

Bleed

0

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates; SR - 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.

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Dancing Lights

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WITCH

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - Up to four lights, all within a 10-ft.-radius area
Duration - 1 minute
Saving Throw - none; SR - 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'-wisps), 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.

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Daze

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WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature of 4 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - 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.

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Detect Magic

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WITCH

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - 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

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Detect Magic (Cont.)

category, detect magic indicates the stronger of the two.

Spell or Object | Aura Power |

Faint | Moderate | Strong | Overwhelming |

Functioning spell (spell level) | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |

Magic item (caster level) | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

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 | 1d6x10 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

Detect Magic (Cont.)

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.

Guidance

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WITCH

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 minute or until discharged
Saving Throw - Will negates (harmless); SR - 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.

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Light

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WITCH

School - evocation
Casting Time - 1 standard action
Components - V, M/DF (a firefly)
Range - touch
Target - object touched
Duration - 10 min./level
Saving Throw - none; SR - no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius from the point touched, 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.

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Mending

0

School - transmutation
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);
SR - yes (harmless, object)

WITCH

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.

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Message

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School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a piece of copper wire)
Range - medium (100 ft. + 10 ft./level)
Target - one creature/level
Duration - 10 min./level
Saving Throw - none; SR - no

WITCH

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.

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Putrefy Food and Drink

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School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - 10 ft.
Target - 1 cu. ft./level of food and water or one potion;
see text
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

WITCH

This spell causes otherwise edible food to rot and spoil instantly, and water and other liquids to become brackish and undrinkable. Holy water and similar food and drink of significance are spoiled by putrefy food and drink, but the spell has no effect on creatures of any type, nor upon unholy water. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Although potions and elixirs are unaffected by the normal use of the spell, you can instead choose to target a single such object with this spell, destroying it if it fails a saving throw.

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Read Magic

0

School - divination
Casting Time - 1 standard action
Components - V, S, F (a clear crystal or mineral prism)
Range - personal
Target - you
Duration - 10 min./level

WITCH

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

0

School - abjuration
Casting Time - 1 standard action
Components - V, S, M/DF (a miniature cloak)
Range - touch
Target - creature touched
Duration - 1 minute
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

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.

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Spark

0

School - evocation
Casting Time - 1 standard action
Components - V or S
Range - close (25 ft. + 5 ft./2 levels)
Target - one Fine object
Duration - instantaneous
Saving Throw - Fortitude negates (object); SR - yes (object)

WITCH

You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.

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Stabilize

0

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

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.

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Touch of Fatigue

0

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

WITCH

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.

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Air Bubble

1

School - conjuration/creation
Casting Time - 1 standard action
Components - S, M/DF (a small bladder filled with air)
Range - touch
Target - one creature or one object no larger than a large two-handed weapon
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

Air bubble creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The air bubble allows the creature touched to breathe underwater or in similar airless environments, or protects the object touched from water damage. A firearm within an air bubble can be loaded-assuming the black powder comes from a powder horn, a cartridge, or some other airtight protective device-and fired. When shooting such a firearm underwater, the shot still takes the standard -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to normal penalties due to range. If a firearm within the air bubble explodes, the explosion occurs normally.

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Beguiling Gift

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, F (the object to be offered)
Range - 5 ft.
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

WITCH

You offer an object to an adjacent creature, and entice it into using or consuming the proffered item. If the target fails its Will save, it immediately takes the offered object, dropping an already held object if necessary. On its next turn, it consumes or dons the object, as appropriate for the item in question. For example, an apple would be eaten, a potion consumed, a ring put on a finger, and a sword wielded in a free hand. If the target is physically unable to accept the object, the spell fails. The subject is under no obligation to continue consuming or using the item once the spell's duration has expired, although it may find a cursed item difficult to be rid of.

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Bungle

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid
Duration - concentration + 2 rounds or until triggered
Saving Throw - Will negates; SR - yes

WITCH

The target takes a -20 penalty on its next attack roll or check that requires a d20 roll. The action must be one deliberately taken by the target on its turn. Creatures with more than 10 HD are unaffected by this spell.

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Burning Hands

1

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - 15 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

WITCH

A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

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Cause Fear

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature with 5 or fewer HD
Duration - 1d4 rounds or 1 round; see text
Saving Throw - Will partial; SR - yes

WITCH

The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

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Charm Person

1

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

WITCH

This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.

The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to 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 affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

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Chill Touch

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or creatures touched (up to one/level)
Duration - instantaneous
Saving Throw - Fortitude partial or Will negates; see text; SR - yes

WITCH

A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.

An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

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Command

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

WITCH

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.

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.

Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.

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.

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.

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.

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Compel Hostility

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a drop of your blood)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - see text; SR - see text

WITCH

Whenever a creature you can see that threatens you makes an attack against one of your allies, as an immediate action, you can compel that creature to attack you instead. When you compel a creature to attack you, you must first overcome that creature's spell resistance, and the creature can attempt a Will saving throw to ignore the compulsion.

A summoner casting this spell can choose his eidolon as the target of the spell.

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Comprehend Languages

1

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (pinch of soot and salt)
Range - personal
Target - you
Duration - 10 min./level

WITCH

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Comprehend languages can be made permanent with a permanency spell.

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Cure Light Wounds

1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

WITCH

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.

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Damp Powder

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a damp piece of cotton)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

WITCH

This spell causes ammunition already loaded into the target firearm is ruined with moisture. Any attempt to fire that ammunition fails, with no chance for misfire, and the user must then take a full-round action to clear the weapon before reloading and firing it. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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Dancing Lantern

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a lantern)
Range - touch
Effect - animates one lantern
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

WITCH

You can animate a lantern and order it to follow you. The lantern floats at shoulder height and remains within 5 feet of you, no matter how fast you move. The lantern cannot support any additional weight. The lantern illuminates its normal area, even if it does not have any oil in it. For the purposes of spells or effects targeting it the lantern always acts as if in your possession even when not directly on your person. A dancing lantern can be made permanent with a permanency spell (CL 9th, 2,500 gp).

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Decompose Corpse

1

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a pinch of dried toadstool)
Range - touch
Target - one corpse or corporeal undead
Duration - instantaneous or 1 minute; see text
Saving Throw - Fortitude negates (object); SR - yes (object)

WITCH

Using this spell, the caster rapidly decomposes the flesh from a single corpse of size Huge or smaller, leaving behind a perfectly cleaned skeleton. If it is cast on a non-skeletal corporeal undead, the creature takes a -2 penalty on all rolls and to its Armor Class and CMD for 1 minute.

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Delusional Pride

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute
Saving Throw - Will negates; SR - yes

WITCH

The target becomes so distracted by an overblown sense of its worth that it takes a -2 penalty on attacks and skill checks.

However, this feeling also gives the target a +2 morale bonus on saves against charm and compulsion effects.

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Detect Secret Doors

1

School - divination
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - none; SR - no

WITCH

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.

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Diagnose Disease

1

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - one creature, one object, or a 5-ft. cube
Target - one creature, one object, or a 5-ft. cube
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

You determine whether a creature, object, or area carries any sort of disease or infestation (including molds, slimes, and similar hazards), or any exceptional or supernatural effects causing the sickened or nauseated effects. If there is disease present, you know what disease it is and its effects. If the target is a creature, you gain a +4 bonus on Heal checks to treat the creature's disease. The spell can penetrate many 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.

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Ear-Piercing Scream

1

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous; see text
Saving Throw - Fortitude partial (see text); SR - yes

WITCH

You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 1d6 points of sonic damage per two caster levels (maximum 5d6). A successful save negates the daze effect and halves the damage.

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Enlarge Person

1

School - transmutation
Casting Time - 1 round
Components - V, S, M (powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

WITCH

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

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Enlarge Person (Cont.)

(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.

Forced Quiet

1

School - transmutation
Casting Time - 1 standard action
Components - S
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

WITCH

With a gesture, you muffle sound around the target, making it unable to yell or otherwise make loud noises. This does not affect spellcasting by the target. The target can still use sonic effects, but the DC of these effects decreases by 2. The target gains a +2 bonus on saving throws against sonic effects. The target gains a +4 circumstance bonus on Stealth checks.

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Frostbite

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - none; SR - yes

WITCH

Your melee touch attack deals 1d6 points of nonlethal cold damage + 1 point per level, and the target is fatigued. The fatigued condition ends when the target recovers from the nonlethal damage. This spell cannot make a creature exhausted even if it is already fatigued. You can use this melee touch attack up to one time per level.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Fumbletongue

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1d4 rounds
Saving Throw - Will negates; SR - yes

WITCH

This enchantment causes a creature to be unable to speak intelligibly. Any effort the target makes to talk, in any language, comes out as a useless mix of unconnected words and noises. Even magic words are affected to some extent; the target has a 20% spell failure chance for any spell it attempts to cast with verbal components, and a 20% chance to incorrectly use a command word to activate a magic item.

This spell has no effect on telepathic communication, or the vocalizations of creatures that lack a spoken language.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Hex Ward

1

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

You give the target a +4 resistance bonus on saving throws against witch hexes.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Hypnotism

1

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - several living creatures, no two of which may be more than 30 ft. apart
Duration - 2d4 rounds
Saving Throw - Will negates; SR - yes

WITCH

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you.

In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total HD of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of -2.

While the subject is fascinated by this spell, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Icicle Dagger

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - 0 ft.
Effect - one icicle
Duration - 1 minute/level
Saving Throw - none; SR - no

WITCH

You create a masterwork dagger out of ice. The dagger deals 1 point of cold damage in addition to normal dagger damage.

If the dagger leaves your hand for more than 1 round, it melts and the spell ends. At 6th level, the dagger functions as a +1 frost dagger. At 11th level, it gains the returning property when thrown, melting away and reforming in your hand just before your next turn.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Identify

1

School - divination
Casting Time - 1 standard action
Components - V, S, M (wine stirred with an owl's feather)
Range - 60 ft.
Area - cone-shaped emanation
Duration - 3 rounds/level
Saving Throw - none; SR - no

WITCH

This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Ill Omen

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (hair from a black cat)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level or until discharged
Saving Throw - none; SR - yes

WITCH

You afflict the target with bad luck. On the next d20 roll the target makes, it must roll twice and take the less favorable result. For every five caster levels you have, the target must roll twice on an additional d20 roll (to a maximum of five rolls at 20th level).

A target who can speak and has at least one free hand and who is aware of the spell and its effects (such as from a Spellcraft check to identify the spell as it is cast) can negate one reroll by spending a move action to utter a brief prayer or good luck charm to appease the spirits of ill fortune.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Inflict Light Wounds

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

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Interrogation

1

School - necromancy
Casting Time - 1 round
Components - V, S
Range - touch
Target - living creature touched
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

WITCH

You question the target, backed up by the threat of magical pain. You may ask one question per two caster levels. The target can either answer the question or take 1d4 points of damage plus your Wisdom bonus. The target is not compelled to answer truthfully, but the threat of pain gives it a -4 penalty on Bluff checks to convince you when it is lying.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Jury-Rig

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of tree resin)
Range - touch
Target - one broken object of up to 2 lbs./level
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

When you cast this spell, a spectral force binds a broken weapon together, relieving the broken condition for a short time. While under the effects of this spell, an item with the broken condition suffers no adverse effects from that condition, and is treated as if it is not broken. The object regains no hit points, and damage can still destroy the object.

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Ki Arrow

1

School - conjuration
Casting Time - 1 standard action
Components - S
Range - touch
Target - 1 arrow touched
Duration - instantaneous
Saving Throw - Fortitude (object); SR - yes (object)

WITCH

You imbue an arrow with your power and throw it at a target up to 100 feet away. Make a ranged attack roll. If it hits, the target takes damage from the arrow as if you had hit it with a single unarmed strike (including your Strength bonus).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Lock Gaze

1

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

You compel the target to look at you and only you for the spell's duration or until the spell is discharged. While staring at you, the target is considered to be averting its eyes from every creature but you, granting creatures other than you concealment against the target's attacks. If the target willingly leaves your line of sight, it is blinded for 1 round and the spell ends. If you willingly leave the target's line of sight or become unconscious or dead, the spell creature suffers no ill effects. Blind creatures and creatures immune to gaze attacks are immune to this spell.

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Mage Armor

1

WITCH

School - conjuration/creation
Casting Time - 1 standard 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); SR - 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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Mask Dweomer

1

WITCH

School - illusion/glamer
Casting Time - 1 standard action
Components - V, S, M (a piece of gauze)
Range - touch
Target - creature or object touched
Duration - 1 day/level (D)
Saving Throw - none; see text; SR - no

You mask and manipulate a spell's magic aura to make it harder to detect. Select one spell effect on the target creature or object. You must have either cast this spell yourself or have perceived it by means such as detect magic or arcane sight.

Both the desired spell effect and mask dweomer are hidden from detect magic, although more powerful spells (such as arcane sight) pierce the deception if the caster succeeds on a Will save. Analyze dweomer automatically detects both mask dweomer and any masked spell effects.

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Mount

1

WITCH

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one mount
Duration - 2 hours/level
Saving Throw - none; SR - no

You summon a light horse or a pony (your choice) to serve you as a mount (see the Pathfinder RPG Bestiary). The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

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Negative Reaction

1

WITCH

School - illusion/glamer
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

The target's actions and words fail to impress. The target of this spell takes a -10 penalty on any Bluff, Diplomacy, and Intimidate checks as well as any performance combat checks it attempts.

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Obscuring Mist

1

WITCH

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Effect - cloud spreads in 20-ft. radius from you, 20 ft. high
Duration - 1 min./level
Saving Throw - none; SR - 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.

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Peacebond

1

WITCH

School - abjuration
Casting Time - 1 standard action
Components - S
Range - close (25 ft. + 5 ft./2 levels)
Target - one sheathed or slung weapon
Duration - 1 minute/level
Saving Throw - Will negates (object); SR - yes (object)

You lock a weapon in place on its owner's body, or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check (DC equal to the saving throw DC) to do so, provoking attacks of opportunity whether the attempt succeeds or fails.

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Ray Of Enfeeblement

1

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 round/level
Saving Throw - Fortitude half; SR - yes

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+1 per two caster levels (maximum 1d6+5).

The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.

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Ray of Sickening

1

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - yes

WITCH

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

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Reduce Person

1

School - transmutation
Casting Time - 1 round
Components - V, S, M (a pinch of powdered iron)
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 min./level (D)
Saving Throw - Fortitude negates; SR - yes

WITCH

This spell causes instant diminution of a humanoid creature, halving its height, length, and width and dividing its weight by 8. This decrease changes the creature's size category to the next smaller one. The target gains a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to its reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. This spell doesn't change the target's speed.

All equipment worn or carried by a creature is similarly reduced by the spell.

Melee and projectile weapons deal less damage. Other magical properties are not affected by this spell. Any reduced item that leaves the reduced creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown weapons deal their normal damage (projectiles

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Reduce Person (Cont.)

deal damage based on the size of the weapon that fired them).

Multiple magical effects that reduce size do not stack. Reduce person counters and dispels enlarge person.

Reduce person can be made permanent with a permanency spell.

Sanctify Corpse

1

School - evocation
Casting Time - 1 standard action
Components - V, S, DF, M (a pinch of silver dust)
Range - touch
Area - corpse touched
Duration - 24 hours
Saving Throw - none; SR - no

WITCH

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 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.

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Reinforce Armaments

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - one armor suit or weapon touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

You reinforce a weapon or armor suit to give it a temporarily upgrade or mitigate the fragile quality (see page 146). A suit of armor or weapon touched that has the fragile quality is not considered to have the fragile quality for the spell's duration. Normal armor suits or weapons subjected to this spell instead gain the masterwork quality for the spell's duration and their hardness is doubled. If this spell is cast on masterwork or magical armor or weapons, their hardness is doubled for the duration of the spell.

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Remove Sickness

1

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minutes/level; see text
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

WITCH

You quell feelings of illness and nausea in the target, giving it a +4 morale bonus on saving throws against disease, nausea, and sickened effects. If the subject is already under the influence of one of these effects when receiving the spell, that effect is suppressed for the duration of the spell.

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Restore Corpse

1

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - corpse touched
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

You grow flesh on a decomposed or skeletonized corpse of a Medium or smaller creature, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did when the creature died. The new flesh is somewhat rotted and not fit for eating.

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Shadow Weapon

1

School - illusion/shadow
Casting Time - 1 standard action
Components - V, S
Range - 0 ft.
Effect - one shadow weapon
Duration - 1 minute/level
Saving Throw - Will disbelief (if interacted with); SR - yes

WITCH

Drawing upon the Plane of Shadow, you shape a quasi-real masterwork melee weapon of a type you are proficient with. You may use this weapon to make attacks as if it were a real weapon, dealing normal damage for a weapon of its type. The first time you hit a creature with the weapon, it may make a Will save to disbelieve; failure means the weapon deals damage normally, success means it only takes 1 point of damage from the weapon's attacks. The weapon only deals 1 point of damage to objects. If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the shadow weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the target may save to disbelieve as normal. At 5th level, the weapon gains a +1 enhancement bonus. At 10th-level, you may increase the enhancement bonus to +2 or add the frost or keen weapon property. The frost and keen properties have no effect if the target makes its disbelief save. The spell ends if the weapon leaves your possession.

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Sleep

1

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (fine sand, rose petals, or a live cricket)
Range - medium (100 ft. + 10 ft./level)
Area - one or more living creatures within a 10-ft.-radius burst
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

WITCH

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

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Summon Minor Monster

1

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 1d3 summoned creatures
Duration - 1 round/level (D)
Saving Throw - none; SR - no

WITCH

This spell functions as summon monster I, except you can summon 1d3 Tiny or smaller animals, such as bats, lizards, monkeys, rats, ravens, toads, or weasels. The summoned animals must all be the same type of creature. As with animals summoned with summon monster I, you may apply one alignment-appropriate template to these animals.

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Summon Monster I

1

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell summons an extraplanar creature (typically an outsider, elemental, or magical beast native to another plane). It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The spell conjures one of the creatures from the 1st Level list on Table 10-1. You choose which kind of creature to summon, and you can choose a different one each time you cast the spell.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities. Creatures cannot be summoned into an environment that cannot support them. Creatures summoned using this spell cannot use spells or spell-like abilities that duplicate spells with expensive material components (such as wish).

When you use a summoning spell to summon a creature with an alignment or elemental subtype, it is a spell of that type. Creatures on Table 10-1 marked with an "*" are summoned with the celestial template, if you are good, and the fiendish template, if you are evil. If

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Summon Monster I (Cont.)

you are neutral, you may choose which template to apply to the creature. Creatures marked with an "*" always have an alignment that matches yours, regardless of their usual alignment.

Summoning these creatures makes the summoning spell's type match your alignment.

Unerring Weapon

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon or 20 projectiles, all of which must be together at the time of casting
Duration - 1 round/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

This spell causes a weapon to veer closer to vital areas, improving the result of a critical threat. This transmutation grants a +2 bonus on attack rolls to confirm critical hits plus 1 additional bonus point per four caster levels (maximum total bonus +7). If the spell is cast on projectiles, the effect ends on a specific projectile whenever that projectile is used to make an attack, regardless of whether the attack hits. For this spell, shuriken are considered projectiles.

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Unprepared Combatant

1

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

WITCH

The target takes a -4 penalty on initiative checks and Reflex saves.

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Unseen Servant

1

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a piece of string and a bit of wood)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one invisible, mindless, shapeless servant
Duration - 1 hour/level
Saving Throw - none; SR - no

WITCH

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.

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Vocal Alteration

1

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid creature
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

WITCH

You alter the target's voice to something else. For example, you could make the target's voice high-pitched, husky, or nasal, or change its accent to an accent you are familiar with.

If this spell is used as part of a disguise, the target gets a +10 bonus on the Disguise check when trying to fool a listener.

The target can vary the disguised voice just as it could its normal voice. For example, a halfling female given a male dwarf noble's voice and accent could speak in falsetto, with a rural halfling accent, and so on.

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Weaken Powder

1

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (an empty paper cartridge)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

WITCH

Ammunition in the target firearm generates less of an explosive charge when fired. With such ammunition, the firearm's range increment is halved and the firer takes a -2 penalty on damage rolls. If aware of this spell's effect prior to firing the altered ammunition (a DC 16 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

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Youthful Appearance

1

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level

WITCH

You make your target look like a younger version of itself. You select how much younger it looks (for example, "10 years" or "as a young adult"). You cannot otherwise change details of the target's appearance other than those directly associated with aging (for example, gray hair returns to its original color). The target cannot appear so much younger that it changes size.

This spell does not affect any age-based modifications to ability scores or other age-related effects.

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Adoration

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes

WITCH

The target of this spell is the subject of adoration by those whom it tries to affect with Diplomacy or during performance combat. If the target is out of combat, it receives a +2 morale bonus on all Diplomacy checks it makes to influence creatures. If the creature is engaged in performance combat (see page 153), the target gains a +2 morale bonus on all performance combat checks.

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Alter Self

2

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 min./level

WITCH

When you cast this spell, you can assume the form of any Small or Medium creature of the humanoid type. If the form you assume has any of the following abilities, you gain the listed ability: darkvision 60 feet, low-light vision, scent, and swim 30 feet.

Small creature: If the form you take is that of a Small humanoid, you gain a +2 size bonus to your Dexterity.

Medium creature: If the form you take is that of a Medium humanoid, you gain a +2 size bonus to your Strength.

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Augury

2

School - divination
Casting Time - 1 minute
Components - V, S, M (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp)
Range - personal
Target - you
Duration - instantaneous

WITCH

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future.

The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results: Weal (if the action will probably bring good results), Woe (for bad results), Weal and woe (for both), Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Bestow Weapon Proficiency

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (pieces of shaved metal)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

You bestow the subject with the ability to use a single type of weapon he is not proficient in as if he were proficient with that weapon. The weapon can be of any type, including an exotic weapon, but the subject of the spell must be holding the weapon.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Blindness/Deafness

2

School - necromancy
Casting Time - 1 standard action
Components - V
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - permanent (D)
Saving Throw - Fortitude negates; SR - yes

WITCH

You call upon the powers of unlife to render the subject blinded or deafened, as you choose.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Blood Transcription

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one dead spellcaster
Duration - 24 hours
Saving Throw - none; SR - no

WITCH

By consuming 1 pint of blood from a spellcaster killed within the last 24 hours, you can attempt to learn a spell that spellcaster knew. Select one spell available to the dead spellcaster (this must be a spell on your spell list); you gain the knowledge of this spell for 24 hours. During this time, you may write it down (or teach it to your familiar, if you are a witch) using the normal rules for copying a spell from another source. Once you have learned it, you may prepare the spell normally.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Boiling Blood

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one creature per three levels, no two of which may be more than 30 ft. apart
Duration - concentration + 1 round/level (D)
Saving Throw - Fortitude negates (see text); SR - yes

WITCH

The blood of the targeted creatures begins to boil. If a target fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Burning Gaze

2

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (eye of a mundane salamander)
Range - personal
Target - you
Duration - 1 round/level
Saving Throw - Fortitude negates (see text); SR - yes

WITCH

Your eyes burn like hot coals, allowing you to set objects or foes alight with a glance.

