traditions to join together. Black magic witches form covens only with other black magic witches, as their goals are nearly always far different from anything witches of other traditions would seek to accomplish. The benefits and rite described in the description of the Dryad’s Wood Coven are open to covens of any tradition. If the head witch of a coven is male, the power of his god is invoked in the drawing down the moon rite.

A coven can be established with as few as three witches, and can be no more than thirteen in number. The witches do not need to live together, or even live close enough to see each other on a daily basis. Most covens meet regularly once a month, usually on the night of the full moon, or on the night of another moon phase tied to the work they wish to perform. Some covens meet more frequently, and some meet only once or twice a year.

While joining a coven certainly has benefits in terms of power and safety, most witches who join covens do so for the sense of community. A witch’s coven is her second family, and may in fact be her only family if she was ostracized by her own blood kin. If a witch moves away from the area, she can still maintain her place in the coven, even if she can only return home once a year. A witch’s place in a coven will only be filled if she voices her desire to leave the coven; if she ever changes her mind, she will be welcomed back with open arms, though if the coven has a full thirteen members, she may find herself on the sidelines until another member leaves or passes away.

On rare occasion, a witch may be cast out of her coven. Most often, this happens because the witch has broken the principles of her tradition, but she can also be outcast for harming (or intending to harm) another witch in the coven, for stealing from the coven, or for generally being disruptive to the rest of the members. A witch who is cast out of her coven, for whatever reason, is not welcome back unless she can prove she deserves to be given a second chance. Depending on what exactly she has to make amends for, she may never be allowed back in the coven. Any witch cast out of her coven will have a hard time finding another to accept her.



Upon choosing her tradition, the witch is either presented with a large, leather-bound book known as a grimoire (if she belongs to a coven) or makes her own (if she is a solitary witch). The grimoire contains the fundamental teachings of her tradition, but most of the pages are blank. The witch inscribes her own take on her powers as she gains them, and must spend at least one hour each day writing in or studying her grimoire in order to be able to access her tradition powers the following day.

Should the witch lose her grimoire or have it destroyed, she is unable to access her tradition powers until she recovers or replaces it. If she must replace her grimoire, the witch can create a new grimoire, costing 50 gp + 1 gp for each witch level. It takes the witch 2d4 days to create her new grimoire.

The witch may also be presented with a replacement for her lost grimoire. If this is the case, the witch must spend 1d3 days reading through it and making notes of her own before she can use it. The witch can only use a replacement grimoire if it comes from a witch of the same tradition.

### Familiar

At 2nd level, a witch can call a familiar.

She casts a special circle upon the ground and then calls her familiar. The type of familiar a witch can call depends upon the tradition she chooses to follow. See the tradition descriptions for a list of the familiar types available to a witch. In all other respects, this power is identical to a wizard's ability to summon a familiar, including special familiar abilities and improvements as described in the Familiars entry of the Wizard class description

### Spells Known

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	5	3	—	—	—	—	—	—	—	—
2nd	5	3	—	—	—	—	—	—	—	—
3rd	5	3	2	—	—	—	—	—	—	—
4th	6	4	2	—	—	—	—	—	—	—
5th	6	4	3	2	—	—	—	—	—	—
6th	6	4	3	2	—	—	—	—	—	—
7th	7	5	3	3	2	—	—	—	—	—
8th	7	5	4	3	2	—	—	—	—	—
9th	7	5	4	3	3	2	—	—	—	—
10th	8	6	4	4	3	2	—	—	—	—

Level	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
11th	8	6	5	4	3	3	2	—	—	—
12th	8	6	5	4	4	3	2	—	—	—
13th	9	6	5	5	4	3	3	2	—	—
14th	9	6	6	5	4	4	3	2	—	—
15th	9	6	6	5	5	4	3	3	2	—
16th	10	6	6	6	5	4	4	3	2	—
17th	10	6	6	6	5	5	4	3	3	2
18th	10	6	6	6	6	5	4	4	3	2
19th	10	6	6	6	6	5	5	4	3	3
20th	10	6	6	6	6	6	5	4	4	3



# Witch Traditions

## Beast Bonded Tradition



While all witches are intimately tied to their familiars, a beast-bonded witch's craft focuses specifically on her familiar bond and developing the relationship with her patron through her familiar.

**Familiar Types:** A witch who follows the Gravebane tradition can choose any familiar.

**Bonus Spells:** *hold animal* (4th), *magic fang greater*, (6th), *charm monster* (8th), *Animal growth* (10th), *Awaken* (12th), *Summon natures ally VI* (14th), *Force cage* (16th), *Summon natures ally VIII* (18th), *Shapechange* (20th).

**Bonus Feats:** Animal affinity, Beauteous, Improved familiar, Natural spell, Persuasive

**Circle Power:** This aura removes any negative conditions from familiars.

**Rites:** The beast bonded witch is concerned with aiding and enhancing their connection to their familiar. All of a beast bonded witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires.

If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

### Transfer Feats

Whenever the beast-bonded witch is capable of learning a new feat, she may choose to instead have her familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If her familiar is lost or dies, the witch can reclaim the feat slots and select new feats for herself, or apply the slots toward her new familiar.

### Enhanced Familiar

At 5th level, the beast-bonded witch's connection with her familiar strengthens. For the purposes of determining her familiar's powers and abilities, she treats her familiar as if she were one level higher than her actual witch level.

### Familiar Form

At 9th level, a beast-bonded witch may take the shape of her familiar (or a giant version of her familiar or a similar kind of animal) as if using *beast shape II*. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. The witch can remain in animal form for a number of minutes per day equal to her level.

### Twin Soul

At 13th-level, if the witch or her familiar is gravely injured or about to die, the soul of the dying one immediately transfers to the other's body. The two souls share the surviving body peaceably, can communicate freely, and both retain their ability to think and reason. The host may allow the guest soul to take over the body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the guest can return to its own body (if available) by touch, transfer into a suitable vessel (such as a *clone*), or take over another body as if using *magic jar* (with no receptacle).

### Location Switch

At 17 the level the witch may switch places with his or her familiar at will. This is a standard action to perform.

## Black Magic Tradition



Black witches, though the fewest in number, are unfortunately the most well known as their dastardly reputation and tales of their vile deeds have spread throughout the lands. Witches of the black magic tradition are mistresses of destruction and wickedness.

**Familiar Types:** A witch who follows the black magic tradition can choose a bat, rat or viper as her familiar.

**Bonus Spells:** *inflict light wounds* (4th), *inflict moderate wounds* (6th), *animate dead* (8th), *inflict critical wounds* (10th), *slay living* (12th), *harm* (14th), *finger of death* (16th), *mass inflict critical wounds* (18th), *power word*, *kill* (20th).

**Bonus Feats:** Combat Casting, Deceitful, Iron Will, Persuasive, Silent Spell, Stealthy.

**Circle Power:** *Retributive Circle*– Whenever you are within a circle you have cast and take damage from any melee attack, ranged attack, or spell, the creature that deals you damage must make a Will save (DC 10 + ½ your witch level + your Wisdom modifier) or take the same amount and type of damage they dealt.



**Rites:** Black magic rites are vile, despicable rites of evil. The black magic witch is concerned with harming others, curses, and blood sacrifices, all in the name of personal power. All of a black magic witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires.

If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

### Create Idol (Su)

At 5th level, the black magic witch learns the create idol rite. The witch fabricates a small doll-like idol that bears a very vague resemblance to an actual living person. The idol may be made of straw, stuffed cloth or soft, pliable mud. The black magic witch must include a bit of the person she wishes to influence with the idol for the magic to work — a strand of hair, an eyelash, a drop of blood or saliva, etc. The amount of material from the victim need only be small; a pound of flesh or bucket of blood does not increase the power of the idol.

The bulk of the idol can be constructed outside of the circle, but once the victim's essence is to be added, all other work is performed within the circle as part of the rite. Crafting the bulk of the idol requires a DC 10 Craft (doll) or Craft (spiritual tool) skill check. The witch casts her circle then sits in the center and chants softly as she adds the lock of hair or drop of blood to the idol. She continues to chant for another 15 minutes as the magic works until the idol is ready. If she is interrupted or her circle is broken, the witch must begin the rite again (though she does not need more hair, blood, etc.). The victim can be any distance from the witch, so long as the victim and the witch are on the same plane of existence.

Once the rite is complete and the idol is ready, the black magic witch can use it to do physical harm to the victim by poking the idol with needles. The witch can use the idol a number of times per day equal to  $\frac{1}{2}$  her witch level, rounded down. Each time the idol is used, the victim receives a Will save (DC 10 +  $\frac{1}{2}$  witch level + Wisdom bonus) to resist the damage. If the save is successful, the victim feels only mild discomfort. The witch will know immediately if the victim resisted the damage and can try again.

