

## Mira

Female changeling witch (hedge witch) 7 - CR 6

True Neutral Humanoid (Changeling); Deity: **Nethys**; Age: **18**; Height: **5' 7"**; Weight: **115 lb.**; Eyes: **Green**; Hair: **Black**; Skin: **Lightly Tanned**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>11</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>12</b>	<b>+1</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>13</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>15</b>	<b>+2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+3</b>	<b>= +2</b>	<b>+1</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	<b>= +2</b>	<b>+1</b>		<b>+2</b>		
<b>WILL</b> (WISDOM)	<b>+6</b>	<b>= +5</b>	<b>+1</b>				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 12</b>	<b>=</b>		<b>+1</b>		<b>+1</b>			

<b>Touch AC</b>	<b>11</b>	<b>Flat-Footed AC</b>	<b>11</b>
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CM Bonus	+3	=	+3	+0	-	-
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CM Defense	14	= 10	BAB	Strength	Dexterity	Size
			<b>+3</b>	<b>+0</b>	<b>+1</b>	<b>-</b>

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>46</b>
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<b>Initiative</b>	<b>+1</b>	<b>Damage / Current HP</b>
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<b>Speed</b>	<b>30 / 20 ft</b>
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### Claw x2 (Claws)

Main hand: **+3/+3, 1d4** Crit:  $\times 2$   
Light, B/S

### Hair (Prehensile Hair)

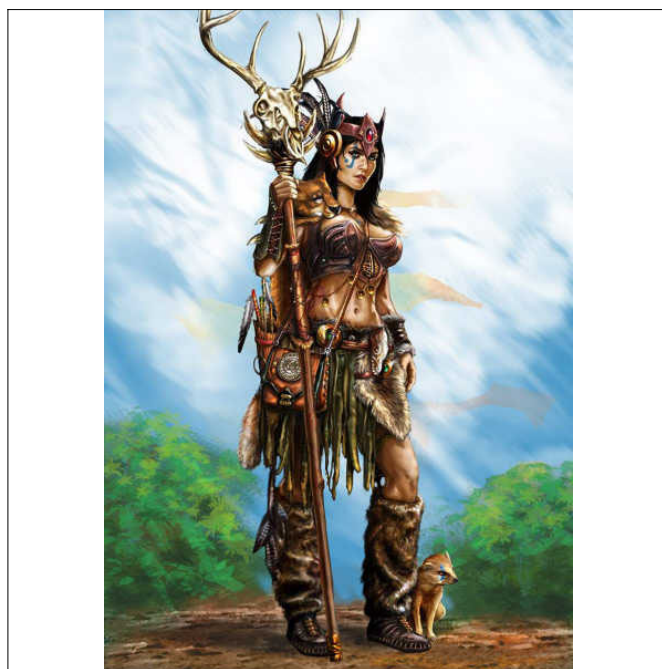
Main hand: **+6, 1d3+3** Crit:  $\times 2$   
Light, B

### Light crossbow

Ranged: **+2, 1d8** Crit: 19-20/ $\times 2$   
Ranged, both hands: **+4, 1d8** Rng: 80'  
2-hand, P