As a standard action as long as this spell's effects persist, you may direct your burning gaze against a single creature or object within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or take 1d6 points of fire damage. Unattended objects do not get a save. Creatures damaged by the spell must make a Reflex save or catch fire.

Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage. Flammable items worn by a creature must also save or take the same damage as the creature. If a creature or object is already on fire, it suffers no additional effects from burning gaze.

Note that this spell does not grant an actual gaze attack-foes and allies are not in danger of catching on fire simply by meeting your gaze.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Cure Moderate Wounds

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

WITCH

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Daze Monster

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of wool or similar substance)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature of 6 HD or less
Duration - 1 round
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like daze, but it can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Death Knell

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/10 minutes per HD of subject; see text
Saving Throw - Will negates; SR - yes

WITCH

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Delay Pain

2

School - enchantment
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

WITCH

You override the target's ability to feel pain. Pain effects (such as pain strike** and symbol of pain) do not affect the target until this spell's duration has expired. This does not negate any physical damage, ability damage, or ability drain that a pain effect has already done, but it does negate ongoing penalties from pain while the spell lasts.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Delay Poison

2

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

WITCH

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Destabilize Powder

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a few drops of liquor)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

WITCH

This spell makes the ammunition in the target firearm is prone to misfire. Increase the misfire range by 1 + 1 per five caster levels (maximum +5) for the ammunition currently loaded into that firearm. If aware of this spell's effect prior to firing the altered ammunition (a DC 17 Spellcraft check to identify the spell being cast or similar effect), the firearm's user can spend a standard action to clear the altered ammunition from the firearm. Doing so destroys that ammunition.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Detect Thoughts

2

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a copper piece)
Range - 60 ft.
Area - cone-shaped emanation
Duration - concentration, up to 1 min./level
Saving Throw - Will negates; see text; SR - no

WITCH

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

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

Each round, you can turn to detect thoughts 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.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Disfiguring Touch

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

WITCH

With a touch, you cause the victim of this spell to suffer a painful curse that causes it to grow hideously disfigured. The physical appearance of the deformity is subject to the caster's whim (most demon worshipers choose deformities that reflect their Abyssal patron's shape or form). The target takes one of the following penalties. -2 decrease to an ability score (minimum 1). -2 penalty on attack rolls or saving throws. Land speed reduced by 5 feet. You may also invent other effects, but they should be no more powerful than those described above.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Enthrall

2

School - enchantment/charm
Casting Time - 1 round
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - any number of creatures
Duration - 1 hour or less
Saving Throw - Will negates; see text; SR - yes

WITCH

If you have the attention of a group of creatures, you can use this spell to hold them enthralled. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw. A target with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the

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Enthrall (Cont.)

highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell. If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

False Life

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of blood)
Range - personal
Target - you
Duration - 1 hour/level or until discharged; see text

WITCH

You harness the power of unlife to grant yourself a limited ability to avoid death. While this spell is in effect, you gain temporary hit points equal to 1d10 + 1 per caster level (maximum +10).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Feast Of Ashes

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of ash)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 2 days/level (D)
Saving Throw - Fortitude negates; SR - yes

WITCH

You curse the target with a hunger no food can assuage. On a failed saving throw, the target begins to starve (see page 444 of the Core Rulebook). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of eating can counter the effect and, further, even attempting to eat causes the target to become nauseated for 1 round unless they make a DC 12 Fortitude save. The target still experiences the other normal effects of anything consumed (such as poisons or potions).

Feast of ashes can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of starvation must be healed by normal means.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Fester

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (rotted meat)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level or 1 round; see text
Saving Throw - Fortitude partial; SR - yes

WITCH

Necrotic energy permeates the target, blocking healing abilities.

The subject gains spell resistance equal to 12 + your caster level against effects that restore hit points or grant temporary hit points. In addition, any healing provided by effects that ignore spell resistance (such as fast healing, regeneration, and some spells) are halved. If the target succeeds on a Fortitude saving throw, fester lasts only a single round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Find Traps

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

WITCH

You gain intuitive insight into the workings of traps. You gain an insight bonus equal to 1/2 your caster level (maximum +10) on Perception checks made to find traps while the spell is in effect. You receive a check to notice traps within 10 feet of you, even if you are not actively searching for them. Note that find traps grants no ability to disable the traps that you may find.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Fog Cloud

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft. level)
Effect - fog spreads in 20-ft. radius
Duration - 10 min./level
Saving Throw - none; SR - no

WITCH

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance).

Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Frost Fall

2

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Area - 5-foot radius burst
Duration - 1 round/2 levels
Saving Throw - Fortitude partial; SR - yes

WITCH

The area of this spell is covered in chilling frost, dealing 2d6 points of cold damage to all creatures within it. Creatures that the spell initially damages must succeed at a Fortitude save or become staggered for 1 round. The area remains chilled for the spell's duration. Any creature that starts your turn within the spell's area takes 1d6 points of cold damage (Fortitude saving throw for half) but does not become staggered even on a failed saving throw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Gentle Repose

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (salt and a copper piece for each of the corpse's eyes)
Range - touch
Target - corpse touched
Duration - 1 day/level
Saving Throw - Will negates (object); SR - yes (object)

WITCH

You preserve the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see raise dead). Days spent under the influence of this spell don't count against the time limit.

Additionally, this spell makes transporting a slain (and thus decaying) comrade less unpleasant.

The spell also works on severed body parts and the like.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Ghostly Disguise

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 10 minute/level (D)

WITCH

You make yourself-including clothing, armor, weapons, and equipment-appear translucent like a ghost. Any mundane or magical disguise on you is affected by this illusion as well; for example, if you are disguised as the king or a sahuagin, you look like a ghostly version of the king or a sahuagin. Your ghostly form may have a pale green, blue, or violet coloration, or a muted version of your normal appearance.

The spell does not actually make you ghostly or provide any incorporeal abilities. If you choose, the illusion can make you appear to float slightly above the ground, though you are actually still on the ground. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Glide

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a leaf)
Range - personal
Target - you
Duration - until landing or 1 minute/level (D)

WITCH

You take no damage from falls (as if from feather fall). In addition, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, at a speed of 60 feet per round. You cannot use this spell to actually gain height, merely coast in other directions as you fall. If subjected to a strong wind or any other effect that causes you to rise you can take advantage of it in order to increase the distance you can glide. The spell ends as soon as your feet touch the ground regardless of its remaining duration. If the spell expires while you are still in the air you fall the remaining distance as normal.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Glitterdust

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (ground mica)
Range - medium (100 ft. + 10 ft./level)
Area - creatures and objects within 10-ft.-radius spread
Duration - 1 round/level
Saving Throw - Will negates (blinding only); SR - no

WITCH

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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Haunting Mists

2

School - illusion/figment
Casting Time - 1 standard action
Components - V, S
Range - 20 ft.
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 minute/level (D)
Saving Throw - Will partial (see text); SR - no

WITCH

An illusion of misty vapor inhabited by shadowy shapes arises around you. It is stationary. The illusory mist 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).

All creatures within the mist must save or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Hidden Speech

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a cipher written on a piece of parchment)
Range - close (25 ft. + 5 ft./2 levels)
Target - you plus one creature/level, no two of which can be more than 30 ft. apart
Duration - 10 minutes/level (D)
Saving Throw - Will negates (harmless); SR - yes

WITCH

You greatly enhance the ability of the subjects to communicate hidden messages to each other. Each target gains a +10 competence bonus on Bluff checks to send secret message to other recipients. Others using opposed Sense Motive checks to decipher these messages receive a -5 penalty. All subjects affected by the spell must share a language to be able to pass messages.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Hold Person

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, F/DF (a small, straight piece of iron)
Range - medium (100 ft. + 10 ft./level)
Target - one humanoid creature
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

WITCH

The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Inflict Moderate Wounds

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

The damage dealt increases to 4d8 points of damage + 2 points per caster level (maximum +20). A living target is sickened for 1 round per caster level (maximum 10 rounds) if it fails its saving throw.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Levitate

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a leather loop or golden wire bent into a cup shape)
Range - personal or close (25 ft. + 5 ft./2 levels)
Target - you or one willing creature or one object (total weight up to 100 lbs./level)
Duration - 1 min./level
Saving Throw - none; SR - no

WITCH

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action.

You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Mad Hallucination

2

School - illusion/phantasm
Casting Time - 1 standard action
Components - V, S
Range - close (20 ft.)
Target - one humanoid creature
Duration - 5 minute/level (maximum 1 hour)
Saving Throw - Will negates; SR - yes

WITCH

This spell induces a hallucinogenic reality in the mind of your target. Surfaces seem to swim, and movement constantly distracts the eye. The target takes a -2 penalty on Will saving throws, caster level checks, Intelligence-based skill checks, and Wisdom-based skill checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Mask Dweomer, Communal

2

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S, M (a piece of gauze)
Range - touch
Target - creatures or objects touched
Duration - 1 day/level (D)
Saving Throw - none; see text; SR - no

WITCH

This spell functions like mask dweomer (Advanced Player's Guide 232), except you divide the duration in 1-day increments among the creatures or objects touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Masterwork Transformation

2

School - transmutation
Casting Time - 1 hour
Components - V, S, M (see below)
Range - touch
Target - one weapon, suit of armor, shield, tool, or skill kit touched
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

You convert a non-masterwork item into its masterwork equivalent. A normal sword becomes a masterwork sword, a suit of leather armor becomes a masterwork suit of leather armor, a set of thieves' tools becomes masterwork thieves' tools, and so on. If the target object has no masterwork equivalent, the spell has no effect. You can affect 50 pieces of ammunition as if they were one weapon. You decide if the object's appearance changes to reflect this improved quality.

The material component for the spell is magical reagents worth the cost difference between a normal item and the equivalent masterwork item (typically 300 gp for a weapon, 150 gp for armor, or 50 gp for a tool). If an object has multiple masterwork options (such as a double weapon, or a spiked shield that could be made masterwork as a weapon or armor), you choose one option of the object to affect (though you can cast the spell again to affect another option).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Miserable Pity

2

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level and 1 minute; see text
Saving Throw - Will negates (see text); SR - yes

WITCH

This spell functions as sanctuary, except creatures attempting to attack the target who fail their saves also feel a strong sense of pity toward the target, as if it were weak, pathetic, and not a threat. If the target breaks the spell by attacking, any creature that failed its save against the spell gains a +2 morale bonus on attack rolls against the target for 1 minute.

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Mount, Communal

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M (a bit of horse hair)
Range - close (25 ft. + 5 ft./2 levels)
Effect - up to six mounts
Duration - 2 hours/level (D)
Saving Throw - none; SR - no

WITCH

This spell functions like mount, except you can summon up to six light horses or ponies, and you divide the duration in 2-hour increments among the steeds summoned.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Perceive Cues

2

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of water)
Range - personal
Target - you
Duration - 10 minutes/level

Your senses become preternaturally keen, and you gain insight into subtle behavioral cues. For the duration of the spell, you receive a +5 competence bonus on Perception and Sense Motive checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Pernicious Poison

2

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - 10 minutes/level
Saving Throw - none; SR - yes

You weaken the target's defenses against poison. The target gains a -4 penalty on saves against poison, and poisons affecting the target continue for another 2 frequency increments (for example, black adder venom lasts 8 rounds instead of 6, and arsenic lasts for 6 minutes instead of 4). Attempts to cure the poisoned target with skill or magic take a -4 penalty.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Pox Pustules

2

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (leaves from a toxic plant)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Fortitude negates; SR - yes

You inflict a painful, itching rash on the target creature. The target is sickened and takes a -4 penalty to Dexterity (this penalty cannot lower Dexterity below 0). The target can spend a move action scratching furiously at the rash to remove the sickened condition (but not the Dexterity penalty) until the start of its next turn.

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Protective Penumbra

2

WITCH

School - evocation
Casting Time - 1 standard action
Components - V, S,
Range - touch
Target - creature touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless); SR - yes

This spell keeps the target slightly in shadow. A target with light blindness, light sensitivity, or vulnerability to sunlight (such as vampires and wraiths) may ignore penalties from those qualities. The spell gives the target a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Qualm

2

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level or until discharged
Saving Throw - Will negates; SR - yes

The target is suddenly beset with unexplainable doubts about the effectiveness of its actions and the righteousness of its cause. The creature takes a -10 penalty on its ability checks, skill checks, and concentration checks, until the duration ends, or until it spends its entire turn doing absolutely nothing (it spends a full-round action gaining focus). Spending an entire turn doing nothing discharges the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Recoil Fire

2

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (hoof shavings from a mule)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 firearm
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

The target firearm suddenly fires of its own volition, even if it is unloaded, generating a recoil so great that the wielder or carrier of the firearm must scramble to hold onto it and becomes flat-footed until the start of his next turn. If the wielder is already flat-footed, he is instead knocked prone. If the firearm was loaded, that ammunition is wasted.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Reinforce Armaments, Communal

2

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a metal pin)
Range - touch
Target - armor suits or weapons touched
Duration - 10 minutes/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

This spell functions like reinforce armaments, except you divide the duration in 10-minute intervals among the objects touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Returning Weapon

2

WITCH

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one weapon that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Scare

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a bone from an undead creature)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature per three levels, no two of which can be more than 30 ft. apart
Duration - 1 round/level or 1 round; see text for cause fear
Saving Throw - Will partial; SR - yes

WITCH

This spell functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

See Invisibility

2

School - divination
Casting Time - 1 standard action
Components - V, S, M (talc and powdered silver)
Range - personal
Target - you
Duration - 10 min./level

WITCH

You can see any objects or beings that are invisible within your range of vision, as well as any that are ethereal, as if they were normally visible. Such creatures are visible to you as translucent shapes, allowing you easily to discern the difference between visible, invisible, and ethereal creatures.

The spell does not reveal the method used to obtain invisibility.

It does not reveal illusions or enable you to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

See invisibility can be made permanent with a permanency spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Severed Fate

2

School - enchantment
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 10 minutes/level
Saving Throw - Will negates; SR - yes

WITCH

You curse the target, preventing it from drawing upon the powers of destiny. The target is shaken and cannot use hero points for the duration of the spell. This effect can be removed by dispel magic, remove curse, or other similar effects.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Share Memory

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - you and one creature touched
Duration - instantaneous
Saving Throw - Will negates; SR - yes

WITCH

You momentarily link your mind with the target and share a single memory of no longer than 1 minute. You can show the target one of your memories, show the target one of its own memories, or view one of the target's memories.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Silk To Steel

2

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one scarf
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

You imbue an ordinary scarf (or similar piece of clothing) with the strength of steel without altering its weight or flexibility.

Each round on your turn, you can decide to use the scarf to defend yourself (gaining a +2 shield bonus to your Armor Class) or to attack as if the scarf were a whip.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Skinsend

2

School - necromancy
Casting Time - 1 minute
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level (D)

WITCH

You cause your own skin to peel off your body and animate as a magical creature you control. You may project your consciousness to your animated skin or return it to your actual body as a standard action. When your consciousness is in your body, you are helpless (except for transferring your will to your skin, or dismissing the spell).

Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell, and cannot be healed above this maximum; construct type, traits, and immunities; Str 3, Con -; DR 10/piercing or slashing; and compression (as the universal monster ability, Bestiary 2 295). Your skin can take any actions you could normally take in your own body (such as to fight or cast spells).

When your skin leaves your body, your body's hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a regenerate spell, ring of regeneration, the regeneration monster ability, or any other effect that can regrow missing limbs) or heal can regrow your skin.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Skinsend (Cont.)

and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with gentle repose and is suitable for any purpose that requires some of your flesh (such as a resurrection spell) or any magic or ritual that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring powerful magic, as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain with your consciousness in it, the spell ends and you are instantly killed.

This spell leaves long scars on your skin where it split apart, although these fade normally with the use of healing magic.

Spectral Hand

2

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - one spectral hand
Duration - 1 min./level
Saving Throw - none; SR - no

WITCH

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Stabilize Powder

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a few drops of liquor)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

Ammunition currently loaded in the target firearm is less prone to misfire. Decrease the misfire range by 1 + 1 per five caster levels (maximum +5, minimum misfire 0) for the ammunition currently loaded into that firearm.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Status

2

School - divination
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - one living creature touched per three levels
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Steal Voice

2

School - necromancy
Casting Time - 1 standard action
Components - V
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - permanent (D)
Saving Throw - Fortitude negates; SR - yes

The target's throat constricts, giving it the caster croak spellblight (see page 95).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Summon Monster II

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Summon Swarm

2

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of bats, rats, or spiders
Duration - concentration + 2 rounds
Saving Throw - none; SR - 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.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Symbol of Mirroring

2

School - illusion/figment
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 100 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will partial (harmless); SR - yes

This spell functions as symbol of death, except it instead creates one illusory duplicate of each creature within 60 feet of the symbol. These duplicates function as mirror image, moving with the original creatures and mimicking their movements, sounds, and actions exactly. If an illusory double is destroyed, a new one appears on the creature's turn. The images last for as long as a creature remains within 60 feet of the symbol, and for 1 round/level thereafter. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of mirroring can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 5,000 gp.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Thunder Fire

2

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a piece of spent thunderstone)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 loaded firearm
Duration - instantaneous
Saving Throw - Will negates (object); see text; SR - yes (object); see text

The firearm targeted creates a thunderous report, even if the firearm is not loaded. Every creature within 15 feet of the creature wielding or carrying the firearm must succeed at a Fortitude save or be deafened for 1 minute. The creature wielding or carrying the firearm takes a -4 penalty on this saving throw, and his misfire range increases by 1 for 1d4 rounds. If the firearm was loaded when it was targeted by this spell, that ammunition is wasted.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Touch of Idiocy

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - 10 min./level
Saving Throw - none; SR - yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Unnatural Lust

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round
Saving Throw - Will negates; SR - yes

WITCH

Your target is filled with lust and desire for a single creature or object as designated by you at the time of casting. That creature or object must be within the spell's range and perceivable by the target of the spell. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss or caress that subject on its next turn, taking no other actions. If the target would not normally have lustful feelings toward the designated creature or object, it receives a +4 bonus on its saving throw.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Unshakable Chill

2

School - necromancy
Casting Time - 1 standard action
Components - V, S, M
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minutes/level; see text
Saving Throw - Fortitude negates (see text); SR - yes

WITCH

The target is filled with an unshakable chill for the duration of the spell, and suffers from the effects of severe cold (Core Rulebook 442). Severe cold means if the initial saving throw fails, the target takes 1d6 points of nonlethal cold damage and must save every 10 minutes (using the DC of severe cold instead of this spell's DC) or take additional damage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Vomit Swarm

2

School - conjuration/summoning
Casting Time - 1 standard action
Components - S
Range - personal
Effect - one swarm of spiders
Duration - 1 round/level

WITCH

You vomit forth a swarm of spiders (Bestiary, page 258) that attacks all other creatures within its area. The swarm begins adjacent to you, but if no living creatures are within its area, it moves in one direction of your choosing at its normal speed.

You can move the swarm or change the swarm's direction by spending a standard action to concentrate on the swarm, otherwise it continues moving in its current direction. If your caster level is at least 7th, you can vomit forth a swarm of wasps instead (Bestiary 275). Finally, if your caster level is at least 13th, you can vomit forth a swarm of army ants (Bestiary 16).

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Web

2

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (spider web)
Range - medium (100 ft. + 10 ft./level)
Effect - webs in a 20-ft.-radius spread
Duration - 10 min./level (D)
Saving Throw - Reflex negates; see text; SR - no

WITCH

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

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Web (Cont.)

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.

Web can be made permanent with a permanency spell. A permanent web that is damaged (but not destroyed) regrows in 10 minutes.

Web Shelter

2

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, DF
Range - close (25 ft. + 5 ft./two levels)
Effect - 5 ft.-10 ft. diameter web sphere or 5 ft.-20 ft. hemisphere
Duration - 1 hour/level (D)
Saving Throw - none; SR - no

WITCH

You create a shelter of slightly sticky webbing. The shelter has a hinged door large enough to accommodate a Medium creature. The opaque walls of the shelter measure 1 inch thick and provide total cover to anyone within it.

Only Fine creatures with negligible Strength can be caught in the webbing (including swarms); all other creatures can pull themselves free without making a Strength check or taking an action. The webbing is sticky enough to hold twigs, leaves, dirt, and other light items, allowing you to conceal the shelter. The shelter is watertight and insulated when the door is closed. Its surface has a hardness of 0 and 2 hit points for every 5-foot square of web surface area. It takes normal damage from fire and burns as easily as wood. When the spell ends, the webbing decays rapidly and disappears.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Zone of Truth

2

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Area - 20-ft.-radius emanation
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

WITCH

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Anthropomorphic Animal

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a humanoid thumb bone)
Range - touch
Target - animal touched
Duration - 1 hour/level
Saving Throw - Fortitude negates; SR - yes

WITCH

You transform the touched animal into a bipedal hybrid of its original form with a humanoid form, similar to how a lycanthrope's hybrid form is a mix of a humanoid and animal form. The animal's size, type, and ability scores do not change. It loses its natural attacks except for bite (if it had one as an animal), all types of movement other than its land speed, and special attacks that rely on its natural attacks. One pair of its limbs is able to manipulate objects and weapons as well as human hands do; limbless animals like snakes temporarily grow a pair of arms. The creature's Intelligence increases to 3, and it gains the ability to speak one language you know. It is not considered proficient in any manufactured weapons. It can attack with unarmed strikes, dealing unarmed strike damage for a creature of its size (unless it has a bite attack, which is a natural attack).

Anthropomorphic animal can be made permanent with a permanency spell cast by a caster of 11th level or higher at a cost of 7,500 gp.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Arcane Sight

3

WITCH

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.) If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

As with detect magic, you can use this spell to identify the properties of magic items, but not artifacts.

Arcane sight can be made permanent with a permanency spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Ash Storm

3

WITCH

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (a pinch of ash)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

Driving ash blocks all sight (even darkvision) within the spell's area of effect, and falling cinders cause the ground in the area to become difficult terrain.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Bestow Curse

3

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Will negates; SR - yes

You place a curse on the subject. Choose one of the following.

-6 decrease to an ability score (minimum 1). -4 penalty on attack rolls, saves, ability checks, and skill checks. Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

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Cackling Skull

3

WITCH

School - illusion/glamour
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one skull
Duration - permanent until discharged
Saving Throw - Will negates; SR - yes

This spell functions as magic mouth, except rather than creating an illusory mouth on any surface, it affects a skull.

In addition, when the skull's magic is triggered, it releases wild and unnerving cackles before speaking its message.

All creatures that can hear the cackles must save or become shaken for 1d4 rounds.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Clairaudience/Clairvoyance

3

WITCH

School - divination/scrying
Casting Time - 10 minutes
Components - V, S, F/DF (a small horn or a glass eye)
Range - long (400 ft. + 40 ft./level)
Effect - magical sensor
Duration - 1 min./level
Saving Throw - none; SR - no

Clairaudience/clairvoyance creates an invisible magical sensor at a specific location that enables you to hear or see (your choice) almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike other scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it. If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10-foot radius around the center of the spell's effect. Clairaudience/clairvoyance functions only on the plane of existence you are currently occupying.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Countless Eyes

3

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The target sprouts extra eyes all over its body, including on the back of its head. It gains all-around vision (Bestiary 2 294) and cannot be flanked.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Cup Of Dust

3

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level (D)
Saving Throw - Fortitude negates; SR - yes

You curse the target with a thirst no drink can quench. On a failed saving throw, the target begins to dehydrate (see page 444 of the Core Rulebook for starvation and thirst). The effects of this spell cannot inflict more nonlethal damage than the target has hit points. No amount of drinking can counter this effect, although the target still experiences the other normal effects of any liquid imbibed (such as poisons or potions). Cup of dust can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell, but effects suffered as a result of dehydration must be healed by normal means.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Deep Slumber

3

WITCH

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (fine sand, rose petals, or a live cricket)
Range - close (25 ft. + 5 ft./2 levels)
Area - one or more living creatures within a 10-ft.-radius burst
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

This spell functions like sleep, except that it affects 10 HD of targets.

