

Ella Frostbright

Female human (Jadwiga) winter witch 10/witch (winter witch) 8 - CL18 - CR 17

True Neutral Humanoid (Human); Age: 24; Height: 5' 4"; Weight: 110 lb.; Eyes: ice blue; Hair: silver; Skin: pale

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 10 | 0 | |
| DEX DEXTERITY | 14/18 | +2/+4 | |
| CON CONSTITUTION | 13/17 | +1/+3 | |
| INT INTELLIGENCE | 22/28 | +6/+9 | |
| WIS WISDOM | 12/18 | +1/+4 | |
| CHA CHARISMA | 10/16 | 0/+3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|---|
| FORTITUDE (CONSTITUTION) | +13 = | +5 | +3 | +5 | | | Frostborn : +1 trait bonus vs. cold effects, Frostborn : +4 trait bonus vs. cold environments |
| REFLEX (DEXTERITY) | +14 = | +5 | +4 | +5 | | | Frostborn : +1 trait bonus vs. cold effects, Frostborn : +4 trait bonus vs. cold environments |
| WILL (WISDOM) | +20 = | +11 | +4 | +5 | | | Power-Hungry : -2 vs. Charm or Compulsion effects if there's a promise of wealth or power, Frostborn : +1 trait bonus vs. cold effects, Frostborn : +4 trait bonus vs. cold environments |

Immunity to Cold

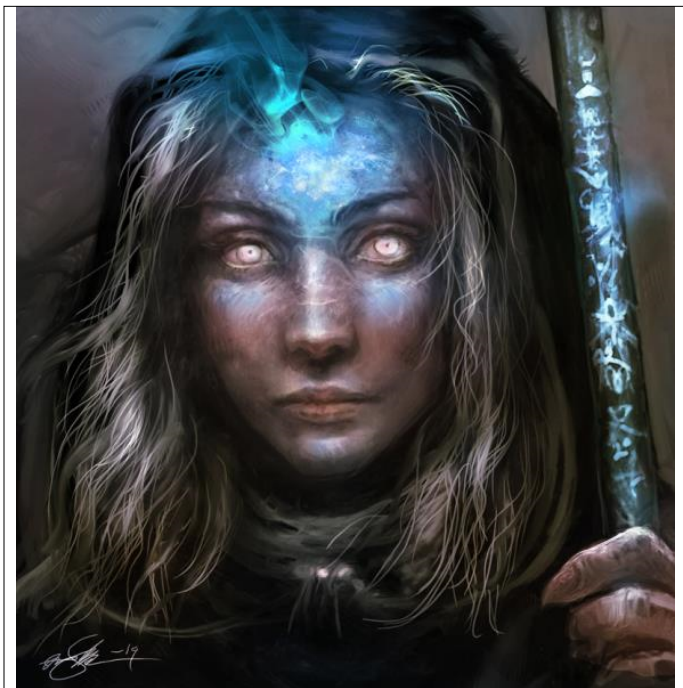
| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|---------------------------|--------------------------|---------------------|-----|----------|-----------|--------|-------|------|
| AC 24 = | | | +4 | | +5 | +5 | | |
| Touch AC 19 | Flat-Footed AC 20 | | | | | | | |
| | | | BAB | Strength | Size | Misc | | |
| CM Bonus +9 = | +9 | +0 | | - | - | | | |
| | | | BAB | Strength | Dexterity | Size | | |
| CM Defense 28 = 10 | +9 | +0 | +4 | - | | | | |
| Base Attack | +9 | HP | 154 | | | | | |
| Initiative | +6 | Damage / Current HP | | | | | | |
| Speed | 30 ft | | | | | | | |

+1 adamantine light mace [rod of abrupt hexes]

Main hand: +10/+5, 1d6+1 Crit: x2
Light, B

+1 mithril light mace [quicken rod]

Main hand: +10/+5, 1d6+1 Crit: x2
Light, B



| Skill Name | Total | Ability | Ranks | Temp |
|-----------------------------|-------|---------|-------|------|
| Acrobatics | +4 | DEX (4) | - | |
| Appraise | +10 | INT (9) | 1 | |
| Bluff | +24 | CHA (3) | 18 | |
| Climb | +1 | STR (0) | 1 | |
| Diplomacy | +3 | CHA (3) | - | |
| Disguise | +3 | CHA (3) | - | |
| Escape Artist | +4 | DEX (4) | - | |
| Fly | +4 | DEX (4) | - | |
| Heal | +15 | WIS (4) | 8 | |
| Intimidate | +26 | CHA (3) | 18 | |
| Knowledge (arcana) | +30 | INT (9) | 18 | |
| Knowledge (history) | +30 | INT (9) | 18 | |
| Knowledge (nature) | +30 | INT (9) | 18 | |
| Knowledge (nobility) | +30 | INT (9) | 18 | |
| Knowledge (planes) | +30 | INT (9) | 18 | |
| Perception | +20 | WIS (4) | 12 | |
| Ride | +4 | DEX (4) | - | |
| Sense Motive | +22 | WIS (4) | 18 | |
| Spellcraft | +30 | INT (9) | 18 | |
| Stealth | +4 | DEX (4) | - | |
| Survival | +20 | WIS (4) | 13 | |
| Swim | +1 | STR (0) | 1 | |
| Use Magic Device | +24 | CHA (3) | 18 | |

Feats

Accursed Hex
Elemental Focus (Cold)
Greater Elemental Focus (Cold)

Feats

Greater Spell Penetration
Improved Familiar
Intensified Spell
Simple Weapon Proficiency - All
Spell Focus (Evocation)
Spell Penetration
Spell Specialization (Cone of Cold)
Toughness