### Masterwork quarterstaff

Both hands: **+4, 1d6** Crit:  $\times 2$   
Double: **+0 (Off: -4), 1d6/1d6+0** Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-2</b>	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>+3</b>	INT (3)	-	
<b>Bluff</b>	<b>+3</b>	CHA (2)	1	
Green Widow (Green Hag): +2 vs. creatures sexually attracted to her				
<b>Climb</b>	<b>-3</b>	STR (0)	-	
<b>Craft (alchemy)</b>	<b>+12</b>	INT (3)	2	
<b>Diplomacy</b>	<b>+3</b>	CHA (2)	1	
<b>Disguise</b>	<b>+2</b>	CHA (2)	-	
<b>Escape Artist</b>	<b>-2</b>	DEX (1)	-	
<b>Fly</b>	<b>+2</b>	DEX (1)	1	
<b>Handle Animal</b>	<b>+3</b>	CHA (2)	1	
<b>Heal</b>	<b>+6</b>	WIS (1)	2	
<b>Intimidate</b>	<b>+2</b>	CHA (2)	-	
<b>Knowledge (arcana)</b>	<b>+10</b>	INT (3)	4	
<b>Knowledge (dungeoneering)</b>	<b>+4</b>	INT (3)	1	
<b>Knowledge (history)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (local)</b>	<b>+4</b>	INT (3)	1	
<b>Knowledge (nature)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (planes)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (Runes)</b>	<b>+5</b>	INT (3)	2	
<b>Linguistics</b>	<b>+4</b>	INT (3)	1	
<b>Perception</b>	<b>+7</b>	WIS (1)	4	
<b>Ride</b>	<b>-1</b>	DEX (1)	1	
<b>Sense Motive</b>	<b>+3</b>	WIS (1)	-	
<b>Spellcraft</b>	<b>+10</b>	INT (3)	4	
<b>Stealth</b>	<b>+3</b>	DEX (1)	5	
<b>Survival</b>	<b>+2</b>	WIS (1)	1	
<b>Swim</b>	<b>+3</b>	STR (0)	2	

## Activated Abilities & Adjustments

Familiar Bonus: +2 to Reflex saves: Within Arms Reach  
Skill Points: +2

## Feats

Alertness  
Arcane Strike  
Brew Potion  
Extra Hex (Witch [Hedge Witch])  
Extra Hex (Witch [Hedge Witch])  
Simple Weapon Proficiency - All  
Toughness

## Traits

- Scholar of the ancient  
Magical Lineage (Cure Light Wounds)

## Gear

**Total Weight Carried: 52.8/115 lbs, Medium Load (Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

Alchemy crafting kit <In: Backpack (33 @ 33.5 lbs)> 5 lbs  
Artisan's outfit (Free) -  
Backpack (33 @ 33.5 lbs) 2 lbs  
Bedroll <In: Backpack (33 @ 33.5 lbs)> 5 lbs  
Belt pouch (12 @ 2.8 lbs) 0.5 lbs  
Candle x10 <In: Backpack (33 @ 33.5 lbs)> -  
Chalk x10 <In: Belt pouch (12 @ 2.8 lbs)> -  
Flint and steel <In: Belt pouch (12 @ 2.8 lbs)> -  
Formula book <In: Backpack (33 @ 33.5 lbs)> 3 lbs  
Ink, black <In: Backpack (33 @ 33.5 lbs)> -  
Inkpen <In: Backpack (33 @ 33.5 lbs)> -  
Light crossbow 4 lbs  
Masterwork quarterstaff 4 lbs  
Mess kit <In: Backpack (33 @ 33.5 lbs)> 1 lb  
Money <In: Belt pouch (12 @ 2.8 lbs)> 2.8 lbs  
Pot <In: Backpack (33 @ 33.5 lbs)> 4 lbs  
Soap <In: Backpack (33 @ 33.5 lbs)> 0.5 lbs  
Spell component pouch 2 lbs  
Torch x10 <In: Backpack (33 @ 33.5 lbs)> 1 lb  
Trail rations x5 <In: Backpack (33 @ 33.5 lbs)> 1 lb  
Waterskin 4 lbs

## Special Abilities

Darkvision (60 feet)  
Deliver Touch Spells Through Familiar (Su)  
Empathic Link with Familiar (Su)  
Familiar Bonus: +2 to Reflex saves  
Feral Speech (Su)  
Green Widow (Green Hag) (Ex)  
Healing (2d8+7) (Su)  
Prehensile Hair (7/day) (Su)  
Share Spells with Familiar  
Speak with Animals (Ex)  
Speak with Familiar (Ex)  
Spontaneous Healing (Su)

## Spell-Like Abilities

Feather Fall (self only, At will)  
Fly (self only, 7 minutes/day) ☐☐☐☐☐☐  
Levitate (self only, 1/day) ☐