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Delay Poison, Communal

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creatures touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless);
SR - yes (harmless)

WITCH

This spell functions like delay poison, except you divide the duration in 1-hour intervals among the creatures touched.

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Dispel Magic

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - one spellcaster, creature, or object
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. A dispelled spell ends as if its duration had expired. Some spells, as detailed in their descriptions, can't be defeated by dispel magic. Dispel magic can dispel (but not counter) spell-like effects just as it does spells. The of a spell with an instantaneous duration can't be dispelled, because the magical effect is already over before the dispel magic can take effect.

You choose to use dispel magic in one of two ways: a targeted dispel or a counterspell.

Targeted Dispel: One object, creature, or spell is the target of the dispel magic spell. You make one dispel check (1d20 + your caster level) and compare that to the spell with highest caster level (DC = 11 + the spell's caster level). If successful, that spell ends.

If not, compare the same result to the spell with the next highest caster level. Repeat this process until you have dispelled one spell affecting the target, or you have failed to dispel every spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Dispel Magic (Cont.)

For example, a 7th-level caster casts dispel magic, targeting a creature affected by stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected.

You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect.

If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature.

If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this.

Dispel Magic (Cont.)

You automatically succeed on your dispel check against any spell that you cast yourself.

Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.

Eldritch Fever

3

School - necromancy
Casting Time - 1 standard
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

WITCH

The target gains the eldritch ague spellblight (see page 96).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Eruptive Pustules

3

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level (D)
Saving Throw - Fortitude partial (see text); SR - yes

WITCH

Your skin erupts in swollen, pus-filled bumps that burst open if you are struck. Any creature that strikes you with its body or a hand-held weapon deals normal damage, but at the same time the attacker takes 1d6 points of acid damage and must save or be sickened for 1 round. If the attack against you is a critical hit, the attacker must save or be nauseated instead of sickened. This damage can harm a swarm.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Excruciating Deformation

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level
Saving Throw - Fortitude partial (see text); SR - yes

WITCH

Your touch attack causes your target to become painfully malformed. Its limbs twist and buckle, while its body contorts uncontrollably, shifting and warping. Each round the target suffers excruciating pain and takes 2d6 points of nonlethal damage, 1 point of Dexterity damage, and 1 point of Constitution damage, and its speed is reduced by 10 feet. Once per round as a free action on its turn, the target can attempt a new Fortitude saving throw to resist the spell for 1 round.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Flash Fire

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a pinch of powdered fool's gold)
Range - close (25 ft. + 5 ft./2 levels)
Target - 1 firearm
Duration - instantaneous
Saving Throw - Will negates (object); see text; SR - yes (object); see text

WITCH

The firearm fires with a blinding flash, even if the firearm is not currently loaded. Every creature within 15 feet of the creature carrying the weapon must succeed at a Fortitude save or be blinded for 1d4 rounds. The creature carrying the firearm takes a -4 penalty on this saving throw. If the firearm is loaded, the ammunition is wasted.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Fly

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, F (a wing feather)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load).

It can ascend at half speed and descend at double speed, and its maneuverability is good. Using a fly spell requires only as much concentration as walking, so the subject can attack or cast spells normally. The subject of a fly spell can charge but not run, and it cannot carry aloft more weight than its maximum load, plus any armor it wears. The subject gains a bonus on Fly skill checks equal to 1/2 your caster level.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends safely in this way if the fly spell is dispelled, but not if it is negated by an antimagic field.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Guiding Star

3

School - divination
Casting Time - 1 minute
Components - V, S, M (a spool of thread or string)
Range - personal
Target - you
Duration - 1 day/level (D)

WITCH

You form a bond with your surroundings when you cast this spell. For the remaining duration of the spell you can always, as a standard action, determine your approximate distance from that area as well as the direction you must travel in order to reach it. You cannot determine the location of the area if you are on a different plane. The area counts as "very familiar" for the purposes of teleport or similar spells. You can only attune yourself to one location at a time. If you cast the spell at another spot you lose the ability to locate your original area.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Healing Thief

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a bit of sponge, damp with tears)
Range - touch
Target - creature touched
Duration - 1 round/level or until discharged
Saving Throw - none; SR - yes

WITCH

With this spell you can steal the healing of the target creature. You must succeed at a melee touch attack to strike the target. If you do, until the effect ends, whenever your target is subject to a healing spell or a supernatural effect that heals hit points, the target only receives half the healing (rounded down) and you receive the other half (also rounded down). You must remain within 25 feet (plus 5 feet per two caster levels) of the target to gain this benefit. If you move outside that range, the spell is discharged. Once you steal 5 hit points per your caster level (maximum 50 hit points) of healing from this spell's effect, the spell is discharged.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Heroism

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Hostile Levitation

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a leather loop studded with lodestones)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

WITCH

You levitate the target a few inches off the ground, removing solid footing and halving the target's speed. The target also takes a -4 penalty to CMD against bull rush, drag, and reposition attempts. A targeted creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full-round action spent stabilizing allows the creature to begin again at -1. This spell fails if cast on a flying creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Howling Agony

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a needle and a dried eyeball)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

WITCH

You send wracking pains through the targets' bodies. Because of the pain, affected creatures take a -2 penalty to AC, attacks, melee damage rolls, and Reflex saving throws, and must succeed at a concentration check (DC equal to the DC of this spell) to cast spells. However, if an affected creature spends a move action screaming as loudly as possible, it can act without any other penalties for the remainder of its turn. "Screaming," for the purposes of this spell, includes any vocalization of pain or its telepathic equivalent; creatures that cannot scream (such as creatures without the natural ability to communicate or vocalize) suffer the full effect of the spell.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Ki Leech

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level (D)

WITCH

You place your spirit in a receptive state so when you confirm a critical hit against a living enemy or reduce a living enemy to 0 or fewer hit points, you can steal some of that creature's ki. This replenishes 1 point of ki as long as you have at least 1 ki point in your ki pool. This does not allow you to exceed your ki pool's maximum. This ability does not stack with similar abilities (such as the steal ki ability of the hungry ghost monk in the Advanced Player's Guide).

This spell has no effect if you do not have a ki pool.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Lightning Bolt

3

School - evocation
Casting Time - 1 standard action
Components - V, S, M (fur and a glass rod)
Range - 120 ft.
Area - 120-ft. line
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

WITCH

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips.

The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Loathsome Veil

3

School - illusion/pattern
Casting Time - 1 standard action
Components - V, S, M (a tangle of multicolored threads)
Range - close (25 ft. + 5 ft./2 levels)
Effect - transparent pattern 40 ft. long, 20 ft. high
Duration - concentration + 1 round/level (D)
Saving Throw - Will negates; SR - yes

WITCH

This spell creates a transparent veil of shifting, multicolored strands of light that form into endlessly varied and alien patterns. One side of the veil, chosen by you at the time of casting, is harmless. The other side twists and turns into impossible shapes, affecting any creature with 60 feet who views the veil. The veil affects a maximum of 24 Hit Dice of creatures. Creatures with the fewest HD are affected first.

Among creatures with equal HD, those who are closest to the spell are affected first. The effect is according to the creature's HD.

4 HD or fewer: The creature is nauseated while it can see the veil, nauseated for 1d4 rounds after it last saw the veil, then sickened for 2d4 rounds after it last saw the veil.

8 HD or fewer: The creature is nauseated for 1d4 rounds, sickened while it can see the veil, then sickened for 1d4 rounds after it last saw the veil.

9 or more HD: The creature is sickened while it can see the veil.

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Loathsome Veil (Cont.)

A successful saving throw ignores all effects of the veil.

Sightless creatures are not affected by loathsome veil.

Affected creatures can avert or close their eyes to avoid seeing the veil, similar to avoiding a gaze attack.

Loathsome veil can be made permanent with the permanency spell by a caster of 10th level or higher for the cost of 7,500 gp.

Locate Object

3

School - divination
Casting Time - 1 standard action
Components - V, S, F/DF (a forked twig)
Range - long (400 ft. + 40 ft./level)
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration - 1 min./level
Saving Throw - none; SR - no

WITCH

You sense the direction of a well-known or clearly visualized object.

You can search for general items, in which case you locate the nearest of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails.

You cannot specify a unique item unless you have observed that particular item firsthand (not through divination).

The spell is blocked by even a thin sheet of lead. Creatures cannot be found by this spell. Polymorph any object and nondetection fool it.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Locate Weakness

3

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (a pickled predator's eye)
Range - personal
Target - you
Duration - 1 minute/level

WITCH

You can sense your foes' weak points, granting you greater damage with critical hits. Whenever you score a critical hit, roll the attack's damage dice (but not extra or precision damage dice) twice and take the highest result.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Malediction

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (onyx dust worth 500 gp)
Range - touch
Target - living creature touched
Duration - instantaneous/1 minute per HD of the target; see text
Saving Throw - Will negates; SR - yes

WITCH

You utter a dire curse over the body of a dying creature, allowing you to consume its waning life force. Upon this spell, you touch a living creature that has -1 or fewer hit points. If the target fails its saving throw, it dies and you gain 1 hero point for every 5 Hit Dice possessed by the target (minimum 1, maximum 3). These hero points last for a number of minutes equal to the target's Hit Dice. Any hero points remaining when this spell ends are lost.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Marionette Possession

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (a piece of paper with the target's name)
Range - medium (100 ft. + 10 ft./level)
Target - one willing creature
Duration - 10 minutes/level or until you return to your body
Saving Throw - Will negates (see text); SR - yes

WITCH

You project your soul out of your body and into the body of a willing creature. This possession is blocked by protection from evil or a similar ward. The target's soul shares its body with you; it is helpless but can still use its senses. You and the target's soul can communicate telepathically as if using a common language.

You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and natural attacks (such as a bite or sting). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary, spell-like, or supernatural abilities.

As a standard action, you can return to your own body, ending the spell. While your soul is possessing the target, your body is helpless. If the host body is slain, you return to your own body if it is within range, and the life force of the host departs (it is slain). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Nature's Exile

3

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent
Saving Throw - Will negates; SR - yes

WITCH

This spell curses the creature touched, making it inimical to the natural world. All animals have an initial attitude of hostile toward the target. Familiars, being magical beasts, are not affected by this spell, but animal companions are. If you have an animal companion, it does not become hostile, but as long as you remain cursed, your animal companion takes a -2 penalty on all attack rolls, skill checks, and saving throws. The target also takes a -10 penalty on Survival skill checks as the weather and environment themselves seem to conspire to cause trouble.

Nature's exile can be removed with break enchantment, limited wish, miracle, remove curse, or wish.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Pain Strike

3

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level (D)
Saving Throw - Fortitude negates; SR - yes

WITCH

Pain strike racks the targeted creature with agony, inflicting 1d6 points of nonlethal damage per round for 1 round per level (maximum 10 rounds). Additionally, the affected creature is sickened for the spell's duration, and the caster gains a +4 circumstance bonus on Intimidate checks against the target.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Pup Shape

3

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a rag doll)
Range - close (25 ft. + 5 ft./2 levels)
Target - one animal or magical beast.
Duration - 1 round/level
Saving Throw - Fortitude negates (and Will special, see text); SR - yes

WITCH

You transform the subject animal into a Small magical beast, creating a young magical version of itself for a short period of time. While in this form, the target has only 1 HD (maximum hit points), and the target takes a -4 penalty to Strength, Constitution, Intelligence and Wisdom (minimum 1). The creature also gains a +4 size bonus to Dexterity and a +2 natural bonus. Any nonevil creature that attempts to attack a creature in this form must succeed at a Will saving throw (using the DC of the spell) to overcome feelings of guilt and protectiveness toward the young and innocent-seeming creature. On a failed saving throw, it cannot follow through with the attack, that part of the action is lost, and it can't directly attack the transformed creature for the duration of the spell or until the spell's target attacks it. This part of the spell is a mind-affecting effect. Evil creatures have no qualms about attacking the target of this spell, in fact, some particularly heinous creatures might go out of their ways to do the target harm.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Rage

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one willing living creature per three levels, no two of which may be more than 30 ft. apart
Duration - concentration + 1 round/level
Saving Throw - none; SR - yes

WITCH

Each affected creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The effect is otherwise identical with a barbarian's rage except that the subjects aren't fatigued at the end of the rage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Rain of Frogs

3

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, M/DF (a square of red cloth)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one swarm of poisonous frogs
Duration - concentration + 2 rounds
Saving Throw - none; SR - no

WITCH

This spell functions as summon swarm, except you summon a swarm of poisonous frogs. This swarm has the statistics of a centipede swarm (Bestiary 43), except it has the animal type and its poison deals Constitution damage instead of Dexterity damage.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Ray of Exhaustion

3

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of sweat)
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - yes

WITCH

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted.

Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Reckless Infatuation

3

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

WITCH

You fill your target with feelings of intense infatuation for a specific individual known to the target. At the time of the casting, you designate a single creature as the focus of the target's desire.

Thereafter, the target does all it can to remain within 30 feet of the object of its desire. If the target moves outside this range, it gains the staggered condition until it is again near the focus of its desire. If remaining within 30 feet of the focus of its affection would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Reckless infatuation counters unadulterated loathing.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Remove Blindness/Deafness

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

WITCH

Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or magical in nature. The spell does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove blindness/deafness counters and dispels blindness/deafness.

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Remove Curse

3

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature or object touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

Remove curse can remove all curses on an object or a creature. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each curse affecting the target.

Success means that the curse is removed. Remove curse does not remove the curse from a cursed shield, weapon, or suit of armor, although a successful caster level check enables the creature afflicted with any such cursed item to remove and get rid of it.

Remove curse counters and dispels bestow curse.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Remove Disease

3

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

WITCH

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others.

Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Returning Weapon, Communal

3

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - weapons that can be thrown
Duration - 1 minute/level
Saving Throw - Will negates (harmless, object);
SR - yes (harmless, object)

WITCH

For the duration of the spell, the target weapon acts as if it had the returning weapon special ability (see page 471 of the Core Rulebook). This spell can be used as the prerequisite for the returning weapon special ability.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Sands of Time

3

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - touched creature or object
Duration - 10 minutes/level or instantaneous (see text)
Saving Throw - none; SR - yes

WITCH

You temporarily age the target, immediately advancing it to the next age category. The target immediately takes the age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses for that category.

A creature whose age is unknown is treated as if the spell advances it to middle age. Ageless or immortal creatures are immune to this spell.

If you cast this on an object, construct, or undead creature, it takes 3d6 points of damage + 1 point per caster level (maximum +15) as time weathers and corrodes it. This version of the spell has an instantaneous duration.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Screech

3

School - evocation
Casting Time - 1 standard action
Components - V
Range - 30 ft.
Area - 30-ft.-radius spread centered on you
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

WITCH

You emit a shrill, piercing shriek, startling those around you into dropping their guard. Enemies in the area must make a successful saving throw or immediately provoke attacks of opportunity from foes that threaten them. You and your allies are unaffected by your own screech.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Seek Thoughts

3

School - divination
Casting Time - 1 standard action
Components - V, S, M (a handful of copper coins)
Range - 40 ft.
Area - 40-ft.-radius emanation centered on you
Duration - concentration, up to 1 minute/level
Saving Throw - Will negates; SR - no

WITCH

Similar to detect thoughts, seek thoughts allows you to sift through the surface thoughts of those around you. You may scan for either the answer to a simple question (such as "Where is the hidden lair of the wererats?") or for information on a general topic (such as the beliefs of an evil cult). You detect the number of creatures who are thinking about this question or topic within range, as well as their location if they are visible to you. Seek thoughts does not let you read actual surface thoughts, only if a given creature is thinking about the topic you are concentrating on. A successful Will save prevents you from sensing a creature's thoughts for the duration of the spell.

You can maintain concentration on seek thoughts while you engage in normal conversation, allowing you to ask leading questions about topics of interest. A creature conversing with you while you concentrate can notice that you are distracted with a successful DC 25 Sense Motive check.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Sepia Snake Sigil

3

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M (powdered amber worth 500 gp and a snake scale)
Range - touch
Target - one touched book or written work
Duration - permanent or until discharged; until released or 1d4 days + 1 day/level; see text
Saving Throw - Reflex negates; SR - no

WITCH

You cause a small symbol to appear in the text of a written work.

The text containing the symbol must be at least 25 words long.

When anyone reads the text containing the symbol, the sepia snake sigil springs into being, transforming into a large sepia serpent that strikes at the reader, provided there is line of between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of duncolored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + 1 day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended

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Sepia Snake Sigil (Cont.)

animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

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Share Senses

3

School - divination/scrying
Casting Time - 1 full round
Components - V, S, M (a hair, scale, or feather from your familiar)
Range - long (400 ft. + 40 ft./level)
Target - your familiar
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

Spending a moment in meditation and conjuring an image of the creature to mind, you reshape your link with your familiar, causing it to function like a scrying sensor. Upon this spell you can hear, see, or smell (any one, your choice) what your familiar is experiencing. You gain the benefits of any nonmagical special abilities your familiar has tied to the chosen sense (such as low-light vision or scent), but use your own Perception skill. You don't need line of sight or line of effect to your familiar, but you must have an active empathic link. You may change the sense you are sharing as a standard action. Unlike other scrying spells, share senses does not allow magically or supernaturally enhanced senses to work through it, and you are unable to see in magical or natural darkness unless your familiar possesses the ability to see in such conditions.

The sensory link with your familiar can be detected as though it were a scrying sensor.

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Sleet Storm

3

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (40-ft. radius, 20 ft. high)
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

Driving sleet blocks all sight (even darkvision) within it and causes the ground in the area to be icy. A creature can walk within or through the area of sleet at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls (see the Acrobatics skill for details).

The sleet extinguishes torches and small fires.

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Speak with Dead

3

WITCH

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - 10 ft.
Target - one dead creature
Duration - 1 min./level
Saving Throw - Will negates; see text; SR - no

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.

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Spit Venom

3

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Effect - one stream of venom
Duration - instantaneous; see text
Saving Throw - Fortitude partial; SR - no

You spit a stream of venom at a target using a ranged touch attack. If the venom hits, it causes blindness for 1 round. The target must also save or be poisoned by blackadder venom; the DC in successive rounds of the poison is equal to the spell's DC.

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Stinking Cloud

3

WITCH

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a rotten egg or cabbage leaves)
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 round/level
Saving Throw - Fortitude negates; see text; SR - no

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves.

(Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Stinking cloud can be made permanent with a permanency spell. A permanent stinking cloud dispersed by wind reforms in 10 minutes.

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Strangling Hair

3

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - concentration, up to 1 round/level
Saving Throw - none; SR - yes

Your hair animates and extends to grapple and constrict an opponent. Make a grapple check against the target using your caster level as the base attack bonus plus a bonus equal to your Intelligence bonus (if a witch or wizard) or Charisma bonus (if a sorcerer). This grapple check does not provoke attacks of opportunity. If your hair succeeds in grappling a foe, that creature takes 1d6 points of damage or your unarmed strike damage, whichever is greater, and gains the grappled condition. Your hair receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that your hair succeeds on a grapple check, it deals an additional 1d6 points of damage. The CMD of your hair, for the purposes of escaping the grapple, is equal to 10 + its CMB. Once you choose a target, your hair continues to attack that target independently of your own actions. You may designate a new target as a move action, which causes your hair to release its current target (if any) and attack the new target that round. Your hair cannot be targeted as a separate creature, but it can be dispelled.

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Suggestion

3

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, M (a snake's tongue and a honeycomb)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 hour/level or until completed
Saving Throw - Will negates; SR - yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as -1 or -2).

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Summon Monster III

3

WITCH

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

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Tongues

3

WITCH

School - divination
Casting Time - 1 standard action
Components - V, M/DF (a clay model of a ziggurat)
Range - touch
Target - creature touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Tongues can be made permanent with a permanency spell.

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Twilight Knife

3

WITCH

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a small knife)
Range - close (25 ft. + 5 ft./2 levels)
Effect - floating knife of force
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

You create a darkly sinister floating knife that attacks the same creature as you each round. If you choose not to attack a creature, or you make an attack that affects multiple opponents, the knife makes no attack during that round.

The knife uses your base attack bonus modified by either your Intelligence or Charisma bonus (whichever is higher) when making this attack. Unless you specifically will it to do otherwise, or it proves impossible to do so, the knife always maneuvers itself so that it can flank your opponent before making the attack. The knife deals 1d4 points of force damage on a successful hit and has the same threat range and critical multipliers as a normal dagger. In addition, if the target is denied a Dexterity bonus to AC or the knife flanks the target, the knife can make sneak attacks as a rogue, inflicting an extra 1d6 points of force damage per four caster levels on a successful attack.

A twilight knife cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A twilight knife's AC against touch attacks is 12 (10 + size bonus for Tiny object) plus your Dexterity modifier.

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Twilight Knife (Cont.)

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the twilight knife strikes it. If the knife is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

Unadulterated Loathing

3

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

You fill the target with a terrible loathing aimed at a specific creature. At the time of the casting, you designate a single creature as the object of the target's revulsion. Thereafter, the target does all it can to remain at least 60 feet away from the object of its loathing. As soon as the target moves within this range, it becomes nauseated until it can again get away from the object of its revulsion. If traveling beyond 60 feet of the object of its loathing would place the target in obvious physical danger, the target can attempt a second save to break the spell's effect.

Unadulterated loathing counters reckless infatuation.

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Unravel Destiny

3

WITCH

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - short (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

You utter a dire portent, causing destiny and fate to unravel around the target. This profoundly disturbing effect causes the target to suffer a cumulative -2 penalty on all ability checks, attack rolls, saving throws, and skill checks for every hero point it possesses. The target can reduce this penalty by spending hero points normally, but it takes 2d6 points of damage for each hero point spent while this spell is in effect.

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Vampiric Touch

3

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous/1 hour; see text
Saving Throw - none; SR - yes

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the subject's current hit points + the subject's Constitution score (which is enough to kill the subject). The temporary hit points disappear 1 hour later.

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Vermin Shape I

3

WITCH

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

When you cast this spell, you assume the form of any Small or Medium creature of the vermin type. If the form you assume has any of the following abilities, you gain the listed ability: climb 30 feet, fly 30 feet (average maneuverability), swim 30 feet, darkvision 60 feet, low-light vision, scent, and lunge. You don't gain full immunity to mind-affecting effects, but you do gain a +2 resistance bonus on all saving throws against such effects.

Small vermin: If you take the form of a Small vermin, you gain a +2 size bonus to your Dexterity and a +2 natural armor bonus.