The following effects can be achieved by poking the idol:

Body Part	Damage/Effect
Eyes	1d3 damage and victim is blinded.
Ears	1d3 damage and victim is deafened.
Arms	1d3 damage, -1 penalty to Strength.
Legs	1d3 damage, movement rate halved.
Chest	1d6 damage, -1 penalty to Constitution.
Back	1d3 damage and victim is paralyzed.

The hit point damage a victim takes is like any other physical damage and can be cured with any healing spell or *potion*. All other penalties and effects last for 24 hours, or until healed by appropriate spells.

Multiple pokes to the same part of an idol continue to deal hit point damage, but other penalties — blindness or Strength penalties, for example — do not stack with themselves. For example, a black magic witch could poke the idol in the eyes and ears and both blind and deafen her victim for 24 hours, but poking the idol in the eyes twice does not blind the victim for 48 hours.

Once the rite is completed, the witch can take the idol with her wherever she goes, and attempt to harm her victim at any time, so long as she has an attempt left for the day. The idol is permanent and the magic does not wear off. The victim can temporarily be free of influence from the idol by receiving a *remove curse* spell, but the witch need only perform the rite again to activate the idol once more. The only way to truly be free of the effects is to either kill the witch or destroy the idol. Destroying the idol requires that first a *bless* spell be cast upon it, then the idol must be cast into a fire and reduced to ashes. Burning the idol without first casting *bless* deals 2d6 fire damage to the victim (Will save normal DC for  $\frac{1}{2}$ ).

### Blood Sacrifice

At 9th level, the black magic witch learns the blood sacrifice rite. By performing this rite, the witch makes her victim more susceptible to her spells. She needs a drop of blood from her victim (only a drop is needed — more blood does not make increase the power of the effect) to perform the rite.

The black magic witch casts her circle, then sits in the center and chants as she adds the drop of blood and various rare herbs and ingredients worth 100 gp to a small cauldron of boiling water. She chants softly as she performs the rite over a period of 30 minutes.

When the rite is nearly complete, the witch says the victim's name three times, saying it louder each time.

After the third time, the victim, who can be any distance away from the witch (but must be on the same plane of existence), must make a Will save with a DC of 10 +  $\frac{1}{2}$  the witch's level + the witch's Wisdom bonus. Failure on the saving throw results in the victim suffering a -5 penalty to all further saving throws against spells the witch casts at the victim, or a -5 penalty to AC if the spell requires an attack roll. The effects of this rite are permanent until the victim receives a *remove curse* spell or until the witch dies.

### Idol Curse

At 13th level, the black magic witch learns the idol curse rite. The witch fabricates a small doll-like idol that bears a very vague resemblance to an actual living person, similar to the one she can create with the create idol rite.

The bulk of the idol can be constructed outside of the circle, but once the victim's essence is to be added, all other work is performed within the circle as part of the rite. Crafting the bulk of the idol requires a DC 5 Craft (doll) skill check. The witch casts her



circle then sits in the center and chants softly as she adds the lock of hair or drop of blood to the idol. She continues to chant for another 45 minutes as the magic works until the idol is ready. If she is interrupted or her circle is broken, the witch must begin the rite again (though she does not need more hair, blood, etc.). The victim can be any distance from the witch, so long as the victim and the witch are on the same plane of existence.

Once the rite is complete and the idol is ready, the black magic witch can use it to control her victim and make the victim do what she wants. By stroking the idol's hair and whispering the victim's name, the witch places the victim under a powerful enchantment. The victim receives a Will save to resist (DC 10 +  $\frac{1}{2}$  witch level + Wisdom bonus), and if the save is successful the victim is aware that someone just attempted to charm them, but is unaware of who the witch is.

If the victim fails the save, the victim becomes highly susceptible to the witch's power, essentially becoming her puppet. The witch can cause the victim to attack friends and family, to break laws, to perform immoral acts, etc. If the witch attempts to make the victim commit a suicidal act (such as walking off a cliff, jumping into a fire, or leaping out of a window) the victim receives a new saving throw with a +5 bonus.

If this save is successful, the victim resists the suicidal command but is still held within the witch's power. The witch can make a number of suggestions to the victim equal to  $\frac{1}{2}$  her witch level each day.

The victim is unaware of being controlled and all others may think the victim is acting strange but under their own power. A *detect magic* cast upon the victim reveals a strong aura of enchantment around the victim, but no other information. The spell *reveal curse* (from The Book of Divine Magic) will reveal full details of the enchantment and how to remove it.

The power of the idol curse rite is permanent unless the victim is the beneficiary of a *remove curse* spell or the witch dies.

### Living Zombies

At 17th level, the black magic witch learns the living zombies rite. By performing this rite, the witch creates a toxic poison that can render a number of subjects nearly mindless, leaving them completely under the witch's control.

The witch first casts her circle, then sits in the center of the circle to create her poison. She must mix rare herbs and animal parts worth 1,000 gp in her cauldron, allowing the mixture to bubble for one full hour as she chants softly over it. When the hour is up, the mixture has reduced down and boiled away, leaving a white, powdery residue behind. It is this residue that the witch scrapes up and uses to transform living people into her servants. The mixture produces enough powder to affect  $2d10 +$  the witch's Wisdom bonus creatures.

The toxin can affect creatures in several ways — ingestion/inhalation, contact, or by introducing it through a wound. The witch is immune to the effects.

Anyone who comes in contact with the toxin must make a Will save (DC 10 +  $\frac{1}{2}$  witch level + Wisdom bonus) or have both Intelligence and Wisdom reduced to 1 each. In such a nearly-mindless state, the affected creatures follow the witch's commands as an undead zombie might follow an evil cleric's commands.

Creatures immune to mind-affecting effects are immune to the toxin.

While under the effects of the toxin, the creatures cannot speak or think for themselves. Unless told to eat, they will avoid food and starve to death. The witch is able to control a total number of creatures equal to 20 + her Wisdom bonus.

Some creatures are able to shake off the effects of the toxin sooner than others. After the end of one week under the effects, a creature receives a new saving throw (same DC). If the new save is successful, the creature shakes off the effects and recovers, but has no memory of the past week. If the new save is a failure, the creature remains under the witch's sway longer.

After one month, the affected creature receives a third saving throw, this time with a -5 penalty. If this save is successful, the creature shakes off the effects. However, if this save is also a failure, the creature is permanently affected unless a *remove curse* spell is cast upon them (killing the witch will not *break* this effect as it does with the black magic

witch's other rites). A *detect magic* spell reveals a strong aura of enchantment around the victim but no other information. A *reveal curse* (from The Book of Divine Magic) will reveal full details of the enchantment and how to remove it.

### Living Sacrifice

At 20th level, the black magic witch learns the rite of living sacrifice. With this powerful rite, the witch sacrifices a living creature — possibly even a sentient humanoid — and gains power through an energy transfer.

The witch must first cast her circle, then she and the creature to be sacrificed must be within the circle.

The creature to be sacrificed must be alive and in good health, but need not be awake and conscious (though many black magic witches prefer the victim to be awake and conscious because of their evil natures). For 2 full hours, the witch must chant the required words to the rite, then using her boline (a sacred knife used for actual cutting) the witch slits the sacrificial victim's throat. As the creature dies, its life energy is transferred to the witch.

The witch gains bonus temporary hit points equal to the number of hit points of the sacrifice (maximum of 30 hit points). These bonus hit points fade at a rate of 1 hit point per day. The witch also receives a +2 bonus to her Wisdom and Charisma for 1 month.

The living sacrifice rite can only be performed once per month, and must be performed under a new moon.

If it is performed at any other time of the month, the rite does not work.



## Gingerbread Tradition



A sweet tooth lures the gingerbread witch's victims to doom.

**Familiar Types:** See below

**Bonus Spells:** *inflict light wounds* (4th), *inflict moderate wounds* (6th), *animate dead* (8th), *inflict critical wounds* (10th), *slay living* (12th), *harm* (14th), *finger of death* (16th), *mass inflict critical wounds* (18th), *power word, kill* (20th).

**Bonus Feats:** Combat Casting, Deceitful, Iron Will, Persuasive, Silent Spell, Stealthy.

**Circle Power:** *Enchanting Circle*— Those within the circle of a gingerbread witch must make a Will save (DC 10 + ½ your witch level + your Wisdom modifier) or become charmed by the gingerbread witch as per the *Charm Person* spell.

