

PATHFINDER[®]

ROLEPLAYING GAME[™]

ADVANCED PLAYER'S GUIDE PLAYTEST

ROUND 2: SUMMONER & WITCH

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ROUND 2: FIGHT!

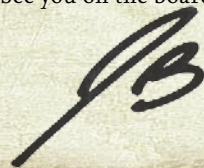
This document is the second of three that together will present all six of the new base classes scheduled to appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*, set to release in August 2010. In the first document, we presented the cavalier and the oracle. Let me just say that the playtest of those classes is off to a great start and I look forward to continuing the examination over the following weeks. This document contains the summoner and the witch. As with the playtest of the *Pathfinder RPG Core Rulebook*, we are looking for your feedback, comments, and criticism concerning these classes.

Since these classes are new, we will be focusing our attention on feedback from actual play. If you don't want to start up a new character, use these classes (or those from round 1 of the playtest) as NPCs or maybe even villains. Take a break from your ongoing campaign and run a few sessions incorporating these new classes into the group. Just about any feedback from play is extremely useful.

As with the classes from round 1, these classes will be legal for use in the Pathfinder Society with the release of the newly revised *Guide to Pathfinder Society Organized Play*. This document can be downloaded for free from paizo.com.

Once you have given these classes a try, report your group's feedback on the messageboards at paizo.com. There you will find specific messageboards to be used during this playtest, including a General Discussion forum, for discussion and announcements, and the Round 1 and Round 2 messageboards. Use the Round 1 boards for the cavalier and the oracle. Use the new Round 2 boards for the summoner and the witch.

The playtest has been going well so far, and I expect this round to keep up the pace. I look forward to your feedback and ideas. See you on the boards.



Jason Bulmahn
Lead Designer

SUMMONER

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power does not come without a price: the summoner's spells and powers are limited due to his time spent enhancing the power and exploring the nature of his eidolon.

Role: Summoners spend much of their time exploring the arcane arts, be it while traveling the world or spending months studying the nature of their eidolons. While their power comes from within, summoners rely heavily on their eidolon companions whenever they find themselves in dangerous situations. While a summoner and his eidolon function as individuals, their true power lies in what they can accomplish together.

Alignment: Any.

Hit Die: d8.

Class Skills

The summoner's class skills are Appraise (Int), Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int),

Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the summoner.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons. Summoners are also proficient with light armor. A summoner can cast summoner spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a summoner wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass summoner still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A summoner casts arcane spells drawn from the summoner spell list (see page 12). He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

To learn or cast a spell, a summoner must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a summoner's spell is 10 + the spell level + the summoner's Charisma modifier.

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A summoner can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 3-1. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1-3 of the *Pathfinder RPG Core Rulebook*).

A summoner's selection of spells is extremely limited. A summoner begins play knowing four 0-level spells and two 1st-level spells of the summoner's choice. At each new summoner level, he gains one or more new spells as indicated on Table 3-2. (Unlike spells per day, the number of spells a summoner knows is not affected by his Charisma score. The numbers on Table 3-2 are fixed.)

Upon reaching 5th level, and at every third summoner level thereafter (8th, 11th, and so on), a summoner can choose to learn a new spell in place of one he already knows. In effect, the summoner "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level summoner spell he can cast. A summoner may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Cantrips: A summoner learns a number of cantrips, or 0-level spells, as noted on Table 3-2 under "Spells Known." These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

Eidolon: A summoner begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the summoner, who, forever after, summons an aspect of the same creature. An eidolon has the same alignment as the summoner that calls it. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its summoner, an eidolon can touch and attack creatures warding by *protection from evil* and similar effects that prevent contact with summoned creatures.

A summoner can summon his eidolon once per day in a ritual that takes 1 minute to perform. When summoned in this way, the eidolon is always at its full hit points. The eidolon remains until dismissed by the summoner (a standard action). If the eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. The eidolon cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally.

The eidolon takes a form shaped by the summoner's desires. The eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the summoner's class level and increase as the summoner gains levels. In addition, each eidolon receives a pool of evolution points, based on the summoner's class level, that can be used to give the eidolon different abilities and powers. Whenever the summoner gains a level, he must decide how these points are spent, and they are set until he gains another level of summoner.