Traits

Frostborn
Reactionary
Seeker

Drawbacks

Power-Hungry

Gear

**Total Weight Carried: 28/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

| | |
|---|-------|
| +1 adamantine light mace [rod of abrupt hexes] | 4 lbs |
| +1 mithril light mace [quicken rod] | 2 lbs |
| Amulet of natural armor +5 | - |
| Artisan's outfit (Free) | - |
| Belt of physical might +4 (Dex, Con) | 1 lb |
| Cackling hag's blouse | 2 lbs |
| Cloak of resistance +5 | 1 lb |
| Flying ointment | - |
| Headband of mental superiority +6 (Bluff, Intimidate) | 1 lb |
| Money <In: Dropped to ground (1 @ 7 lbs)> | 7 lbs |
| Quicken metamaagic rod (3/day) | 5 lbs |
| Ring of protection +5 | - |
| Rod of abrupt hexes (3/day) | 5 lbs |
| Spell component pouch | 2 lbs |
| Staff of frost | 5 lbs |
| Stone salve | - |

Special Abilities

Agony (18 rounds, DC 28) (Su)
Blizzard Sight (Su)
Death Curse (4d6+18 dam or Death, DC 28) (Su)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Evil Eye -4 (12 rounds, DC 28) (Su)
Familiar Bonus:
Freeze and Thaw (5/day) (Su)
Frostfoot (Su)
Hoarfrost (DC 28) (Su)
Ice Tomb (DC 28) (Su)
Iceglide (10 minutes/day) (Su)
Inexorable Cold (Su)
Misfortune (3 rounds, DC 28) (Su)
Numbing Chill (DC 28)
Scry on Familiar (1/day) (Sp)
Share Spells with Familiar
Slumber (18 rounds, DC 28) (Su)
[N/A] Speak with Animals (Ex)
Speak with Familiar (Ex)
Unearthly Cold (Su)
Unnatural Cold (Su)

Experience & Wealth

Experience Points: **1800000**/2,550,000
Current Cash: **350 gp**
Reputation: **Fame: 18, PP: 18, 200 miles.**

Spell-Like Abilities

Endure Elements (cold only, Constant)
Sculpt Ice and Snow (fabricate, 5/day) (Sp)

Tracked Resources

| | |
|--------------------------------|---|
| Cone of Cold | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Flying ointment | <input type="checkbox"/> |
| Freeze and Thaw (5/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Ice Storm | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Iceglide (10 minutes/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Quicken metamaagic rod (3/day) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Rod of abrupt hexes (3/day) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Scry on Familiar (1/day) (Sp) | <input type="checkbox"/> |
| Staff of frost | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Stone salve | <input type="checkbox"/> |
| Wall of Ice | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Languages

| | |
|-----------|----------|
| Abyssal | Elven |
| Celestial | Infernal |
| Common | Orc |
| Daemonic | Shoanti |
| Dwarven | Varisian |

Spells & Powers

Witch (Winter Witch) spells memorized (CL 17th; concentration +26)
Melee Touch +9 Ranged Touch +13
9th—*polar midnight*^{UM} (DC 31), *mass suffocation*^{APG} (DC 28)
8th—*polar ray* (2), *resurrection*
7th—*intensified freezing sphere* (2, DC 29), *heal* (2)
6th—*freezing sphere* (3, DC 29), *true seeing* (2)
5th—*baleful polymorph* (DC 24), *cone of cold* (3, DC 28), *feeblemind* (DC 24), *teleport*
4th—*black tentacles*, *crushing despair* (DC 23), *dimension door* (2), *threefold aspect*^{APG}, *wall of ice* (DC 27)
3rd—*fly* (2), *ice storm*, *ray of exhaustion* (DC 22), *sleet storm*, *stinking cloud* (DC 22)
2nd—*glitterdust* (DC 21), *intensified snowball*^{UW} (2), *vomit swarm*^{APG}, *winter grasp*^{UW} (2)
1st—*cheetah's sprint* (2), *mage armor* (2), *snowball*^{UW} (3)
0th (at will)—*dancing lights*, *detect magic*, *mending*, *read magic*

Ella Frostbright – Abilities & Gear

Accursed Hex Feat

You can make a second attempt at failed hexes.

Prerequisite: Hex class feature.

Benefit: When you target a creature with a hex that cannot target the same creature more than once per day, and that creature succeeds at its saving throw against the hex's effect, you can target the creature with the same hex a second time before the end of your next turn. If the second attempt fails, you can make no further attempts to target that creature with the same hex for 1 day.

Normal: You can only target a creature with these hexes once per day.

Appears In : Ultimate Magic

Elemental Focus (Cold) Feat

Your spells of a certain element are more difficult to resist.

Benefit: Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

Appears In : Advanced Player's Guide

Greater Elemental Focus (Cold) Feat

Choose an energy type to which you have already applied the Elemental Focus feat. Any spells you cast of this energy type are very hard to resist.

Prerequisite: Elemental Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select. This bonus stacks with the bonus from Elemental Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type to which you have already applied the Elemental Focus feat.

Appears In : Advanced Player's Guide

Greater Spell Penetration Feat

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Improved Familiar Feat

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Note: To create the celestial or fiendish version of a normal familiar, add the Celestial or Fiendish template from the "Class Levels" list on your familiar. Since most familiar races set a default alignment, you may need to change this as well.

Intensified Spell Feat

Your spells can go beyond several normal limitations.

Benefit: An intensified spell increases the maximum number of damage dice by 5 levels. You must actually have sufficient caster levels to surpass the maximum in order to benefit from this feat. No other variables of the spell are affected, and spells that inflict damage that is not modified by caster level are not affected by this feat. An intensified spell uses up a spell slot one level higher than the spell's actual level.

Appears In : Advanced Player's Guide

Spell Focus (Evocation) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spell Specialization (Cone of Cold) Feat

Select one spell. You cast that spell with greater than normal power.

Prerequisites: Int 13, Spell Focus.

Benefit: Select one spell of a school for which you have taken the Spell Focus feat. Treat your caster level as being two higher for all level-variable effects of the spell.

Every time you gain an even level in the spellcasting class you chose your spell from, you can choose a new spell to replace the spell selected with this feat, and that spell becomes your specialized spell.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different spell.

