

Marisa

Player: Chase

No Gender gnome witch (winter witch) 2, Pathfinder
Society faction - CR 1

Chaotic Neutral Humanoid (Gnome); Deity: **Calistria**; Age: **54**; Height: **3' 3"**; Weight: **35 lb.**; Eyes: **Blue**; Hair: **White**; Skin: **Blue**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	11	0	
CON CONSTITUTION	16	+3	
INT INTELLIGENCE	16	+3	
WIS WISDOM	11	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=		+3			
	Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells, Eternal Hope: +2 bonus vs. fear and despair						
REFLEX (DEXTERITY)	+0	=					
	Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells, Eternal Hope: +2 bonus vs. fear and despair						
WILL (WISDOM)	+3	=	+3				
	Magical Linguist: +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells, Eternal Hope: +2 bonus vs. fear and despair						

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	11	=				+1			
Touch AC	11								
CM Bonus	+2	=	+1		+2		-1		-
CM Defense	12	=	10	+1	+2		+0		-1
Base Attack			+1						
Initiative			+4						
Speed			20 ft						

Heavy mace

Main hand: **+4, 1d6+2**
Both hands: **+4, 1d6+3**

Crit: **x2**
1-hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+2	CHA (2)	-	
Climb	+2	STR (2)	-	
Craft (alchemy)	+7	INT (3)	1	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+2	DEX (0)	-	
Heal	+4	WIS (0)	1	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (history)	+9	INT (3)	1	
Knowledge (local)	+4	INT (3)	1	
Knowledge (nature)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Knowledge (religion)	+4	INT (3)	1	
Perception	+4	WIS (0)	-	
Ride	+0	DEX (0)	-	
Sense Motive	+2	WIS (0)	-	
Spellcraft	+7	INT (3)	1	
Stealth	+4	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	+2	STR (2)	-	
Use Magic Device	+6	CHA (2)	1	

Activated Abilities & Adjustments

Familiar Bonus: +4 to initiative checks: Within Arms Reach

Feats

Ability Focus (Evil Eye -2 [6 rounds, DC 16] [Su])
Alertness
Simple Weapon Proficiency - All

Traits

Gifted Adept (Snowball)
Student of Faith

Special Abilities

Empathic Link with Familiar (Su)
Endure Elements (Cold only) (Ex)
Eternal Hope (1/day)
Evil Eye -2 (6 rounds, DC 16) (Su)
Familiar Bonus: +4 to initiative checks
Low-Light Vision
Magical Linguist
Share Spells with Familiar
Slumber (2 rounds, DC 14) (Su)

Light crossbow

Ranged: **+0, 1d6**

Crit: 19-20/x2

Ranged, both hands: **+2, 1d6**

Rng: 80'

2-hand, P

Whip

Main hand: **+0, 1d2+2 nonlethal**

Crit: x2

Both hands: **+0, 1d2+2**

1-hand, S, Disarm,

nonlethal

Gear

Total Weight Carried: 31.6/131.25 lbs, Light Load

(Light: 43.5 lbs, Medium: 87 lbs, Heavy: 131.25 lbs)

Backpack (empty) 0.5 lbs

Bedroll 1.25 lbs

Belt pouch (empty) 0.125 lbs

Crossbow bolts x50 0.05 lbs

Flint and steel -

Heavy mace 4 lbs

Ink, black -

Inkpen -

Light crossbow 2 lbs

Money 1.52 lbs

Pot 4 lbs

Soap 0.5 lbs

Spell component pouch 2 lbs

Torch x10 1 lb

Trail rations x5 0.25 lbs

Traveler's outfit (Free) -

Waterskin 1 lb

Whip 1 lb

Spell-Like Abilities

Arcane Mark (1/day) ☐

Comprehend Languages (1/day) ☐

Endure Elements (cold only, Constant)

Message (1/day) ☐

Read Magic (1/day) ☐

Tracked Resources

Crossbow bolts ☐☐☐☐☐☐☐☐☐☐
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Eternal Hope (1/day) ☐

Torch ☐☐☐☐☐☐☐☐☐☐

Trail rations ☐☐☐☐☐☐

Languages

Common
Dwarven
Elven

Giant
Gnome
Sylvan

Experience & Wealth

Experience Points: **2000/5,000**

Current Cash: **76 gp**

Pathfinder Society: **Fame: 0, PP: 0**

Spells & Powers

Witch (Winter Witch) spells memorized (CL 2nd; concentration +5)