The eidolon's physical appearance is up to the summoner, but it always appears as some sort of





TABLE 3-1: SUMMONER

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, eidolon, life link, summon monster I	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Summon monster II	3	—	—	—	—	—
4th	+3	+1	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+1	+1	+4	Summon monster III	4	2	—	—	—	—
6th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+2	+2	+5	Summon monster IV	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Summon monster V	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Summon monster VI	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Summon monster VII	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Life bond	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Summon monster VIII	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Merge forms	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Summon monster IX	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Gate	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Twin eidolon	5	5	5	5	5	5

fantastical creature. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon also bears a glowing rune that is identical to a rune that appears on the summoner's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Life Link (Su): Starting at 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon

gets closer to its summoner, but its maximum hit point total does return to normal.

Summon Monster I (Sp): Starting at 1st level, a summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the summoner must pay any required material components.

Bond Senses (Su): Starting at 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no range to this effect, but the eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Shield Ally (Ex): At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

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Maker's Call (Su): At 6th level, as a standard action, a summoner can call his eidolon to his side. This functions as *dimension door*, using the summoner's caster level. When used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The summoner can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Transposition (Su): At 8th level, a summoner can use his maker's call ability to swap locations with his eidolon. If it is larger than him, he can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Aspect (Su): At 10th level, a summoner can divert up to 2 points from his eidolon's evolution pool to add evolutions to himself. He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well. He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The summoner can change the evolutions he receives from these points any time he can change the eidolon's evolutions.

Greater Shield Ally (Su): At 12th level, whenever an ally is within an eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 14th level, a summoner's life becomes linked to his eidolon's. As long as the eidolon has 1 or more hit points, the summoner cannot be killed. Damage in excess of that which would kill the summoner is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner, killing him. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

Merge Forms (Su): At 16th level, as a full-round action, a summoner can touch his eidolon and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are suspended until

TABLE 3-2: SUMMONER SPELLS KNOWN

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

the summoner emerges from the eidolon (although durations continue to expire).

The summoner can cast spells while inside the eidolon by taking control of the eidolon for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the eidolon's actions while merged, can perceive through its senses, and can speak through its voice.

The summoner can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the eidolon if able. If the eidolon is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

Greater Aspect (Su): At 18th level, a summoner can divert more of his eidolon's evolutions to himself. This ability functions as the aspect ability, but up to 6 evolution points can be taken. Unlike the aspect ability, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the summoner.

Twinned Eidolon (Su): At 20th level, a summoner and his eidolon share a true connection. As a standard action, the summoner can assume the shape of his eidolon, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his eidolon. He can choose to have any gear that he carries become absorbed by his new form, as



with spells from the polymorph subschool. Items with continuous effects continue to function while absorbed in this way. The summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his eidolon's evolutions. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

EIDOLONS

An eidolon's abilities are determined by the summoner's level and by the choices made using its evolution pool. Table 3-3: Eidolon Base Statistics determines many of the base statistics of the eidolon. Each eidolon possesses a base form that modifies these base statistics. Eidolons are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the eidolon possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the eidolon's base attack bonus. An eidolon's base attack bonus is equal to its Hit Dice. Eidolons do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the eidolon's base saving throw bonuses. An eidolon possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the eidolon's total skill ranks. An eidolon can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Eidolons with Intelligence scores above the base value modify these totals as normal (an eidolon receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). An eidolon cannot have more ranks in a skill than it has Hit Dice. Eidolon skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

Feats: This is the total number of feats possessed by an eidolon. Eidolons can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Eidolon feats are set once chosen, even if the creature changes when the summoner gains a new level. If, due to changes, the eidolon no longer qualifies for a feat, the feat has no effect until the eidolon once again qualifies for the feat.

Natural Armor Bonus: The number noted here is the eidolon's base natural armor bonus. This number is modified by the eidolon's base form and some options available through its evolution pool.