## Tracked Resources

Prehensile Hair (7/day) (Su) ☐☐☐☐☐☐  
Torch ☐☐☐☐☐☐☐☐  
Trail rations ☐☐☐☐☐☐

## Experience & Wealth

Experience Points: **35000**/51,000  
Current Cash: **85 gp, 35 sp, 20 cp**

## Languages

Aklo  
Common  
Draconic  
Dwarven  
Elven  
Thassilonian

## Spells & Powers

**Witch (Hedge Witch) spells memorized** (CL 7th; concentration +10)  
**Melee Touch +3 Ranged Touch +4**  
**4th**—*cure serious wounds*  
**3rd**—*dispel magic, lightning bolt* (DC 16), *remove disease*  
**2nd**—*communal mount*<sup>UC</sup>, *status* (DC 15), *stone discus*<sup>ACG</sup> (2)  
**1st**—*cure light wounds, inflict light wounds* (DC 14), *mage armor, remove fear, unseen servant*  
**0th (at will)**—*detect magic, message, read magic, stabilize*

## Companions

**Arcane Familiar** CR –  
Weasel (*Pathfinder RPG Bestiary* 133)  
N Tiny magical beast (animal)  
**Init +2; Senses** low-light vision, scent; **Perception +8**

## Defense

**AC** 19, touch 14, flat-footed 17 (+2 Dex, +5 natural, +2 size)  
**hp** 23 (1d8)  
**Fort +2, Ref +4, Will +6**  
**Defensive Abilities** improved evasion

## Offense

**Speed** 20 ft., climb 20 ft.  
**Melee** bite +7 (1d3-4)  
**Space** 2 ft.; **Reach** 0 ft.  
**Special Attacks** attach, deliver touch spells

## Statistics

**Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 5**  
**Base Atk +3; CMB +3; CMD 9** (13 vs. trip)  
**Feats** Weapon Finesse<sup>B</sup>  
**Skills** Acrobatics +10 (+6 to jump), Bluff -2, Climb +10, Diplomacy -2, Escape Artist +3, Fly +10, Handle Animal -2, Heal +3, Linguistics +0, Perception +8, Ride +3, Spellcraft +3, Stealth +22, Survival +2, Swim +7; **Racial Modifiers** +8 Acrobatics, +4 Stealth  
**Languages** speak with animal (same kind only), speak with master  
**SQ** empathic link

## Tracked Resources

-none-

**Alertness** **Feat**

You often notice things that others might miss.

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

**Appears In:** Not Consolidated Skills

**Arcane Strike** **Feat**

You draw upon your arcane power to enhance your weapons with magical energy.

**Prerequisite:** Ability to cast arcane spells.

**Benefit:** As a swift action, you can imbue your weapons with a fraction of your power. For 1 round, your weapons deal +1 damage and are treated as magic for the purpose of overcoming damage reduction. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

**Brew Potion** **Feat**

You can create magic potions.

**Prerequisite:** Caster level 3rd.

**Benefit:** You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

**Extra Hex (Witch [Hedge Witch])** **Feat**

You have learned the secrets of a new hex.

**Prerequisite:** Hex class feature.

**Benefit:** You gain one additional hex. You must meet the prerequisites for this hex. If you are a shaman, it must be a hex granted by your spirit rather than one from a wandering spirit.

**Special:** You can take this feat multiple times. Each time you do, you gain another hex.

**Appears In:** Advanced Player's Guide, Advanced Class Guide

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**Special:** You can take this feat multiple times. Each time you do, you gain another hex.

**Appears In:** Advanced Player's Guide, Advanced Class Guide

**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).

**- Scholar of the ancient** **Trait**

Adding this feat will let you create your own feat with a name of your choice.

**Magical Lineage (Cure Light Wounds)** **Trait**

One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness.

**Benefit:** Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

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

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

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.

**Green Widow (Green Hag) (Ex)** **Racial Ability**

The changeling gains a +2 racial bonus on Bluff checks against creatures that are sexually attracted to her.

**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.

**Familiar Bonus: +2 to Reflex saves** **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.

**Feral Speech (Su)** **Class Ability (Witch)**

This hex grants the witch the ability to speak with and understand the response of any animal as if using *Speak with Animals*, though each time she uses the hex, she must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. The witch can make herself understood as far as her voice carries. This hex does not predispose any animal so addressed toward the witch in any way. At 12th level, the witch can use this hex to communicate with vermin.