Melee Touch +4 Ranged Touch +2

1st—*hex vulnerability*^{ACG} (DC 14), *mage armor*, *snowball*^{UW}

0th (at will)—*detect magic*, *guidance*, *mending*, *read magic*

Companions

Alonzo CR –

Arctic hare (*Ultimate Wilderness* 191)

N Tiny magical beast (animal)

Init +3; **Senses** low-light vision; Perception +1

Defense

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 9 (1d8-1)

Fort +1, **Ref** +5, **Will** +4

Defensive Abilities improved evasion

Offense

Speed 50 ft.

Melee bite -1 (1d3-4)

Space 2½ ft.; **Reach** 0 ft.

Statistics

Str 3, **Dex** 16, **Con** 9, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Run

Skills Acrobatics +3 (+7 to jump with a running start, +11 to jump), Heal +2, Spellcraft -1, Stealth +15 (+19 in snow), Use Magic Device -2; **Racial Modifiers** +4 Stealth in snow

SQ empathic link

Marisa – Abilities & Gear

Ability Focus (Evil Eye -2 [6 rounds, DC 16] [Su]) Feat

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Alertness

Feat

You often notice things that others might miss.

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

Appears In: Not Consolidated Skills

Gifted Adept (Snowball)

Trait

Your interest in magic was inspired by witnessing a spell being cast in a particularly dramatic method, perhaps even one that affected you physically or spiritually. This early exposure to magic has made it easier for you to work similar magic on your own.

Benefit: Pick one spell when you choose this trait—from this point on, whenever you cast that spell, its effects manifest at +1 caster level.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Student of Faith

Trait

While you have personally dedicated your life to a single deity, you study all religions and mortal faiths. Upon hearing that the town of Sandpoint recently completed a cathedral dedicated to the six deities most popular in the area, you had to see the place for yourself, and have arrived in time for the consecration of this holy edifice. Because of your strong faith and broad range of study, you cast all cure spells at +1 caster level, and whenever you channel energy, you gain a +1 trait bonus to the save DC of your channeled energy.

Appears In: Rise of the Runelords Anniversary Edition

Eternal Hope (1/day)

Unknown

Gnomes rarely lose hope and are always confident that even hopeless situations will work out. Gnomes with this racial trait receive a +2 racial bonus on saving throws against fear and despair effects. Once per day, after rolling a 1 on a d20, the gnome may reroll and use the second result. This racial trait replaces defensive training and hatred.

Appears In: Advanced Player's Guide, Advanced Race Guide

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Magical Linguist

Unknown

Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with Charisma scores of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark*, *comprehend languages*, *message*, *read magic*. The caster level for these effects is equal to the gnome's level. This racial trait replaces gnome magic and illusion resistance.

Appears In: Advanced Player's Guide, Advanced Race Guide

Empathic Link with Familiar (Su) Class Ability (Witch)

The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Endure Elements (Cold only) (Ex) Class Ability (Witch)

At 1st level, a winter witch gains endure elements as a constant spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. At 9th-level, this increases to cold resistance 10, and at 14th level, it becomes immunity to cold. This replaces the witch's 4th-level hex.

Appears In: Inner Sea Magic, Reign of Winter

Evil Eye -2 (6 rounds, DC 16) (Su) Class Ability (Witch)

The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to –4.

Appears In: Advanced Player's Guide

Familiar Bonus: +4 to initiative checks Class Ability (Witch)

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

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

Share Spells with Familiar Class Ability (Witch)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Slumber (2 rounds, DC 14) (Su) Class Ability (Witch)

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

Appears In: Advanced Player's Guide

Sourcebooks Used

- **Advanced Class Guide** - Hex Vulnerability (spell)
- **Advanced Player's Guide** - Evil Eye (special ability); Slumber (special ability); Trickery (special ability); Witch (class)
- **Advanced Player's Guide / Advanced Race Guide** - Academician (alternate racial trait); Eternal Hope (alternate racial trait); Magical Linguist (alternate racial trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Gifted Adept (trait)
- **Faction Guide / Shattered Star** - Pathfinder Society (faction)
- **Inner Sea Magic / Reign of Winter** - Cold Flesh (equipment); Cold Flesh (equipment); Ice Magic (equipment); Winter Witch (archetype)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **Rise of the Runelords Anniversary Edition** - Student of Faith (trait)