Str/Dex Bonus: Add this modifier to the eidolon's Strength and Dexterity scores, as determined by its base form. Some options available through the eidolon's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the eidolon's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the eidolon. Whenever the summoner gains a level, the number in this pool increases and the summoner can spend these points to change the abilities of the eidolon. These choices are not set. The summoner can change them whenever he gains a level (and through the *transmogrify* spell).

Special: This includes a number of abilities gained by all eidolons as they increase in power. Each of these bonuses is described below.

Darkvision (Ex): The eidolon has darkvision out to a range of 60 feet.

Link (Ex): A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time.

Share Spells (Ex): The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If an eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Ability Score Increase (Ex): The eidolon adds +1 to one of its ability scores.

Devotion (Ex): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An eidolon gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the eidolon instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the eidolon later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an eidolon takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

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TABLE 3-3: EIDOLON BASE STATISTICS

Class			Good	Bad			Natural				
Level	HD	BAB	Saves	Save	Skills	Feats	Armor	Str/Dex	Evolution	Special	
							Bonus	Bonus	Pool		
1st	2	+2	+3	+0	8	1	+0	+0	3	Darkvision, link, share spells	
2nd	3	+3	+3	+1	12	2	+2	+1	4	Evasion	
3rd	4	+4	+4	+1	16	2	+2	+1	5	Ability score increase	
4th	4	+4	+4	+1	16	2	+2	+1	7	—	
5th	5	+5	+4	+1	20	3	+4	+2	8	—	
6th	6	+6	+5	+2	24	3	+4	+2	9	Devotion	
7th	7	+7	+5	+2	28	4	+6	+3	10	—	
8th	8	+8	+6	+2	32	4	+6	+3	11	Ability score increase	
9th	8	+8	+6	+2	32	4	+6	+3	13	Multiattack	
10th	9	+9	+6	+3	36	5	+8	+4	14	—	
11th	10	+10	+7	+3	40	5	+8	+4	15	—	
12th	11	+11	+7	+3	44	6	+10	+5	16	—	
13th	12	+12	+8	+4	48	6	+10	+5	17	Ability score increase	
14th	12	+12	+8	+4	48	6	+10	+5	19	—	
15th	13	+13	+8	+4	52	7	+12	+6	20	Improved evasion	
16th	14	+14	+9	+4	56	7	+12	+6	21	—	
17th	15	+15	+9	+5	60	8	+14	+7	22	—	
18th	16	+16	+10	+5	64	8	+14	+7	23	Ability score increase	
19th	16	+16	+10	+5	64	8	+14	+7	25	—	
20th	17	+17	+10	+5	68	9	+16	+8	26	—	

Eidolon Skills

The following skills are class skills for eidolons: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for his eidolon. Note that eidolons with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Base Forms

Each eidolon has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the eidolon's full base attack bonus unless otherwise noted. Eidolon attacks add the eidolon's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 times its Strength modifier. These base forms also note any free evolutions that base form possesses. The bonuses from these free evolutions are already factored into the starting statistics.

Alternatively, any one of these base forms can be used to make a Small eidolon. If the eidolon is Small, it gains a +2 bonus to its Dexterity score. It also takes a -4 penalty to its Strength and a -2 penalty to its Constitution. It also gains a +1 size bonus to its AC and attack rolls, a -1 penalty to its CMB and CMD scores, a +2 bonus on its Fly skill checks, and a +4 bonus on

its Stealth skill checks. Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the eidolon can be made Medium whenever the summoner can change the eidolon's evolution pool (which causes it to lose these modifiers for being Small).

Quadruped

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, limbs (legs) (2).

Biped

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attack** 2 claws (1d4); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** claws, limbs (arms), limbs (legs).

Serpentine

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attack** bite (1d6), tail slap (1d6); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, climb, tail, tail slap.