**Rites:** Gingerbread rites are vile, despicable rites of evil. The gingerbread witch is concerned with harming others to satisfy a malevolent hunger. All of a gingerbread witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires.

If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

### Gingerbread Familiar

A gingerbread witch concocts her familiar out of gingerbread, sugar, and other confections.

It has the shape of the original animal or vermin, but its type changes to construct. As a construct, it gains 60-foot darkvision and construct immunities, it loses any special abilities the animal or vermin has other than movement speed, and it doesn't provide the usual familiar benefit (for instance, a gingerbread toad doesn't provide 3 bonus hit points). With a supply of flour and sugar at hand, the gingerbread witch can spend 8 hours and use her cauldron to restore her familiar to full health at no cost, unless the familiar is destroyed, in which case she must follow the usual rules for replacing her familiar.

A gingerbread witch can never gain an improved familiar.  
This ability alters familiar.

### Cauldron Cook

A gingerbread witch gains brew potion and sent abilities (applying only to children) at 1st level. When brewing *potions* with her cauldron, she can create small candies, pastries, or similar edible items identical in effect and application to normal *potions*. At 9th level, *the witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead*.

**Effect:** Using this hex creates one meal or serving of food of the witch's choice, typically a delicious stew or a dough suitable for cookies, pastries, or other desserts. Cooking the victim takes 1 hour. Eating the food provides one of the following benefits for 1 hour: *age resistance*, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *neutralize poison* (instantaneous), *owl's wisdom*, *remove disease* (instantaneous). Alternatively, the witch can shape the dough into a Small, human-like creature, animating it as a homunculus for 1 hour. Using this ability or knowingly eating its food is an evil act.

### Tricky Treats Hex

At 5th level, a gingerbread witch learns a unique hex that lets her create a piece of candy or a similar sweet as a full-round action. If eaten by the witch or a single creature she designates when she creates it, the sweet functions as *goodberry* or a *polypurpose panacea* (as determined at creation).

#### Polypurpose panacea

This creates one of several cantrip-level effects relating to your health, well-being, and entertainment. The panacea has no side effects (for example, the intoxication panacea does not cause a hangover). When you use *polypurpose panacea*, choose one of the following effects.

**Analgesic:** You do not feel minor aches and pains, such as from arthritis, a cold, or a hangover, for 1 hour. For the duration, you gain a +2 resistance bonus against pain-related spells.

**Clarity:** You get a +1 competence bonus on a single attack roll, saving throw, or skill check within 1 minute. You must choose to use the bonus before making the roll to which it applies.

**Hallucination:** You have pleasant hallucinations for 1 hour, such as wandering lights, music, playful surreal animals, and so on. You can tell these are not real, but they are distracting, and you take a –2 penalty on Perception checks for the duration.

**Resistance:** You gain a +1 resistance bonus on saves for 1 minute.

**Sleep:** You enter a pleasant and restful sleep for at least 1 hour unless awakened. If you would normally begin sleeping at this time, when the panacea ends you continue sleeping normally.

**Sobriety:** You become completely sober for 1 hour, negating any penalties to your actions for being drunk (Game Masters Guide 237). Magical and alchemical methods (such as *detect poison*) still detect you as inebriated. Time spent under the effect of this panacea do not count toward the time necessary to sober up (it merely delays your intoxication).

**Tenacity:** You gain 1 temporary hit point for 1 minute.

**Wakefulness:** You remain awake for 2 hours without feeling sleepy, and without side effects such as jitteriness. You gain a +5 resistance bonus against sleep-related spells such as *lullaby* and *sleep*. This use of the panacea merely delays your



*Intoxication:* You feel comfortably intoxicated for 1 hour, as if you had a few alcoholic beverages.

*Lucid Dream:* If you take this panacea within 1 hour of going to sleep, you have a lucid dream that is under your control and lasts for an hour.

need for sleep and does not count as rest or sleep. You can use it multiple times in succession, but as each effect wears off, you are as tired as you would be had you not used the panacea.

Anyone else that eats the sweet becomes nauseated (Fort negates); a creature nauseated by the sweet can attempt a new saving throw each round at the end of its turn to end this effect.

A creature that fails its initial will save to resist this ability also develops supernatural scars. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. The witch is considered to have a body part from the target for the purpose of scrying and similar divination spells. They persist through disguises and shapechanging.

The witch can withdraw this ability from a target as a move action at any range. The number of supernatural scars the witch can maintain at once is equal to her Intelligence bonus; once she reaches this limit, she must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.

These last for a number of days equal to the witch's witch level.

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

### Confection Conjuring

At 9th level, a gingerbread witch can use *shadow conjuration* as a spell-like ability. Items and creatures she conjures appear to be made of fanciful foodstuffs, and because of this, sentient creatures gain a +2 bonus on Will saves to disbelieve the illusion. However, they otherwise function as described for the *shadow conjuration* spell. For every 3 witch levels beyond 9th, the gingerbread witch can duplicate conjuration (creation) and conjuration (summoning) spells of 1 level higher, up to a maximum of 7th-level spell effects at 20th level (though they are still only 20% real). The witch can use this ability once per day for every 4 witch levels she has.

### Gruesome Gobbler

At 13th level, a gingerbread witch gains a bite attack that deals 1d6 points of damage for a Medium witch. As a full-round action, she can make a single bite attack that deals double base damage (2d6 for a Medium witch) and functions as if she had the grab and swallow whole special attacks, allowing her to grab and swallow a creature of her size or smaller. Her stomach doesn't deal damage to swallowed creatures, but a living creature she swallows must succeed at a Fortitude save (DC = 10 + 1/2 her witch level + Constitution modifier) at the beginning of each of its turns or become nauseated for 1 round.

If a gingerbread witch successfully swallows a creature, her torso distends grotesquely and she is treated as if she were carrying a heavy load if the creature is the same size and a medium load if it's one size smaller; regardless, she can swallow only one such creature at a time. Creatures two or more sizes smaller do not distend her belly, though every four creatures of a smaller size count as one creature one size category larger (she can swallow 4 Tiny, 16 Diminutive, or 64 Fine creatures). She can regurgitate a swallowed creature of her choice as a move action, leaving it prone in an adjacent open square. If she is struck with a confirmed critical hit while she has a creature swallowed, the swallowed creatures each take half as much damage as the witch does (this doesn't reduce the damage the gingerbread witch takes).

### Horrible Hunger

At 17th level, a gingerbread witch can affect a target as if she had cast *feast of ashes* on it. This hunger is so intense that any creature can offer the target food as a standard action and the target is compelled to eat it, as if the creature offering it had cast *beguiling gift*. She can use this ability once per day for every 4 witch levels she has.



## Gravebane Tradition



*Having much in common with necromancers, the gravebane is obsessed with the occult manipulations of the dead, particularly mindless undead such as zombies. Unlike the creations of standard necromancers, a gravebane's creations remain forever tied to her will, and she can produce vile apparitions of tremendous power.*

**Familiar Types:** A witch who follows the Gravebane tradition can choose an owl, raven or toad as her familiar.

**Bonus Spells:** *detect chaos/evil/good/law* (4th), *command undead* (6th), *undead lieutenant* (8th), *animate dead* (10th), *Summon undead* (12th), *create undead* (14th), *control undead* (16th), *create greater undead* (18th), *General of undeath* (20th).

**Bonus Feats:** Spell focus, Deceitful, Combat casting, Iron will, Silent casting

**Circle Power:** *Aura of Desecration*– This **aura** increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1. At 3rd level and every 2 levels thereafter, the radius of the **aura** increases by 5 feet, to a maximum of 70 feet at 20th level.

**Rites:** The gravebane witch is concerned with animating and controlling undead, all in the name of personal power. All of a gravebane witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires.

If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

### Spell Poppet

Each gravebane carries around a gristly, inanimate poppet stitched from human skin and stuffed with shards of bone, fingernails, and grave dirt. A gravebane's spells come from the will of evil spirits residing in the poppet, and its ability to hold spells functions in a manner identical to the way a witch's spells are granted by her familiar. The gravebane must commune with her poppet each day to prepare her spells and cannot prepare spells that are not stored in the poppet.

This ability replaces familiar.

The following familiar ability works differently for a gravebane:

### Deliver Touch Spells

At 3rd level or higher, a gravebane can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within range of her aura of desecration ability.

### Aura of Desecration

At 2nd level, a gravebane can create a 20-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1. At 3rd level and every 2 levels thereafter, the radius of the aura increases by 5 feet, to a maximum of 70 feet at 20th level.

### Bonethrall

At 5<sup>th</sup> level, a gravebane can take control of an undead creature within her aura of desecration by forcing her will upon it (Will negates, using her hex DC.) If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's.