Marisa, Witch (Winter Witch) 2 – Spells in Spellbook

Arcane Mark	Witch 0	Daze	Witch 0
School universal Casting Time 1 action Components V, S Range touch Effect one personal rune or mark, all of which must fit within 1 sq. ft. Duration permanent Saving Throw none; Spell Resistance no		School enchantment (compulsion) [mind-affecting] Casting Time 1 action Components V, S, M (a pinch of wool or similar substance) Range close (25 + 5 ft./2 levels) Target one humanoid creature of 4 HD or less Duration 1 round Saving Throw DC 13 Will negates; Spell Resistance yes	
<p>This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An <i>arcane mark</i> spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a <i>detect magic</i> spell causes it to glow and be visible, though not necessarily understandable.</p> <p>See <i>invisibility</i>, <i>true seeing</i>, a <i>gem of seeing</i>, or a <i>robe of eyes</i> likewise allows the user to see an invisible <i>arcane mark</i>. A <i>read magic</i> spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an <i>erase</i> spell.</p> <p>If an <i>arcane mark</i> is placed on a living being, the effect gradually fades in about a month.</p> <p><i>Arcane mark</i> must be cast on an object prior to casting <i>instant summons</i> on the same object (see that spell description for details).</p>		<p>This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.</p>	
Bleed	Witch 0	Detect Magic	Witch 0
School necromancy Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw DC 13 Will negates; Spell Resistance yes		School divination Casting Time 1 action Components V, S Range 60 ft. Area cone-shaped emanation Duration concentration, up to 1 min./level (D) Saving Throw none; Spell Resistance no	
<p>You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.</p>		<p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras. <i>2nd Round:</i> Number of different magical auras and the power of the most potent aura. <i>3rd Round:</i> The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p>Original Strength - Duration of Lingering Aura Faint - 1d6 rounds Moderate - 1d6 minutes Strong - 1d6 x 10 minutes Overwhelming - 1d6 days</p> <p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>	
Dancing Lights	Witch 0		
School evocation [light] Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Effect up to four lights, all within a 10-ft.-radius area Duration 1 minute (D) Saving Throw none; Spell Resistance no			
<p>Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.</p> <p>Dancing lights can be made permanent with a <i>permanency</i> spell.</p>			

Marisa, Witch (Winter Witch) 2 – Spells in Spellbook

Detect Poison School divination Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one creature, one object, or a 5-ft. cube Duration instantaneous Saving Throw none; Spell Resistance no <p>You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p>	Witch 0	Mending School transmutation / metal elemental Casting Time 10 minutes Components V, S Range 10 ft. Target one object of up to 1 lb./level Duration instantaneous Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object) <p>This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.</p>	Witch 0
Guidance School divination / void elemental Casting Time 1 action Components V, S Range touch Target creature touched Duration 1 minute or until discharged Saving Throw Will negates (harmless); Spell Resistance yes <p>This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.</p>	Witch 0	Message School transmutation / air elemental [language-dependent] Casting Time 1 action Components V, S, F (a piece of copper wire) Range medium (100 + 10 ft./level) Target one creature/level Duration 10 min./level Saving Throw none; Spell Resistance no <p>You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.</p>	Witch 0
Light School evocation / wood elemental [light] Casting Time 1 action Components V, M/DF (a firefly) Range touch Target object touched Duration 10 min./level Saving Throw none; Spell Resistance no <p>This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.</p> <p>Light can be used to counter or dispel any darkness spell of equal or lower spell level.</p>	Witch 0	Read Magic School divination Casting Time 1 action Components V, S, F (a clear crystal or mineral prism) Range personal Target you Duration 10 min./level <p>You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).</p> <p>Read magic can be made permanent with a permanency spell.</p>	Witch 0