Appears In : Ultimate Magic

Ella Frostbright – Abilities & Gear

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Frostborn

Trait

You must be from the listed region to select this trait: Lands of the Linnorm Kings

Long nights in the frigid winters of the north have inured you to cold. You gain a +4 trait bonus on any savings throws made to resist the effects of cold environments, as well as a +1 trait bonus on all saving throws against cold effects.

Appears In : Dwarves of Golarion

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

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

Seeker

Trait

You are always on the lookout for reward and danger. You gain a +1 trait bonus on Perception checks, and Perception is always a class skill for you.

Appears In : Ultimate Campaign

Immunity to Cold

Unknown

You are immune to cold damage.

Agony (18 rounds, DC 28) (Su) Class Ability (Witch)

With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Appears In : Advanced Player's Guide

Blizzard Sight (Su) Class Ability (Winter Witch)

At 6th level, a winter witch can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions.

Death Curse (4d6+18 dam or Death, DC 28) (Class Ability (Witch)

This powerful hex seizes a creature's heart, causing death within just a few moments. This hex has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the witch. Slaying the witch that hexed the creature ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

Appears In : Advanced Player's Guide

Deliver Touch Spells Through Familiar (Su) Class Ability (Witch)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

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

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

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

Evil Eye -4 (12 rounds, DC 28) (Su) Class Ability (Witch)

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

Appears In : Advanced Player's Guide

Familiar Bonus: Class Ability (Witch)

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

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

Freeze and Thaw (5/day) (Su) Class Ability (Winter Witch)

At 2nd level, a winter witch can freeze water or melt ice and snow with a touch. As a standard action, a winter witch can melt an adjacent 5-foot cube of ice or a 10-foot cube of snow. Melting snow produces a volume of water equal to 10% the snow's volume. Alternatively, a winter witch can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 round, making it almost impossible to trap a creature unless it's helpless. This cannot affect water within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds.

This ability works on fresh water and saltwater, but has no effect on water creatures; on liquids (frozen or otherwise) other than water; or on magical water, ice, or snow. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Ella Frostbright – Abilities & Gear

Frostfoot (Su) **Class Ability (Winter Witch)**

This ability works like the *spider climb* spell, but the surfaces the witch climbs must be icy. The witch can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice. She can move across regular snow without penalty, and heavy snow only costs her 2 squares of movement instead of 4.

Appears In : Inner Sea Magic, Reign of Winter

Hoarfrost (DC 28) (Su) **Class Ability (Witch)**

The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fortitude negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. *Break enchantment*, *dispel magic*, *remove curse*, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is a cold effect.

Appears In : Ultimate Magic

Ice Tomb (DC 28) (Su) **Class Ability (Witch)**

A storm of ice and freezing wind envelops the creature, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

Appears In : Ultimate Magic

Iceglide (10 minutes/day) (Su) **Class Ability (Winter Witch)**

At 10th level, a winter witch can move effortlessly at her base land speed through ice or snow. This leaves behind no tunnel or hole, and doesn't create any ripple or other sign of passage. While icegliding, a winter witch can breathe normally. A *control water* spell cast on an area containing an icegliding winter witch flings her back 30 feet in a random direction, stunning her for 1 round unless she succeeds at a DC 15 Fortitude save. A winter witch can use this ability for 10 minutes per day. This time need not be consecutive, but must be spent in 1-minute increments. Activating this ability is a swift action.

Inexorable Cold (Su) **Class Ability (Winter Witch)**

At 10th level, a winter witch casts spells with the cold descriptor at +1 caster level. In addition, she gains a +1 bonus on caster level checks to counterspell, dispel, or penetrate spell resistance with these spells, and the DC to counterspell or dispel these spells increases by +1.

Misfortune (3 rounds, DC 28) (Su) **Class Ability (Witch)**

The shaman or witch causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Appears In : Advanced Player's Guide

Numbing Chill (DC 28) **Class Ability (Witch)**

Whenever the winter witch casts a spell that deals cold damage, she can imbue the spell with a debilitating eldritch chill as a swift action. She chooses one of the spell's targets or a creature within the spell effect. If that creature takes cold damage from the spell, it must also succeed at a Fortitude save or take 1d4 points of Dexterity damage and be staggered for 1 round. The creature need only make this saving throw once per spell, even if the spell deals damage multiple times. If the target saves successfully, it is immune to this hex for 1 day. This is a cold effect.

Appears In : Paths of Prestige, Reign of Winter

Scry on Familiar (1/day) (Sp) **Class Ability (Witch)**

If the master is 13th level or higher, he may scry on his familiar (as if casting the *scrying* spell) once per day.

Sculpt Ice and Snow (fabricate, 5/day) (Sp) **Class Ability (Winter Witch)**

At 4th level, a winter witch can sculpt ice and snow into any shape that suits her purpose (as *stone shape*, except that it works with ice). This ability also works on snow, doubling the volume affected. At 7th level, this ability functions on ice or snow like the *fabricate* spell, increasing the volume manipulated and allowing a higher degree of craftsmanship. The winter witch must succeed at appropriate Craft checks to form complex items or ones with fine detail. Items created by the *fabricate* version of this ability solidify into ultra-hard ice (hardness 5, 10 hit points per inch of thickness) that resists normal melting but takes double damage from fire. The ice remains in this ultra-hard state for 1 hour per class level before returning to normal ice. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Share Spells with Familiar **Class Ability (Witch)**

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

Slumber (18 rounds, DC 28) (Su) **Class Ability (Witch)**

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

Appears In : Advanced Player's Guide

Speak with Animals (Ex) **Class Ability (Witch)**

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Speak with Familiar (Ex) **Class Ability (Witch)**

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Ella Frostbright – Abilities & Gear

Unearthly Cold (Su) Class Ability (Winter Witch)

At 8th level, a winter witch's spells, spell-like abilities, and supernatural abilities that deal cold damage become horrendously cold. Half the cold damage caused by these effects comes from an otherworldly power and is not subject to being reduced by resistance or immunity to cold-based attacks.