### Possess Undead

At 9<sup>th</sup> level a gravebane may take direct control of one of her undead minions within her aura of desecration, as if using *magic jar*; the witch's poppet acts as the soul receptacle for this ability. The minion gets no saving throw against this ability.

### Improved Minions

At 13<sup>th</sup> level the gravebane may control 2 HD per level of undead instead of just 1 HD.



## Ghost Form

At 17<sup>th</sup> level the witch may polymorph as per the spell of the same name into a ghost once per day per point of wisdom modifier. This lasts for 1 minute per level during which time the witch gains the Strength, Dexterity, and Constitution scores of the new form but retains his or her own Intelligence, Wisdom, and Charisma scores. He or she also gains all extraordinary special attacks possessed by the form but does not gain the extraordinary special qualities possessed by the new form or any supernatural or spell-like abilities.

## Healer Tradition



The desire and skill to heal comes naturally to witches of the healer tradition. They are equipped with spells, potions and herbs to aid the ill and injured. Many work as midwives, or run herbalist shops.

**Familiar Types:** A witch who follows the healer tradition can choose a hawk, lizard or rabbit as her familiar.

**Bonus Spells:** goodberry (4th), lesser restoration (6th), remove disease (8th), restoration (10th), breath of life (12th), heal (14th), regenerate (16th), mass cure critical wounds (18th), true resurrection (20th).

**Bonus Feats:** Endurance, Great Fortitude, Self-Sufficient, Skill Focus (Heal), Quicken Spell, Toughness.

**Circle Power:** Healing Circle – Whenever you are within a circle you have cast, all spells you cast which heal hit point damage are treated as if modified by the Maximize Spell feat. Healing spells with a range of touch require the person to be healed to also be within the circle. The witch cannot reach out of the circle to heal without breaking the circle. Healing spells that have a range or an area of affect do not require the targets to also be within the circle.

**Rites:** A healer witch's rites focus upon mending not only the body but also the soul as well. A healer's rites cleanse, purify, heal and soothe others as well as the witch herself. All of a healer witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires.

If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

## Rite of Potion Brewing

At 5th level, the healer witch learns the rite of potion brewing. With this rite, the witch can create truly potent potions for healing wounds.

The witch first casts her circle, and then she takes her place in the center with her cauldron and ingredients.

She adds special ingredients to the cauldron worth at least 10 gp and chants softly for 15 minutes. After the 15 minutes, the witch then proceeds to brew her potion as normal (as described in the Brew Potion feat.) The witch must still meet all prerequisites for the potion she is brewing (cost, spells, etc.) and make any necessary skill checks. The rite is performed prior to beginning the brewing, so even if her circle expires before the potion is completed, the effects of the rite still apply.

Any healing potions the witch then brews after performing the rite of potion brewing are maximized in effect, based on the spell the potion emulates. The rite only applies to potions that heal hit point damage, such as cure light wounds, cure moderate wounds, or cure serious wounds.

## Heal Thyself

At 9th level, the healer learns the heal thyself rite, which allows the witch to heal herself of wounds and many debilitating conditions.

The witch must first cast her circle, then she sits in the center of the circle and chants softly for 30 minutes.

At the end of the rite, the power washes over her, removing ability damage and the following conditions: blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, sickened, and stunned. It also cures 100 hit points of damage (up to the witch's normal maximum).

The power of the rite also removes 1d3 negative levels and restores 1d3 permanently drained ability score points.

## Heal the Soul

At 13th level, the witch learns the heal the soul rite. With this rite, the witch can remove various mind-affecting conditions from any number of people within her circle with her.

The witch begins by casting her circle, with all of those she wishes to heal remaining in the center of the circle.

The witch then sits in the center of the circle and chants softly for 45 minutes, calling on the power of the earth and spirits to ease the troubles of those in her care. At the end of the rite, everyone in the circle (including the witch) has the following conditions removed: confused, cowering, dazed, fascinated, frightened, panicked, and shaken. In addition, the power of the rite instantly ends



the effects of spells such as confusion, crushing despair, feeblemind, insanity, touch of idiocy, and other similar spells, at the GM's discretion.

### Rite of Resurrection

At 17th level, the witch learns the resurrection rite, with which she can restore to life more than one person or creature.

The healer begins by casting her circle. Then, with the remains of those to be resurrected inside the circle with her, the witch begins a slow chant and draws more mystical symbols with her athame over the course of the next hour. At the end of that hour, a number of creatures equal to  $\frac{1}{2}$  the witch's Wisdom bonus (minimum 1) are resurrected, so long as the remains were within the circle with the witch from the start. In all other respects, this rite functions similarly to the spell resurrection.

### Healing Moon Rite

At 20th level, the healer learns the healing moon rite, which makes many of her healing spells more powerful and grants her more skill in natural healing methods.

The witch casts her circle to begin the rite, then sits in the center of the circle as she recites the proper incantations and prayers and draws mystic symbols with her athame. The rite takes 2 hours to complete, but at the end of that time the witch gains a +10 divine bonus to all Heal checks for the next month. Also, all healing spells of 4th level or lower that the witch casts over the next month are treated as if affected by the Maximize Spell feat. This affects only spells that restore hit point damage, not spells that restore ability damage or negative levels.

The healing moon rite can only be performed once per month, and must be performed under a last quarter moon. If it is performed at any other time of the month, the rite does not work.

## Protector Tradition



Some witches hear the call to protect and defend — be it a specific person or group of people, a specific place or sacred object, or simply to guard anyone or anything in need. Such driven individuals follow the protector tradition.

**Familiar Types:** A witch who follows the protector tradition can choose a cat, golden eagle or weasel as her familiar.

**Bonus Spells:** *endure elements* (4th), *shield other* (6th), *protection from energy* (8th), *hold monster* (10th), *wall of thorns* (12th), *summon nature's ally VI* (14th), *mass hold person* (16th), *protection from spells* (18th), *mass hold monster* (20th).

**Bonus Feats:** Alertness, Dodge, Extend Spell, Improved Initiative, Simple Weapon Proficiency, Weapon Finesse.

**Circle Power:** *Deflecting Circle*— Whenever you are within a circle you have cast, you and anyone else within the circle with you receives a +2 deflection bonus to armor class. This bonus increases to +4 at 8th level and +6 at 14th level.

**Rites:** Protector rites offer protection for others and for the witch herself. For some of the rites, the witch and others she protects must remain within the witch's circle, but for other rites, the witch can leave the circle after the rite and still benefit from the rite's power. All of a protector witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.

### Protecting Circle

At 5th level, the protector witch learns the protecting circle rite. With this rite, the witch is able to increase the type of protection that she and others within her circle benefit from.

The witch begins by casting her circle, then while inside the circle she chants softly for 15 minutes, repeating incantations and prayers. At the end of the 15 minute period, the witch and anyone within her circle with her receives a +2 divine bonus to all saving throws.

The bonus increases to +4 at 10th level. The bonus lasts for as long as the circle remains in place. If the duration of the circle expires or if the circle is broken, the save bonus ceases.

### Battle Rite

At 9th level, the witch learns the battle rite. While most witches tend to avoid hand-to-hand combat, the protector witch recognizes that she often must enter melee combat in order to protect those in need.

She begins by casting her circle. While inside her circle, the witch chants softly for 30 minutes, seeking guidance from the spirits and her god and goddess. At the end of the rite, the protector gains a +4 bonus to Dexterity and to Constitution, with all the accompanying increases in initiative, armor class, ranged attacks, melee attacks (if she has the Weapon Finesse feat), saving throws and hit points. The bonus lasts for 1 hour per witch level, even if the witch leaves her circle.



### Protect from Afar

At 13th level, the protector learns the rite to protect from afar. This rite allows the protector witch to keep those far away from her from harm.

The witch first casts her circle, then, while inside the circle begins to recite incantations that direct the spirits to seek out and protect the one she names. As the witch performs the rite, she subtly manipulates a lock of hair or scrap of clothing from the one she wishes to protect.

The rite requires 45 minutes to perform, but at the end of that time the creature she named for protection receives a +4 deflection bonus to armor class and a +4 divine bonus to saving throws. The beneficiary of the witch's protection can be any distance from her, so long as both the witch and her target are on the same plane of existence. The benefits of the rite stay with the target for 24 hours.

### Rite of Righteousness

At 17th level, the witch learns the rite of righteousness. As with the battle rite, the rite of righteousness grants the witch power she can use in melee combat.