Medium vermin: If you take the form of a Medium vermin, you gain a +2 size bonus to your Strength and a +3 natural armor bonus.

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Vision of Hell

3

WITCH

School - illusion/glamour
Casting Time - 1 standard action
Components - V, M (a pinch of brimstone)
Range - medium (100 ft. + 10 ft./level)
Effect - 50-ft.-radius emanation
Duration - 1 minute/level (D)
Saving Throw - Will negates; SR - no

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.

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Water Walk

3

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - one touched creature/level
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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.

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Witness

3

WITCH

School - divination/scrying
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Target - one living creature
Duration - 1 minute/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

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.

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Absorb Toxicity

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a thorn from a poisonous plant)
Range - personal
Target - you
Duration - 10 minutes/level or until discharged
Saving Throw - see text; SR - no

WITCH

You absorb the toxicity of your surroundings, becoming toxic as a result. While under the effect of this spell, you are immune to diseases and poisons with which you come into contact. When you are exposed to a disease or poison, you can choose to absorb it. Doing so ends the immunity due to this spell to any disease and poison other than the one you absorbed. You remain immune to the new affliction until this spell ends. Casting absorb toxicity on yourself a second time does not allow you to absorb a second toxin, but instead resets the duration of the effect to its full 10 minutes/level. While you have a disease or poison absorbed, you can use a melee touch attack to transfer that affliction to another creature. A missed attack does not discharge the spell, and you can try to transfer the affliction again in subsequent rounds. If you hit, this spell is discharged, and your target must make a saving throw against the transferred affliction (DC equal to this spell's save DC or the affliction's save DC, whichever is higher) or suffer its effect or initial effect immediately. The target then continues to suffer from the affliction's normal effects. If the spell's duration expires before you have transferred the affliction, you are exposed to any absorbed poison or disease as if you had transferred it to yourself, but you gain a +2 bonus on saves against that particular instance of the poison or disease.

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Age Resistance, Lesser

4

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

WITCH

You ignore the physical detriments of being middle-aged. This spell does not cause you to look younger, nor does it prevent you from dying of old age, but as long as the spell is in effect, you ignore the -1 penalties to Strength, Dexterity, and Constitution that accrue once you become middle-aged. You retain the aged-related bonuses to Intelligence, Wisdom, and Charisma while under the effects of this spell. Additional penalties that you accrue upon becoming old or venerable apply in full.

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Arcane Eye

4

School - divination/scrying
Casting Time - 10 minutes
Components - V, S, M (a bit of bat fur)
Range - unlimited
Effect - magical sensor
Duration - 1 min./level
Saving Throw - none; SR - no

WITCH

You create an invisible magical sensor that sends you visual information. You can create the arcane eye at any point you can see, but it can then travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a gate or similar magical portal.

You must concentrate to use an arcane eye. If you do not concentrate, the eye is inert until you again concentrate.

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Black Tentacles

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (octopus or squid tentacle)
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius spread
Duration - 1 round/level (D)
Saving Throw - none; SR - no

WITCH

This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round that black tentacles is cast. Creatures that enter the area of effect are also automatically attacked. The tentacles do not provoke attacks of opportunity. When determining the tentacles' CMB, the tentacles use your caster level as their base attack bonus and receive a +4 bonus due to their Strength and a +1 size bonus. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the tentacles succeed in grappling a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The black tentacles spell receives a +5 bonus on grapple checks made against opponents it is already grappling, but cannot move foes or pin foes. Each round that black tentacles succeeds on a grapple

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Black Tentacles (Cont.)

check, it deals an additional 1d6+4 points of damage. The CMD of black tentacles, for the purposes of escaping the grapple, is equal to 10 + its CMB.

The tentacles created by this spell cannot be damaged, but they can be dispelled as normal. The entire area of effect is considered difficult terrain while the tentacles last.

Cape Of Wasps

4

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 round/level (D)

WITCH

You summon a wasp swarm (Bestiary 275), which fills your space (up to 5 feet by 5 feet) but does not attack you. The dense cloud of vermin gives you partial concealment against ranged attacks. Any creature that makes a successful melee attack against you takes 2d6 points of swarm damage and poison from the wasp swarm, but is not affected by the swarm's distraction ability. As a free action on your turn, you may have the swarm cling to you tightly, giving you a fly speed of 20 feet (poor maneuverability); when using the swarm to fly, it does not provide concealment or harm creatures that strike you. You can return the swarm to its protective shape as a free action on your turn.

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Charm Monster

4

School - enchantment/charm
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like charm person, except that the effect is not restricted by creature type or size.

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Confusion

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (three nutshells)
Range - medium (100 ft. + 10 ft./level)
Target - all creatures in a 15-ft.-radius burst
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

WITCH

This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

d% | Behavior |

01-25 | Act normally |

26-50 | Do nothing but babble incoherently |

51-75 | Deal 1d8 points of damage + Str modifier to self with item in hand |

76-100 | Attack nearest creature (for this purpose, a familiar counts as part of the subject's self) |

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. Note that a confused character will not make attacks of

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Confusion (Cont.)

opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Crushing Despair

4

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M
Range - 30 ft.
Area - cone-shaped burst
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels good hope.

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Cure Serious Wounds

4

WITCH

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - yes (harmless); see text

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

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Curse of Magic Negation

4

WITCH

School - abjuration
Casting Time - 1 round
Components - V, S, M (powdered lead and platinum worth 250 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 10 minute/level
Saving Throw - Will negates; SR - no

You disrupt the target creature's ability to draw upon magical energies. For the duration of the spell, it gains the negated spellblight (see page 97). Dispel checks to remove the spellblight take a -5 penalty due to this spell's interference with magical energies.

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Daze, Mass

4

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one or more humanoid creatures, no two of which may be more than 30 ft. apart
Duration - 1 round
Saving Throw - Will negates; SR - yes

This spell functions as daze, except as noted above.

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Death Ward

4

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

The subject gains a +4 morale bonus on saves against all death spells and magical death effects. The subject is granted a save to negate such effects even if one is not normally allowed. The subject is immune to energy drain and any negative energy effects, including channeled negative energy.

This spell does not remove negative levels that the subject has already gained, but it does remove the penalties from negative levels for the duration of its effect.

Death ward does not protect against other sorts of attacks, even if those attacks might be lethal.

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Debilitating Portent

4

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, DF
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 round/level (D) see text
Saving Throw - none; SR - yes

The target is surrounded by a glowing green aura of ill fate. Each time the spell's subject makes an attack or casts a spell, it must succeed at a Will saving throw with a DC = 10 + 1/2 caster level + Charisma (in the case of oracles), Intelligence (in the case of witches), or Wisdom (in the case of clerics). If it fails the saving throw, it deals half damage with the attack or spell. You can dismiss this spell as an immediate action when the target confirms a critical hit; doing so negates the critical hit. The attack that you negated still hits, but only deals half damage.

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Detect Scrying

4

WITCH

School - divination
Casting Time - 1 standard action
Components - V, S, M (a piece of mirror and a miniature brass hearing trumpet)
Range - 40 ft.
Area - 40-ft.-radius emanation centered on you
Duration - 24 hours
Saving Throw - none; SR - no

You immediately become aware of any attempt to observe you by means of a divination (scrying) spell or effect. The spell's area radiates from you and moves as you move. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed caster level checks (1d20 + caster level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his direction and distance from you.

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Dimension Door

4

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - long (400 ft. + 40 ft./level)
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

WITCH

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Discern Lies

4

School - divination
Casting Time - 1 standard action
Components - V, S, DF
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - concentration, up to 1 round/level
Saving Throw - Will negates; SR - no

WITCH

Each round, you concentrate on one target, who must be within range. You know if the target deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, you may concentrate on a different target.

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Divination

4

School - divination
Casting Time - 10 minutes
Components - V, S, M (incense and an appropriate offering worth 25 gp)
Range - personal
Target - you
Duration - instantaneous

WITCH

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

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Enervation

4

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - ray of negative energy
Duration - instantaneous
Saving Throw - none; SR - yes

WITCH

You point your finger and fire a black ray of negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit. If you hit, the subject gains 1d4 temporary negative levels (see Appendix 1). Negative levels stack.

Assuming the subject survives, it regains lost levels after a number of hours equal to your caster level (maximum 15 hours).

Usually, negative levels have a chance of becoming permanent, but the negative levels from enervation don't last long enough to do so.

An undead creature struck by the ray gains 1d4 x 5 temporary hit points for 1 hour.

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False Life, Greater

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a drop of blood)
Range - personal
Target - you
Duration - 1 hour/level or until discharged; see text

WITCH

This spell functions as false life, except you gain temporary hit points equal to 2d10 + 1 point per caster level (maximum +20). The effects of this spell do not stack with those of false life.

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Familiar Melding

4

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - your familiar
Duration - 1 hour/level or until you return to your body
Saving Throw - Will negates (harmless); SR - yes

WITCH

You project your soul into your familiar, taking over its body while leaving its consciousness intact. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While possessing your familiar, you can communicate with it telepathically. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The familiar's body retains its own Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous twoweapon attacks) than normal. You may use any abilities the familiar has, including spells and spell-like abilities. You cannot speak unless your familiar has the ability to speak a language. You cannot cast spells with somatic components if your familiar does not have anthropomorphic limbs that can perform the appropriate motions.

As a standard action, you can return to your body as long as it is within range. If your familiar is slain while your soul is in it and your body is within range, your soul returns to your own body, unharmed. If your

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Familiar Melding (Cont.)

familiar is out of range when slain, you die.

The spell ends when you shift from the familiar to your own body.

Fear

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (the heart of a hen or a white feather)
Range - 30 ft.
Area - cone-shaped burst
Duration - 1 round/level or 1 round; see text
Saving Throw - Will partial; SR - yes

WITCH

An invisible cone of terror causes each living creature in the area to become panicked unless it succeeds on a Will save. If cornered, a panicked creature begins cowering. If the Will save succeeds, the creature is shaken for 1 round.

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Fleshworm Infestation

4

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 round/level (D)
Saving Throw - Fortitude partial (see text); SR - yes

WITCH

With a touch, you cause an infestation of ravenous worms to manifest in the target's flesh. The target must make a Fortitude save every round. Failure means it takes 1d6 hit points of damage and 2 points of Dexterity damage, and is staggered for 1 round. If it makes the save, it takes no hit point or Dexterity damage and is only sickened for 1 round rather than staggered. Fleshworm infestation cannot be ended early by remove disease or heal, as the infestation starts anew if the current worms are slain. Protection from evil negates this spell's effects for as long as the two durations overlap.

Dispel evil automatically ends a fleshworm infestation.

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Geas, Lesser

4

School - enchantment/compulsion
Casting Time - 1 round
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature with 7 HD or less
Duration - 1 day/level or until discharged
Saving Throw - Will negates; SR - yes

WITCH

A lesser geas places a magical command on a creature to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer HD and be able to understand you. While a geas cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes.

If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the spell remains in effect for a maximum of 1 day per caster level. A clever recipient can subvert some instructions.

If the subject is prevented from obeying the lesser geas for 24 hours, it takes a -2 penalty to each of its ability scores. Each day, another -2 penalty accumulates, up to a total of -8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the lesser geas.

A lesser geas (and all ability score penalties) can be ended by break enchantment, limited wish, remove curse, miracle, or wish. Dispel magic does not affect a lesser geas.

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Ice Storm

4

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (dust and water)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (20-ft. radius, 40 ft. high)
Duration - 1 round/level (D)
Saving Throw - none; SR - yes

WITCH

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold 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 snow and sleet 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 snow and hail disappear, leaving no aftereffects (other than the damage dealt).

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Inflict Serious Wounds

4

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

The damage dealt increases to 6d8 points of damage + 2 points per caster level (maximum +30). A living target is sickened for 1 round per caster level (maximum 15 rounds) if it fails its saving throw.

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Locate Creature

4

School - divination
Casting Time - 1 standard action
Components - V, S, M (fur from a bloodhound)
Range - long (400 ft. + 40 ft./level)
Area - circle, centered on you, with a radius of 400 ft. + 40 ft./level
Duration - 10 min./level
Saving Throw - none; SR - no

WITCH

This spell functions like locate object, except this spell locates a known creature. You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any.

The spell can locate a creature of a specific kind or a specific creature known to you. It cannot find a creature of a certain type. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Running water blocks the spell. It cannot detect objects. It can be fooled by mislead, nondetection, and polymorph spells.

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Minor Creation

4

School - conjuration/creation
Casting Time - 1 minute
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)
Range - 0 ft.
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration - 1 hour/level
Saving Throw - none; SR - no

WITCH

You create a nonmagical, unattended object of nonliving vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate Craft skill check to make a complex item.

Attempting to use any created object as a material component causes the spell to fail.

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Moonstruck

4

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a pinch of powdered moonstone)
Range - medium (100 ft. + 10 ft./level)
Target - one humanoid creature
Duration - 1 round/level
Saving Throw - Will negates; SR - yes

WITCH

You invoke the mystical power of the moon to drive the target into a mad, bestial frenzy. If the target fails its save, it is dazed for 1 round, dropping held items as its nails and teeth elongate and sharpen. The target gains a bite attack and two claw attacks that deal damage appropriate for the creature's size, and for the remainder of the spell's duration the target behaves as if under simultaneous rage and confusion spells, attacking with its natural weapons in preference to other actions. During the final round of the spell's duration, the target is again dazed as it returns to its normal state.

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Named Bullet

4

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (an item from the selected creature or creature type)
Range - touch
Target - one piece of ammunition or one thrown weapon
Duration - 10 minutes/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

You imbue the target with deadly accuracy against a selected creature type (and subtype for humanoids or outsiders) or a specific creature you know and can name. When used against the selected creature, the ammunition never misfires and is unaffected by concealment (but not total concealment), and at a range of 30 feet or less, the attack targets the selected creature's touch AC. When the target hits the selected creature, you must overcome that creature's spell resistance, or this spell has no effect. A normal hit scored using the target against the selected creature is considered to be a critical threat and deals 1 extra point of damage per caster level (maximum 20), which is not multiplied on a critical hit. A natural critical hit deals the same extra damage, but that damage is multiplied due to the critical. Once the target is used to attack the selected creature, successfully or not, this spell is discharged.

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Neutralize Poison

4

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S, M/DF (charcoal)
Range - touch
Target - creature or object of up to 1 cu. ft./level touched
Duration - instantaneous or 10 min./level; see text
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

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.

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.

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Phantasmal Killer

4

School - illusion/phantasm
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - instantaneous
Saving Throw - Will disbelief, then Fortitude partial; see text; SR - yes

WITCH

You create a phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can see the phantasmal killer. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or die from fear.

Even if the Fortitude save is successful, the subject takes 3d6 points of damage.

If the subject of a phantasmal killer attack succeeds in disbelieving and possesses telepathy or is wearing a helm of telepathy, the beast can be turned upon you. You must then disbelieve it or become subject to its deadly fear attack.

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Poison

4

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - instantaneous; see text
Saving Throw - Fortitude negates; see text; SR - yes

WITCH

Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. This poison deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save each round to negate the damage and end the affliction.

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Ride The Waves

4

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level (D)
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

The target gains the ability to breathe water and a swim speed of 30 feet. This swim speed means the target also gains the standard +8 bonus on Swim checks and the ability to take 10 on Swim checks even while distracted or endangered. The target can use the run action while swimming, provided it swims in a straight line. The spell does not make the target unable to breathe air.

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Scrying

4

School - divination/scrying
Casting Time - 1 hour
Components - V, S, M/DF (a pool of water), F (a silver mirror worth 1,000 gp)
Range - see text
Effect - magical sensor
Duration - 1 min./level
Saving Throw - Will negates; SR - yes

WITCH

You can observe a creature at any distance. If the subject succeeds on a Will save, the spell fails. The difficulty of the save depends on how well your knowledge of the subject and what sort of physical connection (if any) you have to that creature.

Furthermore, if the subject is on another plane, it gets a +5 bonus on its Will save.

Knowledge | Will Save Modifier |

None* | +10 |

Secondhand (you have heard of the subject) | +5 |

Firsthand (you have met the subject) | +0 |

Familiar (you know the subject well) | -5 |

*You must have some sort of connection (see below) to a creature of which you have no knowledge. |

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Scrying (Cont.)

Connection | Will Save Modifier |

Likeness or picture | -2 |

Possession or garment | -4 |

Body part, lock of hair, bit of nail, etc. | -10 |

If the save fails, you can see and hear the subject and its surroundings (approximately 10 feet in all directions of the subject).

If the subject moves, the sensor follows at a speed of up to 150 feet.

As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. In addition, the following spells have a 5% chance per caster level of operating through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, and message.

If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

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Secure Shelter

4

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M (a chip of stone, sand, a drop of water, and a wood splinter)
Range - close (25 ft. + 5 ft./2 levels)
Effect - 20-ft.-square structure
Duration - 2 hours/level
Saving Throw - none; SR - no

WITCH

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.

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Shadow Step

4

School - illusion/shadow
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - you
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

To use this spell, you must be in an area of dim light or darkness. You enter a shadow or area of darkness, which transports you along a coiling path of shadowstuff to another dim or dark location within range.

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Sleepwalk

4

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (a sprig of belladonna worth 100 gp)
Range - touch
Target - unconscious creature touched
Duration - 1 hour/level (D)
Saving Throw - Will negates; see text; SR - yes

WITCH

You compel an unconscious or sleeping creature to rise and move in a half-awake state. The target creature staggers about if led or guided, but remains helpless for all other purposes.

The subject moves at half speed and is limited to a single move action each round. It is not capable of moving at a higher rate of speed or taking actions other than movement except by magical assistance, and automatically fails any Dexterity- or Strength-based skill checks. If the creature takes any damage while sleepwalking it must make a new saving throw or the spell ends and the creature awakes (if it has more than 0 hit points). When the spell ends or is dismissed, the target remains unconscious and must be awoken normally. While sleepwalk allows an unconscious creature to move, it does not awaken the creature, nor does it stabilize or otherwise heal them. A disabled creature that moves about while under the effects of this spell does not start dying again as a result of this movement.

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Solid Fog

4

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (powdered peas and an animal hoof)
Range - medium (100 ft. + 10 ft. level)
Effect - fog spreads in 20-ft. radius
Duration - 1 min./level
Saving Throw - none; SR - no

WITCH

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that it impedes movement.

Creatures moving through a solid fog move at half their normal speed and take a -2 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks (except for magic rays and the like). A creature or object that falls into solid fog is slowed so that each 10 feet of vapor that it passes through reduces the falling damage by 1d6. A creature cannot take a 5-foot-step while in solid fog. Solid fog, and effects that work like solid fog, do not stack with each other in terms of slowed movement and attack penalties.

Unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Solid fog can be made permanent with a permanency spell. A permanent solid fog dispersed by wind reforms in 10 minutes.

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Spite

4

School - abjuration
Casting Time - 1 round
Components - V, S, M (rare inks worth 250 gp)
Range - personal
Target - you
Duration - 1 hour/level (D) or until discharged

WITCH

Choose a single touch range spell of 4th level or lower with a casting time of 1 standard action or less. As part of the action of casting spite, you cast the associated spell and bind it into a defensive ward in the form of a tattoo, birthmark, or wart somewhere upon your body. The next time you are hit by a melee attack or a combat maneuver is used successfully against you, the stored spell is triggered against your foe. You do not need to succeed on a touch attack to affect the target, but in all other respects the spell is treated as though you had cast it normally. If the attacking creature is not a valid target for the spell, the stored spell is lost with no effect.

You can have only one spite spell in effect at a time; if you cast this spell a second time, the previous spell effect ends.

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Summon Monster IV

4

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Symbol of Healing

4

School - conjuration/healing
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 500 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half (harmless) (see text); SR - yes (harmless) (see text)

WITCH

This spell functions as symbol of death, except all creatures within 60 feet of the symbol of healing instead are bathed in positive energy and heal 2d8 points + 1 point of damage per caster level (maximum +15). Undead and other creatures harmed by positive energy instead take 2d8 points of damage + 1 point per caster level (maximum +15); a Will save reduces this damage by half. A creature can only be healed or harmed by the symbol once in any 24-hour period. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of healing can be made permanent with a permanency spell by a caster of 10th level or higher for the cost of 10,000 gp.

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Symbol of Revelation

4

School - divination
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - yes

WITCH

This spell functions as symbol of death, except it is only activated by invisible creatures, creatures affected by an illusion (glamer) effect, creatures with the shapechanger subtype, or creatures that have magically changed their shape. These creatures are outlined by a pale light that functions like faerie fire, except it lasts for 10 minutes per caster level; the symbol does not otherwise reveal their true form. Once triggered, a symbol of revelation remains active for 10 minutes per caster level.

Symbol of revelation can be made permanent with a permanency spell by a caster of 12th level or higher for the cost of 10,000 gp.

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Symbol of Slowing

4

School - transmutation
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions as symbol of death, except all creatures within 60 feet of a symbol of slowing are slowed (as the slow spell) for 1 round per caster level.

Symbol of slowing can be made permanent with a permanency spell by a caster of 11th level or higher for the cost of 10,000 gp.

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Threefold Aspect

4

School - transmutation
Casting Time - 1 standard action
Components - S, F (silver crescent worth 5 gp)
Range - personal
Target - you
Duration - 24 hours (D)

WITCH

Threefold aspect allows you to shift your appearance between your natural age and three idealized age categories: young adult (youth/maiden), adulthood (father/mother), or elderly (elder/crone). In each case, your appearance is your own at the appropriate age, rather than that of a new individual.

You may change between these three aspects or your actual age as a standard action. As the young adult, you gain a +2 enhancement bonus to Dexterity and Constitution, but suffer a -2 penalty to Wisdom. In the adult aspect, you gain a +2 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Dexterity. As the elderly aspect, you gain a +4 enhancement bonus to Wisdom and Intelligence, but take a -2 penalty to Strength and Dexterity. As enhancement bonuses, these stack with any bonuses or penalties you may have from your actual age (which are untyped bonuses)-the bonuses granted by this spell represent your idealized form in this threefold aspect rather than simply duplicating your ability scores at any one particular age.

True seeing reveals your natural appearance overlaid with that your aspect, recognizing both as part of your

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Threefold Aspect (Cont.)

true self.

Individuals who study you closely and have interacted with you at another apparent age recognize a resemblance (as though family) with a successful DC 20 Perception check.

Threefold aspect does not alter your clothing or equipment, and does not heal any deformity or injury unrelated to age.

Tongues, Communal

4

WITCH

School - divination
Casting Time - 1 standard action
Components - V, M/DF (a clay model of a ziggurat)
Range - touch
Target - creatures touched
Duration - 10 min./level
Saving Throw - Will negates (harmless); SR - no

This spell functions like tongues, except you divide the duration in 10-minute intervals among the creatures touched.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Touch of Slime

4

WITCH

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S, M (a drop of acid and a black glass sphere)
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

You create a coating of slime on your hand. When you make a successful melee touch attack with the slime, it pulls free of you and sticks to the target, at which point it acts like green slime (Core Rulebook 416), dealing 1d3 points of Constitution damage per round. Anything that destroys green slime (scrapping, freezing, burning, cutting, sunlight, or remove disease) destroys this slime. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target, and dies if separated from the original target.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Vermin Shape II

4

WITCH

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a piece of the creature whose form you plan to assume)
Range - personal
Target - you
Duration - 1 minute/level

This spell functions as vermin shape I, except it also allows you to assume the form of a Tiny or Large creature of the vermintype. If the form you assume has any of the following abilities, you gain the listed ability: burrow 30 feet, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, tremorsense 30 feet, scent, blood drain, constrict, grab, lunge, poison, pull, trample, and web. You don't gain full immunity to mind-affecting effects, but you do gain a +4 bonus on all saving throws against such effects.