Evolutions

Each eidolon receives a number of evolution points that can be spent to give the eidolon new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the eidolon have a specific base form or the summoner be of a specific level before they can be chosen. A number of evolutions grant the eidolon additional natural attacks. Natural attacks listed as primary are made using the eidolon's full base attack bonus and add the eidolon's Strength modifier to damage rolls. Natural attacks listed as secondary are made using the eidolon's base attack bonus - 5 and add 1/2 the eidolon's Strength modifier on damage rolls (if positive). If the eidolon only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the summoner gains a level. Unless otherwise noted, each evolution can only be selected once.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Armor Training (Ex): An eidolon learns to wear armor, gaining Light Armor Proficiency and Shield Proficiency as bonus feats. If 1 additional evolution point is spent, the eidolon gains Medium Armor Proficiency and Heavy Armor Proficiency as bonus feats.

Bite (Ex): An eidolon's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): An eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are secondary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Climb (Ex): An eidolon becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's climb speed by 20 feet.

Gills (Ex): An eidolon has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the eidolon's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): An eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once for every five levels the summoner possesses.

Magic Attacks (Su): An eidolon is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the summoner is 10th level or higher, all of the eidolon's weapons are treated as the alignment of the eidolon for the purpose of overcoming damage reduction.

Pincers (Ex): An eidolon grows a large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Eidolons with the grab evolution linked to pincers gain a +2 bonus on CMB checks made to grapple. The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Pounce (Ex): An eidolon gains quick reflexes, allowing it to make a full attack after a charge. This evolution is only available to eidolons of the quadruped base form.

Pull (Ex): An eidolon gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pulled in this way do not provoke attacks of opportunity. The eidolon must have a reach of 10 feet or more to select this evolution. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Push (Ex): An eidolon gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

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Reach (Ex): One of an eidolon's attacks is capable of striking at foes at a distance. Pick one attack. The eidolon's reach with that attack increases by 5 feet.

Resistance (Ex): An eidolon's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, electricity, fire, or sonic). The eidolon gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different energy type.

Scent (Ex): An eidolon's sense of smell becomes quite acute. The eidolon gains the scent special quality, allowing it to 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 can be detected at twice the normal range. Scent does not allow the eidolon to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The eidolon can pinpoint the creature's location if it is within 5 feet. The eidolon can use scent to track creatures (see page 304 of the *Bestiary* for details).

Skilled (Ex): An eidolon becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different skill.

Slam (Ex): An eidolon can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Spell-Like Ability (Sp): An eidolon gains a measure of arcane power. Select one spell from the wizard/sorcerer spell list. The eidolon gains this spell as a spell-like ability that can be cast once per day (or three times per day if the spell is 0-level). The spell's DC is based on the eidolon's Charisma. The eidolon must possess a Charisma score equal to 10 + the spell's level to select this evolution. The eidolon's summoner must be of a level equal to or greater than twice the spell's level to select this evolution. This spell-like ability costs a number of evolution points equal to the spell's level (minimum 1). The spell can be cast three times per day by increasing the evolution cost by 1 (or at will if the spell is a 0-level spell).

Sting (Ex): An eidolon possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack

is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Swim (Ex): An eidolon gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the eidolon the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's swim speed by 20 feet.

Tail (Ex): An eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): An eidolon can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Tentacle (Ex): An eidolon possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

Trip (Ex): An eidolon becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the eidolon makes a successful bite attack of the selected type, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the eidolon is not tripped in return. This ability only works on creatures of a size equal to or smaller than the eidolon. The eidolon must possess the bite evolution to select this evolution.

Weapon Training (Ex): An eidolon learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 1 additional evolution point is spent, it gains proficiency with all martial weapons as well.

Wing Buffet (Ex): An eidolon learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the flight evolution, with wings, to select this evolution.

2-Point Evolutions

The following evolutions cost 2 points from the eidolon's evolution pool.

Ability Increase (Ex): An eidolon grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase

one of the eidolon's ability scores by +2. This evolution can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 levels the summoner possesses.

Constrict (Ex): An eidolon gains powerful muscles that allow it to crush those it grapples. Whenever the eidolon successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack used by the grab evolution. This evolution is only available to eidolons of the serpentine base form.

Energy Attacks (Su): An eidolon's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the eidolon's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The summoner must be at least 5th level before selecting this evolution.