The witch casts her circle, then while inside the circle she prays fervently for her god and goddess to guide her arm and smite her enemies so that she may protect those in her charge. Over the course of 1 hour, the witch is filled with the power of her god and goddess — power which she can take with her after she leaves the circle or it expires.

For the next 24 hours, the witch can smite her enemies up to 5 times. Good protectors smite evil while evil protectors (rare, but they do exist) will smite good. Neutral protectors can choose to smite evil or good while performing the rite, but once chosen cannot be changed until the rite is performed again. A neutral witch that follows even one good deity cannot choose to smite Good. Likewise, a neutral witch that follows even one evil deity cannot choose to smite evil.

When the witch uses her Smite ability, she designates a target and receives a bonus to attack equal to her Wisdom bonus and a bonus to damage equal to her witch level. The witch also receives a deflection bonus to her armor class equal to her Wisdom bonus that applies only to the target of her Smite. If the target of her Smite is not of an alignment that would be affected, the attempt is wasted.

### Keep Me from Harm

At 20th level, the witch learns the keep me from harm rite. With this rite, the witch is able to protect herself to a great extent, allowing her to better function as a protector of others.

The witch first casts her circle and then sits within the circle as she softly recites prayers and incantations, drawing power to her from the earth and from her god and goddess. For 2 hours, the witch chants as she performs the rite and at the end of the rite she gains DR 10/evil/good (depending on the witch's alignment, in similar fashion to the *rite of righteousness*). The protector also becomes immune to all mind-affecting spells, so she cannot be charmed, tricked with illusions, or otherwise mentally influenced. Both effects last for 1 full month.

The keep me from harm rite can only be performed once per month, and must be performed under a full moon. If it is performed at any other time of the month, the rite does not work.

## Seer Tradition



Most witches on the path of the seer found themselves on the path as children, already able to see things before they happened, or know things about people that they should not have been able to know. Some trained their mind's eye to foresee the future or look into the past.

However they came to their skills, witches of the seer tradition often make their livings as fortune tellers or oracles.

**Familiar Types:** A witch who follows the seer tradition can choose an owl, raven or toad as her familiar.

**Bonus Spells:** *detect chaos/evil/good/law* (4th), *augury* (6th), *scrying* (8th), *divination* (10th), *true seeing* (12th), *greater scrying* (14th), *vision* (16th), *discern location* (18th), *foresight* (20th).

**Bonus Feats:** Craft Wondrous Item, Heighten Spell, Iron Will, Skill Focus (Sense Motive), Spell Focus (*divination*), Spell Penetration.

**Circle Power:** *Focusing Circle*— Whenever you are within a circle you have cast, the subject of any *scrying* attempt you make receives a -5 penalty to its Will save. In addition, you receive a +5 bonus to your Intelligence check to avoid a decrease in Intelligence and Charisma whenever you cast *contact*

*other plane* within your circle.

**Rites:** Seer witch rites give guidance to the witch, make her immune to *scrying* attempts and grant her the ability to see all things as they really are. Some seer rites only affect the witch so long as she remains within her circle, but others grant her powers even after she leaves the circle. All of a seer witch's rites must be performed inside a circle she has already cast, and multiple rites can be performed, one after another, within the same circle, until the circle's duration expires. If the circle's duration will expire before another rite can be completed, the witch must break her current circle and cast a new one.



## Guidance of the Spirits

At 5th level, the seer learns the guidance of the spirits rite. With this rite, the seer asks the spirits to guide her hand in a variety of tasks she may perform over the course of the day.

The witch begins by casting her circle, then sits within it to softly chant for 15 minutes and ask the spirits for guidance. At the end of the 15 minutes the spirits grant the witch a +5 bonus to all Appraise, Craft, Knowledge, Perform, Profession and Survival skill checks. The bonus lasts for 1 hour per 2 witch levels.

The witch can leave her circle at the end of the rite and still benefit from the skill bonus.

## Out of Sight, Out of Mind

At 9th level, the witch learns the out of sight, out of mind rite. Through this rite, the witch is able to hide herself from the attempts of others to scry her.

The witch first casts a circle, then she sits within the circle and chants softly, asking the spirits to mask her body and shield her mind from others. The rite takes 30 minutes to perform, and at the end of that time the witch becomes immune to all attempts to scry her. Anyone that attempts to locate her through divine magic simply cannot locate her; it is as if the witch no longer exists.

The power of the rite lasts for 1 hour per witch level, and the witch can leave her circle at the end of the rite and still benefit from the power.

## Searching the Past

At 13th level, the witch learns the searching the past rite. With the power of this rite, the witch is able to peer into the past in areas that she scries, seeing what may have transpired there earlier.

The witch casts her circle, then she sits within it and chants softly, asking the spirits to open her eyes and mind, allowing her to catch glimpses of the past.

The rite takes 45 minutes to perform, and at the end of the rite the witch gains the ability to look backward into the past up to 72 hours on any location she can scry (whether with a spell or a magic item), as per the spell *scrying*.

The witch must remain within her circle to use the power of this rite, and if her circle expires, so do the powers of this rite.

## Soothsaying

**Table: Soothsaying Results**

Wisdom Check		Intelligence Check	
DC	Result	DC	Result
5 or less	Failure	5 or less	Extremely vague
6 to 10	1 day	6 to 10	Few details of the area, no time period
11 to 15	1 week	11 to 15	Some details, some people, no time period
16 to 20	1 month	16 to 20	Good details, rough time period
21 to 25	1 year	21 to 25	Lots of detail, a general time period
26+	GM's choice	26+	Full details

At 17th level, the witch learns the soothsaying rite. This is a powerful rite that gives the seer the ability to catch glimpses of the future. This power is dangerous, however, in that the witch is not always able to know exactly how far into the future she sees, nor is she always able to correctly interpret the meaning of what she sees.

The witch begins by casting her circle, then for the next hour she sits within the circle and silently prays for guidance, asking the spirits to allow her to see the future. The witch is not able to ask to look for a specific time and place in the future, and the spirits grant her what they wish. In fact, sometimes the spirits are fickle and choose not to show her anything at all.

To determine what the witch sees of the future, the GM should secretly make two checks for her — a Wisdom check determines how far into the future the witch peers and an Intelligence check determines how well she interprets what she sees.

The results of her Wisdom and Intelligence checks are shown in **Table: Soothsaying Results**. If a natural 1 is rolled on either check, the result is a false vision — nothing in the vision will actually come true, though the witch is not aware of this (though she may figure this out as time passes).

The GM must do some legwork to determine the specific nature of what the witch sees. It can be as simple as “*You see your friend Norgi cut down in the market place sometime in the next week.*” Naturally, some events can be avoided — just because the witch sees them does not mean that it will absolutely happen in the manner she sees it. She could be seeing a future that is the result of inaction, but actions taken by her and her heroic companions can alter the outcome.

Soothsaying is taxing to the witch, and the rite can only be performed once per month (though it may be performed at any time of the month). The witch is always left exhausted at the end of the rite because of the mental stress.



### GM's Suggestion

Soothsaying can be used as a great tool for motivating players. By giving the witch a vision of horrible things that may transpire in the future, the players may feel an increased need to do whatever it takes to prevent the future from transpiring in that manner. Soothsaying witch NPCs can make really good sources of information and drive for the PCs!

### The Rite of Knowledge

At 20th level, the seer learns the rite of knowledge. Through this rite the seer is able to see things as they truly are and is able to communicate telepathically with others.

The witch casts her circle, then sits within it and chants softly, asking the spirits to clear her mind, open her eyes and grant her the power to see and hear all things. The rite takes 2 full hours to perform and at the end of the rite the witch's eyes cloud over, giving them a milky-white appearance. At the same time, she gains the ability to see all things as they truly are. She can see through magical darkness as well as normal darkness, she can spot doors and passageways hidden by magic, she is not affected by creatures with *blur* or *displacement* effects upon them, she can see invisible creatures, ignore illusions, and see polymorphed creatures in their true form.

In addition, the witch gains the ability to link her mind telepathically with any one other creature within 100 feet of her. The creature must have an Intelligence of 6 or higher, and the creature receives a Will save (DC 10 + ½ witch level + Wisdom bonus) to resist the connection. The witch can attempt to connect to a creature as a free action, and can break the connection as an immediate action. The witch can attempt to connect with an unlimited number of people each day, but only one person at a time.

Both powers of the rite remain with the witch for one month. The rite of knowledge can only be performed once per month, and must be performed under a first quarter moon. If it is performed at any other time, the rite has no effect.

### Spells

The following list is by no means definitive as new spells are available elsewhere. It is however a good starter List. Ask your DM for any spell references that he or she may use in their campaign.