Tiny vermin: If you take the form of a Tiny vermin, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.

Large vermin: If you take the form of a Large vermin, you gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +5 natural armor bonus.

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Volcanic Storm

4

WITCH

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (obsidian and ash)
Range - long (400 ft. + 40 ft./level)
Area - cylinder (20-ft. radius, 40 ft. high)
Duration - 1 round/level (D)
Saving Throw - none; SR - 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).

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Wandering Star Motes

4

WITCH

School - illusion/pattern
Casting Time - 1 standard action
Components - V, S, M (a sprinkle of flash powder)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature and special; see text
Duration - 1/round per level
Saving Throw - Will negates; see text; SR - yes

You create sparkling motes of bright light that shoot toward the target and swirl around it in a complex pattern. The pattern clearly outlines the target and radiates light as if it were a sunrod, negating any concealment for the target. The target must make a successful Will save. If the target fails its save, it is dazed for 1 round and must make another save on its next turn or be dazed again for 1 round. The target must continue making Will saves each round. If a target makes its Will save, the wandering star motes jump to the nearest enemy within 30 feet, who must now make Will saves every round or be dazed. Any time a target makes its Will save, the wandering star motes jump to the next nearest enemy within 30 feet.

A given creature can only be affected by the wandering star motes once; once a target has successfully saved against the spell, it cannot be affected again. If there are no new targets within 30 feet of a target that has successfully made its save, the spell immediately ends. The spell only affects enemy creatures; your allies are not affected.

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Baleful Polymorph

5

WITCH

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Fortitude negates, Will partial, see text; SR - yes

As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. If the new form would prove fatal to the creature, such as an aquatic creature not in water, the subject gets a +4 bonus on the save.

If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the alignment, special abilities, and Intelligence, Wisdom, and Charisma scores of its new form in place of its own. It still retains its class and level (or HD), as well as all benefits deriving therefrom (such as base attack bonus, base save bonuses, and hit points). It retains any class features (other than spellcasting) that aren't extraordinary, supernatural, or spell-like abilities.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of baleful polymorph, and as long as baleful polymorph remains in effect, the target cannot use other polymorph spells or effects to assume a new form. Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype can revert to its natural form as a standard action.

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Banish Seeming

5

WITCH

School - abjuration
Casting Time - 1 standard action
Components - V, S, M (a cold iron nail)
Range - touch
Target - one creature or object
Duration - instantaneous and 1 round/level; see text
Saving Throw - none; SR - no

With a melee touch attack you can dispel an illusion or return a creature to its natural form. This functions as dispel magic directed at the effect in question, except you receive a +2 enhancement bonus on your dispel check and you can only dispel illusions or changes in form created by supernatural effects or spells. If multiple effects are changing the creature's appearance, you can dispel one such effect for every four caster levels you possess, starting with the highest caster level spells and proceeding to spells with lower caster levels.

The caster level for supernatural abilities such as change shape is equal to the target creature's Hit Dice. A creature returned to its natural form by banish seeming is prevented from changing its form again for a number of rounds equal to your caster level.

Banish seeming has no effect on nonmagical means of changing appearance, such as that provided by a disguise or extraordinary ability.

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Blight

5

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, DF
Range - touch
Duration - instantaneous
Saving Throw - Fortitude half; see text; SR
- yes

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a Fortitude saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

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Break Enchantment

5

WITCH

School - abjuration
Casting Time - 1 minute
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - up to one creature per level, all within 30 ft. of each other
Duration - instantaneous
Saving Throw - see text; SR - no

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a DC of 11 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the DC is equal to the DC of the curse.

If the spell is one that cannot be dispelled by dispel magic or stone to flesh, break enchantment works only if that spell is 5th level or lower.

If the effect comes from a permanent magic item, break enchantment does not remove the curse from the item, but it does free the victim from the item's effects.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Cloudkill

5

WITCH

School - conjuration/creation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 min./level
Saving Throw - Fortitude partial; see text; SR - no

This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save).

A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the cloud).

A living creature with more than 6 HD takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloudkill moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater.

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Contact Other Plane

5

WITCH

School - divination
Casting Time - 10 minutes
Components - V
Range - personal
Target - you
Duration - concentration

You send your mind to another plane of existence (an Elemental Plane or some plane farther removed) in order to receive advice and information from powers there. See the accompanying table for possible consequences and results of the attempt. The powers reply in a language you understand, but they resent such contact and give only brief answers to your questions. All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.

You must concentrate on maintaining the spell (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. You may ask one question for every two caster levels.

Contact with minds far removed from your home plane increases the probability that you will incur a decrease in Intelligence and Charisma due to your brain being overwhelmed, but also increases the chance of the power knowing the answer and answering correctly. Once the Outer Planes are reached, the power of the deity contacted determines the effects. (Random results obtained from the table are subject to the

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Contact Other Plane (Cont.)

personalities of individual deities.) On rare occasions, this divination may be blocked by an act of certain deities or forces.

Avoid Int/Cha Decrease: You must succeed on an Intelligence check against this DC to avoid a decrease in Intelligence and Charisma. If the check fails, your Intelligence and Charisma scores each fall to 8 for the stated duration, and you become unable to cast arcane spells. If you lose Intelligence and Charisma, the effect strikes as soon as the first question is asked, and no answer is received. If a successful contact is made, roll d% to determine the type of answer you gain.

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Contact Other Plane |

Plane Contacted | Avoid Int/Cha Decrease | True Answer | Don't Know | Lie | Random Answer |

Elemental Plane | DC 7/1 week | 01-34 | 35-62 | 63-83 | 84-100 |

Positive/Negative Energy Plane | DC 8/1 week | 01-39 |

Contact Other Plane (Cont.)

40-65 | 66-86 | 87-100 |

Astral Plane | DC 9/1 week | 01-44 | 45-67 | 68-88 | 89-100 |

Outer Plane, demigod | DC 10/2 weeks | 01-49 | 50-70 | 71-91 | 92-100 |

Outer Plane, lesser deity | DC 12/3 weeks | 01-60 | 61-75 | 76-95 | 96-100 |

Outer Plane, intermediate deity | DC 14/4 weeks | 01-73 | 74-81 | 82-98 | 99-100 |

Outer Plane, greater deity | DC 16/5 weeks | 01-88 | 89-90 | 91-99 | 100 |

Contagion, Greater

5

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

This spell functions as contagion, except the victim cannot overcome the disease without magic-making the required number of saves does not cure it. The DC to remove the disease with magic is equal to the save DC + 5.

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Cure Critical Wounds

5

WITCH

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half (harmless); see text; SR - 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).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Curse Of Disgust

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Will negates; SR - yes

WITCH

You place a curse upon a creature, causing it to avoid the sight of a specific trigger, which is a kind of creature, object, or condition designated by you. When the target is within 30 feet of a trigger and is aware of the trigger, it gains the sickened condition and feels an urge to leave. A successful Will save negates the urge to leave, but the sickened condition persists as long as the target is within 30 feet of a trigger and aware of it. Example triggers include beggars, filthy clothing, diseased creatures, the king, blood, spiders, rats, corpses, and sewage.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Curse, Major

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent
Saving Throw - Will negates; SR - yes

WITCH

This spell functions as bestow curse, except the DC to remove the curse is equal to the save DC + 5.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Dominate Person

5

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one humanoid
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

WITCH

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your orders or giving a dominated creature a

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Dominate Person (Cont.)

new command is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection from evil or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect does not automatically dispel it.

Feeblemind

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a handful of clay, crystal, or glass spheres)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - instantaneous
Saving Throw - Will negates; see text; SR - yes

WITCH

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charismabased skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until a heal, limited wish, miracle, or wish spell is used to cancel the of the feeblemind. A creature that can cast arcane spells, such as a sorcerer or a wizard, takes a -4 penalty on its saving throw.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Hold Monster

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

WITCH

This spell functions like hold person, except that it affects any living creature that fails its Will save.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Hostile Juxtaposition

5

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a coin)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature of your size or smaller
Duration - 1 round/level or until discharged
Saving Throw - Will negates; SR - yes

WITCH

You create a dimensional link to the target creature. When attacked or the subject of a spell that deals damage to you, you can spend an immediate action to cause yourself and the target creature to teleport and switch places. The target then becomes the target of the triggering attack or spell instead of you. If you fail to teleport out of the area of an effect, that effect might still affect you. If the target creature cannot fit safely into the new space without squeezing, or you try to teleport the target into an occupied space or a space it could not normally stand within, the juxtaposition fails. Further, if the target is unconscious or dead when you attempt to switch places, the juxtaposition fails. Once you have used it to teleport once, this spell is discharged.

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Inflict Critical Wounds

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

This spell functions like inflict light wounds, except that you deal 4d8 points of damage + 1 point per caster level (maximum +20).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Magic Jar

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (a gem or crystal worth at least 100 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - 1 hour/level or until you return to your body
Saving Throw - Will negates; see text; SR - yes

WITCH

By casting magic jar, you place your soul in a gem or large crystal (known as the magic jar), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the magic jar. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body.

The spell ends when you send your soul back to your own body, leaving the receptacle empty. To cast the spell, the magic jar must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the magic jar, you can sense and attack any life force within 10 feet per caster level (and on the same plane of existence).

You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures.

In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can

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Magic Jar (Cont.)

determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.) You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly.

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and force the creature's soul into the magic jar unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the magic jar, and the target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the magic jar. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the magic jar if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the magic jar, if within

Magic Jar (Cont.)

range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die. Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the magic jar, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the magic jar returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the magic jar or the host's location.

Major Creation

5

School - conjuration/creation
Casting Time - 10 minutes
Components - V, S, M (a tiny piece of matter of the same sort of item you plan to create with minor creation)
Range - close (25 ft. + 5 ft./2 levels)
Effect - unattended, nonmagical object of nonliving plant matter, up to 1 cu. ft./level
Duration - see text
Saving Throw - none; SR - no

WITCH

This spell functions like minor creation, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on the following table.

Hardness and Rarity Examples | Duration |

Vegetable matter | 2 hr./level |

Stone, crystal, base metals | 1 hr./level |

Precious metals | 20 min./level |

Gems | 10 min./level |

Rare metal* | 1 round/level |

*Includes adamantite, alchemical silver, and mithral. You can't use major creation to create a cold iron item. |

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Mark of Justice

5

School - necromancy
Casting Time - 10 minutes
Components - V, S, DF
Range - touch
Target - creature touched
Duration - permanent; see text
Saving Throw - none; SR - yes

WITCH

You mark a subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of undesirable behavior that activates the mark, but you can pick any act you please.

The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

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Mind Fog

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - fog spreads in 20-ft. radius, 20 ft. high
Duration - 30 minutes and 2d6 rounds; see text
Saving Throw - Will negates; SR - yes

WITCH

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and Will saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

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Overland Flight

5

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level

WITCH

This spell functions like a fly spell, except you can fly at a speed of 40 feet (30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load) with a bonus on Fly skill checks equal to half your caster level. When using this spell for long-distance movement, you can hustle without taking nonlethal damage (a forced march still requires Constitution checks). This means you can cover 64 miles in an 8-hour period of flight (or 48 miles at a speed of 30 feet).

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Pain Strike, Mass

5

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 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)
Saving Throw - Fortitude negates; SR - yes

WITCH

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

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Plague Carrier

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 hour/level
Saving Throw - Fortitude negates (harmless);
SR - yes

WITCH

The target's natural attacks carry filth fever (DC 10 + 1/2 of the creature's Hit Dice + creature's Con modifier)

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Possess Object

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (a gem or crystal worth at least 100 gp)
Range - medium (100 ft. + 10 ft./level)
Target - one object; see text
Duration - 1 hour/level or until you return to your body

WITCH

This spell functions as magic jar, except you transfer your mind to a single object, animating it as if using animate objects, except your mind controls the object as if it were your own body. You cannot speak or cast spells while possessing the object. Because your original body is effectively dead while under the effect of this spell, this temporarily suspends disease, poisons, and other afflictions affecting you.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Prying Eyes

5

School - divination
Casting Time - 1 minute
Components - V, S, M (a handful of crystal marbles)
Range - 1 mile
Effect - 10 or more levitating eyes
Duration - 1 hour/level; see text
Saving Throw - none; SR - no

WITCH

You create a number of semitangible, visible magical orbs (called "eyes") equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they're small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, AC 18 (+8 bonus for its size), flies at a speed of 30 feet with a +20 bonus on Fly skill checks and a +16 bonus on Stealth skill checks. It has a Perception modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that affect your ability to receive visual information about your surroundings. An eye traveling in darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than 25 words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen

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Prying Eyes (Cont.)

during its existence.

It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won't know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Reincarnate

5

School - transmutation
Casting Time - 10 minutes
Components - V, S, M, DF (oils worth 1,000 gp)
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

WITCH

With this spell, you bring back a dead creature in another body, provided that its death occurred no more than 1 week before the casting of the spell and the subject's soul is free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Since the dead creature is returning in a new body, all physical ills and afflictions are repaired. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be reincarnated, but the portion receiving the spell must have been part of the creature's body at the time of death.

The magic of the spell creates an entirely new young adult body for the soul to inhabit from the natural elements at hand. This process takes 1 hour to complete. When the body is ready, the subject is reincarnated.

A reincarnated creature recalls the majority of its former life and form. It retains any class abilities, feats, or skill ranks it formerly possessed. Its class, base

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Reincarnate (Cont.)

attack bonus, base save bonuses, and hit points are unchanged. Strength, Dexterity, and Constitution scores depend partly on the new body. First eliminate the subject's racial adjustments (since it is no longer necessarily of his previous race) and then apply the adjustments found below to its remaining ability scores. The subject of the spell gains two permanent negative levels when it is reincarnated. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be reincarnated). A character who died with spells prepared has a 50% chance of losing any given spell upon being reincarnated. A spellcreature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

It's possible for the change in the subject's ability scores to make it difficult for it to pursue its previous character class. If this is the case, the subject is advised to become a multiclass character.

For a humanoid creature, the new incarnation is determined using the table on the next page. For nonhumanoid creatures, a similar table of creatures of the same type should be created.

A creature that has been turned into an undead creature or killed by a death effect can't be returned to life by this spell.

Constructs, elementals, outsiders, and undead creatures can't be reincarnated. The spell can bring back a creature that has died of old age.

d% | Incarnation | Str | Dex | Con |

Reincarnate (Cont.)

01 | Bugbear | +4 | +2 | +2 |
02-13 | Dwarf | +0 | +0 | +2 |
14-25 | Elf | +0 | +2 | -2 |
26 | Gnome | +4 | +0 | +2 |
27-38 | Gnome | -2 | +0 | +2 |
39-42 | Goblin | -2 | +2 | +0 |
43-52 | Half-elf | +0 | +2 | +0 |
53-62 | Half-orc | +2 | +0 | +0 |
63-74 | Halfling | -2 | +2 | +0 |
75-89 | Human | +0 | +0 | +2 |
90-93 | Kobold | -4 | +2 | -2 |
94 | Lizardfolk | +2 | +0 | +2 |
95-98 | Orc | +4 | +0 | +0 |
99 | Troglydte | +0 | -2 | +4 |
100 | Other (GM's choice) | ? | ? | ? |

The reincarnated creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and

Reincarnate (Cont.)

the like, but it doesn't automatically speak the language of the new form.

A wish or a miracle spell can restore a reincarnated character to his or her original form.

Rest Eternal

5

School - necromancy
Casting Time - 1 round
Components - V, S, M/DF (ashes and a vial of holy or unholy water)
Range - touch
Target - one dead creature touched
Duration - permanent
Saving Throw - none; SR - no

WITCH

You place a curse upon a dead creature that bars its spirit from returning. Anyone casting a spell that would communicate with the dead creature, return it to life, or turn it into an undead creature must succeed on a caster level check with a DC of 11 plus your caster level. Rest eternal cannot be dispelled, but it can be negated with remove curse or break enchantment.

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Secret Chest

5

School - conjuration/summoning
Casting Time - 10 minutes
Components - V, S, F (the chest and its replica)
Range - see text
Target - one chest and up to 1 cu. ft. of goods/caster level
Duration - 60 days or until discharged
Saving Throw - none; SR - no

WITCH

You hide a chest on the Ethereal Plane for as long as 60 days and can retrieve it at will. The chest can contain up to 1 cubic foot of material per caster level (regardless of the chest's actual size, which is about 3 feet by 2 feet by 2 feet). If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

Once the chest is hidden, you can retrieve it by concentrating (a standard action), and it appears next to you.

The chest must be exceptionally well crafted and expensive, constructed for you by master crafters. The cost of such a chest is never less than 5,000 gp. Once it is constructed, you must make a tiny replica (of the same materials and perfect in every detail) so that the miniature of the chest appears to be a perfect copy. (The replica costs 50 gp.) The chests are nonmagical and can be fitted with locks, wards, and so on, just as any normal chest can be.

To hide the chest, you cast the spell while touching both the chest and the replica. The chest vanishes into the Ethereal Plane.

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Secret Chest (Cont.)

You need the replica to recall the chest. After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

If the miniature of the chest is lost or destroyed, there is no way, even with a wish spell, that the large chest can be summoned back, although an extraplanar expedition might be mounted to find it.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

Smug Narcissism

5

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M (a tiny shard of a mirror)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 10 minute/level (D)
Saving Throw - Will negates; SR - yes

WITCH

You cause your target to become overwhelmed by its own importance, talents, and attractiveness. The target cannot help but look at itself in every reflective surface at every possible opportunity. In social situations, the target always tries to comment about how attractive it is or how ugly someone else is by comparison. The target remains constantly distracted, always looking for a reflective surface to gaze upon (such as a mirror, pool of water, a polished shield, and so on). The distraction gives the target a -2 penalty on all skill checks. In combat, the target worries about enemies damaging its appearance, and focuses on defense rather than offense (casting defensive spells rather than offensive spells, using the fight defensively or total defense action, and so on).

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Suffocation

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a vial containing a bit of the caster's breath)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 3 rounds
Saving Throw - Fortitude partial; SR - yes

WITCH

This spell extracts the air from the target's lungs, causing swift suffocation. The target can attempt to resist this spell's effects with a Fortitude save-if he succeeds, he is merely staggered for 1 round as he gasps for breath. If the target fails, he immediately begins to suffocate. On the target's next turn, he falls unconscious and is reduced to 0 hit points. One round later, the target drops to -1 hit points and is dying. One round after that, the target dies. Each round, the target can delay that round's effects from occurring by making a successful Fortitude save, but the spell continues for 3 rounds, and each time a target fails his Fortitude save, he moves one step further along the track to suffocation. This spell only affects living creatures that must breathe. It is impossible to defeat the effects of this spell by simply holding one's breath-if the victim fails the initial saving throw, the air in his lungs is extracted.

Created by Perram's Spellbook. <http://www.theGM.org> Source: APG

Summon Monster V

5

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Summoner Conduit

5

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (two flies)
Range - close (25 ft. + 5 ft./2 levels)
Target - one summoned creature or eidolon
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

WITCH

You exploit the invisible, mystic connection between the target creature and its summoner to harm that summoner. Whenever the target's summoned creature is the target of a spell that deals damage, the target's summoner is also considered to be a target of that spell. Such a summoner gains his normal defenses against the spell, such as a saving throw and spell resistance, and cannot be affected if he is on another plane of existence.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Symbol of Pain

5

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

WITCH

This spell functions like symbol of death, except that each creature within the radius of a symbol of pain instead suffers wracking pains that impose a -4 penalty on attack rolls, skill checks, and ability checks. These effects last for 1 hour after the creature moves farther than 60 feet from the symbol.

Unlike symbol of death, symbol of pain has no hit point limit; once triggered, a symbol of pain simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of pain are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of pain and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of pain.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Symbol of Scrying

5

School - divination/scrying
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - no

WITCH

This spell functions as symbol of death, except that, when triggered, it creates a scrying sensor linked to you and centered on the symbol, even if you are on a different plane than the symbol. You are immediately aware that the symbol has been triggered if you are conscious, and are awakened from normal sleep if sleeping. The symbol does not otherwise disturb your concentration. You may observe the area through the symbol as if using a scrying spell with the sensor as the target creature. Once triggered, the symbol remains active for 10 minutes per caster level.

Unlike symbol of death, a symbol of scrying is not considered a magical trap. Symbol of scrying can be made permanent with a permanency spell by a caster of 13th level or higher for the cost of 10,000 gp.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Symbol of Sleep

5

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like symbol of death, except that all creatures of 10 HD or less within 60 feet of the symbol of sleep instead fall into a catatonic slumber for 3d6 x 10 minutes. Unlike with the sleep spell, sleeping creatures cannot be awakened by nonmagical means before this time expires.

Unlike symbol of death, symbol of sleep has no hit point limit; once triggered, a symbol of sleep simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of sleep are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of sleep and Disable Device to thwart it. The DC in each case is 25 + spell level, or 30 for symbol of sleep.

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Symbol of Striking

5

School - illusion/shadow
Casting Time - 10 minutes
Components - V, S, M (a masterwork melee weapon costing at least 300 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will half, see text; SR - yes, see text

WITCH

This spell functions like symbol of death, except that using the material component, you scribe a symbol of striking so it fills a 5-foot square. Once triggered, the symbol of striking glows and lasts for 10 minutes per caster level or until it has made a number of attacks of opportunity equal to your level, whichever comes first. When triggered, the symbol threatens its area and the area around it as if it were a Medium creature wielding a magic version of the weapon you used as the material component. Using your caster level + 1 + your Intelligence modifier (magus, witch, wizard) or Wisdom modifier (cleric) or Charisma modifier (oracle, sorcerer) as its attack bonus, the symbol can make a number of attacks of opportunity each round equal to 1 + the same ability score modifier you used to determine its attack bonus. It gains a bonus on damage rolls equal to the same ability score modifier you used to determine its attack bonus. A shadowy version of you wielding the material component appears to make these attacks. The symbol attacks any non-attuned creature that provokes an attack of opportunity from the symbol. However, when the symbol first attacks a creature, the symbol must overcome that creature's spell resistance or be rendered unable to harm it. The symbol never again attacks such creatures. Further, when the symbol first attacks a creature, a successful Will saving throw allows the creature to see the shadow nature of the attacks and take half damage when such attacks hit.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Telepathic Bond

5

School - divination
Casting Time - 1 standard action
Components - V, S, M (two eggshells from two different creatures)
Range - close (25 ft. + 5 ft./2 levels)
Target - you plus one willing creature per three levels, no two of which can be more than 30 ft. apart
Duration - 10 min./level
Saving Throw - none; SR - no

WITCH

You forge a telepathic bond among yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others. The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a permanency spell, though it only bonds two creatures per casting of permanency.