Marisa, Witch (Winter Witch) 2 – Spells in Spellbook

Resistance	Witch 0	Animate Rope	Witch 1
School abjuration Casting Time 1 action Components V, S, M/DF (a miniature cloak) Range touch Target creature touched Duration 1 minute Saving Throw Will negates (harmless); Spell Resistance yes (harmless)		School transmutation / wood elemental Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Target one rope-like object, length up to 50 ft. + 5 ft./level; see text Duration 1 round/level Saving Throw none; Spell Resistance no	
<p>You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.</p> <p>Resistance can be made permanent with a permanency spell.</p>		<p>You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half. The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell. The rope can enwrap only a creature or an object within 1 foot of it - it does not snake outward - so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hemp rope has 2 hit points, AC 10, and requires a DC 23 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Reflex saving throw to become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check with a DC of 15 + the spell's level to cast a spell. An entangled creature can slip free with a DC 20 Escape Artist check. The rope itself and any knots tied in it are not magical. The spell cannot affect objects carried or worn by a creature.</p>	
Stabilize	Witch 0	Command	Witch 1
School conjuration (healing) Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes (harmless)		School enchantment (compulsion) [language-dependent, mind-affecting] Casting Time 1 action Components V Range close (25 + 5 ft./2 levels) Target one living creature Duration 1 round Saving Throw DC 15 Will negates; Spell Resistance yes	
<p>Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.</p>		<p>You give the subject a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options.</p> <p>Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.</p> <p>Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.</p> <p>Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn, and it provokes attacks of opportunity for this movement as normal.</p> <p>Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless. If the subject can't carry out your command on its next turn, the spell automatically fails.</p>	
Touch of Fatigue	Witch 0		
School necromancy Casting Time 1 action Components V, S, M (a drop of sweat) Range touch Target creature touched Duration 1 round/level Saving Throw DC 13 Fortitude negates; Spell Resistance yes			
<p>You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.</p> <p>This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.</p>			

Marisa, Witch (Winter Witch) 2 – Spells in Spellbook

Cure Light Wounds

Witch 1

School conjuration (healing)

Casting Time 1 action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

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

Detect Secret Doors

Witch 1

School divination

Casting Time 1 action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You can detect secret doors, compartments, caches, and so forth. Only passages, doors, or openings that have been specifically constructed to escape detection are detected by this spell. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of secret doors.

2nd Round: Number of secret doors and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The mechanism or trigger for one particular secret portal closely examined by you. Each round, you can turn to detect secret doors in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Enlarge Person

Witch 1

School transmutation

Casting Time 1 round

Components V, S, M (powdered iron)

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

Target one humanoid creature

Duration 1 min./level (D)

Saving Throw DC 14 Fortitude negates; **Spell Resistance** yes

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

Hex Vulnerability

Witch 1

School necromancy [curse]

Casting Time 1 action

Components V, S, M (a drop of your blood)

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

Target one creature

Duration 1 round/level

Saving Throw DC 14 Will negates; **Spell Resistance** yes

The targeted creature becomes susceptible to a repeat use of your harmful hexes, even if you could not otherwise target that creature with a particular hex for a certain time period. For example, normally after you target a creature with a charm hex, you cannot target it again for 1 day. But after casting this spell on a creature, you could try the charm hex repeatedly as long as the spell persists. The end of this spell has no effect on any active or ongoing hex on a creature. For example, if the creature failed its save against a second use of your charm hex, it remains charmed for the normal duration, even if the spell expires before the hex does.

Each subsequent casting of this spell on a target within a 24-hour period gives the target a +4 bonus on its save against the spell and imposes a -4 penalty on your caster level check to overcome the target's spell resistance with this spell.

Appears in: Advanced Class Guide

Mage Armor

Witch 1

School conjuration (creation) [force]

Casting Time 1 action

Components V, S, F (a piece of cured leather)

Range touch

Target creature touched

Duration 1 hour/level (D)

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

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

Snowball

Witch 1

School evocation [cold, water]

Casting Time 1 action

Components V, S

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

Effect one ball of ice and snow

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).

Appears in: People of the North, Reign of Winter, Ultimate Wilderness

Unseen Servant

Witch 1

School conjuration / aether elemental (creation)

Casting Time 1 action

Components V, S, M (a piece of string and a bit of wood)

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

Effect one invisible, mindless, shapeless servant

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

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

Title - Marisa (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2018/06/24

XP Reward: 2000 XP; **Net Cash:**

- no notes -