**Appears In:** Ultimate Magic

**Healing (2d8+7) (Su)** **Class Ability (Witch)**

A shaman or witch soothes the wounds of those she touches. This acts as *cure light wounds*, using the shaman or witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this acts as *cure moderate wounds*.

**Appears In:** Advanced Player's Guide

## Mira – Abilities & Gear

### Prehensile Hair (7/day) (Su) Class Ability (Witch)

The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand.

The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy with it.

The witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male witch with this hex can also manipulate his beard, moustache, or eyebrows.

**Note:** The hair weapon added by this hex is a "slam" attack. To select it with Weapon Focus and other related feats, choose "Slam" in the list of weapons for the feat.

**Appears In:** Ultimate Magic

### 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).

### 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.

### Spontaneous Healing (Su) Class Ability (Witch)

A hedge witch can channel stored spell energy into healing spells that she did not prepare ahead of time. The witch can "lose" any prepared spell that is not an orison in order to cast any *cure* spell of the same spell level or lower, even if she doesn't know that cure spell. This replaces the witch's hex gained at 4th level.

### Homeland: Unusual Homeland (Forest) History

You gain access to the Log Roller regional trait.

**Appears In:** Ultimate Campaign

### Parents: Mother Alive History

**Notes:** Both Biological and Civil mother are alive, the biological father is already dead...

Only your mother is alive.

**Appears In:** Ultimate Campaign

### Siblings: None History

No siblings.

**Appears In:** Ultimate Campaign

### Circumstance of Birth: Adopted History

You were not raised by your birth family, but taken in by another family within your race or culture. Roll twice instead of once on Table 1-26: Parents' Profession—once for your birth family and a second time for your adoptive family. You gain access to traits granted by both sets of parents.

**Appears In:** Ultimate Campaign

### Parent's Profession: Clergy or Cultists History

**Notes:** Not really a cultist, the mother is a witch that learn all she's know to the character

You gain access to the Child of the Temple faith trait.

**Appears In:** Ultimate Campaign

### Childhood: Bullied History

In your early life, you were a victim—easy prey for those stronger or cleverer than yourself. They beat you when they could, using you for their sport. This abuse nursed a powerful flame of vengeance. You gain access to the Bullied combat trait.

**Appears In:** Ultimate Campaign

### Training: Apprenticed History

Your development was guided by a mortal or magical creature, such as a wisewoman, hag, dryad, elf, or pixie, who instructed you in the arts of spellcasting, potions, charms, and hexes. You gain access to the Hedge Magician magic trait.

**Appears In:** Ultimate Campaign

## Sourcebooks Used

- **Advanced Class Guide** - Polymorph Familiar (spell); Stone Discus (spell)
- **Advanced Class Guide / Advanced Player's Guide** - Extra Hex (feat)
- **Advanced Player's Guide** - Cauldron (special ability); Cleanse (spell); Flight (special ability); Healing (special ability); Pillar of Life (spell); Putrefy Food and Drink (spell); Spark (spell); Witch (class)
- **Advanced Player's Guide / Ultimate Equipment** - Alchemy crafting kit (equipment)
- **Advanced Player's Guide Traits / Character Traits**  
**Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Advanced Race Guide / Bestiary 4 / Carrion Crown / Inner Sea Races** - Changeling (race)
- **Faiths of Balance / Inner Sea Gods** - Abstemiousness (spell)
- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **Ultimate Combat** - Mount, Communal (spell)
- **Ultimate Equipment** - Formula book (equipment); Mess kit (equipment)
- **Ultimate Magic** - Feral Speech (special ability); Healing (special ability); Hedge Witch (archetype); Prehensile Hair (special ability)

## Mira, Witch (Hedge Witch) 7 – Spells in Spellbook

### 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 13 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 13 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.