Unnatural Cold (Su) Class Ability (Winter Witch)

At 3rd level, whenever a winter witch's spell, spell-like ability, or supernatural ability deals cold damage, treat affected creatures as having half their normal cold resistance when determining the damage dealt.

Ring of protection +5 Ring

This ring offers continual magical protection in the form of a deflection bonus of +5 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 25,000 gp

Quicken metamagic rod (3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat. Normal metamagic rods can be used with spells of 6th level or lower.

Construction

Requirements: Craft Rod, Quicken Spell feat; **Cost** 37,750 gp

Rod of abrupt hexes (3/day) Rod

Three times per day when a wielder of this rod uses a hex (but not an advanced hex or grand hex), she can use this rod's power to activate the hex as swift action rather than a standard action.

Construction

Requirements: Craft Rod, Quicken Spell, creator must possess the hex class feature **Cost** 37,750 GP

Appears In : Advanced Class Guide

Staff of frost Staff

Tipped on either end with a glistening diamond, this runecovered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Wall of ice* (2 charges)
- *Cone of cold* (3 charges)

Construction

Requirements: Craft Staff, *cone of cold*, *ice storm*, *wall of ice*; **Cost** 20,700 gp

Amulet of natural armor +5 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +5.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 25,000 gp

Belt of physical might +4 (Dex, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace*; **Cost** 20,000 gp

Cackling hag's blouse Wondrous Item (Chest)

This loose-fitting blouse is adorned with grotesque fetishes and trophies, granting the wearer a +2 competence bonus on Intimidate checks. If the wearer is a witch, she gains the cackle hex. If the wearer already has the cackle hex, twice per day she can use her cackle ability as a swift action instead of a move action.

Construction

Requirements: Craft Wondrous Item, *hideous laughter* or the cackle hex, creator must have 5 ranks in Intimidate; **Cost** 3,000 gp

Appears In : Ultimate Equipment

Cloak of resistance +5 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

Flying ointment Wondrous Item

This preparation of herbs includes belladonna, mandrake, and foxglove (also known as "witch's glove") in a base of rendered fats. When rubbed over the skin, the ointment grants the subject the ability to fly (as the *overland flight* spell) for up to 9 hours.

Construction

Requirements: Craft Wondrous Item, *overland flight*; **Cost** 1,125 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Headband of mental superiority +6 (Bluff, Wondrous Item (Headband))

This ornate headband is decorated with numerous small white gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 72,000 gp

Headband of mental superiority +6 3rd skill bon Wondrous Item

Stone salve

Wondrous Item

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

The price and creation cost given are per ounce.

Construction

Requirements: Craft Wondrous Item, *stone to flesh*, *stoneskin*;

Cost 2,000 gp

Companions

Skratch CR –

Ice mephit (*Pathfinder RPG Bestiary* 202)

N Small outsider (cold)

Init +6; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 26, touch 14, flat-footed 23 (+2 Dex, +1 dodge, +12 natural, +1 size)

hp 77 (3d10+3); fast healing 2

Fort +6, **Ref** +7, **Will** +11

Defensive Abilities improved evasion; **DR** 5/magic;

Immune cold; **SR** 23

Weaknesses vulnerability to fire

Offense

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +11 (1d3+1)

Special Attacks breath weapon, deliver touch spells

Spell-Like Abilities (CL 6th; concentration +8)

1/hour—magic missile

1/day—chill metal, summon (level 2, 1 mephit of the same type 25%)

Statistics

Str 13, **Dex** 15, **Con** 12, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +9; **CMB** +9; **CMD** 22

Feats Dodge, Improved Initiative

Skills Appraise +3, Bluff +26, Climb +2, Diplomacy +5, Escape Artist +5, Fly +10, Heal +8, Intimidate +20, Linguistics +5, Perception +15, Sense Motive +21, Spellcraft +20, Stealth +12, Survival +13, Swim +4, Use Magic Device +20

Languages Abyssal, Aquan, Auran, Celestial, Common, Daemonic, Infernal; speak with animal (same kind only), speak with master

SQ empathic link

Background

Born in Irrisen to a peasant family who lived on a farm north of Waldsby, Ella led a lonely childhood. Her younger siblings, also born with fair hair and bright blue eyes, were taken from her parents at a young age by the local White Witch, Nazhena Vasillinova, and were never seen again. Hoping for a boy, but blessed with another winter child, her parents hid her away until a local rival with a grudge outed them and their fair child. Nazhena's response was immediate and brutal, leaving the pre-teen on her own in the woods.

For many years she studied the strange, everwinter landscape of Irrisen, becoming a sort of folk healer and figure of mystery to the locals. This didn't last, as she was unable to help one of the villagers' children who was suffering from an illness she could not cure. In their grief, the village hunted her down and Ella fled south, eventually finding herself in the sleepy town of Sandpoint.

The following year held horrors and joys alike, as Elle and a party of adventurers she came to call family saved Sandpoint, killed dozens of ogres, stopped a major flood, put down the threat of a growing Giant army, and eventually defeated the Runelord Karzoug. Rich beyond measure, but having no real need of it, Ella decided to see more of the world and traveled far and wide over the next 5 years, until she found herself in Absalom