## Witch Spells

### 0 level

Spell Name	Comp.	Description
Alleviate <sup>2</sup>		Ends a sickened condition for a target.
Analyze fertility <sup>3</sup>		Determines how fertile the target is and reveals any means to block conception.
Bleed		Cause a stabilized creature to resume dying.
Dancing lights		Creates torches or other lights.
Daze		Humanoid creature of 4 HD or less loses next action.
Depilatory <sup>2</sup>		Removes hair and prevents its regrowth for 24 hours.
Detect magic		Detects spells and magic items within range.
Detect poison		Detects poison in one creature or object.
Detect pregnancy <sup>3</sup>		Determine if the target creature is carrying a natural or implanted young.
Finger flame <sup>1</sup>		Creates a small flame at the tip of finger which deals 1 point of damage.
Ghost sound		Figment sounds.
Guidance		+1 on one attack roll, saving throw, or skill check.
Housewifery <sup>3</sup>		As prestidigitation, but used for more practical purposes.
Know direction		You discern north.
Mending		Makes minor repairs on an object.
Message		Whisper conversation at distance.
Moment of darkness <sup>1</sup>		Creates darkness in a 20-ft. radius for 1 round.
Muscle spasm <sup>2</sup>		Target suffers from twitching muscles for 1 round and potentially drops held items.
Open/close		Opens or closes small or light things.
Read magic		Read scrolls and spellbooks.
Resistance		Subject gains +1 on saving throws.
Settle stomach <sup>2</sup>		Ends a nauseated condition for a target.
Stabilize		Cause a dying creature to stabilize.
Witch Light		Object shines like a torch.



1 <sup>st</sup> level		
Spell Name	Comp.	Description
Bane		Enemies take -1 on attack rolls and saves against fear.
Bless		Allies gain +1 on attack rolls and saves against fear.
Block the seed <sup>3</sup>		You cannot become pregnant, or impregnate anyone else, for 1 day/level.
Call of the wild <sup>1</sup>		Creates the frightening sound of howling wolves.
Calm animals		Calms 2d4 + level HD of animals.
Cause fear		One creature of 5 HD or less flees for 1d4 rounds.
Charm animal		Makes one animal your friend.
Charm person		Makes one person your friend.
Comprehend languages		You understand all spoken and written languages.
Cure light wounds		Cures 1d8 damage +1/level (max +5).
Deathwatch		Reveals how near death subjects within 30 ft. are.
Deceitful <sup>2</sup>		Gain a +2 bonus to Bluff and Disguise checks.
Detect blight <sup>2</sup>		Detect the presence of disease in plants and plant creatures and further details about the blight.
Detect chaos/evil/good/law		Reveals creatures, spells, or objects of selected alignment.
Detect disease <sup>2</sup>		Detect the presence of disease and further details about it.
Detect undead		Reveals undead within 60 ft.
Endure elements		Exist comfortably in hot or cold regions.
Expeditious retreat		Your base speed increases by 30 ft.
Faerie fire		Outlines subjects with light, canceling blur, concealment, and the like.
Fireshape <sup>1</sup>		Affects size of normal fires or extinguishes them.
Healing stones <sup>2</sup>		Three stones each remove 1 point of temporary ability damage when placed on a target creature's skin.
Heartache <sup>1</sup>		Subject remembers a lost loved one and is left shaken.
Hide from animals		Animals can't perceive one subject/lvl.
Hide from undead		Undead can't perceive one subject/lvl.
Hypnotism		Fascinates 2d4 HD of creatures.
Ice slick <sup>3</sup>		Slippery sheet of ice causes creatures to slip and fall.
Inflict light wounds		Touch deals 1d8 damage +1/level (max +5).
Jump		Subject gets a bonus on Acrobatics checks.
Land on your feet <sup>2</sup>		Fall short distances with little or no damage.
Magic fang		One natural weapon of subject creature gets +1 on attack and damage rolls.
Magic mouth	M	Object speaks once when triggered.
Obscure object		Masks object against scrying.
Obscuring mist		Fog surrounds you.
Pacifist <sup>1</sup>		Subject will avoid combat and casting spells that cause damage.
Pass without trace		One subject/level leaves no tracks.
Pleasant dreams <sup>2</sup>		Protects a creature from influenced dreams.
Produce flame		1d6 damage +1/level, touch or thrown.
Protection from chaos/evil/good/law		+2 to AC and saves, plus additional protection against selected alignment.
Remove fear		Suppresses fear or gives +4 on saves against fear for one subject + one per four levels.
Shield		Invisible disc gives +4 to AC, blocks magic missiles.
Silver tongue <sup>2</sup>		Gain a +2 bonus to Diplomacy checks.
Sleep		Puts 4 HD of creatures into magical slumber.
Speak with animals		You can communicate with animals.
Spirit guide <sup>2</sup>		You gain a +1 divine bonus to skill checks for 1 hour.
Summon nature's ally I		Summons creature to fight.
Unseen servant		Invisible force obeys your commands.



2 <sup>nd</sup> level		
Spell Name	Comp.	Description
Analyze ancestry <sup>2</sup>	M	Learn a creature's genealogy, going back ten generations.
Animal messenger		Sends a Tiny animal to a specific place.
Augury	MF	Learns whether an action will be good or bad.
Bleed no more <sup>2</sup>		Target's open wounds clot and stop bleeding, preventing further bleed damage.
Blindness/deafness		Makes subject blinded or deafened.
Blur		Attacks miss subject 10% of the time.
Calm emotions		Calms creatures, negating emotion effects.
Cat's eyes <sup>1</sup>		Gain low-light vision 60 feet.
Comfort food <sup>1</sup>		Food takes on special healing properties.
Continual flame	M	Makes a permanent, heatless light.
Cure moderate wounds		Cures 2d8 damage +1/level (max +10).
Darkness		20-ft. radius of supernatural shadow.
Darkvision		See 60 ft. in total darkness.
Daze monster		Living creature of 6 HD or less loses its next action.
Delay poison		Stops poison from harming subject for 1 hour/level.
Delayed reaction <sup>1</sup>		Subject's next action is delayed until after your next turn.
Detect thoughts		Allows "listening" to surface thoughts.
Enthrall		Captivates all within 100 ft. + 10 ft./level.
Fire trap	M	Opened object deals 1d4 damage +1/level.
Fog cloud		Fog obscures vision.
Gust of wind		Blows away or knocks down smaller creatures.
Hold animal		Paralyzes one animal for 1 round/level.
Hold person		Paralyzes one humanoid for 1 round/level.
Hypnotic pattern		Fascinates 2d4 + level HD of creatures.
Ilerena's coy clothing <sup>1</sup>		Distract creatures that would normally find you attractive.
Ilerena's luscious lips <sup>1</sup>		Gain +2 to Cha and +5 to Diplomacy and Bluff checks.
Identify		Gives +10 bonus to identify magic items.
Inflict moderate wounds		Touch attack, 2d8 damage +1/level (max +10).
Knock		Opens locked or magically sealed doors.
Levitate		Subject moves up and down at your direction.
Limited telepathy <sup>1</sup>		Mentally communicate with another creature within range.
Locate object		Senses direction toward object (specific or type).
Make whole		Repairs an object.
Mantle of love <sup>2</sup>	F	Grants a +4 bonus on saving throws to one living creature.
Memory of love <sup>1</sup>		Subject won't attack you because you remind them of a loved one.
Misdirection		Misleads divinations for 1 creature or object.
Miss <sup>1</sup>		Subject suffers -10 penalty to an attack.
Phantom trap	M	Makes item seem trapped.
Premonition <sup>2</sup>		You keep your Dex bonus to AC while flatfooted, cannot be surprised and do not provoke attacks of opportunity; gain +2 bonus to Ref saves and Dex checks.
Remove paralysis		Frees creature from paralysis or slow effect.
Resist energy		Ignores 10 (or more) points of damage/attack from specified energy type.
Resistance, improved <sup>1</sup>		As resistance, except bonus lasts 1 min./caster level.
Restoration, lesser		Dispels magical ability penalty or repairs 1d4 ability damage.
Scare		Frightens creatures of less than 6 HD.
See invisibility		Reveals invisible creatures or objects.
Shield other	F	You take half of subject's damage.
Silence		Negates sound in 20-ft. radius.
Status		Monitors condition, position of allies.
Suggestion		Compels subject to follow a stated course of action.
Summon nature's ally II		Summons creature to fight.



