

Unnamed Hero, Witch 9 – Spells in Spellbook

Arcane Mark Witch 0

School: Universal
Components: V, S
Casting Time: 1 action
Range: Touch
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Save: None
Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a *gem of seeing*, or a *robe of eyes* likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, the effect gradually fades in about a month.

Arcane mark must be cast on an object prior to casting *instant summons* on the same object (see that spell description for details).

Bleed Witch 0

School: Necromancy
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: DC 16 Will negates
Resistance: Yes

You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Dancing Lights Witch 0

School: Evocation [Light]
Components: V, S
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Effect: Up to four lights, all within a 10-ft.-radius area
Duration: 1 minute (D)
Save: None
Resistance: No

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.

Dancing lights can be made permanent with a permanency spell.

Daze Witch 0

School: Enchantment (Compulsion) [Mind-Affecting]
Components: V, S, M (a pinch of wool or similar substance)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Save: DC 15 Will negates
Resistance: Yes

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.

Detect Magic Witch 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Save: None
Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: 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).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: 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, *detect magic* indicates the stronger of the two.

Lingering Aura: 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 *detect magic* 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:

Original Strength - Duration of Lingering Aura

Faint - 1d6 rounds
 Moderate - 1d6 minutes
 Strong - 1d6 x 10 minutes
 Overwhelming - 1d6 days

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.

Detect magic can be made permanent with a *permanency* spell.

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Detect Poison

Witch 0

School: Divination
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Save: None
Resistance: No

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.

Guidance

Witch 0

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

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Light

Witch 0

School: Evocation / Wood Elemental [Light]
Components: V, M/DF (a firefly)
Casting Time: 1 action
Range: Touch
Target: Object touched
Duration: 10 min./level
Save: None
Resistance: No

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit.

Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Mending

Witch 0

School: Transmutation / Metal Elemental
Components: V, S
Casting Time: 10 minutes
Range: 10 ft.
Target: One object of up to 1 lb./level
Duration: Instantaneous
Save: Will negates (harmless, object)
Resistance: Yes (harmless, object)

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.

Message

Witch 0

School: Transmutation / Air Elemental [language-dependent]
Components: V, S, F (a piece of copper wire)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Target: One creature/level
Duration: 10 min./level
Save: None
Resistance: No

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.

Read Magic

Witch 0

School: Divination
Components: V, S, F (a clear crystal or mineral prism)
Casting Time: 1 action
Range: Personal
Target: You
Duration: 10 min./level

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).

Read magic can be made permanent with a permanency spell.

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Resistance Witch 0

School: Abjuration
Components: V, S, M/DF (a miniature cloak)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute
Save: Will negates (harmless)
Resistance: Yes (harmless)

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.

Resistance can be made permanent with a permanency spell.

Stabilize Witch 0

School: Conjuraction (Healing)
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One living creature
Duration: Instantaneous
Save: Will negates (harmless)
Resistance: Yes (harmless)

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.

Touch of Fatigue Witch 0

School: Necromancy
Components: V, S, M (a drop of sweat)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Save: DC 16 Fortitude negates
Resistance: Yes

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.

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.

Cure Light Wounds Witch 1

School: Conjuraction (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

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 Undead Witch 1

School: Divination
Components: V, S, M/DF (earth from a grave)
Casting Time: 1 action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 minute/level (D)
Save: None
Resistance: No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of undead auras.

2nd Round: Number of undead auras in the area and the strength of the strongest undead aura present. If you are of good alignment, and the strongest undead aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

3rd Round: The strength and location of each undead aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of an undead aura is determined by the HD of the undead creature, as given on the table below.

Lingering Aura: An undead aura lingers after its original source is destroyed. If detect undead 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, as given on the table below.

HD- Strength - Lingering Aura Duration
1 or lower - Faint - 1d6 rounds
2-4 - Moderate - 1d6 minutes
5-10 - Strong - 1d6 x 10 minutes
11 or higher - Overwhelming - 1d6 days

Each round, you can turn to detect undead 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.

Mage Armor Witch 1

School: Conjuraction (Creation) [Force]
Components: V, S, F (a piece of cured leather)
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 hour/level (D)
Save: Will negates (harmless)
Resistance: No

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

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Obscuring Mist

Witch 1

School: Conjuration / Water Elemental (Creation)
Components: V, S
Casting Time: 1 action
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 20 ft. high
Duration: 1 min./level (D)
Save: None
Resistance: No

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. This spell does not function underwater.

Sanctify Corpse

Witch 1

School: Evocation [Good]
Components: V, S, M, DF (a pinch of silver dust)
Casting Time: 1 action
Range: Touch
Area: corpse touched
Duration: 24 hours
Save: none
Resistance: No

This spell blesses a corpse with positive energy, preventing it from being turned into an undead creature. Attempts to raise the corpse as an undead automatically fail. If the corpse is of a person slain by a creature that creates undead out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this spell. It is possible to protect a corpse for an extended time by casting this spell each day.