Sourcebooks Used

- **Advanced Class Guide** - Rod of abrupt hexes (equipment)
- **Advanced Player's Guide** - Agony (special ability); Death Curse (special ability); Elemental Focus (feat); Evil Eye (special ability); Greater Elemental Focus (feat); Intensified Spell (feat); Misfortune (special ability); Slumber (special ability); Suffocation, Mass (spell); Threefold Aspect (spell); Vomit Swarm (spell); Witch (class)
- **Advanced Player's Guide / Ultimate Equipment** - Flying ointment (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Reactionary (trait)
- **Dwarves of Golarion** - Frostborn (trait)
- **Heroes of the Wild** - Cheetah's Sprint (spell)
- **Inner Sea Magic / Reign of Winter** - Cold Flesh (equipment); Frostfoot (special ability); Ice Magic (equipment); Winter Witch (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (language); Varisian (language)
- **Paths of Prestige / Reign of Winter** - Numbing Chill (special ability); Winter Witch (class)
- **People of the North** - Jadwiga (race option)
- **People of the North / Reign of Winter / Ultimate Wilderness** - Snowball (spell)
- **People of the North / Ultimate Wilderness** - Winter Grasp (spell)
- **Ultimate Campaign** - Power-Hungry (???) ; Seeker (trait)
- **Ultimate Equipment** - Cackling hag's blouse (equipment)
- **Ultimate Intrigue** - Aphasia (spell)
- **Ultimate Magic** - Accursed Hex (feat); False Life, Greater (spell); Hoarfrost (special ability); Ice Tomb (special ability); Polar Midnight (spell); Spell Specialization (feat); Unshakable Chill (spell)
- **Ultimate Magic / Ultimate Wilderness** - Winter (special ability)

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Arcane Mark Witch 0

School universal
Casting Time 1 action
Components V, S
Range touch
Effect one personal rune or mark, all of which must fit within 1 sq. ft.
Duration permanent
Saving Throw none; **Spell Resistance** no

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

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

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

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

Bleed Witch 0

School necromancy
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw DC 19 Will negates; **Spell Resistance** yes

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

Dancing Lights Witch 0

School evocation [light]
Casting Time 1 action
Components V, S
Range medium (100 + 10 ft./level)
Effect up to four lights, all within a 10-ft.-radius area
Duration 1 minute (D)
Saving Throw none; **Spell Resistance** no

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a permanency spell.

Daze Witch 0

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S, M (a pinch of wool or similar substance)
Range close (25 + 5 ft./2 levels)
Target one humanoid creature of 4 HD or less
Duration 1 round
Saving Throw DC 19 Will negates; **Spell Resistance** yes

This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute.

Detect Magic Witch 0

School divination
Casting Time 1 action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw none; **Spell Resistance** no

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

1st Round: Presence or absence of magical auras.
2nd Round: Number of different magical auras and the power of the most potent aura.
3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

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

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *detect magic* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength - Duration of Lingering Aura

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

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

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

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Detect Poison Witch 0

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

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Guidance Witch 0

School divination / void elemental
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless); **Spell Resistance** yes

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

Light Witch 0

School evocation / wood elemental [light]
Casting Time 1 action
Components V, M/DF (a firefly)
Range touch
Target object touched
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

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

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

Mending Witch 0

School transmutation / metal elemental
Casting Time 10 minutes
Components V, S
Range 10 ft.
Target one object of up to 1 lb./level
Duration instantaneous
Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Message Witch 0

School transmutation / air elemental [language-dependent]
Casting Time 1 action
Components V, S, F (a piece of copper wire)
Range medium (100 + 10 ft./level)
Target one creature/level
Duration 10 min./level
Saving Throw none; **Spell Resistance** no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

Read Magic Witch 0

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

You can decipher magical inscriptions on objects - books, scrolls, weapons, and the like - that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

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Resistance Witch 0

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

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

Resistance can be made permanent with a permanency spell.

Stabilize Witch 0

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

Upon casting this spell, you target a living creature that has -1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Touch of Fatigue Witch 0

School necromancy
Casting Time 1 action
Components V, S, M (a drop of sweat)
Range touch
Target creature touched
Duration 1 round/level
Saving Throw DC 19 Fortitude negates; **Spell Resistance** yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Aphasia Witch 1

School enchantment (compulsion) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw DC 20 Will negates (see text); **Spell Resistance** yes

You render the target unable to understand any language, including spoken language, written language, sign language, gestures attempting to mimic a crude language, or even truespeech and telepathy. The affected creature is unable to communicate, use command words, cast spells with verbal components, or use any other abilities that requires language.

At the end of each of its turns, the subject can attempt a new saving throw to end the effect.

Tongues counters and dispels *aphasia*, and a creature with the *tongues* spell active is immune to *aphasia*. Oracles with the *tongues* curse ignore *aphasia* in combat.

Appears in : Ultimate Intrigue

Charm Person Witch 1

School enchantment / wood elemental (charm) [mind-affecting]
Casting Time 1 action
Components V, S
Range close (25 + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw DC 20 Will negates; **Spell Resistance** yes

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.

Cheetah's Sprint Witch 1

School transmutation
Casting Time 1 swift action
Components V
Range personal
Target you
Duration 1 round

A wild surge of energy courses through your body and propels you into a sprint. If you take a charge or run action before the end of your turn, you can move a total distance of up to 10 times your base land speed. This adjustment is an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with other effects that increase your speed, this spell affects your jumping distance.