Flight (Ex or Su): An eidolon grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The eidolon gains a fly speed equal to its base speed. The eidolon's maneuverability depends on its size. Medium or smaller eidolons have good maneuverability. Large eidolons have average maneuverability, while Huge eidolons have poor maneuverability. For 2 additional evolution points, the eidolon flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic means makes this a supernatural ability. The eidolon's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The summoner must be at least 5th level before selecting this evolution.

Gore (Ex): An eidolon grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex): An eidolon becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, slam, tail slap, or tentacle attacks. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the eidolon grapples the target. This ability only works on creatures of a size one category smaller than the eidolon or smaller. Eidolons with this evolution receive a +4 bonus on CMB checks made to grapple.

Immunity (Su): An eidolon's body becomes extremely resilient to one energy type, gaining immunity to that

type. Pick one energy type: acid, cold, electricity, fire, or sonic. The eidolon gains immunity to that energy type.

This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The summoner must be at least 7th level before selecting this evolution.

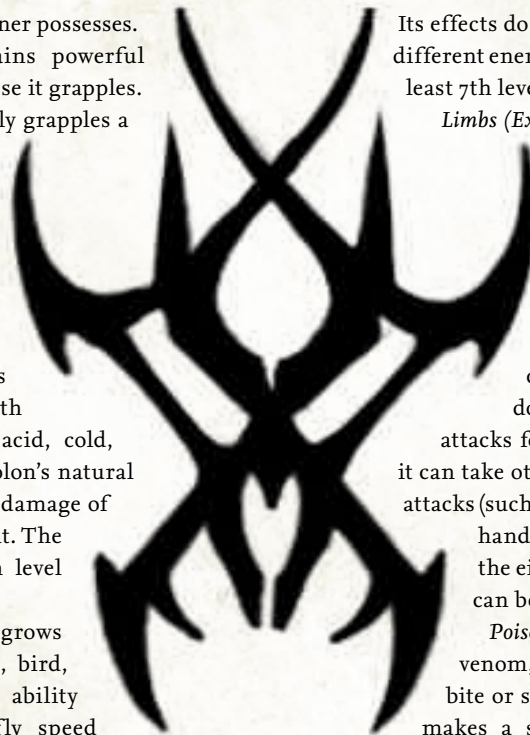
Limbs (Ex): An eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the eidolon is proficient. This evolution can be selected more than once.

Poison (Ex): An eidolon secretes toxic venom, gaining a poison attack. Pick a bite or sting attack. Whenever the eidolon makes a successful attack of the selected type, the target is poisoned. **Eidolon poison**—*type* poison (injury); *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. The save DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. The summoner must be at least 7th level before selecting this evolution.

Rake (Ex): An eidolon grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These attacks are primary attacks. The eidolon receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution is only available to eidolons of the quadruped base form. The summoner must be at least 4th level before selecting this evolution.

Rend (Ex): An eidolon learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the eidolon makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the eidolon's Strength modifier. The eidolon must possess the claws evolution to select this evolution. The summoner must be at least 6th level before selecting this evolution.

Trample (Ex): An eidolon gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round



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action, the eidolon can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the eidolon does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the eidolon's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the eidolon's HD + the eidolon's Strength modifier. A trampling eidolon can only deal trampling damage to a creature once per round. This evolution is only available to eidolons of the biped or quadruped base forms.

Tremorsense (Ex): An eidolon becomes attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense evolution, but only if both the eidolon and the creature to be pinpointed are in contact with the ground. The summoner must be at least 7th level before selecting this evolution.

3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

Blindsense (Ex): An eidolon's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the eidolon to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the eidolon. Visibility still affects the eidolon's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The summoner must be at least 9th level before selecting this evolution.

Burrow (Ex): An eidolon grows thick and gnarled claws, allowing it to move through the earth. The eidolon gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The summoner must be at least 9th level before selecting this evolution.

Damage Reduction (Su): An eidolon's body becomes resistant to harm, granting it damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The eidolon gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the eidolon. At 12th level, this protection can be increased to DR 10 by spending 2 additional evolution points. The summoner must be at least 9th level before selecting this evolution.