Sanctify corpse can be made permanent with a permanency spell by a caster of 9th level or higher for the cost of 500 gp.

Appears In : Ultimate Magic

Blood Blaze

Witch 2

Racial Spell for Orc
School: Transmutation [Fire]
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 round/level(D)
Save: Fortitude negates (harmless)
Resistance: Yes (harmless)

The target gains a 5-foot-radius aura that causes the blood of creatures in that area to ignite upon contact with air. Any creature (including the spell's target) within the aura that takes at least 5 points of piercing, slashing, or bleed damage from a single attack automatically creates a spray of burning blood. The spray strikes a creature in a randomly determined square adjacent to the injured creature. The spray deals 1d6 points of fire damage to any creature in that square, and 1 point of splash damage to all creatures within 5 feet of the spray's target, including the target of this spell. A creature can only create one spray of burning blood per round. Creatures that do not have blood (including oozes and most constructs and undead) do not create blood sprays when attacked.

Appears In : Advanced Race Guide

Command Undead

Witch 2

School: Necromancy
Components: V, S, M (a shred of raw meat and a splinter of bone)
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: One undead creature
Duration: 1 day/level
Save: DC 18 Will negates; see text
Resistance: Yes

This spell allows you a degree of control over an undead creature. If the subject is intelligent, it perceives your words and actions favorably (treat its attitude as friendly). It will not attack you while the spell lasts. You can give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. Retries are not allowed. An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders. Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell. Your commands are not telepathic. The undead creature must be able to hear you.

Glitterdust

Witch 2

School: Conjuration / Earth Elemental / Metal Elemental (Creation)
Components: V, S, M (ground mica)
Casting Time: 1 action
Range: Medium (100 + 10 ft./level)
Area: Creatures and objects within 10-ft.-radius spread
Duration: 1 round/level
Save: DC 17 Will negates (blinding only)
Resistance: No

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect. Any creature covered by the dust takes a -40 penalty on Stealth checks.

Summon Swarm

Witch 2

School: Conjuration (Summoning)
Components: V, S, M/DF (a square of red cloth)
Casting Time: 1 round
Range: Close (25 + 5 ft./2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: Concentration + 2 rounds
Save: None
Resistance: No

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel.

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Web	Witch 2	Speak with Dead	Witch 3
<p>School: Conjuration / Wood Elemental (Creation) Components: V, S, M (spider web) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: Webs in a 20-ft.-radius spread Duration: 10 min./level (D) Save: DC 17 Reflex negates; see text Resistance: No</p> <p>Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. The strands are similar to spiderwebs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears. Creatures caught within a web become grappled by the sticky fibers. Attacking a creature in a web doesn't cause you to become grappled. Anyone in the effect's area when the spell is cast must make a Reflex save. If this save succeeds, the creature is inside the web but is otherwise unaffected. If the save fails, the creature gains the grappled condition, but can break free by making a combat maneuver check or Escape Artist check as a standard action against the DC of this spell. The entire area of the web is considered difficult terrain. Anyone moving through the webs must make a combat maneuver check or Escape Artist check as part of their move action, with a DC equal to the spell's DC. Creatures that fail lose their movement and become grappled in the first square of webbing that they enter. If you have at least 5 feet of web between you and an opponent, it provides cover. If you have at least 20 feet of web between you, it provides total cover. The strands of a web spell are flammable. A flaming weapon can slash them away as easily as a hand brushes away cobwebs. Any fire can set the webs alight and burn away one 5-foot square in 1 round. All creatures within flaming webs take 2d4 points of fire damage from the flames.</p> <p>Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.</p>		<p>School: Necromancy [language-dependent] Components: V, S, DF Casting Time: 10 minutes Range: 10 ft. Target: One dead creature Duration: 1 min./level Save: DC 19 Will negates; see text Resistance: No</p> <p>You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.</p>	
Contagion	Witch 3	Vision of Hell	Witch 3
<p>School: Necromancy [Evil] Components: V, S Casting Time: 1 action Range: Touch Target: Living creature touched Duration: Instantaneous Save: DC 19 Fortitude negates Resistance: Yes</p> <p>The subject contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. For more information on these diseases, see page 557.</p>		<p>School: Illusion (Glamer) [Evil, Fear] Components: V, M (a pinch of brimstone) Casting Time: 1 action Range: Medium (100 + 10 ft./level) Effect: 50-ft.-radius emanation Duration: 1 minute/level (D) Save: DC 18 Will negates Resistance: No</p> <p>You overlay a realistic illusion of a terrifying hellscape upon an area. Structures, equipment, and creatures within the area are not hidden, though environmental features take on an infernal appearance. While you are prepared for these images and are not affected by them, any other creature within the area must make a Will save or become shaken and also take a -2 penalty on saves versus fear effects; the fear and penalty persists as long as the creature remains in the area. Devils and any lawful evil creatures suffer no negative effects from this spell.</p> <p>Appears In: Ultimate Magic, Book of the Damned 1: Princes of Darkness</p>	
		Water Walk	Witch 3
		<p>School: Transmutation [Water] Components: V, S, DF Casting Time: 1 action Range: Touch Target: One touched creature/level Duration: 10 min./level (D) Save: Will negates (harmless) Resistance: Yes (harmless)</p> <p>The transmuted creatures can tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. Creatures crossing molten lava still take damage from the heat because they are near it. The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground.</p> <p>If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60 feet per round until they can stand on it.</p>	