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Teleport

5

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - personal and touch
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

WITCH

This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as four Medium creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and

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Teleport (Cont.)

consult the table at the end of this spell. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently physically see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic such as scrying.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is d% of the distance that was to be traveled. The direction off target is determined randomly.

Similar Area: You wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Teleport (Cont.)

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80.

Each time "Mishap" comes up, the characters take more damage and must reroll.

Familiarity | On Target | Off Target | Similar Area | mishap |

Very familiar | 01-97 | 98-99 | 100 | - |

Studied carefully | 01-94 | 95-97 | 98-99 | 100 |

Seen casually | 01-88 | 89-94 | 95-98 | 99-100 |

Viewed once | 01-76 | 77-88 | 89-96 | 97-100 |

False destination | - | - | 81-92 | 93-100 |

Waves of Fatigue

5

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - none; SR - yes

WITCH

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Wreath of Blades

5

School - abjuration
Casting Time - 1 standard action
Components - V, S, F (four mithral daggers, each worth at least 502 gp each)
Range - personal
Area - 5-foot-radius emanation centered on you
Target - you
Duration - 1 round/level
Saving Throw - Reflex half (special, see below); SR - no (special, see below)

WITCH

The daggers serving as focus of this spell take on a deadly sharpness as they animate and spin around you, creating a 5-foot-radius emanation of spinning mithral blades that moves with you. Any creature that starts its turn within the area of the spinning blades takes 1d4 points of damage for every two caster levels (maximum 10d4 at 20th level) and the damage bypasses DR/silver. Furthermore, the daggers ward off some attacks, in a way similar to the warding weapon spell (see page 48). While subject to this spell, you do not provoke attacks of opportunity for casting spells, even from creatures with the Disruptive feat. Creatures with the Spellbreaker feat (Core Rulebook 134) can easily bypass this defensive property, though they still take damage from the spell. Your casting (even failing to cast defensively) still provokes attacks of opportunity from creatures with that feat. Lastly, the blades that serve as the focus for this spell can be enchanted for greater effect. When all of the blades share the same enhancement bonus and special weapon qualities, a creature that is damaged by this spell is also treated as if hit by one of these weapons. For example, if a 12th-level magus casts this spell using four +1 frost mithral daggers as focus, the damage dealt by the blades would be 6d4+1 plus 1d6 cold damage, as long as the daggers were commanded to be sheathed in ice. No matter the modifications made to the focus weapons, they must always be mithral daggers. No other type of weapons can serve as a focus for this spell.

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Age Resistance

6

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

WITCH

This spell functions as lesser age resistance, except you ignore the Strength, Dexterity, and Constitution penalties gained at middle age and old age.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Analyze Dweomer

6

School - divination
Casting Time - 1 standard action
Components - V, S, F (a ruby and gold lens worth 1,500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one object or creature per caster level
Duration - 1 round/level
Saving Throw - none or Will negates; see text; SR - no

WITCH

You can observe magical auras. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions (including any curse effects), how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a Will save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze zweomer spells for 24 hours.

Analyze zweomer does not function when used on an artifact.

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Animate Objects

6

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one Small object per caster level; see text
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or a corresponding number of larger objects as follows: A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as 16, and a Colossal object as 32. You can change the designated target or targets as a move action, as if directing an active spell. See the Pathfinder RPG Bestiary for the statistics of animated objects.

This spell cannot affect objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

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Cloak of Dreams

6

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S, M (a rose petal and a drop of perfume)
Range - 5 ft.
Area - 5-ft.-radius emanation centered on you
Duration - 1 round/level (D)
Saving Throw - Will negates; SR - yes

WITCH

You are surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of you to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded.

Creatures with the scent special quality have a -4 penalty on their saves.

Created by Perram's Spellbook, <http://www.theGM.org> Source: APG

Cone of Cold

6

School - evocation
Casting Time - 1 standard action
Components - V, S, M (a small crystal or glass cone)
Range - 60 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

WITCH

Cone of cold creates an area of extreme cold, originating at your hand and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

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Cure Light Wounds, Mass

6

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

WITCH

You channel positive energy to cure 1d8 points of damage + 1 point per caster level (maximum +25) on each selected creature. Like other cure spells, mass cure light wounds deals damage to undead in its area rather than curing them. Each affected undead may attempt a Will save for half damage.

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Dispel Magic, Greater

6

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Area - 20-ft.-radius burst
Target - one spellcaster, creature, or object
Duration - instantaneous
Saving Throw - none; SR - no

WITCH

This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures.

You choose to use greater dispel magic in one of three ways: a targeted dispel, area dispel, or a counterspell. Targeted Dispel: This functions as a targeted dispel magic, but it can dispel one spell for every four caster levels you possess, starting with the highest level spells and proceeding to lower level spells.

Additionally, greater dispel magic has a chance to dispel any effect that remove curse can remove, even if dispel magic can't dispel that effect. The DC of this check is equal to the curse's DC.

Area Dispel: When greater dispel magic is used in this way, the spell affects everything within a 20-foot-radius burst. Roll one dispel check and apply that check to each creature in the area, as if targeted by dispel magic. For each object within the area that is the target of one or more spells, apply the dispel check as with creatures. Magic items are not affected by an area dispel.

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Dispel Magic, Greater (Cont.)

For each ongoing area or effect spell whose point of origin is within the area of the greater dispel magic spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the greater dispel magic spell, apply the dispel check to end the effect, but only within the overlapping area.

If an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster) is in the area, apply the dispel check to end the spell that conjured that object or creature (returning it whence it came) in addition to attempting to dispel one spell targeting the creature or object.

You may choose to automatically succeed on dispel checks against any spell that you have cast.

Counterspell: This functions as dispel magic, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.

Dust Form

6

WITCH

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (a pinch of dust gathered from a gravestone or sacred shrine)
Range - personal
Target - you
Duration - 1 round/level

Upon casting this spell, you keep your relative form, but you and your equipment become composed entirely of dust. While in this dust form, you take no penalties for squeezing, and can move through spaces as if you were a creature three size categories smaller without penalty. You are also considered incorporeal, though any nonmagical attack you make deals half damage (50%). Magic attacks are unaffected, and you can still use your magic items and other equipment as normal. If the duration ends in a square that your normal space cannot occupy, you take 3d6 damage and are shunted to the nearest open space that you can normally occupy.

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Epidemic

6

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - living creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

The target contracts one of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (Core Rulebook 557), as the spell contagion. However, the disease is highly contagious, and any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's normal DC (not the spell DC) or contract the disease. If the initial target overcomes the disease by making the required number of saving throws, it remains a carrier of the disease for a length of time equal to the disease's frequency, and can continue to infect others during this time.

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Eyebite

6

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 round/level
Saving Throw - Fortitude negates; SR - yes

Each round, you can target a single living creature, striking it with waves of power. Depending on the target's HD, this attack has as many as three effects. hd | Effect |

10 or more | Sickened |

5-9 | Panicked, sickened |

4 or less | Comatose, panicked, sickened |

The effects are cumulative and concurrent. Sickened: Sudden pain and fever sweeps over the subject's body. A creature affected by this spell remains sickened for 10 minutes per caster level. The effects cannot be negated by a remove disease or heal spell, but a remove curse is effective. Panicked: The subject becomes panicked for 1d4 rounds. Even after the panic ends, the creature remains shaken for 10 minutes per caster level, and it automatically becomes panicked again if it comes within sight of you during that time. This is a fear effect. Comatose: The subject falls into a catatonic coma for 10 minutes per caster level. During this time, it cannot be awakened by any means short of dispelling the effect. This is not a sleep effect, and thus elves are not immune to it. You must spend a swift action each round after the first to target a foe.

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Fester, Mass

6

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (rotted meat)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 round/level or 1 round; see text
Saving Throw - Fortitude partial; SR - yes

This spell functions as fester, except that it affects multiple foes.

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Find the Path

6

WITCH

School - divination
Casting Time - 3 rounds
Components - V, S, F (a set of divination counters)
Range - personal or touch
Target - you or creature touched
Duration - 10 min./level
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a prominent specified destination, such as a city, keep, lake, or dungeon. The locale can be outdoors or underground, as long as it is prominent. For example, a hunter's cabin is not prominent enough, but a logging camp is. Find the path works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as the subject at the time of casting. The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense what cavern corridor to take when a choice presents itself. The spell ends when the destination is reached or the duration expires, whichever comes first. Find the path can be used to remove the subject and its companions from the effect of a maze spell in a single round, specifying the destination as "outside the maze." This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures (including guardians) who might take action to oppose the caster as he follows the path revealed by this spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Flesh to Stone

6

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (lime, water, and earth)
Range - medium (100 ft. + 10 ft./level)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

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Geas/Quest

6

WITCH

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature
Duration - 1 day/level or until discharged
Saving Throw - none; SR - yes

This spell functions similarly to lesser geas, except that it affects a creature of any HD and allows no saving throw.

If the subject is prevented from obeying the geas/quest for 24 hours, it takes a -3 penalty to each of its ability scores. Each day, another -3 penalty accumulates, up to a total of -12. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the geas/quest.

A remove curse spell ends a geas/quest spell only if its caster level is at least two higher than your caster level. Break enchantment does not end a geas/quest, but limited wish, miracle, and wish do.

Bards, sorcerers, and wizards usually refer to this spell as geas, while clerics call the same spell quest.

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Guards and Wards

6

School - abjuration
Casting Time - 30 minutes
Components - V, S, M (burning incense, a small measure of brimstone and oil, a knotted string, and a small amount of blood), F (a small silver rod)
Range - anywhere within the area to be warded
Area - up to 200 sq. ft./level
Duration - 2 hours/level
Saving Throw - see text; SR - see text

WITCH

This powerful spell is primarily used to defend a stronghold or fortress by creating a number of magical wards and effects. The ward protects 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as you desire. You can ward several stories of a stronghold by dividing the area among them; you must be somewhere within the area to be warded to cast the spell. The spell creates the following magical effects within the warded area.

Fog: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet 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). Saving Throw: none. Spell Resistance: no.

Arcane Locks: All doors in the warded area are arcane locked.

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

Webs: Webs fill all stairs from top to bottom. These strands are identical with those created by the web

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Guards and Wards (Cont.)

spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts. Saving Throw: Reflex negates; see text for web. Spell Resistance: no.

Confusion: Where there are choices in direction-such as a corridor intersection or side passage-a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is a mind-affecting effect. Saving Throw: none. Spell Resistance: yes.

Lost Doors: One door per caster level is covered by a silent image to appear as if it were a plain wall. Saving Throw: Will disbelief (if interacted with). Spell Resistance: no.

In addition, you can place your choice of one of the following five magical effects.

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts. Saving Throw: none. Spell Resistance: no.

2. A magic mouth in two places. Saving Throw: none. Spell Resistance: no.

3. A stinking cloud in two places. The vapors appear in the places you designate; they return within 10 minutes if dispersed by wind while the guards and wards spell lasts. Saving Throw: Fortitude negates; see text for stinking cloud. Spell Resistance: no.

4. A gust of wind in one corridor or room. Saving Throw:

Guards and Wards (Cont.)

Fortitude negates. Spell Resistance: yes.

5. A suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally. Saving Throw: Will negates.

Spell Resistance: yes.

The whole warded area radiates strong magic of the abjuration school. A dispel magic cast on a specific effect, if successful, removes only that effect. A successful mage's disjunction destroys the entire guards and wards effect.

Heroism, Greater

6

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

This spell functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20).

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Ice Crystal Teleport

6

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - long (400 ft. + 40 ft./level)
Target - one creature
Duration - 1d4 rounds and instantaneous
Saving Throw - Will negates; SR - yes

WITCH

This spell functions as teleport, except you use it to teleport yourself or one other creature to a safe location you specify (the target can bring along objects as long as their weight doesn't exceed the target's heavy load). You can only send the target to a location with which you are very familiar. The target is first trapped in ice (hardness 0, 3 hit points per inch of thickness, 1 inch thick per caster level) for 1d4 rounds, during which time it is paralyzed, aware but unable to take any physical actions, and begins to fade away as the teleportation aspect takes effect. At the end of the 1d4 rounds, the target teleports to the specified location, and the ice's hit points drop to 0 and it quickly melts away. If the ice is destroyed before the target teleports, the spell ends and the teleport doesn't occur.

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Inflict Light Wounds, Mass

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage + 1 point per caster level (maximum +25) to nearby living enemies.

Like other inflict spells, mass inflict light wounds cures undead in its area rather than damaging them. A cleric capable of spontaneously casting inflict spells can also spontaneously cast mass inflict spells.

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Legend Lore

6

School - divination
Casting Time - see text
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)
Range - personal
Target - you
Duration - see text

WITCH

Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the casting time is only 1d4 x 10 minutes. If you have only detailed information on the person, place, or thing, the casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person, place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

During the casting, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

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Named Bullet, Greater

6

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (an item from the selected creature or creature type)
Range - touch
Target - one piece of ammunition or one thrown weapon
Duration - 10 minutes/level or until discharged
Saving Throw - Will negates (harmless, object); SR - yes (harmless, object)

WITCH

This spell functions like named bullet, except it deals 2 extra points of damage per caster level (maximum 40).

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Plague Storm

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - cloud spreads in 20-ft. radius, 20 ft. high
Duration - 1 minute/level and instantaneous (see text)
Saving Throw - Fortitude negates; SR - no

WITCH

You create a hideous gray cloud, similar to fog cloud, that occasionally crackles with foul-smelling bolts of sickly green lightning. Creatures in the area must save or contract one of the following diseases: blinding sickness, bubonic plague, cackle fever, demon fever, devil chills, filth fever, leprosy, mindfire, red ache, shakes, or slimy doom (the disease is chosen by you when you cast the spell and applies to all creatures that fail the save). The disease is contracted immediately (the onset period does not apply) and is an instantaneous effect. Use the disease's listed frequency to determine further effects, but the disease's save DC increases by +2. For more information see page 557 of the Core Rulebook.

Unlike a fog cloud, the plague storm moves away from you at 10 feet per round, rolling along the surface of the ground.

Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the terrain, even pouring down den or sinkhole openings. The cloud cannot penetrate liquids, nor can it be cast underwater.

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Raise Dead

6

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond worth 5,000 gp), DF
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

WITCH

You restore life to a deceased creature. You can raise a creature that has been dead for no longer than 1 day per caster level. In addition, the subject's soul must be free and willing to return.

If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back from the dead is an ordeal. The subject of the spell gains two permanent negative levels when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be raised). A character who died with spells prepared has a 50% chance of losing any given spell upon being raised. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A raised creature has a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases

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Raise Dead (Cont.)

and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole.

Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions are affected in any way by this spell.

A creature who has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age.

Slay Living

6

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

WITCH

You can attempt to slay any one living creature. When you cast this spell, your hand seethes with eerie dark fire. You must succeed on a melee touch attack to touch the target. The target takes 12d6 points of damage + 1 point per caster level. If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per caster level. The subject might die from damage even if it succeeds on its saving throw.

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Stone to Flesh

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a drop of blood mixed with earth)
Range - medium (100 ft. + 10 ft./level)
Target - one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long
Duration - instantaneous
Saving Throw - Fortitude negates (object); see text; SR - yes

WITCH

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

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Suggestion, Mass

6

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, M (a snake's tongue and a honeycomb)
Range - medium (100 ft. + 10 ft./level)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - 1 hour/level or until completed
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

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Summon Monster VI

6

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Swarm Skin

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M/DF (a crushed insect hive)
Range - personal
Target - you
Duration - see text

WITCH

You convert all of your soft tissue into swarms of insects or other creatures and send them off to do your bidding, leaving nothing but your bones and gear behind. These swarms have all their normal qualities and abilities but also bear a tiny portion of your consciousness that allows you to perceive what they do and to control their actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarms.

Each time you cast this spell you get a total allotment of levels equal to your caster level and any swarm you choose to create costs one or more of those levels. You can "spend" your allotment of levels to create any combination of swarms so long as their total does not exceed your caster level.

Number of Levels | Swarm Type(s) |

2 caster levels | Spider swarm (Pathfinder Bestiary page 258) |

4 caster levels | Rat swarm (Bestiary 232) |

6 caster levels | Crab swarm, wasp swarm (Bestiary 50,

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Swarm Skin (Cont.)

275) |

8 caster levels | Centipede swarm, leech swarm (Bestiary 43, 187) |

10 caster levels | Army ant swarm (Bestiary 16) |

Once you create these swarms they remain in existence until destroyed or you order them to return to your body. When all swarms have returned to your body or are destroyed, your flesh wraps itself back around your bones and you regain the ability to act normally. If your bones are not where you left them you must first locate them in order to regain access to your body. You always know if your bones are destroyed and your consciousness remains in control of the swarms until they too are destroyed (and you die). If you can use the swarms to get help and arrange for someone to repair your bones (using anything that would normally restore you to life), at which point you can return the swarms to your body.

Symbol of Fear

6

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 1,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like symbol of death, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level.

Note: Magic traps such as symbol of fear are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of fear and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of fear.

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Symbol of Persuasion

6

School - enchantment/charm
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like symbol of death, except that all creatures within the radius of a symbol of persuasion instead become charmed by the caster (as the charm monster spell) for 1 hour per caster level.

Unlike symbol of death, symbol of persuasion has no hit point limit; once triggered, a symbol of persuasion simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of persuasion are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of persuasion and Disable Device to thwart it. The DC in each case is 25 + spell level, or 31 for symbol of persuasion.

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Symbol of Sealing

6

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - permanent
Saving Throw - none; SR - no

WITCH

This spell allows you to scribe a potent rune of power upon or above a door or other opening measuring no more than 20 square feet/level in size. When the casting is completed, the symbol immediately triggers, glowing visibly and sealing the door or opening with an invisible barrier of force equivalent to a wall of force. Destroying the symbol ends the effect, though destroying it once the symbol has been activated requires destroying the wall of force first. Once triggered, the wall remains for 10 minutes per caster level.

When scribing a symbol of sealing, you can specify a password or phrase that allows a creature speaking it to bypass the seal and pass through the opening. You can also attune any number of creatures to the symbol of sealing, but doing this extends the casting time as described under symbol of death (Core Rulebook 355). However, the force wall created by the symbol blocks attacks and line of effect even for creatures that know the password or are attuned-the password only prevents them from triggering the symbol, not from ignoring its effects if triggered.

A disintegrate spell or similar effect can destroy the wall of force created by the symbol if the caster makes a caster level check against a DC of 11 + your caster level. A knock spell has no effect on a symbol of sealing or its force wall. A symbol of sealing cannot be dispelled, but mage's disjunction automatically destroys it.

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Transformation

6

School - transmutation
Casting Time - 1 standard action
Components - V, S, M (a potion of bull's strength, which you drink and whose effects are subsumed by the spell effects)
Range - personal
Target - you
Duration - 1 round/level

WITCH

You become a fighting machine- stronger, tougher, faster, and more skilled in combat. Your mindset changes so that you relish combat and you can't cast spells, even from magic items.

You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, a +4 natural armor bonus to AC, a +5 competence bonus on Fortitude saves, and proficiency with all simple and martial weapons. Your base attack bonus equals your character level (which may give you multiple attacks).

You lose your spellcasting ability, including your ability to use spell activation or spell completion magic items, just as if the spells were no longer on your class list.

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True Seeing

6

School - divination
Casting Time - 1 standard action
Components - V, S, M (an eye ointment that costs 250 gp)
Range - touch
Target - creature touched
Duration - 1 min./level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

You confer on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. True seeing does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairaudience/clairvoyance.

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Unwilling Shield

6

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (ruby dust worth 250 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 round/level (D)
Saving Throw - Will negates; SR - yes

WITCH

Like shield other, unwilling shield creates a mystic connection between you and the target, but unlike shield other, the target shares the wounds that you receive. In addition, the link draws upon the target's life force to supplement your own defenses. You gain a +1 luck bonus to AC and on saving throws. You take only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by you is taken by the target. Forms of harm that do not involve hit points, such as charm effects, ability damage, level draining, and death effects are not affected. If you take a reduction in hit points from a lowered Constitution score, the reduction is not split with the target because it is not hit point damage.

When the spell ends, subsequent damage is no longer divided between you and the subject, but damage already split is not assigned to you.

If you and the target of the spell move out of range of each other, the spell remains active, but damage is no longer shared until you are once again within range of each other.

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Vengeful Outrage

6

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 minute/level
Saving Throw - Will negates; SR - yes

WITCH

You place a magical command upon a creature to seek out and destroy a single enemy that has inflicted some perceived or actual harm to the target. You designate the enemy at the time of casting, which must be known by the target (such as "your brother's murderer") or can easily identify by sight (such as "the hill giant king"). The target is under the effect of a geas to find and capture or kill this enemy, and the target takes the penalties of that spell as long as it is not actively trying to reach the enemy. When the target enters combat with the enemy, it gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and is immune to the shaken and frightened conditions.

If you designate one of the target's friends or loved ones as the enemy, the target gains another saving throw to overcome the spell as soon as it enters combat with the enemy.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Age Resistance, Greater

7

WITCH

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 24 hours

This spell functions as lesser age resistance, except you ignore all Strength, Dexterity, and Constitution penalties gained from middle age, old age, and venerable age.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Arcane Sight, Greater

7

WITCH

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 min./level

This spell functions like arcane sight, except that you automatically know which spells or magical effects are active upon any individual or object you see.

Unlike arcane sight, this spell cannot be made permanent with a permanency spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Chain Lightning

7

WITCH

School - evocation
Casting Time - 1 standard action
Components - V, S, F (a bit of fur; a piece of amber, glass, or a crystal rod; plus one silver pin per caster level)
Range - long (400 ft. + 40 ft./level)
Target - one primary target, plus one secondary target/level (each of which must be within 30 ft. of the primary target)
Duration - instantaneous
Saving Throw - Reflex half; SR - yes

This spell creates an electrical discharge that begins as a single stroke commencing from your fingertips. Unlike lightning bolt, chain lightning strikes one object or creature initially, then arcs to other targets.

The bolt deals 1d6 points of electricity damage per caster level (maximum 20d6) to the primary target. After it strikes, lightning can arc to a number of secondary targets equal to your caster level (maximum 20). The secondary bolts each strike one target and deal as much damage as the primary bolt.

Each target can attempt a Reflex saving throw for half damage.

The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Control Weather

7

WITCH

School - transmutation
Casting Time - 10 minutes; see text
Components - V, S
Range - 2 miles
Area - 2-mile-radius circle, centered on you; see text
Duration - 4d12 hours; see text
Saving Throw - none; SR - no

You change the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. You can call forth weather appropriate to the climate and season of the area you are in. You can also use this spell to cause the weather in the area to become calm and normal for the season.

Season | Possible Weather |

Spring | Tornado, thunderstorm, sleet storm, or hot weather |

Summer | Torrential rain, heat wave, or hailstorm |

Autumn | Hot or cold weather, fog, or sleet |

Winter | Frigid cold, blizzard, or thaw |

Late winter | Hurricane-force winds or early spring |

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather-where lightning strikes, for example, or the

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Control Weather (Cont.)

exact path of a tornado. The weather continues as you left it for the duration, or until you use a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously.

Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

A druid casting this spell doubles the duration and affects a circle with a 3-mile radius.