Large (Ex): An eidolon grows in size, becoming Large. The eidolon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives the

creature a -1 size penalty to its AC and on attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. The eidolon must be Medium to take this evolution. The summoner must be at least 6th level before selecting this evolution.

Swallow Whole (Ex): An eidolon gains the swallow whole ability, giving it the ability to consume its foes. If the eidolon begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature can be up to one size category smaller than the eidolon. Swallowed creatures take damage equal to the eidolon's bite damage each round plus 1d6 points of acid damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the eidolon's total hit points. The eidolon's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the eidolon loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the eidolon's mouth, where it can attempt to escape or be swallowed again. The eidolon must possess the grab evolution, tied to a bite attack, to take this evolution. The summoner must be at least 9th level before selecting this evolution.

Web (Ex): An eidolon gains a pair of spinnerets, giving it the ability to spin webs. The eidolon can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the eidolon. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of these checks is equal to 10 + 1/2 the eidolon's HD + the eidolon's Con modifier. The eidolon can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The eidolon must possess the climb evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Blindsight (Ex): An eidolon's senses sharpen even further, granting it blindsight out to a range of 30 feet. The eidolon can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The eidolon must possess the blindsense evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

Breath Weapon (Su): An eidolon learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The eidolon can breath a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. The eidolon can use this ability once per day. The eidolon can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). The summoner must be at least 9th level before selecting this evolution.

Fast Healing (Su): An eidolon's body gains the ability to heal wounds very quickly, giving it fast healing 1. The eidolon heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the eidolon to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the eidolon is alive. This healing can be increased by 1 per round for every 2 additional evolution points spent (maximum 5). The summoner must be at least 11th level before selecting this evolution.

Frightful Presence (Ex): An eidolon becomes unsettling to its foes, gaining the frightful presence ability. The eidolon can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the eidolon must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. If the eidolon has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the eidolon are immune to this effect. The summoner must be at least 11th level before selecting this evolution.

Huge (Ex): An eidolon grows in size, becoming Huge. The eidolon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +3 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also give the creature a -1 size penalty to its AC and attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. The eidolon must possess the Large evolution before selecting this evolution, and the bonuses and penalties stack. The summoner must be at least 11th level before selecting this evolution.

Spell Resistance (Ex): An eidolon is protected against magic, gaining spell resistance. The eidolon's spell resistance is equal to 11 + the summoner's level. This spell resistance does not apply to spells cast by the summoner. The summoner must be at least 9th level before selecting this evolution.



SUMMONER SPELLS

0-Level Summoner Spells

Acid Splash	Mage Hand
Arcane Mark	Mending
Daze	Message
Detect Magic	Open/Close
Guidance	Read Magic
Light	Resistance

1st-Level Summoner Spells

Alarm	Magic Fang
Daze Monster	Magic Mouth
Endure Elements	Mount
Enlarge Person	Protection from Chaos/Evil/
Expeditious Retreat	Good/Law
Feather Fall	Reduce Person
Grease	Shield
Identify	Summon Monster I
Jump	Unseen Servant
Mage Armor	Ventriloquism

2nd-Level Summoner Spells

Alter Self	Levitate
Barkskin	Misdirection
Bear's Endurance	Owl's Wisdom
Blur	Phantom Steed
Bull's Strength	Protection from Arrows
Cat's Grace	Resist Energy
Detect Thoughts	See Invisibility
Eagle's Splendor	Slow
Fox's Cunning	Spider Climb
Glitterdust	Summon Monster II
Haste	Summon Swarm
Invisibility	Wind Wall

3rd-Level Summoner Spells

Black Tentacles	Magic Fang, Greater
Charm Monster	Minor Creation
Dimension Door	Nondetection
Dimensional Anchor	Protection from Energy
Dispel Magic	Rage
Displacement	Reduce Person, Mass
Enlarge Person, Mass	Stoneskin
Fire Shield	Summon Monster IV
Fly	Tongues
Heroism	Wall of Fire
Invisibility, Greater	Wall of Ice
Locate Creature	Water Breathing
Magic Circle against Chaos/	
Evil/Good/Law	