Appears in : Heroes of the Wild

Cure Light Wounds Witch 1

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

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

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| | | | |
|--|----------------|---|----------------|
| Mage Armor | Witch 1 | Resist Energy (cold only) | Witch 2 |
| <p>School conjuration (creation) [force] Casting Time 1 action Components V, S, F (a piece of cured leather) Range touch Target creature touched Duration 1 hour/level (D) Saving Throw Will negates (harmless); Spell Resistance no</p> <p>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.</p> | | <p>School abjuration / all elements Casting Time 1 action Components V, S, DF Range touch Target creature touched Duration 10 min./level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)</p> <p>This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.</p> <p>Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.</p> <p>Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.</p> | |
| Snowball | Witch 1 | | |
| <p>School evocation [cold, water] Casting Time 1 action Components V, S Range close (25 + 5 ft./2 levels) Effect one ball of ice and snow Duration instantaneous Saving Throw none; Spell Resistance yes</p> <p>You throw a ball of elemental ice and snow at a single target as a ranged touch attack. The snowball deals 1d6 points of cold damage per caster level you have (maximum 5d6).</p> <p>Appears in : People of the North, Reign of Winter, Ultimate Wilderness</p> | | | |
| Unshakable Chill | Witch 1 | | |
| <p>School necromancy / water elemental [cold] Casting Time 1 action Components V, S, M Range close (25 + 5 ft./2 levels) Target one creature Duration 10 minutes/level; see text Saving Throw DC 23 Fortitude negates (see text); Spell Resistance yes</p> <p>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.</p> <p>Appears in : Ultimate Magic</p> | | | |
| Glitterdust | Witch 2 | | |
| <p>School conjuration / earth elemental / metal elemental (creation) Casting Time 1 action Components V, S, M (ground mica) Range medium (100 + 10 ft./level) Area creatures and objects within 10-ft.-radius spread Duration 1 round/level Saving Throw DC 21 Will negates (blinding only); Spell Resistance no</p> <p>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.</p> | | | |
| | | Vomit Swarm | Witch 2 |
| | | <p>School conjuration (summoning) Casting Time 1 action Components S Range personal Effect one swarm of spiders Duration 1 round/level</p> <p>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).</p> <p>Appears in : Advanced Player's Guide</p> | |
| | | Winter Grasp | Witch 2 |
| | | <p>School conjuration (creation) [cold, water] Casting Time 1 action Components V, S, M/DF (ground glass) Range medium (100 + 10 ft./level) Area 20-ft.-radius spread Duration 1 round/level Saving Throw none; Spell Resistance no</p> <p>Ice encrusts the ground, radiating supernatural cold and making it hard for creatures to maintain their balance. This icy ground is treated as normal ice, forcing creatures to spend 2 squares of movement to enter an icy square and increasing the DC of Acrobatics checks in the area by 5. A creature that begins its turn in the affected area takes 1d6 points of cold damage and takes a -2 penalty on saving throws against spells with the cold descriptor for 1 round.</p> <p>Appears in : People of the North, Ultimate Wilderness</p> | |

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Fly Witch 3

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

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.

Ice Storm Witch 3

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

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).

Ray of Exhaustion Witch 3

School necromancy
Casting Time 1 action
Components V, S, M (a drop of sweat)
Range close (25 + 5 ft./2 levels)
Effect ray
Duration 1 min./level
Saving Throw DC 22 Fortitude partial; see text; **Spell Resistance** yes

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.

Sleet Storm Witch 3

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

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.

Stinking Cloud Witch 3

School conjuration / earth elemental (creation)
Casting Time 1 action
Components V, S, M (a rotten egg or cabbage leaves)
Range medium (100 + 10 ft./level)
Effect cloud spreads in 20-ft. radius, 20 ft. high
Duration 1 round/level
Saving Throw DC 22 Fortitude negates; see text; **Spell Resistance** 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.

Black Tentacles Witch 4

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

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 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.

Ella Frostbright, Witch (Winter Witch) 8 – Spells in Spellbook

Crushing Despair

Witch 4

School enchantment (compulsion) [emotion, mind-affecting]

Casting Time 1 action

Components V, S, M

Range 30 ft.

Area cone-shaped burst

Duration 1 min./level

Saving Throw DC 23 Will negates; **Spell Resistance** 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.

Dimension Door

Witch 4

School conjuration (teleportation)

Casting Time 1 action

Components V

Range long (400 + 40 ft./level)

Target you and touched objects or other touched willing creatures

Duration instantaneous

Saving Throw none and Will negates (object); **Spell Resistance** no and yes (object)

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.

False Life, Greater

Witch 4

School necromancy

Casting Time 1 action

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

Range personal

Target you

Duration 1 hour/level or until discharged; see text

Saving Throw none; **Spell Resistance** -

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.

False Life

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).

Appears in : Ultimate Magic

Threefold Aspect

Witch 4

School transmutation

Casting Time 1 action

Components S, F (silver crescent worth 5 gp)

Range personal

Target you

Duration 24 hours (D)

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 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.

Appears in : Advanced Player's Guide

Wall of Ice**Witch 4****School** evocation / water elemental [cold]**Casting Time** 1 action**Components** V, S, M (a piece of quartz or rock crystal)**Range** medium (100 + 10 ft./level)**Effect** anchored plane of ice, up to one 10-ft. square/level, or hemisphere of ice with a radius of up to 3 ft. + 1 ft./level**Duration** 1 min./level**Saving Throw** DC 27 Reflex negates; see text; **Spell Resistance** yes

This spell creates an anchored plane of ice or a hemisphere of ice, depending on the version selected. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a wall of ice, and it deals full damage to the wall (instead of the normal half damage taken by objects). Suddenly melting a wall of ice creates a great cloud of steamy fog that lasts for 10 minutes.

Ice Plane: A sheet of strong, hard ice appears. The wall is 1 inch thick per caster level. It covers up to a 10-foot-square area per caster level (so a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, or any other combination of length and height that does not exceed 1,000 square feet). The plane can be oriented in any fashion as long as it is anchored. A vertical wall need only be anchored on the floor, while a horizontal or slanting wall must be anchored on two opposite sides. Each 10-foot square of wall has 3 hit points per inch of thickness. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 15 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 1d6 points of cold damage + 1 point per caster level (no save).

Hemisphere: The wall takes the form of a hemisphere whose maximum radius is 3 feet + 1 foot per caster level. The hemisphere is as hard to break through as the ice plane form, but it does not deal damage to those who go through a breach.

Baleful Polymorph**Witch 5****School** transmutation (polymorph)**Casting Time** 1 action**Components** V, S**Range** close (25 + 5 ft./2 levels)**Target** one creature**Duration** permanent**Saving Throw** DC 24 Fortitude negates, Will partial, see text; **Spell Resistance** 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.

