

ELDER WITCHFIRE

CREATURE 13

RARE CE MEDIUM UNDEAD INCORPOREAL SPIRIT

Created by VaranSL

Perception +23; darkvision

Languages Aklo, Common, Necril

Skills Acrobatics +23, Deception +25, Intimidation +27, Occultism +23, Stealth +25

Str -5, **Dex** +8, **Con** +0, **Int** +4, **Wis** +4, **Cha** +8

Coven The witchfire adds *nightmare*, *phantasmal killer*, *phantasmal calamity*, and *summon entity* to their coven's spells. A coven can contain one or more witchfires, but it must also include at least one living creature capable of forming a coven; four witchfires cannot form a coven.

AC 35; **Fort** +19, **Ref** +27, **Will** +23

HP 195 (negative healing); **Immunities** death effects, disease, fire, paralyzed, poison, precision, unconscious; **Resistances** all 15 (except force, ghost touch, or positive; double resistance vs. non-magical)

Opportune Witchflame ➤ A creature makes a melee Strike against or touches the witchfire;

Effect The witchfire makes a witchflame caress Strike against the triggering creature.

Speed fly 40 feet

Melee ♦ witchflame caress +27 [+23/+19] (agile, evil, finesse, magical), **Damage** 3d8 fire plus 3d8 negative and witchflame

Ranged ♦ witchflame bolt +27 [+23/+19] (evil, magical, range 100 feet), **Damage** 3d6 fire plus 3d6 negative and witchflame

Occult Innate Spells DC 34 ; **7th** *visions of danger*; **6th** *phantasmal calamity*, *summon entity* (will-o'-wisp only); **5th** *crushing despair*; **4th** *invisibility*, *phantasmal killer*; **3rd** *phantom pain*; **2nd** *illusory disguise* (at will); **cantrips (7th)** *dancing lights*, *ghost sound*

Witchflame (curse, fire, necromancy, occult) Any creature that takes negative damage from a witchfire's Strike must attempt a DC 30 Will save.

Critical Success The creature is unaffected and is temporarily immune to witchflame for 1 hour.

Success The creature appears to catch fire with sickly green flames. These flames deal no damage on their own, but as long as the flames burn, the creature can't be concealed (invisible creatures are concealed rather than being undetected) and gains weakness 10 to fire for 1 round.

Failure As success, but the effect is permanent until removed.

Critical Failure As failure, but the creature gains weakness 15 to fire.

Witchflame Kindling ♦♦ (fire, necromancy, occult); **Requirements** A creature within 30 feet of the witchfire burns with witchflame; **Effect** The witchfire's eyes and mouth glow brightly, and the witchflame on the target creature momentarily burns much hotter, dealing 7d6 fire damage and 7d6 negative damage to that creature (DC 34 basic Fortitude save). The witchfire can't use Witchflame Kindling for 1d4 rounds.