Spell Name	Comp.	Description
Summon swarm		Summon swarm of bats, rats, or spiders.
Sweetness <sup>1</sup>		Create a sweet scent that dazes those in a 20-ft. radius.
Tongues		Speak and understand any language.
Touch of idiocy		Subject takes 1d6 penalty to Int, Wis, and Cha.
Touch me not <sup>1</sup>		Gain +2 to AC, deal damage to foes who touch you.
Whispering wind		Sends a short message 1 mile/level.
Windows to the soul <sup>1</sup>		Learn subject's general alignment and gain +10 to a Sense Motive Check.
Zone of truth		Subjects within range cannot lie.

### 3<sup>rd</sup> level

Spell Name	Comp.	Description
Beast shape I		You take the form and some of the powers of a Small or Medium animal.
Bestow curse		-6 to an ability score; -4 on attack rolls, saves and checks; or 50% chance of losing each action.
Broken Arrow <sup>1</sup>		Projectiles fired from subjects' weapons break or shatter.
Charm Monster		Makes monster believe it is your ally.
Clairaudience/clairvoyance		Hear or see at a distance for 1 min./level.
Conception <sup>3</sup>		Guarantees the conception of a child.
Confusion		Subjects behave oddly for 1 round/level.
Contagion		Infects subject with chosen disease.
Copycat <sup>1</sup>		Subject mimics all the actions of an adjacent creature.
Crushing despair		Subjects take -2 on attack rolls, damage rolls, saves and checks.
Cure serious wounds		Cures 3d8 damage +1/level (max +15)
Daylight		60-ft.-radius of bright light.
Deep slumber		Puts 10 HD of creatures to sleep.
Deeper darkness		Object sheds supernatural shadow in 60-ft. radius.
Detect scrying		Alerts you to magical eavesdropping.
Diabolic fiddler <sup>1</sup>		Calls a fiddling imp to play a frightening tune.
Dispel magic		Cancels one magical spell or effect.
Dominate animal		One animal obeys your silent mental commands and orders.
Envy <sup>1</sup>		Subject obsessively covets a possession of a companion.
Fear		Subjects within cone flee for 1 round/level.
Freezing fog <sup>1</sup>		As fog cloud, plus thick slippery frost covers ground.
Fly		Subject flies at speed of 60 ft.
Geas, lesser		Commands subject of 7 HD or less.
Good fortune <sup>1</sup>		Subject can reroll three attacks, ability checks, skill checks, and/or saving throws within 1 min.
Good hope		Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
Halt undead		Immobilizes undead for 1 round/level.
Healing sphere <sup>2</sup>		From a distance, heal a creature of 2d8 points +1/level (max +10).
Healing stones, greater <sup>2</sup>		Three stones each remove 2 points total of 1 or 2 types of temporary ability damage when placed on a target creature's skin.
Helping hand		Ghostly hand leads subject to you.
Inflict serious wounds		Touch attack, 3d8 damage +1/lvl (max +15).
Invisibility purge		Dispels invisibility within 5 ft./level.
Lifebond <sup>2</sup>		Target can permanently monitor his true love as if by a status spell.
Magic circle against chaos/evil/good/law		As protection spells, but 10-ft. radius and 10 min./level.
Magic fang, greater		One natural weapon gets +1/four levels (max +5).
Magic hat <sup>1</sup>		Turn any non-magical headgear into a temporary extra-dimensional space.
Neutralize poison		Immunizes subject against poison, detoxifies venom in or on subject.
Nondetection	M	Hides subject from divination, scrying.
Phantom ambush <sup>2</sup>		Target believes himself surrounded by enemies that no one else can see.
Phobia <sup>1</sup>		Subject develops a sudden and severe fear.
Poison		Touch deals 1d3 Con damage 1/round for 6 rounds.
Protection from energy		Absorbs 12 points/level of damage from one kind of energy.
Quench		Extinguishes fires.



Spell Name	Comp.	Description
Remove blindness/deafness		Cures normal or magical blindness of deafness.
Remove curse		Frees object or person from curse.
Remove disease		Cures all diseases affecting subject.
Reveal curse <sup>2</sup>		Learn what curses are in place on a creature or object, and what needs to be done to remove the curses.
Safe burial <sup>2</sup>	M	Protects one dead body from rising as undead, being looted, or destroyed for up to 12 weeks.
Saving grace <sup>2</sup>		If the target drops below 0 hp, he gains temporary hp equal to half his normal amount.
Scrying	F	Spies on subject from a distance.
Sleepless night <sup>1</sup>		Subject cannot fall asleep for 24 hours.
Soundproof <sup>1</sup>		Insulates an area so that no sound can escape.
Speak with dead		Corpse answers one question/two levels.
Speak with plants		You can talk to plants and plant creatures.
Spirit guide, greater <sup>2</sup>		You gain a +5 divine bonus to skill checks for 1 hour.
Slow		One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.
Stinking cloud		Nauseating vapors, 1 round/level.
Stop thief <sup>3</sup>	F	Protects house, campsite, or room against break-in and thievery.
Summon nature's ally III		Summons creature to fight.
Unseen sentinel <sup>1</sup>		As unseen servant, except this one acts as a guard.
Village idiot <sup>1</sup>		Subject's Wis score drops to three.
Wall of light <sup>1</sup>		Creates a wall of blinding bright light.
Wind wall		Deflects arrows, smaller creatures, and gases.
Wolf guardian <sup>3</sup>		Create a life-energy wolf to attack those who attack you.

#### 4<sup>th</sup> level

Spell Name	Comp.	Description
Beast shape II		You take the form and some of the powers of a Tiny or Large animal.
Beauty of youth <sup>2</sup>	M	You appear younger than you actually are.
Bleeding wound <sup>2</sup>		All the target's wounds from piercing or slashing weapons bleed 1 hp/round until target is healed or dies.
Break enchantment		Frees subjects from enchantments, transmutations, and curses.
Call totem animal <sup>2</sup>		Summon a totem animal to complete a task for you.
Cure critical wounds		Cures 4d8 damage +1/level (max +20).
Discern lies		Reveals deliberate falsehoods.
Dismissal		Forces a creature to return to a native plane.
Divination	M	Provides useful advice for specific proposed actions.
Dominate person		Controls humanoid telepathically.
Freedom of movement		Subject moves normally despite impediments to movement.
Hallucinatory terrain		Makes one type of terrain appear like another (field as forest, or the like).
Hold monster		As hold person, but any creature.
Illusory wall		Wall, floor, or ceiling looks real, but anything can pass through.
Inflict critical wounds		Touch attack, 4d8 damage +1/lvl (max +20).
Legend lore	MF	Lets you learn takes about a person, place, or thing.
Liar's Curse <sup>1</sup>		Subject's nose grows a little larger with every lie told.
Locate creature		Indicates direction to known creature.
Mind to mind <sup>1</sup>		Forge a mental link with another creature, and experience what they see and hear.
Minor creation		Creates one cloth or wood object.
Mirror talk <sup>1</sup>	F	Look into one mirror and see out of its matched twin anywhere on the same plane.
Modify memory		Changes 5 minutes of subject's memories.
Repel vermin		Insects, spiders, and other vermin stay 10 ft. away.
Resistance, mass <sup>1</sup>		As resistance, but affects multiple creatures.
Restoration	M	Restores level and ability score drains.
Sending		Delivers short message anywhere, instantly.
Spell hold <sup>1</sup>		Cause another caster's spell of 3rd level or lower to internalize its power within him.
Spell immunity		Subject is immune to one spell per 4 levels.
Spirit snake <sup>2</sup>		Create a life-energy snake to attack on your command.
Succor <sup>2</sup>		Prevents negative levels, energy drain, and ability damage and drain.



Spell Name	Comp.	Description
Summon nature's ally IV		Summons creature to fight.
Wall of fire		Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/lvl.
Wall of ice		Ice plane creates wall or hemisphere creates dome.
Zone of silence		Keeps eavesdroppers from overhearing you.