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4th-Level Summoner Spells

<i>Baleful Polymorph</i>	<i>Mage's Faithful Hound</i>
<i>Bear's Endurance, Mass</i>	<i>Magic Jar</i>
<i>Bull's Strength, Mass</i>	<i>Major Creation</i>
<i>Cat's Grace, Mass</i>	<i>Overland Flight</i>
<i>Contact Other Plane</i>	<i>Owl's Wisdom, Mass</i>
<i>Dismissal</i>	<i>Planar Binding, Lesser</i>
<i>Eagle's Splendor, Mass</i>	<i>Sending</i>
<i>Fox's Cunning, Mass</i>	<i>Summon Monster V</i>
<i>Hold Monster</i>	<i>Teleport</i>
<i>Insect Plague</i>	<i>Wall of Stone</i>

5th-Level Summoner Spells

<i>Banishment</i>	<i>Repulsion</i>
<i>Creeping Doom</i>	<i>Sequester</i>
<i>Dispel Magic, Greater</i>	<i>Simulacrum</i>
<i>Ethereal Jaunt</i>	<i>Spell Turning</i>
<i>Heroism, Greater</i>	<i>Summon Monster VII</i>
<i>Invisibility, Mass</i>	<i>Teleport, Greater</i>
<i>Planar Binding</i>	<i>True Seeing</i>
<i>Plane Shift</i>	<i>Wall of Iron</i>

6th-Level Summoner Spells

<i>Antipathy</i>	<i>Maze</i>
<i>Binding</i>	<i>Planar Binding, Greater</i>
<i>Charm Monster, Mass</i>	<i>Protection from Spells</i>
<i>Dimensional Lock</i>	<i>Summon Monster IX</i>
<i>Discern Location</i>	<i>Sympathy</i>
<i>Dominate Monster</i>	<i>Teleportation Circle</i>
<i>Incendiary Cloud</i>	

WITCH

Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

Role: While many witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of witches' spells makes them adept at filling a number of different roles, from seer to healer, and their hexes grant them a number of abilities that are useful in a fight. Some witches travel about, seeking greater knowledge and better understanding of the mysterious powers that guide them.

Alignment: Any.

Hit Die: d6.

Class Skills

The witch's class skills are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a witch's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83 of the *Pathfinder RPG Core Rulebook*).

Spells: A witch casts arcane spells drawn from the witch spell list (see page 19). A witch must choose and prepare her spells ahead of time.

To learn or cast a spell, a witch must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a witch's spell is 10 + the spell level + the witch's Intelligence modifier.

A witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4–1. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A witch may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with her familiar. While communing, the witch decides which spells to prepare.

Cantrips: Witches can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 4–1 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Hex: Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 4–1. A witch cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that provokes an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Blight (Su): The witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area or creature takes 1 round, during which time the witch and her familiar must be in contact with

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the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level $\times$ 10 feet. If used on a creature of the animal or plant type, the creature gains the following curse: **Blight Hex**—type curse; *save* Will negates; *frequency* 1/day; *effect* 1 Con damage. Both types of curse can be removed with a *remove curse* or similar magic, using the *save* DC as the DC to remove the curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Cackle (Su): A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune

hex, misfortune hex, or ward hex caused by the witch has the duration of that hex extended by 1 round.

Cauldron (Ex): The witch receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

Charm (Su): A witch can charm an animal or humanoid creature by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch's Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

Coven (Ex): The witch counts as a hag for the purpose of joining a hag's coven. If three or more hags, or witches with this hex, are within 10 feet of one another, they can perform special ritual magic as long as the coven contains a hag (see page 167 of the *Pathfinder RPG Bestiary*). If the coven does not contain a hag, its magic is limited by the lowest-level witch in the coven: 1st—*bless* or *bane* (DC 14); 3rd—*augury*; 5th—*speak with dead*; 7th—*bestow curse* (DC 16) or *remove curse*; 9th—*commune*. These spells are cumulative, so that if the group's lowest level witch is 5th level, they can cast *bless* or *bane*, *augury*, and *speak with dead*. To create this magic, all three witches must take a full-round action. All such spells use the witch or hag with the lowest level as their caster level.