## Mira, Witch (Hedge Witch) 7 – Spells in Spellbook

### 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.

### Putrefy Food and Drink

Witch 0

**School** transmutation  
**Casting Time** 1 action  
**Components** V, S  
**Range** 10 ft.  
**Target** 1 cu. ft./level of food and water or one potion; see text  
**Duration** instantaneous  
**Saving Throw** DC 13 Will negates (object); **Spell Resistance** yes (object)

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

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

**Appears in:** Advanced Player's Guide

### 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.

## Mira, Witch (Hedge Witch) 7 – Spells in Spellbook

### 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.

### Spark

Witch 0

**School** evocation / fire elemental [fire]

**Casting Time** 1 action

**Components** V or S

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

**Target** one Fine object

**Duration** instantaneous

**Saving Throw** DC 13 Fortitude negates (object); **Spell Resistance** yes (object)

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

**Appears in:** Advanced Player's Guide

### 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 13 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.

### Abstemiousness

Witch 1

**School** transmutation

**Casting Time** 1 action

**Components** V

**Range** touch

**Target** a handful of berries, grains, nuts, or rice

**Duration** 1 hour

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

Sometimes Irori smiles on his worshipers, granting them a reprieve from physical hunger. This spell magically enhances a handful of simple food, imbuing it with enough nutrition to satisfy a Medium or smaller creature for a full day. The spell does not create food, and thus will not alone prevent someone from starving, but it can extend even limited reserves for lengthy periods.

**Appears in:** Faiths of Balance, Inner Sea Gods

### 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.

### Inflict Light Wounds

Witch 1

**School** necromancy

**Casting Time** 1 action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

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

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

### Mage Armor

Witch 1

**School** conjuration (creation) [force]

**Casting Time** 1 action

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

**Range** touch

**Target** creature touched

**Duration** 1 hour/level (D)

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

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



## Mira, Witch (Hedge Witch) 7 – Spells in Spellbook

### Remove Fear

### Witch 1

**School** abjuration  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart  
**Duration** 10 minutes; see text  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell.

Remove fear counters and dispels cause fear.

### Unseen Servant

### Witch 1

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

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

### Cure Moderate Wounds

### Witch 2

**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

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

### Cure Light Wounds

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

### Levitate

### Witch 2

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

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a -1 penalty on attack rolls, the second -2, and so on, to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

### Mount, Communal

### Witch 2

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

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

### Mount

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

**Appears in:** Ultimate Combat

### Restoration, Lesser

### Witch 2

**School** conjuration (healing)  
**Casting Time** 3 rounds  
**Components** V, S  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