Cone of Cold**Witch 5****School** evocation / water elemental [cold]**Casting Time** 1 action**Components** V, S, M (a small crystal or glass cone)**Range** 60 ft.**Area** cone-shaped burst**Duration** instantaneous**Saving Throw** DC 28 Reflex half; **Spell Resistance** yes

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).

Feeblemind**Witch 5****School** enchantment (compulsion) [mind-affecting]**Casting Time** 1 action**Components** V, S, M (a handful of clay, crystal, or glass spheres)**Range** medium (100 + 10 ft./level)**Target** one creature**Duration** instantaneous**Saving Throw** DC 24 Will negates; see text; **Spell Resistance** yes

Target creature's Intelligence and Charisma scores each drop to 1. The affected creature is unable to use Intelligence- or Charisma based 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 effect 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.

Teleport**Witch 5****School** conjuration / void elemental (teleportation)**Casting Time** 1 action**Components** V**Range** personal Touch**Target** you and touched objects or other touched willing creatures**Duration** instantaneous**Saving Throw** none and Will negates (object); **Spell Resistance** no and yes (object)

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 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.

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

| Dispel Magic, Greater | Witch 6 | Freezing Sphere | Witch 6 |
|--|---------|---|---------|
| <p>School abjuration / void elemental Casting Time 1 action Components V, S Range medium (100 + 10 ft./level) Target one spellcaster, creature, or object; or a 20-ft.- radius burst Duration instantaneous Saving Throw none; Spell Resistance no</p> | | <p>School evocation / water elemental [cold] Casting Time 1 action Components V, S, F (a small crystal sphere) Range long (400 + 40 ft./level) Target see text Effect see text Area see text Duration instantaneous or 1 round/level; see text Saving Throw DC 29 Reflex half; see text; Spell Resistance yes</p> | |
| <p>This spell functions like <i>dispel magic</i>, except that it can end more than one spell on a target and it can be used to target multiple creatures.</p> | | | |
| <p>You choose to use <i>greater dispel magic</i> in one of three ways: a targeted dispel, area dispel, or a counterspell:</p> | | | |
| <p>Targeted Dispel: This functions as a targeted <i>dispel magic</i>, 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.</p> | | <p>Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 40-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. A creature of the water subtype instead takes 1d8 points of cold damage per caster level (maximum 15d8) and is staggered for 1d4 rounds. If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches in a 40-foot radius. This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of a targeted body of water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so. You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.</p> | |
| <p>Additionally, <i>greater dispel magic</i> has a chance to dispel any effect that <i>remove curse</i> can remove, even if <i>dispel magic</i> can't dispel that effect. The DC of this check is equal to the curse's DC.</p> | | | |
| <p>Area Dispel: When <i>greater dispel magic</i> 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 <i>dispel magic</i>. 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.</p> | | | |
| <p>For each ongoing area or effect spell whose point of origin is within the area of the <i>greater dispel magic</i> spell, apply the dispel check to dispel the spell. For each ongoing spell whose area overlaps that of the <i>greater dispel magic</i> spell, apply the dispel check to end the effect, but only within the overlapping area.</p> | | | |
| <p>If an object or creature that is the effect of an ongoing spell (such as a monster summoned by <i>summon monster</i>) 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.</p> | | | |
| <p>You may choose to automatically succeed on dispel checks against any spell that you have cast.</p> | | | |
| <p>Counterspell: This functions as <i>dispel magic</i>, but you receive a +4 bonus on your dispel check to counter the other spellcaster's spell.</p> | | | |
| <p>Dispel Magic</p> | | | |
| <p>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 effect 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.</p> | | | |
| <p>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. For example, a 7th-level caster casts dispel magic, targeting a creature affected by stonesskin (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 stonesskin (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 stonesskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no</p> | | | |
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Ella Frostbright, Witch (Winter Witch) 8 – Spells in Spellbook

Control Weather Witch 7

School transmutation / air elemental / water elemental / wood elemental
Casting Time 10 minutes
Components V, S
Range 2 miles
Area 2-mile-radius circle, centered on you; see text
Duration 4d12 hours; see text
Saving Throw none; **Spell Resistance** 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 or early spring - Hurricane-force winds

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 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.

Heal Witch 7

School conjuration (healing)
Casting Time 1 action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

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, feebleminded, 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.

Polar Ray Witch 8

School evocation / water elemental [cold]
Casting Time 1 action
Components V, S, F (a white ceramic cone or prism)
Range medium (100 + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6) and 1d4 points of Dexterity drain.

Resurrection Witch 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; **Spell Resistance** yes (harmless)

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 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.

Raise Dead

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 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.

Polar Midnight

Witch 9

School transmutation [cold, darkness]

Casting Time 1 action

Components V, S

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

Effect 30-ft. spread

Duration 1 round/level

Saving Throw DC 31 Fortitude partial; **Spell Resistance** yes

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.

Appears in : Ultimate Magic

Suffocation, Mass

Witch 9

School necromancy / air elemental

Casting Time 1 action

Components V, S, M (a vial containing a bit of the caster's breath)

Range close (25 + 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 DC 28 Fortitude partial; **Spell Resistance** yes

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.

Suffocation

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 effect 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.