Create Demiplane, Lesser

7

WITCH

School - conjuration/creation
Casting Time - 2 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to three 10-ft. cubes/level (S)
Duration - 1 day/level
Saving Throw - none; SR - no

You create a small, finite demiplane. You must be on the Astral or Ethereal Plane or on a plane that has access to one of those planes (such as the Material Plane) to cast this spell.

When you cast the spell, you decide whether the demiplane is within the Astral or the Ethereal Plane. It is filled with air or water (decided by you). The plane is generally flat and featureless, such as an earth, stone, water, or wood floor. The "walls" and "ceiling" of the plane may appear like solid earth, stone, wood, or water, or they may end in mist, a featureless void, or a similar unreal-looking border. The plane's environmental conditions are those of a temperate spring day on the Material Plane. You determine the plane's light level (bright, normal, dim, or darkness), which affects the entire plane.

There are no native creatures or plants on this plane, though you may bring some there (if the plane's light is bright or normal, it counts as sunlight for growing plants). The environment of the plane counts as normal terrain for the purpose of effects that target earth, stone, wood, and so on.

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Create Demiplane, Lesser (Cont.)

For example, you could use move earth to create a hill or wall of stone to create a barricade.

When you finish casting this spell, you may bring yourself and up to seven other creatures to the plane automatically by joining hands in a circle. The demiplane is another plane of existence, and therefore is outside the range of any spell or ability that cannot affect or reach other planes. Creatures can only enter the plane by the use of planar travel magic such as astral projection, etherealness, or plane shift. You are considered "very familiar" with your entire demiplane.

As a standard action, you may eject a creature from your demiplane. The creature may resist with a Will saving throw. An ejected creature goes to the closest plane to your demiplane (usually the Astral Plane or the Ethereal Plane, but if you cast this spell on the Material Plane, the creature is sent to the Material Plane). When the spell ends, the plane dissolves, and all creatures in the plane are ejected in this manner with no saving throw. The plane cannot be dispelled, but a creature on the plane can destroy it by using limited wish, mage's disjunction, miracle, or wish and making a successful dispel check.

If you are within the demiplane, you can add to its area by casting the spell again. Alternatively, you may cast this spell again to reset the duration of an existing area to that of your latest casting. If the duration on one area of the demiplane ends and other parts remain, creatures in the expiring area are shunted to remaining areas. If a collapsing portion of the demiplane would leave one section cut off from other sections of the demiplane (for example, if there were three areas connected in a straight line and the center part expired), the stranded sections count as separate

Create Demiplane, Lesser (Cont.)

demiplanes under your control. You may reconnect these stranded sections by the spell again to create a linked area between the two.

You can make this spell permanent with the permanency spell, at a cost of 17,500 gp. If you have cast create lesser demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Cure Moderate Wounds, Mass

7

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

WITCH

This spell functions like mass cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +30).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Harm

7

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will half; see text; SR - yes

WITCH

Harm charges a subject with negative energy that deals 10 points of damage per caster level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount. Harm cannot reduce the target's hit points to less than 1.

If used on an undead creature, harm acts like heal.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Heal

7

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - touch
Target - creature touched
Duration - instantaneous
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feeble-minded, insanity, nauseated, poisoned, sickened, and stunned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal does not remove negative levels or restore permanently drained ability score points.

If used against an undead creature, heal instead acts like harm.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Hold Person, Mass

7

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, F/DF (a small, straight piece of iron)
Range - medium (100 ft. + 10 ft./level)
Target - one or more humanoid creatures, no two of which can be more than 30 ft. apart
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

WITCH

This spell functions like hold person, except as noted above.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Hostile Juxtaposition, Greater

7

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a coin)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/4 levels
Duration - 1 round/level or until discharged
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like hostile juxtaposition, except you can target one creature for every four caster levels you have or you can target a single creature that is larger than you are. You can switch places with each target only once while the effect lasts. Once you have used it to teleport and switch places with each affected target, the spell is discharged.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Ice Body

7

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 minute/level (D)

WITCH

Your form transmutes into living ice, granting you several abilities. You gain the cold subtype and damage reduction 5/magic. You are immune to ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, poison, stunning, and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while this spell is in effect. You cannot drink (and thus can't use potions) or play wind instruments.

Your unarmed attack deals damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters) plus 1 point of cold damage, and you are considered armed when making unarmed attacks. You may burrow through nonmagical ice or snow at your base speed as easily as a fish swims through water. You can move through magical ice and snow if you succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the effect; you automatically succeed on caster level checks against effects that you created. Your passage through snow and ice in this fashion leaves behind no tunnel or hole.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Inflict Moderate Wounds, Mass

7

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

This spell functions like mass inflict light wounds, except that it deals 2d8 points of damage + 1 point per caster level (maximum +30).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Insanity

7

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Target - one living creature
Duration - instantaneous
Saving Throw - Will negates; SR - yes

WITCH

The affected creature suffers from a continuous confusion effect, as the spell.

Remove curse does not remove insanity. Greater restoration, heal, limited wish, miracle, or wish can restore the creature.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Instant Summons

7

School - conjuration/summoning
Casting Time - 1 standard action
Components - V, S, M (sapphire worth 1,000 gp)
Range - see text
Target - one object weighing 10 lbs. or less whose longest dimension is 6 ft. or less
Duration - permanent until discharged
Saving Throw - none; SR - no

WITCH

You call some nonliving item directly to your hand from virtually any location.

First, you must place your arcane mark on the item. Then you cast this spell, which magically and invisibly inscribes the name of the item on a sapphire worth at least 1,000 gp. Thereafter, you can summon the item by speaking a special word (set by you when the spell is cast) and crushing the gem. The item appears instantly in your hand. Only you can use the gem in this way.

If the item is in the possession of another creature, the spell does not work, but you know who the possessor is and roughly where that creature is located when the summons occurs.

The inscription on the gem is invisible. It is also unreadable, except by means of a read magic spell, to anyone but you.

The item can be summoned from another plane, but only if no other creature has claimed ownership of it.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Lunar Veil

7

School - illusion/shadow
Casting Time - 1 standard action
Components - V, S
Range - long (400 ft. + 40 ft./level)
Area - 120-ft.-radius emanation
Duration - 10 minute/level
Saving Throw - Will negates, see text; SR - no

WITCH

You conjure a tremendous area of shadow to obscure moonlight within the area, creating something akin to a lunar eclipse. The light level is lowered by two steps (though unlike deeper darkness, areas of normal light or dimmer become normal darkness rather than supernaturally dark).

Lycanthropes in the area must make a Will save every round or revert to their humanoid forms. In addition, lycanthropes attempting to assume animal or hybrid form within the affected area take a -5 penalty on Constitution checks to do so.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Phase Door

7

School - conjuration/creation
Casting Time - 1 standard action
Components - V
Range - touch
Effect - ethereal 5-ft.-by-8-ft. opening, 10 ft. deep + 5 ft. deep per three levels
Duration - one usage per two levels
Saving Throw - none; SR - no

WITCH

This spell creates an ethereal passage through wooden, plaster, or stone walls, but not other materials. The phase door is invisible and inaccessible to all creatures except you, and only you can use the passage. You disappear when you enter the phase door and appear when you exit. If you desire, you can take one other creature (Medium or smaller) through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor can you see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A gem of true seeing or similar magic reveals the presence of a phase door but does not allow its use.

A phase door is subject to dispel magic. If anyone is within the passage when it is dispelled, he is harmlessly ejected just as if he were inside a passwall effect.

You can allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as you desire. They can be based on a creature's name, identity, or alignment, but otherwise must be based on observable

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Phase Door (Cont.)

actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

Phase door can be made permanent with a permanency spell.

Plane Shift

7

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, F (a forked metal rod attuned to the plane of travel)
Range - touch
Target - creature touched, or up to eight willing creatures joining hands
Duration - instantaneous
Saving Throw - Will negates; SR - yes

WITCH

You move yourself or some other creature to another plane of existence or alternate dimension. If several willing persons link hands in a circle, as many as eight can be affected by the plane shift at the same time. Precise accuracy as to a particular arrival location on the intended plane is nigh impossible. From the Material Plane, you can reach any other plane, though you appear 5 to 500 miles (5d%) from your intended destination. Plane shift transports creatures instantaneously and then ends. The creatures need to find other means if they are to travel back (including casting plane shift again).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Power Word Blind

7

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature with 200 hp or less
Duration - see text
Saving Throw - none; SR - yes

WITCH

You utter a single word of power that causes a creature to become blinded, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total.

Any creature that currently has 201 or more hit points is unaffected.

Hit points | Duration |

50 or less | Permanent |

51-100 | 1d4+1 minutes |

101-200 | 1d4+1 rounds |

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Regenerate

7

School - conjuration/healing
Casting Time - 3 full rounds
Components - V, S, DF
Range - touch
Target - living creature touched
Duration - instantaneous
Saving Throw - Fortitude negates (harmless); SR - yes (harmless)

WITCH

The subject's severed body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multiheaded creatures), broken bones, and ruined organs grow back. After the spell is cast, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise.

Regenerate also cures 4d8 points of damage + 1 point per caster level (maximum +35), rids the subject of exhaustion and fatigue, and eliminates all nonlethal damage the subject has taken. It has no effect on nonliving creatures (including undead).

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Scouring Winds

7

School - evocation
Casting Time - 1 standard action
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - sandstorm in 20-ft. radius, 20 ft. high
Duration - 1 round/level (D)
Saving Throw - none; SR - yes (see text)

WITCH

This spell brings forth a windstorm of stinging sand that blocks all vision. You can move the storm up to 30 feet each round as a move action. Any creature in the area takes 3d6 points of piercing damage each round. The area is considered a windstorm (see Table 13-10: Wind Effects, Core Rulebook 439). If a creature with spell resistance successfully resists this spell, it is unaffected by the winds and sand, but still unable to see within the area of the spell.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Scrying, Greater

7

WITCH

School - divination/scrying
Casting Time - 1 standard action
Components - V, S
Range - see text
Effect - magical sensor
Duration - 1 hour/level
Saving Throw - Will negates; SR - yes

This spell functions like scrying, except as noted above.

Additionally, all of the following spells function reliably through the sensor: detect chaos, detect evil, detect good, detect law, detect magic, message, read magic, and tongues.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Summon Monster VII

7

WITCH

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Symbol of Stunning

7

WITCH

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

This spell functions like symbol of death, except that all creatures within 60 feet of a symbol of stunning instead become stunned for 1d6 rounds.

Note: Magic traps such as symbol of stunning are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of stunning and Disable Device to thwart it. The DC in each case is 25 + spell level, or 32 for symbol of stunning.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Symbol Of Weakness

7

WITCH

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of weakness instead suffers crippling weakness that deals 3d6 points of Strength damage.

Unlike symbol of death, symbol of weakness has no hit point limit; once triggered, a symbol of weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Note: Magic traps such as symbol of weakness are hard to detect and disable. While any character can use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for symbol of weakness.

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Teleport Object

7

WITCH

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - touch
Target - one touched object of up to 50 lbs./level and 3 cu. ft./level
Duration - instantaneous
Saving Throw - Will negates (object); SR - yes (object)

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

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Teleport, Greater

7

WITCH

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V
Range - personal and touch
Target - you and touched objects or other touched willing creatures
Duration - instantaneous
Saving Throw - none and Will negates (object); SR - no and yes (object)

This spell functions like teleport, except that there is no range limit and there is no chance you arrive off target. In addition, you need not have seen the destination, but in that case you must have at least a reliable description of the place to which you are teleporting. If you attempt to teleport with insufficient information (or with misleading information), you disappear and simply reappear in your original location. Interplanar travel is not possible.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Temporary Resurrection

7

WITCH

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (diamond dust worth 500 gp)
Range - touch
Target - dead creature touched
Duration - 24 hours

You restore temporary life to a body that has been dead for less than 48 hours. The spell lasts for 24 hours, after which the target dies again. The target gains 1 permanent negative level while under the effect of this spell; this negative level goes away when the target dies or is permanently raised from the dead (such as with raise dead). The target still counts as a dead corpse (but not undead) for the purpose of spells that revive dead creatures, so a cleric can cast raise dead or a similar spell on the target even while this spell is active. Once a creature has been revived with temporary resurrection, this spell cannot be used on it again until it is permanently raised from the dead.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Magic

Vision

7

WITCH

School - divination
Casting Time - 1 standard action
Components - V, S, M (incense worth 250 gp), F (four pieces of ivory worth 50 gp each)
Range - personal
Target - you
Duration - see text

This spell functions like legend lore, except that it works more quickly and produces some strain on you. You pose a question about some person, place, or object, then cast the spell. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check (1d20 + 1 per caster level; maximum +25) against DC 20. If only detailed information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague. After this spell is complete, you are fatigued.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Walk Through Space

7

WITCH

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a wren's egg)
Range - personal
Target - you
Duration - 1 round/level

When under the effects of this spell, you can teleport up to 30 feet as a move action. You must end this movement in an unoccupied space that you can stand on within line of sight. Alternatively, you can spend a move action to teleport to a standing position from lying prone. Teleporting does not provoke attacks of opportunity.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Waves of Ecstasy

7

WITCH

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S
Range - 30 ft.
Area - cone-shaped burst
Duration - 1 round/level; see text
Saving Throw - Will partial (see text); SR - yes

You emanate waves of intense pleasure that cause all targets within range to falter. Affected creatures are stunned for 1 round and are staggered for the remainder of the spell. A creature that makes its save is staggered for the first round and can act normally thereafter.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Magic

Waves of Exhaustion

7

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - 60 ft.
Area - cone-shaped burst
Duration - instantaneous
Saving Throw - none; SR - yes

Waves of negative energy cause all living creatures in the spell's area to become exhausted. This spell has no effect on a creature that is already exhausted.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Antipathy

8

WITCH

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M/DF (a lump of alum soaked in vinegar)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will partial; SR - yes

You cause an object or location to emanate magical vibrations that repel either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment to be repelled must be named.

Creatures of the designated kind or alignment feel an urge to leave the area or to avoid the affected item.

A compulsion forces them to abandon the area or item, shunning it and never willingly returning to it while the spell is in effect. A creature that makes a successful saving throw can stay in the area or touch the item but feels uncomfortable doing so. This distracting discomfort reduces the creature's Dexterity score by 4 points.

Antipathy counters and dispels sympathy.

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Charm Monster, Mass

8

WITCH

School - enchantment/charm
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - One or more creatures, no two of which can be more than 30 ft. apart
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

This spell functions like charm monster, except that mass charm monster affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you must choose a creature with too many HD to affect.

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Clone

8

WITCH

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (laboratory supplies worth 1,000 gp), F (special laboratory equipment costing 500 gp)
Range - 0 ft.
Effect - one clone
Duration - instantaneous
Saving Throw - none; SR - no

This spell makes an inert duplicate of a creature. If the original individual has been slain, its soul immediately transfers to the clone, creating a replacement (provided that the soul is free and willing to return). The original's physical remains, should they still exist, become inert and cannot thereafter be restored to life. If the original creature has reached the end of its natural life span (that is, it has died of natural causes), any cloning attempt fails.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) with a volume of at least 1 cubic inch that was taken from the original creature's living body. The piece of flesh need not be fresh, but it must be kept from rotting. Once the spell is cast, the duplicate must be grown in a laboratory for 2d4 months.

When the clone is completed, the original's soul enters it immediately, if that creature is already dead. The clone is physically identical to the original and possesses the same personality and memories as the original. In other respects, treat the clone as if it were the original character raised from the dead, including its gaining of two permanent negative levels, just as if it

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Clone (Cont.)

had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be cloned). If the original creature gained permanent negative levels since the flesh sample was taken, the clone gains these negative levels as well.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is unavailable, but the resulting body is merely a soulless bit of inert flesh which rots if not preserved.

Create Demiplane

8

WITCH

School - conjuration/creation
Casting Time - 4 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to 10 10-ft. cubes/level (S)
Duration - 1 day/level or instantaneous (see text)
Saving Throw - none; SR - no

This spell functions as create lesser demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with create lesser demiplane (you do not need to create an entirely new plane using this spell), in which case it has a duration of 1 day/level. Alternatively, when cast within your demiplane, you may add (or remove) one of the following features to your demiplane with each casting of the spell, in which case it has an instantaneous duration.

Alignment: Your plane gains the (mildly) chaos-, good-, evil-, law-, or neutral-aligned alignment trait (see Alignment Traits, GameMastery Guide 187). You cannot give your demiplane an alignment trait for an alignment you do not have.

Bountiful: Your demiplane gains a thriving natural ecology, with streams, ponds, waterfalls, and plants. The demiplane provides enough plant-based food (nuts, grains, fruit, fungi, and so on) to support one Medium creature for every 10-foot cube of the demiplane. The demiplane does not have any animals unless you transport them there, but the ecology can sustain itself for as long as the demiplane exists

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Create Demiplane (Cont.)

without requiring watering, gardening, pollination, and so on, and dead organic material decays and returns to the soil in the normal manner. If your demiplane has ambient light, these plants are normal, familiar surface plants; if it is a realm of twilight or darkness, these plants are fungi and other plants adapted to near-darkness or underground locations.

Elemental: Your plane gains the air-, earth-, fire-, or water-elemental dominant trait (see Elemental and Energy Traits, GameMastery Guide 186).

Gravity: By default a demiplane's gravity is normal and oriented in one direction, like what most creatures are used to on the Material Plane. By selecting this feature, the plane's gravity is heavy, light, none, objectively directional, or subjectively directional (see Gravity, GameMastery Guide 184).

Seasonal: The demiplane has a seasonal cycle and a light cycle, usually similar to those of a land on the Material Plane, but customizable as you see fit (for example, your demiplane could always be winter, day and night could alternate every 4 hours, and so on).

Shape: By default, the demiplane has a fixed shape and borders. By selecting this feature, you may make your plane self-contained so it loops upon itself when a creature reaches one edge (see Shape and Size, GameMastery Guide 185). You may designate areas or locations on the edges of your plane where this occurs (such as a pair of secret doors or a path in the woods) or apply it to the entire plane.

Create Demiplane (Cont.)

Structure: Your demiplane has a specific, linked physical structure, such as a giant tree, floating castle, labyrinth, mountain, and so on. (This option exists so you can pick a theme for your plane without having to worry about the small details of determining what spells you need for every hill, hole, wall, floor, and corner).

You can make this spell permanent with the permanency spell, at a cost of 20,000 gp. If you have cast create demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Cure Serious Wounds, Mass

8

WITCH

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

This spell functions like mass cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +35).

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Demand

8

WITCH

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M/DF (fine copper wire)
Range - see text
Target - one creature
Duration - 1 round; see text
Saving Throw - Will partial; SR - yes

This spell functions like sending, but the message can also contain a suggestion (see the suggestion spell), which the subject does its best to carry out. A successful Will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's Intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective.

The demand's message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

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Destruction

8

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (holy or unholy symbol costing 500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

This spell instantly delivers 10 points of damage per caster level. If the spell slays the target, it consumes the remains utterly in holy (or unholy) fire (but not its equipment or possessions). If the target's Fortitude saving throw succeeds, it instead takes 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell (and was slain) is to use true resurrection, a carefully worded wish spell followed by resurrection, or miracle.

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Discern Location

8

WITCH

School - divination
Casting Time - 10 minutes
Components - V, S, DF
Range - unlimited
Target - one creature or object
Duration - instantaneous
Saving Throw - none; SR - no

A discern location spell is among the most powerful means of locating creatures or objects. Nothing short of a mind blank spell or the direct intervention of a deity keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

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Frightful Aspect

8

WITCH

School - transmutation/polymorph
Casting Time - 1 standard action
Components - V, S, M (the skin of a toad)
Range - personal
Target - you
Duration - 1 minute/level

You become a larger, awful version of yourself. You grow to size Large, and take on features that horrify your enemies. You gain the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a +6 natural armor bonus, DR 10/magic, and spell resistance equal to 10 + half your caster level. You also emit an aura that emanates 30 feet from you. Enemy creatures within the aura are shaken. Each time a creature shaken by this aura hits you with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration it is no longer affected by this aura. The aura's effect is a fear and mind-affecting effect.

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Horrid Wilting

8

WITCH

School - necromancy
Casting Time - 1 standard action
Components - V, S, M/DF (a bit of sponge)
Range - long (400 ft. + 40 ft./level)
Target - living creatures, no two of which can be more than 60 ft. apart
Duration - instantaneous
Saving Throw - Fortitude half; SR - yes

This spell evaporates moisture from the body of each subject living creature, causing flesh to wither and crack and crumble to dust. This deals 1d6 points of damage per caster level (maximum 20d6). This spell is especially devastating to water elementals and plant creatures, which instead take 1d8 points of damage per caster level (maximum 20d8).

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Inflct Serious Wounds, Mass

8

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

This spell functions like mass inflict light wounds, except that it deals 3d8 points of damage + 1 point per caster level (maximum +35).

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Irresistible Dance

8

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - touch
Target - living creature touched
Duration - 1d4+1 rounds
Saving Throw - Will partial; SR - yes

WITCH

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round.

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Maze

8

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - see text
Saving Throw - none; SR - yes

WITCH

You banish the subject into an extradimensional labyrinth. Each round on its turn, it may attempt a DC 20 Intelligence check to escape the labyrinth as a full-round action. If the subject doesn't escape, the maze disappears after 10 minutes, freeing the subject.

On escaping or leaving the maze, the subject reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space.

Spells and abilities that move a creature within a plane, such as teleport and dimension door, do not help a creature escape a maze spell, although a plane shift spell allows it to exit to whatever plane is designated in that spell. Minotaurs are not affected by this spell.

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Mind Blank

8

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

The subject is protected from all devices and spells that gather information about the target through divination magic (such as detect evil, locate creature, scry, and see invisible). This spell also grants a +8 resistance bonus on saving throws against all mindaffecting spells and effects. Mind blank even foils limited wish, miracle, and wish spells when they are used in such a way as to gain information about the target. In the case of scrying that scans an area the creature is in, such as arcane eye, the spell works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

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Moment of Prescience

8

School - divination
Casting Time - 1 standard action
Components - V, S
Range - personal
Target - you
Duration - 1 hour/level or until discharged

WITCH

This spell grants you a sixth sense. Once during the spell's duration, you may choose to use its effect. This spell grants you an insight bonus equal to your caster level (maximum +25) on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if flatfooted).

Activating the effect doesn't take an action; you can even activate it on another character's turn. You must choose to use the moment of prescience before you make the roll it is to modify.

Once used, the spell ends. You can't have more than one moment of prescience active on you at the same time.

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Power Word Stun

8

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature with 150 hp or less
Duration - See text
Saving Throw - none; SR - yes

WITCH

You utter a single word of power that instantly causes one creature of your choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points | Duration |

50 or less | 4d4 rounds |

51-100 | 2d4 rounds |

101-150 | 1d4 rounds |

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Prediction of Failure

8

School - divination
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent or 1 round/level (see text)
Saving Throw - Will partial; SR - yes

WITCH

You wrack the target's body and mind with the anguish and suffering of every bitter failure it will ever experience, rendering it permanently shaken and sickened. A successful Will save reduces the duration to 1 round per level. If the target is a spellcaster, failing this saving throw means it also gains a random minor spellblight (see page 95).