## Mira, Witch (Hedge Witch) 7 – Spells in Spellbook

Status	Witch 2	Dispel Magic	Witch 3
<b>School</b> divination <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> touch <b>Target</b> one living creature touched per three levels <b>Duration</b> 1 hour/level <b>Saving Throw</b> DC 15 Will negates (harmless); <b>Spell Resistance</b> yes (harmless)		<b>School</b> abjuration / void elemental <b>Casting Time</b> 1 action <b>Components</b> V, S <b>Range</b> medium (100 + 10 ft./level) <b>Target</b> one spellcaster, creature, or object <b>Duration</b> instantaneous <b>Saving Throw</b> none; <b>Spell Resistance</b> no	
<p>When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once the spell has been cast upon the subjects, the distance between them and the caster does not affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.</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>	
Stone Discus	Witch 2		
<b>School</b> conjuration / earth elemental (creation) [earth] <b>Casting Time</b> 1 action <b>Components</b> V, S, M (a pinch of earth or metal) <b>Range</b> close (25 + 5 ft./2 levels) <b>Effect</b> one or more stone discuses <b>Duration</b> instantaneous <b>Saving Throw</b> none; <b>Spell Resistance</b> no		<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 stoneskin (caster level 12th) and fly (caster level 6th). The caster level check results in a 19. This check is not high enough to end the stoneskin (which would have required a 23 or higher), but it is high enough to end the fly (which only required a 17). Had the dispel check resulted in a 23 or higher, the stoneskin would have been dispelled, leaving the fly intact. Had the dispel check been a 16 or less, no spells would have been affected. You can also use a targeted dispel to specifically end one spell affecting the target or one spell affecting an area (such as a wall of fire). You must name the specific spell effect to be targeted in this way. If your caster level check is equal to or higher than the DC of that spell, it ends. No other spells or effects on the target are dispelled if your check is not high enough to end the targeted effect. If you target an object or creature that is the effect of an ongoing spell (such as a monster summoned by summon monster), you make a dispel check to end the spell that conjured the object or creature. If the object that you target is a magic item, you make a dispel check against the item's caster level (DC = 11 + the item's caster level). If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers its magical properties. A suppressed item becomes nonmagical for the duration of the effect. An interdimensional opening (such as a bag of holding) is temporarily closed. A magic item's physical properties are unchanged: A suppressed magic sword is still a sword (a masterwork sword, in fact). Artifacts and deities are unaffected by mortal magic such as this. You automatically succeed on your dispel check against any spell that you cast yourself.</p>	
<p>You create a stone discus, which flies at an enemy. You can create one discus, plus one additional discus at 7th and 11th caster levels. For each discus you create, you decide whether its edge is blunt (and deals bludgeoning damage) or sharp (and deals slashing damage). Each discus requires a ranged attack to hit and deals 4d6 points of damage. The discuses can be launched at more than one target, but all must be aimed at targets within 30 feet of each other and launched simultaneously.</p>		<p>Counterspell: When dispel magic is used in this way, the spell targets a spellcaster and is cast as a counterspell. Unlike a true counterspell, however, dispel magic may not work; you must make a dispel check to counter the other spellcaster's spell.</p>	
<p>At caster level 5th, the discuses count as magic and silver. At caster level 10th, they also count as cold iron. At caster level 15th, they also count as adamantine.</p>			
<p><b>Appears in:</b> Advanced Class Guide</p>			
Lightning Bolt	Witch 3		
<b>School</b> evocation / air elemental / metal elemental [electricity] <b>Casting Time</b> 1 action <b>Components</b> V, S, M (fur and a glass rod) <b>Range</b> 120 ft. <b>Area</b> 120-ft. line <b>Duration</b> instantaneous <b>Saving Throw</b> DC 16 Reflex half; <b>Spell Resistance</b> yes			
<p>You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at your fingertips. The lightning bolt sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.</p>			

**Polymorph Familiar****Witch 3**

**School** transmutation (polymorph)  
**Casting Time** 1 action  
**Components** V, S  
**Range** close (25 + 5 ft./2 levels)  
**Target** your familiar  
**Duration** 1 minute/level (D)  
**Saving Throw** none; **Spell Resistance** yes (harmless)

This spell functions as *beast shape I*, except it grants your familiar the form of any Small animal. Your familiar retains all of its special abilities and continues to grant you the special ability associated with its normal shape (such as a bat familiar's bonus on Fly checks).

At caster level 7th, this spell functions as *beast shape II*. At caster level 9th, it functions as *beast shape III*. At caster level 11th, it functions as *beast shape IV*.

**Beast Shape I**

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

*Small animal:* If the form you take is that of a Small animal, you gain a +2 size bonus to your Dexterity and a +1 natural armor bonus.

*Medium animal:* If the form you take is that of a Medium animal, you gain a +2 size bonus to your Strength and a +2 natural armor bonus.

**Appears in:** Advanced Class Guide

**Remove Disease****Witch 3**

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

Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

**Speak with Dead****Witch 3**

**School** necromancy [language-dependent]  
**Casting Time** 10 minutes  
**Components** V, S, DF  
**Range** 10 ft.  
**Target** one dead creature  
**Duration** 1 min./level  
**Saving Throw** DC 16 Will negates; see text; **Spell Resistance** no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life. If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death. If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

**Cure Serious Wounds****Witch 4**

**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

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

**Cure Light Wounds**

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

**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.

**Title - Mira (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2016/03/15

**XP Reward:** 35000 XP; **Net Cash:**

- no notes -

## Arcane Familiar

Weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal)); Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>3</b>	<b>-4</b>	
<b>DEX</b> DEXTERITY	<b>15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>9</b>	<b>-1</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>5</b>	<b>-3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	<b>= +2</b>					
<b>REFLEX</b> (DEXTERITY)	<b>+4</b>	<b>= +2</b>	<b>+2</b>				
<b>WILL</b> (WISDOM)	<b>+6</b>	<b>= +5</b>	<b>+1</b>				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>19</b>	<b>=</b>		<b>+2</b>	<b>+2</b>	<b>+5</b>			