Appears in : Advanced Player's Guide

Title - Ella Frostbright (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2024/02/19

XP Reward : 0 XP; **Net Cash** : -120000 gp

- no notes -

Title - Ella Frostbright (Capital Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2024/02/19

Net Capital :

- no notes -

Scratch



No Gender ice mephit - CL3 - CR 3

True Neutral Outsider (Cold); Eyes: **blue**; Skin: **blue**

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 13 | +1 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 14 | +2 | |
| WIS WISDOM | 11 | 0 | |
| CHA CHARISMA | 14 | +2 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +6 = | +5 | +1 | | | | |
| REFLEX (DEXTERITY) | +7 = | +5 | +2 | | | | |
| WILL (WISDOM) | +11 = | +11 | | | | | |

| | |
|-----------------------------------|------------------------------|
| Damage Reduction (5/magic) | Spell Resistance (23) |
| Immunity to Cold | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 26 = | | | +2 | +1 | +12 | | +1 | |

| | |
|--------------------|--------------------------|
| Touch AC 14 | Flat-Footed AC 23 |
| | BAB Strength Size Misc |

| | | | | |
|----------------------|----|----|----|---|
| CM Bonus +9 = | +9 | +1 | -1 | - |
|----------------------|----|----|----|---|

| | | | | |
|---------------------------|-----|----------|-----------|------|
| CM Defense 22 = 10 | BAB | Strength | Dexterity | Size |
| | +9 | +1 | +2 | -1 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +9 | HP | 77 |
|--------------------|----|-----------|----|

| | | |
|-------------------|----|---------------------|
| Initiative | +6 | Damage / Current HP |
|-------------------|----|---------------------|

| | |
|--------------|-------|
| Speed | 30 ft |
|--------------|-------|

Claw x2 (Ice Mephit)

Main hand: **+11/+11, 1d3+1**

Crit: x2
Light, B/S

| Skill Name | Total | Ability | Ranks | Temp |
|-------------------------|-------|---------|-------|------|
| Acrobatics | +2 | DEX (2) | - | |
| Appraise | +3 | INT (2) | (1) | |
| Bluff | +26 | CHA (2) | 21 | |
| Climb | +2 | STR (1) | (1) | |
| Diplomacy | +5 | CHA (2) | 3 | |
| Disguise | +2 | CHA (2) | - | |
| Escape Artist | +5 | DEX (2) | 3 | |
| Fly | +10 | DEX (2) | 3 | |
| Heal | +8 | WIS (0) | (8) | |
| Intimidate | +20 | CHA (2) | 18 | |
| Linguistics | +5 | INT (2) | 3 | |
| Perception | +15 | WIS (0) | (12) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +21 | WIS (0) | (18) | |
| Spellcraft | +20 | INT (2) | (18) | |
| Stealth | +12 | DEX (2) | 3 | |
| Survival | +13 | WIS (0) | (13) | |
| Swim | +4 | STR (1) | 3 | |
| Use Magic Device | +20 | CHA (2) | 18 | |

Feats

Dodge
Improved Initiative
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All

Special Abilities

Breath Weapon (DC 21) (Su)
Darkvision (60 feet)
Deliver Touch Spells (Su)
Empathic Link (Su)
Fast Healing (if below freezing) 2 (Ex)
Fly (40 feet, Average)
Improved Evasion (Ex)
Scry on Familiar (Sp)
Share Spells
Speak with Animals of its Kind (Ex)
Speak with Master (Ex)
Vulnerability to Fire

Spell-Like Abilities

| | |
|---|--------------------------|
| Chill Metal (1/day) (Sp) | <input type="checkbox"/> |
| Magic Missile (1/hour) (Sp) | <input type="checkbox"/> |
| Summon (level 2, 1 mephit of the same type 25%, 1/day) (Sp) | <input type="checkbox"/> |

Gear

**Total Weight Carried: 0/112.5 lbs, Light Load
(Light: 37.5 lbs, Medium: 75 lbs, Heavy: 112.5
lbs)**

Money -

Tracked Resources

Breath Weapon (DC 21) (Su)

Languages

| | |
|-----------|----------|
| Abyssal | Common |
| Aquan | Daemonic |
| Auran | Infernal |
| Celestial | |

Sourcebooks Used

- **Bestiary / Bestiary Familiars** - Mephit, Ice (race)

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Fame: 5, PP: 5, 100 miles.**

Scratch – Abilities & Gear

Dodge **Feat**

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Improved Initiative **Feat**

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Breath Weapon (DC 21) (Su) **Racial Ability (Mephit, Ice)**

Each type of mephit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

A cone of ice that deals 1d4 cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect.

Chill Metal (1/day) (Sp) **Racial Ability (Mephit, Ice)**

As the spell. DC 14, caster level 6th.

Damage Reduction (5/magic) **Unknown**

You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet) **Racial Ability, Senses (Outside)**

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Fast Healing (if below freezing) 2 (Ex) **Unknown**

A creature with the fast healing special quality regains hit points at an exceptional rate, usually 1 or more hit points per round, as given in the creature's entry. Except where noted here, fast healing is just like natural healing. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow lost body parts. Unless otherwise stated, it does not allow lost body parts to be reattached. Fast healing continues to function (even at negative hit points) until a creature dies, at which point the effects of fast healing end immediately.

Fly (40 feet, Average) **Unknown**

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Immunity to Cold **Unknown**

You are immune to cold damage.

Magic Missile (1/hour) (Sp) **Racial Ability (Mephit, Ice)**

As the spell. Caster level 6th.

Spell Resistance (23) **Unknown**

You have Spell Resistance.

Summon (level 2, 1 mephit of the same type) **Racial Ability (Mephit, Ice)**

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Vulnerability to Fire **Unknown**

You are vulnerable (+50% damage) to Fire damage.

Deliver Touch Spells (Su) **Class Ability (Familiar Benefits)**

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) **Class Ability (Familiar Benefits)**

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex) **Class Ability (Familiar Benefits)**

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Scry on Familiar (Sp) **Class Ability (Familiar Benefits)**

If the master is 13th level or higher, he may scry on his familiar (as if casting the scrying spell) once per day.

Share Spells **Class Ability (Familiar Benefits)**

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

Speak with Animals of its Kind (Ex) **Class Ability (Familiar Benefits)**

If the master is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, monkeys with other simians, rats with rodents, toads with amphibians, and weasels with ermines and minks. Such communication is limited by the Intelligence of the conversing creatures.

Speak with Master (Ex) **Class Ability (Familiar Benefits)**

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Title - Skratch (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2024/02/19
XP Reward : 0 XP; **Net Cash** :

- no notes -

Title - Skratch (Capital Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2024/02/19
Net Capital :

- no notes -