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Prying Eyes, Greater

8

School - divination
Casting Time - 1 minute
Components - V, S, M (a handful of crystal marbles)
Range - 1 mile
Effect - 10 or more levitating eyes
Duration - 1 hour/level; see text
Saving Throw - none; SR - no

WITCH

This spell functions like prying eyes, except that the eyes can see all things as they actually are, just as if they had true seeing with a range of 120 feet. Thus, they can navigate darkened areas at normal speed. Also, a greater prying eye's maximum Perception modifier is +25 instead of +15.

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Resurrection

8

School - conjuration/healing
Casting Time - 1 minute
Components - V, S, M (diamond worth 10,000 gp), DF
Range - touch
Target - dead creature touched
Duration - instantaneous
Saving Throw - none; see text; SR - yes (harmless)

WITCH

This spell functions like raise dead, except that you are able to restore life and complete strength to any deceased creature.

The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be resurrected, but the portion receiving the spell must have been part of the creature's body at the time of death. (The remains of a creature hit by a disintegrate spell count as a small portion of its body.) The creature can have been dead no longer than 10 years per caster level.

Upon completion of the spell, the creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells.

The subject of the spell gains one permanent negative level when it is raised, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't be resurrected).

You can resurrect someone killed by a death effect or

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Resurrection (Cont.)

someone who has been turned into an undead creature and then destroyed.

You cannot resurrect someone who has died of old age. Constructs, elementals, outsiders, and undead creatures can't be resurrected.

Stormbolts

8

School - evocation
Casting Time - 1 standard action
Components - V, S, M/DF (a copper rod)
Range - 30 ft.
Area - a 30-ft.-radius spread, centered on you
Duration - instantaneous
Saving Throw - Fortitude partial; SR - yes

WITCH

When you cast this spell, lightning spills forth from your body in all directions. The bolts do not harm natural vegetation or creatures in the area you wish to exclude from damage. Any other creatures within the area take 1d8 points of electricity damage per caster level (maximum 20d8) and are stunned for 1 round. A successful saving throw halves the damage and negates the stun effect.

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Summon Monster VIII

8

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell functions like summon monster I, except that you can summon one creature from the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Symbol of Death

8

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth 5,000 gp each)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Fortitude negates; SR - yes

WITCH

This spell allows you to scribe a potent rune of power upon a surface.

When triggered, a symbol of death kills one or more creatures within 60 feet of the symbol (treat as a burst) whose combined total current hit points do not exceed 150. The symbol of death affects the closest creatures first, skipping creatures with too many hit points to affect.

Once triggered, the symbol becomes active and glows, lasting for 10 minutes per caster level or until it has affected 150 hit points' worth of creatures, whichever comes first. A creature that enters the area while the symbol of death is active is subject to its effect, whether or not that creature was in the area when it was triggered. A creature need save against the symbol only once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the symbol of death is inactive (though visible and legible at a distance of 60 feet). To be effective, a symbol of death must always be placed in plain sight and in a prominent location. Covering or

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Symbol of Death (Cont.)

hiding the rune renders the symbol of death ineffective, unless a creature removes the covering, in which case the symbol of death works normally.

As a default, a symbol of death is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a symbol of death can't trigger it (even if it meets one or more of the triggering conditions, such as reading the rune). Once the spell is cast, a symbol of death's triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a symbol of death to render it inoperative triggers it if the symbol reacts to touch. You can't use a symbol of death offensively; for instance, a touch-triggered symbol of death remains untriggered if an item bearing the symbol of death is used to touch a creature. Likewise, a symbol of death cannot be placed on a weapon and set to activate when the weapon strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a symbol of death can be based on a creature's name, identity, or alignment, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, HD, and hit points don't qualify.

When scribing a symbol of death, you can specify a

Symbol of Death (Cont.)

password or phrase that prevents a creature using it from triggering the symbol's effect. Anyone using the password remains immune to that particular rune's effects so long as the creature remains within 60 feet of the rune. If the creature leaves the radius and returns later, it must use the password again.

You also can attune any number of creatures to the symbol of death, but doing this can extend the casting time. Attuning one or two creatures takes negligible time, and attuning a small group (as many as 10 creatures) extends the casting time to 1 hour. Attuning a large group (as many as 25 creatures) takes 24 hours. Attuning larger groups takes an additional 24 hours per 25 creatures. Any creature attuned to a symbol of death cannot trigger it and is immune to its effects, even if within its radius when it is triggered. You are automatically considered attuned to your own symbols of death, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a symbol with a Spellcraft check (DC 10 + the symbol's spell level). Of course, if the symbol is set to be triggered by reading it, this will trigger the symbol.

A symbol of death can be removed by a successful dispel magic targeted solely on the rune. An erase spell has no effect on a symbol of death. Destruction of the surface where a symbol of death is inscribed destroys the symbol but also triggers it.

Symbol of death can be made permanent with a permanency spell.

Symbol of Death (Cont.)

A permanent symbol of death that is disabled or has affected its maximum number of hit points becomes inactive for 10 minutes, but then can be triggered again as normal.

Note: Magic traps such as symbol of death are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of death and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of death.

Symbol of Insanity

8

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorus, plus powdered diamond and opal worth a total of 5,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like symbol of death, except that all creatures within the radius of the symbol of insanity instead become permanently insane (as the insanity spell).

Unlike symbol of death, symbol of insanity has no hit point limit; once triggered, a symbol of insanity simply remains active for 10 minutes per caster level.

Note: Magic traps such as symbol of insanity are hard to detect and disable. A rogue (only) can use the Perception skill to find a symbol of insanity and Disable Device to thwart it. The DC in each case is 25 + spell level, or 33 for symbol of insanity.

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Sympathy

8

School - enchantment/compulsion
Casting Time - 1 hour
Components - V, S, M (a drop of honey and crushed pearls worth 1,500 gp)
Range - close (25 ft. + 5 ft./2 levels)
Target - one location (up to a 10-ft. cube/level) or one object
Duration - 2 hours/level
Saving Throw - Will negates; see text; SR - yes

WITCH

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6 x 10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

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Trap the Soul

8

School - conjuration/summoning
Casting Time - 1 standard action or see text
Components - V, S, M (gem worth 1,000 gp per HD of the trapped creature)
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - permanent; see text
Saving Throw - see text; SR - yes; see text

WITCH

Trap the soul forces a creature's life force (and its material body) into a gem. The gem holds the trapped entity indefinitely or until the gem is broken and the life force is released, which allows the material body to reform. If the trapped creature is a powerful creature from another plane, it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Depending on the version selected, the spell can be triggered in one of two ways.

Spell Completion: First, the spell can be completed by speaking its final word as a standard action as if you were casting a regular spell at the subject. This allows spell resistance (if any) and a Will save to avoid the effect. If the creature's name is spoken as well, any spell resistance is ignored and the save DC increases by 2. If the save or spell resistance is successful, the gem shatters.

Trigger Object: The second method is far more insidious, for it tricks the subject into accepting a trigger object inscribed with the final spell word.

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Trap the Soul (Cont.)

automatically placing the creature's soul in the trap.

To use this method, both the creature's name and the trigger word must be inscribed on the trigger object when the gem is enspelled.

A sympathy spell can also be placed on the trigger object. As soon as the subject picks up or accepts the trigger object, its life force is automatically transferred to the gem without the benefit of spell resistance or a save.

Astral Projection

9

School - necromancy
Casting Time - 30 minutes
Components - V, S, M (1,000 gp jacinth)
Range - touch
Target - you plus one additional willing creature touched per two caster levels
Duration - see text
Saving Throw - none; SR - yes

WITCH

By freeing your spirit from your physical body, this spell allows you to project an astral body onto another plane altogether. You can bring the astral forms of other willing creatures with you, provided that these subjects are linked in a circle with you at the time of the casting. These fellow travelers are dependent upon you and must accompany you at all times. If something happens to you during the journey, your companions are stranded wherever you left them.

You project your astral self onto the Astral Plane, leaving your physical body behind on the Material Plane in a state of suspended animation. The spell projects an astral copy of you and all you wear or carry onto the Astral Plane. Since the Astral Plane touches upon other planes, you can travel astrally to any of these other planes as you will. To enter one, you leave the Astral Plane, forming a new physical body (and equipment) on the plane of existence you have chosen to enter.

While you are on the Astral Plane, your astral body is connected at all times to your physical body by an incorporeal silver cord. If the cord is broken, you are killed, astrally and physically. Luckily, very few things

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Astral Projection (Cont.)

can destroy a silver cord. When a second body is formed on a different plane, the silver cord remains invisibly attached to the new body. If the second body or the astral form is slain, the cord simply returns to your body where it rests on the Material Plane, thereby reviving it from its state of suspended animation. This is a traumatic affair, however, and you gain two permanent negative levels if your second body or astral form is slain. Although astral projections are able to function on the Astral Plane, their actions affect only creatures existing on the Astral Plane; a physical body must be materialized on other planes.

You and your companions may travel through the Astral Plane indefinitely. Your bodies simply wait behind in a state of suspended animation until you choose to return your spirits to them. The spell lasts until you desire to end it, or until it is terminated by some outside means, such as dispel magic cast upon either the physical body or the astral form, the breaking of the silver cord, or the destruction of your body back on the Material Plane (which kills you).

When this spell ends, your astral body and all of its gear, vanishes.

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Create Demiplane, Greater

9

School - conjuration/creation
Casting Time - 6 hours
Components - V, S, F (a forked metal rod worth at least 500 gp)
Range - 0 ft.
Effect - extradimensional demiplane, up to 20 10-ft. cubes/level (S)
Duration - 1 day/level or instantaneous (see text)
Saving Throw - none; SR - no

WITCH

This spell functions as create demiplane, except the area is larger and you can add more features to the plane. You can use this spell to expand a demiplane you created with lesser create demiplane or create demiplane (you do not need to create an entirely new plane using this spell), in which case it has an duration of 1 day/level. Alternatively, when cast within your demiplane, you may add to your demiplane (or remove from it) one of the following features (or any of the features described in create demiplane) with each casting of the spell, in which case it has an instantaneous duration.

Energy: Your plane gains the (minor) negative- or positive-dominant energy trait (see Elemental and Energy Traits, GameMastery Guide 186). A plane cannot have both the negative-dominant and positive-dominant energy traits.

Magic: Your plane gains the dead magic, enhanced magic, impeded magic, or wild magic planar trait (see Magic Traits, GameMastery Guide 187). If you selected dead magic, you are trapped within your plane unless it has a permanent planar portal (such as the portal feature, below). If you selected enhanced or impeded

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Create Demiplane, Greater (Cont.)

magic, choose one type of magic to be enhanced or impeded, such as "effects with the fire descriptor or that manipulate fire" or "death spells and spells from the Death or Repose domains." A plane cannot be enhanced and impeded for the same kinds of spells.

Morphic: You may use move earth at will in your demiplane at one-tenth of the spell's normal casting time, and can reshape normal plants in the same manner (such as by twisting trees into a fence or humanlike shapes). You are even able to affect rock formations with this ability, though the casting time for this is only half normal.

Portal: Your demiplane gains a permanent gate to one location on another plane, which can only be used for planar travel. This location must be very familiar to you.

This gate is always open and usable from both sides, but you can secure it using normal means (such as by building a door around it).

Time: By default, time passes at the normal rate in your demiplane. By selecting this feature, you may make your plane have the erratic time, flowing time (half or double normal time), or timeless trait (see Time, GameMastery Guide 185).

You can make this spell permanent with the permanency spell, at a cost of 22,500 gp. If you have cast create greater demiplane multiple times to enlarge the demiplane, each casting's area requires its own permanency spell.

Cure Critical Wounds, Mass

9

School - conjuration/healing
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half (harmless) or Will half; see text; SR - yes (harmless) or yes; see text

WITCH

This spell functions like mass cure light wounds, except that it cures 4d8 points of damage + 1 point per caster level (maximum +40).

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Cursed Earth

9

School - necromancy
Casting Time - 10 minutes
Components - V, S, M (powdered onyx 10,000 gp), DF
Range - touch
Area - 1-mile radius emanating from the touched point
Duration - permanent
Saving Throw - none (see text); SR - no

WITCH

You lay a terrible curse upon the land, blighting those who live and die there. Choose one of the following effects.

Famine: All normal plants in the area reduce their growth and food production by half, as if affected by the stunt growth effect of diminish plants.

Living Death: Any creatures of Small size or larger killed in the area rise as uncontrolled zombies 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as zombies.

Plague: Every day at sundown, all creatures in the area must make a Fortitude save or catch one of the following diseases (your choice, decided at the time of casting): 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. This is a disease effect.

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Dominate Monster

9

School - enchantment/compulsion
Casting Time - 1 round
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 1 day/level
Saving Throw - Will negates; SR - yes

WITCH

This spell functions like dominate person, except that the spell is not restricted by creature type.

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Elemental Swarm

9

School - conjuration/summoning
Casting Time - 10 minutes
Components - V, S
Range - medium (100 ft. + 10 ft./level)
Effect - two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration - 10 min./level
Saving Throw - none; SR - no

WITCH

This spell opens a portal to an Elemental Plane and summons elementals from it. A druid can choose any plane (Air, Earth, Fire, or Water); a cleric opens a portal to the plane matching his domain.

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

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Foresight

9

School - divination
Casting Time - 1 standard action
Components - V, S, M/DF (a hummingbird's feather)
Range - personal or touch
Target - see text
Duration - 10 min./level
Saving Throw - none or Will negates (harmless); SR - no or yes (harmless)

WITCH

This spell grants you a powerful sixth sense in relation to yourself or another. Once foresight is cast, you receive instantaneous warnings of impending danger or harm to the subject of the spell. You are never surprised or flat-footed. In addition, the spell gives you a general idea of what action you might take to best protect yourself and gives you a +2 insight bonus to AC and on Reflex saves. This insight bonus is lost whenever you would lose a Dexterity bonus to AC.

When another creature is the subject of the spell, you receive warnings about that creature. You must communicate what you learn to the other creature for the warning to be useful, and the creature can be caught unprepared in the absence of such a warning. Shouting a warning, yanking a person back, and even telepathically communicating (via an appropriate spell) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the insight bonus to AC and Reflex saves.

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Heroic Invocation

9

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one or more creatures, no two of which can be more than 30 ft. apart
Duration - 10 minutes/level
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

Using worlds of ancient power, you bestow heroic powers on all creatures subject to this spell. They gain a +4 morale bonus on attack and damage rolls, gain 2d8+4 temporary hit points, and become immune to both fear and charm effects for the spell's duration. At the end of the spell's duration, the subjects become fatigued.

Created by Perram's Spellbook, <http://www.theGM.org> Source: Ultimate Combat

Hold Monster, Mass

9

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V, S, M/DF (one hard metal bar or rod, which can be as small as a three-penny nail)
Range - medium (100 ft. + 10 ft./level)
Target - one or more creatures, no two of which can be more than 30 ft. apart
Duration - 1 round/level; see text
Saving Throw - Will negates; see text; SR - yes

WITCH

This spell functions like hold person, except that it affects multiple creatures and holds any living creature that fails its Will save.

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Inflict Critical Wounds, Mass

9

School - necromancy
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature/level, no two of which can be more than 30 ft. apart
Duration - instantaneous
Saving Throw - Will half; SR - yes

WITCH

This spell functions like mass inflict light wounds, except that it deals 4d8 points of damage + 1 point per caster level (maximum +40).

Created by Perram's Spellbook, <http://www.theGM.org> Source: PFRPG Core

Mind Blank, Communal

9

School - abjuration
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Target - one creature
Duration - 24 hours
Saving Throw - Will negates (harmless); SR - yes (harmless)

WITCH

This spell functions like mind blank, except you divide the duration in 1-hour increments among the creatures touched.

Created by Perram's Spellbook. <http://www.theGM.org> Source: Ultimate Combat

Polar Midnight

9

School - transmutation
Casting Time - 1 standard action
Components - V, S
Range - close (25 ft. + 5 ft./2 levels)
Effect - 30-ft. spread
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

WITCH

You plunge an area into the brutal chill of the arctic night.

Illumination conditions are dropped by two steps (though only to darkness, not supernatural darkness), and all creatures in the area take 5d6 points of cold damage and 1d6 points of Dexterity damage per round. A successful Fortitude save each round negates the Dexterity damage but not the cold damage.

Any creature that doesn't move on its turn becomes encased in a sheath of ice equivalent to wall of ice, is helpless, and cannot breathe. Corpses in the area for longer than 1 round are transmuted into solid ice; reviving the icy corpse requires true resurrection, miracle, or wish. As a move action, you may move the area of effect up to 10 feet in any direction.

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Power Word Kill

9

School - enchantment/compulsion
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature with 100 hp or less
Duration - instantaneous
Saving Throw - none; SR - yes

WITCH

You utter a single word of power that instantly kills one creature of your choice, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by power word kill.

Created by Perram's Spellbook. <http://www.theGM.org> Source: PFRPG Core

Refuge

9

School - conjuration/teleportation
Casting Time - 1 standard action
Components - V, S, M (a prepared object worth 1,500 gp)
Range - touch
Target - object touched
Duration - permanent until discharged
Saving Throw - none; SR - no

WITCH

When you cast this spell, you create powerful magic in a specially prepared object. This object contains the power to instantly transport its possessor across any distance within the same plane to your abode. Once the item is so enhanced, you must give it willingly to a creature and at the same time inform it of a command word to be spoken when the item is used. To make use of the item, the subject speaks the command word at the same time that it rends or breaks the item (a standard action). When this is done, the individual and all objects it is wearing and carrying (to a maximum of the character's heavy load) are instantly transported to your abode. No other creatures are affected (aside from a familiar or animal companion that is touching the subject).

You can alter the spell when casting it so that it transports you to within 10 feet of the possessor of the item when it is broken and the command word spoken. You will have a general idea of the location and situation of the item possessor at the time the refuge spell is discharged, but once you decide to alter the spell in this fashion, you have no choice whether or not to be transported.

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Soul Bind

9

School - necromancy
Casting Time - 1 standard action
Components - V, S, F (see text)
Range - close (25 ft. + 5 ft./2 levels)
Target - corpse
Duration - permanent
Saving Throw - Will negates; SR - no

WITCH

You draw the soul from a newly dead body and imprison it in a black sapphire gem. The subject must have been dead no more than 1 round per caster level. The soul, once trapped in the gem, cannot be returned through clone, raise dead, reincarnation, resurrection, true resurrection, or even a miracle or a wish. Only by destroying the gem or dispelling the spell on the gem can one free the soul (which is then still dead).

The focus for this spell is a black sapphire of at least 1,000 gp value for every HD possessed by the creature whose soul is to be bound. If the gem is not valuable enough, it shatters when the binding is attempted. (While creatures have no concept of level or HD as such, the value of the gem needed to trap an individual can be researched.)

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Storm Of Vengeance

9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S
Range - long (400 ft. + 40 ft./level)
Effect - 360-ft.-radius storm cloud
Duration - concentration (maximum 10 rounds) (D)
Saving Throw - see text; SR - yes

WITCH

You create a huge black storm cloud in the air. Each creature under the cloud must succeed on a Fortitude save or be deafened for 1d4 x 10 minutes. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

2nd Round: Acid rains down in the area, dealing 1d6 points of acid damage (no save).

3rd Round: You call six bolts of lightning down from the cloud.

You decide where the bolts strike. No two bolts may be directed at the same target. Each bolt deals 10d6 points of electricity damage. A creature struck can attempt a Reflex save for half damage.

4th Round: Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage (no save).

5th through 10th Rounds: Violent rain and wind gusts reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance).

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Storm Of Vengeance (Cont.)

Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters.

Ranged attacks within the area of the storm are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check against a DC equal to the storm of vengeance's save DC + the level of the spell the caster is trying to cast.

Suffocation, Mass

9

School - necromancy
Casting Time - 1 standard action
Components - V, S, M (a vial containing a bit of the caster's breath)
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature/2 levels (no two of which may be more than 30 feet apart)
Duration - 1 round/level
Saving Throw - Fortitude partial; SR - yes

WITCH

This spell functions as suffocation except as noted above. Note that the duration of this spell is much longer, forcing those suffering from the effect to make far more Fortitude saves to stave off eventual suffocation.

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Summon Monster IX

9

School - conjuration/summoning
Casting Time - 1 round
Components - V, S, F/DF (a tiny bag and a small candle)
Range - close (25 ft. + 5 ft./2 levels)
Effect - one summoned creature
Duration - 1 round/level
Saving Throw - none; SR - no

WITCH

This spell functions like summon monster I, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

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Symbol of Strife

9

School - enchantment/compulsion
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - Will negates; SR - yes

WITCH

This spell functions as symbol of death, except all creatures within the radius of a symbol of strife are compelled to attack the nearest conscious creature for 1 round per caster level (similar to the "attack nearest creature" result of the confusion spell), even after leaving the symbol's area of effect. If no other creatures are visible, an affected creature can act normally. Once triggered, the symbol remains active for 10 minutes per caster level.

Symbol of strife can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 gp.

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Symbol of Vulnerability

9

School - abjuration
Casting Time - 10 minutes
Components - V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 15,000 gp)
Range - 0 ft.; see text
Effect - one symbol
Duration - see text
Saving Throw - none; SR - no

WITCH

This spell functions as symbol of death, except it saps the defenses of all creatures within 60 feet. Affected creatures receive a -4 penalty to spell resistance and a -4 penalty on saving throws, and energy resistances and damage reduction (if any) are reduced by 10 each (to a minimum of 0). Once triggered, the symbol remains active for 10 minutes per level.

The effects last as long as the creature is within 60 feet of the symbol, and for 1 round per caster level afterward.

Symbol of vulnerability can be made permanent with a permanency spell by a caster of 18th level or higher for the cost of 25,000 gp.

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Teleportation Circle

9

School - conjuration/teleportation
Casting Time - 10 minutes
Components - V, M (amber dust to cover circle worth 1,000 gp)
Range - 0 ft.
Effect - 5-ft.-radius circle that teleports those who activate it
Duration - 10 min./level
Saving Throw - none; SR - yes

WITCH

You create a circle on the floor or other horizontal surface that teleports, as greater teleport, any creature who stands on it to a designated spot. Once you designate the destination for the circle, you can't change it. The spell fails if you attempt to set the circle to teleport creatures into a solid object, to a place with which you are not familiar and have no clear description, or to another plane.

The circle itself is subtle and nearly impossible to notice. If you intend to keep creatures from activating it accidentally, you need to mark the circle in some way.

Teleportation circle can be made permanent with a permanency spell. A permanent teleportation circle that is disabled becomes inactive for 10 minutes, then can be triggered again as normal.

Magic traps such as teleportation circle are hard to detect and disable. A character with the trapfinding class feature can use the Disable Device to disarm magic traps. The DC in each case is 25 + spell level, or 34 in the case of teleportation circle.

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Wail of the Banshee

9

School - necromancy
Casting Time - 1 standard action
Components - V
Range - close (25 ft. + 5 ft./2 levels)
Target - one living creature/level within a 40-ft.-radius spread
Duration - instantaneous
Saving Throw - Fortitude negates; SR - yes

WITCH

When you cast this spell, you emit a terrible, soul-chilling scream that possibly kills creatures that hear it (except for yourself). The spell affects up to one creature per caster level, inflicting 10 points of damage per caster level. Creatures closest to the point of origin are affected first.

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