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>Touch AC</b>	<b>14</b>	<b>Flat-Footed AC</b>	<b>17</b>				

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>CM Bonus</b>	<b>+3</b>	<b>= +3</b>	<b>+2</b>	<b>-2</b>			

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>CM Defense</b>	<b>9</b>	<b>= 10</b>	<b>+3</b>	<b>-4</b>	<b>+2</b>	<b>-2</b>	

13 vs. Overrun; 13 vs. Trip

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>Base Attack</b>	<b>+3</b>						

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>HP</b>	<b>23</b>						

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>Initiative</b>	<b>+2</b>						

	Total	Base	Size	Natur	Deflec	Dodge	Misc
<b>Speed</b>	<b>20 ft</b>						

### Bite (Weasel)

Main hand: **+7, 1d3-4**

Crit: x2  
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+10</b>	DEX (2)	-	
Speed greater/less than 30 ft.: -4 to jump				
<b>Appraise</b>	<b>-1</b>	INT (-1)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-3)	(1)	
<b>Climb</b>	<b>+10</b>	DEX (2)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-3)	(1)	
<b>Disguise</b>	<b>-3</b>	CHA (-3)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (2)	1	
<b>Fly</b>	<b>+10</b>	DEX (2)	(1)	
<b>Handle Animal</b>	<b>-2</b>	CHA (-3)	(1)	
<b>Heal</b>	<b>+3</b>	WIS (1)	(2)	
<b>Intimidate</b>	<b>-3</b>	CHA (-3)	-	
<b>Linguistics</b>	<b>+0</b>	INT (-1)	(1)	
<b>Perception</b>	<b>+8</b>	WIS (1)	(4)	
<b>Ride</b>	<b>+3</b>	DEX (2)	(1)	
<b>Sense Motive</b>	<b>+1</b>	WIS (1)	-	
<b>Spellcraft</b>	<b>+3</b>	INT (-1)	(4)	
<b>Stealth</b>	<b>+22</b>	DEX (2)	(5)	
<b>Survival</b>	<b>+2</b>	WIS (1)	(1)	
<b>Swim</b>	<b>+7</b>	DEX (2)	(2)	

### Feats

Weapon Finesse

### Special Abilities

Attach (Ex)  
Climb (20 feet)  
Deliver Touch Spells (Su)  
Empathic Link (Su)  
Improved Evasion (Ex)  
Low-Light Vision  
Scent (Ex)  
Share Spells  
Speak with Animals of its Kind (Ex)  
Speak with Master (Ex)

### Gear

**Total Weight Carried: 0/22.5 lbs, Light Load**  
**(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**  
Money -

### Experience & Wealth

Current Cash: **You have no money!**

### Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

## Arcane Familiar – Abilities & Gear

Weapon Finesse	Feat
You are trained in using your agility in melee combat, as opposed to brute strength.	
<b>Benefit:</b> With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	
<b>Special:</b> Natural weapons are considered light weapons.	

Attach (Ex)	Racial Ability (Weasel)
The creature automatically latches onto its target when it successfully makes the listed attack. The creature is considered grappling, but the target is not. The target can attack or grapple the creature as normal, or break the attach with a successful grapple or Escape Artist check. Most creatures with this ability have a racial bonus to maintain a grapple (listed in its CMB entry).	

Climb (20 feet)	Unknown
You have a climb speed.	
You gain a +8 racial bonus to climb checks. You may take 10 on climb checks, even when rushed or threatened.	

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

Scent (Ex)	Racial Ability
This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.	
The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.	
When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.	
A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.	

Deliver Touch Spells (Su)	Class Ability (Familiar Benefit)
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 Benefit)
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 Benefit)
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.	

Share Spells	Class Ability (Familiar Benefit)
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 Benefit)
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 Benefit)
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 - Arcane Familiar (Adventure Journal)**

**Date (game world):** 0000/00/00; **Date (real world):** 2016/03/15

**XP Reward:** 0 XP; **Net Cash:**

- no notes -