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Witness	Witch 3	Cure Serious Wounds	Witch 4
<p>School: Divination (Scrying) Components: V, S Casting Time : 1 action Range: Long (400 + 40 ft./level) Target: one living creature Duration: 1 minute/level (D) Save: DC 18 Will negates (harmless) Resistance: Yes (harmless)</p> <p>You link your senses to the target, allowing you to see and hear through its eyes and ears. As a move action you can shift your senses from yourself to the target or back again. When using the target's senses, you are blind and deaf. When perceiving through the target, you use its normal and special senses (such as darkvision), not your own.</p> <p>Appears In : Ultimate Magic</p>		<p>School: Conjuraton (Healing) Components: V, S Casting Time : 1 action Range: Touch Target: Creature touched Duration: Instantaneous Save: Will half (harmless); see text Resistance: Yes (harmless); see text</p> <p>This spell functions like <i>cure light wounds</i> , except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).</p> <p>Cure Light Wounds When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.</p>	
Animate Dead	Witch 4	Neutralize Poison	Witch 4
<p>School: Necromancy [Evil] Components: V, S, M (an onyx gem worth at least 25 gp per Hit Die of the undead) Casting Time : 1 action Range: Touch Target: One or more corpses touched Duration: Instantaneous Save: None Resistance: No</p> <p>This spell turns corpses into undead skeletons or zombies (see the <i>Pathfinder RPG Bestiary</i>) that obey your spoken commands.</p> <p>The undead can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. A destroyed skeleton or zombie can't be animated again.</p> <p>Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of <i>animate dead</i> . The <i>desecrate</i> spell doubles this limit.</p> <p>The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. You choose which creatures are released. Undead you control through the Command Undead feat do not count toward this limit.</p> <p>Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.</p> <p>Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a physical anatomy.</p>		<p>School: Conjuraton (Healing) Components: V, S, M/DF (charcoal) Casting Time : 1 action Range: Touch Target: Creature or object of up to 1 cu. ft./level touched Duration: Instantaneous or 10 min./level; see text Save: Will negates (harmless, object) Resistance: Yes (harmless, object)</p> <p>You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.</p> <p>This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.</p>	
		Secure Shelter	Witch 4
		<p>School: Conjuraton / Wood Elemental (Creation) Components: V, S, M (a chip of stone, sand, a drop of water, and a wood splinter) Casting Time : 10 minutes Range: Close (25 + 5 ft./2 levels) Effect: 20-ft.-square structure Duration: 2 hours/level (D) Save: None Resistance: No</p> <p>You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. The lodging resembles a normal cottage, with a sturdy door, two shuttered windows, and a small fireplace. The shelter must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise - it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants). The door, shutters, and even chimney are secure against intrusion, the former two being secured with arcane lock and the latter by an iron grate at the top and a narrow flue. In addition, these three areas are protected by an alarm spell. Finally, an unseen servant is conjured to provide service to you for the duration of the shelter. The secure shelter contains crude furnishings - eight bunks, a trestle table, eight stools, and a writing desk.</p>	

Volcanic Storm

Witch 4

School: Evocation [Fire]
Components: V, S, M/DF (obsidian and ash)
Casting Time: 1 action
Range: Long (400 + 40 ft./level)
Area: cylinder (20-ft. radius, 40 ft. high)
Duration: 1 round/level (D)
Save: none
Resistance: Yes

Chunks of hot volcanic rock and clumps of ash pound down when this spell is cast, dealing 3d6 points of bludgeoning damage and 2d6 points of fire damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy ash rains down in the area. Creatures inside this area take a -4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the rock and ash disappear, leaving no aftereffects (other than the damage dealt).

Appears In : Ultimate Magic

Cure Critical Wounds

Witch 5

School: Conjuraton (Healing)
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: Instantaneous
Save: Will half (harmless); see text
Resistance: Yes (harmless); see text

This spell functions like *cure light wounds*, except that it cures 4d8 points of damage + 1 point per caster level (maximum +20).

Cure Light Wounds

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

Pain Strike, Mass

Witch 5

School: Evocation [Evil]
Components: V, S
Casting Time: 1 action
Range: Close (25 + 5 ft./2 levels)
Target: one living creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level (D)
Save: DC 20 Fortitude negates
Resistance: Yes

This spell works like pain strike, except as noted above.

Appears In : Advanced Player's Guide