#### 5<sup>th</sup> level

Spell Name	Comp.	Description
Ash cloud <sup>1</sup>		As solid fog, plus potential for subject to choke on hot ash.
Baleful polymorph		Turns subject into harmless animal.
Beast shape III		You take the form of a Diminutive or Huge animal, or Small or Medium magical beast.
Cause fear, mass <sup>2</sup>		Frightens multiple creatures of 7 HD or less.
Charm animal, mass <sup>2</sup>		Makes multiple animals friendly toward you.
Contact other plane		Lets you ask question of extraplanar entity.
Commune with nature		Learn about terrain for 1 mile/lvl.
Cure light wounds, mass		Cures 1d8 damage +1/level, affects 1 subject/level.
Dispel chaos/evil/good/law		+4 bonus against attacks.
Dispel magic, greater		As dispel magic, but with multiple targets.
Dream		Sends message to anyone sleeping.
Expel Spirits		This energy has three effects. First, you gain a +4 deflection bonus to AC against attacks by fey, outsiders, and undead. Second, on making a successful melee touch attack against an extraplanar fey, outsider, or undead, you can choose to drive that creature back to its home plane. The creature can negate the effects with a successful Will save (spell resistance applies). This use discharges and ends the spell. Third, with a touch you can automatically dispel any one enchantment spell cast by a fey, outsider, or undead. Spells that can't be dispelled by dispel magic also can't be dispelled by expel spirits. Saving throws and spell resistance do not apply to this effect. This use discharges and ends the spell.
Fabricate	M	Transforms raw materials into finished items.
False vision	M	Fools scrying with an illusion.
Feeblemind		Subject's Int and Cha drop to 1.
Inflict light wounds, mass		Deals 1d8 damage +1/level, affects 1 subject/level.
Kiss of life <sup>1</sup>	M	Bring a dead creature back to life with a kiss.
Major creation		As minor creation, plus stone and metal.
Nightmare		Sends vision dealing 1d10 damage, fatigue.
Opportunity <sup>2</sup>		Choose the best out of three rolls for every attack, save, skill or ability check made.
Overland flight		You fly at a speed of 40 ft. and can hustle over long distances.
Polymorph		Gives one willing subject a new form.
Raise dead	M	Restores life to subject who died as long as one day/level ago.
Shadow walk		Step into shadow to travel rapidly.
Spell resistance		Subject gains SR 12 + level.
Spirit sight <sup>1</sup>		See creatures and items according to their life force.
Suggestion, mass		As suggestion, affects 1 subject/level.
Summon nature's ally V		Summons creature to fight.
Telepathic bond		Link lets allies communicate.
True seeing	M	Lets you see all things as they really are.
Wall of thorns		Thorns damage anyone who tries to pass.
Waves of fatigue		Several targets become fatigued.

#### 6<sup>th</sup> level

Spell Name	Comp.	Description
Analyze dweomer	F	Reveals magical aspects of a subject.
Animate objects		Objects attack your foes.
Banishment		Banishes 2 HD/level of extraplanar creatures.
Beast shape IV		You take the form of a Diminutive to Huge animal, or a Tiny to Large magical beast.



Spell Name	Comp.	Description
Body to body <sup>2</sup>		As shield other, but affects multiple targets, and spells you cast on yourself can also affect your targets.
Charm monster, mass		As charm monster, but all within 30 ft.
Child of ill fortune <sup>2</sup>		Target suffers -2 penalty to attack, damage, skill and ability checks; spells cast by target have their DC reduced by 5.
Cure moderate wounds, mass		Cures 2d8 damage +1/lvl, affects 1 subject/level.
Flesh and blood <sup>1</sup>		Non-living creatures have DR temporarily reduced by 5.
Flesh to stone		Turns subject creature into stone.
Geas/quest		As lesser geas, but affects any creature.
Heal		Cures 10 points/level damage, all diseases and mental conditions.
Hindsight <sup>1</sup>		See recent past events in an area.
Inflict moderate wounds, mass		Deals 2d8 damage +1/lvl, affects 1 subject/level.
Mirrored Wall <sup>3</sup>		You can see through glass while those on the other side see only their reflections.
Poisoned blood <sup>2</sup>		Your blood becomes poisonous to others.
Projection <sup>3</sup>		Deliver a short message and mental pictures anywhere, instantly.
Repulsion		Creatures can't approach you.
Resistance, greater <sup>1</sup>		As resistance, except bonus is +5.
Scrying, greater		As scrying, but faster and longer.
Stone tell		Talk to natural or worked stone.
Stone to flesh		Restores petrified creature.
Summon nature's ally VI		Summons creature to fight.
Undeath to death	M	Destroys 1d4/level HD of undead (max 20d4).
Unfazed <sup>1</sup>	M	Cannot suffer from a number of conditions, easier to cast spells after being injured.

#### 7<sup>th</sup> level

Spell Name	Comp.	Description
Animate plants		One or more plants animate and fight for you.
Blue thunder <sup>3</sup>	F	Deals 1d6 electricity damage/level and potentially deafens target.
Control undead		Undead don't attack you while under your command.
Creeping doom		Swarms of centipedes attack at your command.
Cure serious wounds, mass		Cures 3d8 damage +1/lvl, affects 1 subject/level.
Fire jump <sup>3</sup>		Step from one fire to another far away.
Form of the dragon I		Turns you into a Medium dragon.
Hold person, mass		As hold person, but all within 30 ft.
Inflict serious wounds, mass		Deals 3d8 damage +1/lvl, affects 1 subject/level.
Insanity		Subject suffers continuous confusion.
Mirror walk <sup>1</sup>	F	Step into one mirror and step out of its matched twin anywhere on the same plane.
Night terrors <sup>2</sup>		Target suffers horrifying nightmares and loses Wis if he cannot wake up.
Polymorph, greater		Gives one willing subject a new, more powerful form.
Power word blind		Blinds creatures with 200 hp or less.
Restoration, greater	M	As restoration, plus restores all levels and ability scores.
Resurrection	M	Fully restore dead subject.
Sequester		Subject is invisible to sight and scrying; renders creature comatose.
Sleepwalker <sup>1</sup>		Subject rises from natural sleep to do one task at your bidding.
Slow death <sup>2</sup>		Target suffers Con drain at 1 point/hour due to internal damage.
Spell turning	M	Reflect 1d4+6 spell levels back at caster.
Summon nature's ally VII		Summons creature to fight.
Sunbeam		Beam blinds and deals 4d6 damage.
True form <sup>2</sup>		Removes effects that alter a creature's true form, forces shapechangers back into natural form.
Vision	M	As legend lore, but quicker.
Want you not <sup>3</sup>		Causes one creature to avoid you at all costs.



8 <sup>th</sup> level		
Spell Name	Comp.	Description
Bayv's wrath <sup>2</sup>		Concussive wave of evil energy deals 1d6/lvl to creatures and objects; can knock Large creatures and smaller prone.
Binding	M	Utilizes an array of techniques to imprison a creature.
Bleeding wound, mass <sup>2</sup>		Cause multiple targets' wounds from piercing or slashing weapons to bleed 1 hp/ round until targets are healed or die.
Cure critical wounds, mass		Cures 4d8 damage +1/lvl, affects 1 subject/level.
Demand		As sending, plus you can send suggestion.
Discern location		Reveals exact location of creature or object.
Dreamwalker <sup>2</sup>	M	Enter, witness, and influence the dreams of another creature.
Form of the dragon II		Turns you into a Large dragon.
Horrid wilting		Deals 1d6/level damage within 30 ft.
Inflict critical wounds, mass		Deals 4d8 damage +1/lvl, affects 1 subject/level.
Mind blank		Subject is protected from mental/emotional magic and scrying.
Peace aura <sup>2</sup>		Wards an area against violence; anyone attacking someone within warded area takes 1d6 points force damage/level.
Polymorph any object		Changes a subject into anything else.
Protection from spells	MF	Confers +8 resistance bonus.
Spell hold, greater <sup>1</sup>		Cause another caster's spell of 7th level or lower to internalize its power within him.
Spell immunity, greater		As spell immunity, but up to 8th-level spells.
Summon nature's ally VIII		Summons creature to fight.
Sunburst		Blinds all within 10 ft., deals 6d6 damage.
Temporal stasis	M	Puts subject into suspended animation.
Trap the soul	M	Imprisons subject within a gem.

9 <sup>th</sup> level		
Spell Name	Comp.	Description
Bound prophecy <sup>2</sup>		Make a prophecy about a creature and his descendants, which will drive them as if affected by a permanent geas/quest.
Dominate monster		As dominate person, but any creature.
Energy drain		Subject gains 2d4 negative levels.
Foresight		"Sixth sense" warns of impending danger.
Forevermore <sup>1</sup>	MF	Subject is unable to forget a specific memory/event.
Form of the dragon III		Turns you into a Huge dragon.
Freedom		Releases creature from imprisonment.
Gate	M	Connects two planes for travel or summoning.
Heal, mass		As heal, but affects 1 subject/level.
Hold monster, mass		As hold monster, but all within 30 ft.
Imprisonment		Entombs subject beneath the earth.
Nevermore <sup>1</sup>	M	Erases all memories of subject's existence from all living creatures on the prime material plane.
Soul bind	F	Traps newly dead soul to prevent resurrection.
Spell meld <sup>1</sup>	MF	You and another spellcaster can cast each other's spells.
Summon nature's ally IX		Summons creature to fight.
True resurrection	M	As resurrection, plus remains aren't needed.