Disguise (Su): A witch can change her appearance for a number of hours equal to her class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Evil Eye (Su): 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. At 8th level the penalty increases to -4 .

Fortune (Su): With a touch, the witch can grant a creature a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has



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TABLE 4-1: WITCH

	Base					Spells per Day									
Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, hex, witch's familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Hex	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Hex	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Hex	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Hex	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Hex, major hex	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Hex	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Hex	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Hex	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Hex, grand hex	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Hex	4	4	4	4	4	4	4	4	4	4

benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing (Su): A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours.

Misfortune (Su): With a touch, a witch can cause a creature to suffer grave misfortune for 1 round. Any time the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save 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, a creature cannot be the target of this hex again for 1 day.

Slumber (Su): With a touch, a witch can cause a creature 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.

Tongues (Su): A witch with this hex can understand any spoken language for a number of rounds per day equal to her level, as *comprehend languages*. Activating this ability is a free action. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

Ward (Su): A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.

Witch's Familiar (Ex): At 1st level, a witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Familiars also aid a witch by granting her skill bonuses, additional spells, and help with some types of magic. See the Witch's Familiar section for a complete description of these bonuses.

A witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her familiar. A witch's familiar begins play storing all of the 0-level witch spells plus three 1st-level spells of the witch's choice. The witch also selects

ADDING SPELLS TO A WITCH'S FAMILIAR

Witches can add new spells to their familiars through several methods. A witch can only add spells to her familiar if those spells belong to the witch's spell list.

Spells Gained at a New Level: A witch's familiar learns a certain amount of lore and magic as the witch adventures. Whenever a witch gains a level, she may add two spells from the witch spell list to her familiar. The two free spells must be of spell levels she can cast.

Familiar Teaching Familiar: A witch's familiar can learn spells from another witch's familiar. To accomplish this, the familiars must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the witch whose familiar is learning a spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the familiar has learned the spell and the witch may utilize it the next time she prepares spells. If the check fails, the familiar has failed to learn the spell and cannot try to learn that spell again until the witch has gained another rank in Spellcraft. Most witches require a spell of equal or greater level in return for this service. If a familiar belongs to a witch that has died, it only retains its knowledge of spells for 24 hours, during which time it is possible to coerce or bribe the familiar into teaching its spells to another, subject to GM discretion.

Learn from a Scroll: A witch can use a scroll to teach her familiar a new spell. This process takes 1 hour per level of the spell to be learned, during which time the scroll is burned and its ashes used to create a special brew or powder that is consumed by the familiar. This process destroys the scroll. At the end of this time, the witch must make a Spellcraft check (DC 15 + spell level). If the check fails, the process went awry in some way and the spell is not learned, although the scroll is still consumed.

a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new witch level, she adds two new spells of any spell level or levels that she can cast (based on her new witch level) to her familiar. A witch can also add additional spells to her familiar through a special ritual (see sidebar).

Major Hex: Starting at 10th level, and every two levels thereafter, a witch can choose one of the following major hexes whenever she could select a new hex.

Agony (Su): 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.

Flight (Su): A witch with this hex can fly, as per the spell, for a number of minutes per day equal to her level. These

minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Hag's Eye (Su): A witch with this hex can create a magic sensor that she can see through. This functions as per the spell *arcane eye*. If the witch has the coven hex, all other witches within 10 feet who also have the coven hex can see through this sensor as well, although the witch that created it still controls its. The witch can use this eye for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Major Healing (Su): The witch's touch can mend even the most terrible wounds of those she touches. This acts as *cure serious wounds*, using the witch's caster level. Once a creature has benefited from the major healing hex, it cannot benefit from it again for 24 hours.

Nightmares (Su): Calling upon fell powers, a witch can place a hex on a creature that causes its sleep to be tormented by terrible nightmares. This functions as the spell *nightmare* each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

Retribution (Su): A witch can place a retribution hex on a creature, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect.

Vision (Su): A witch with the vision hex can grant a glimpse of the future to a creature touched. Granting a vision takes 1 minute, during which time the witch and the target must remain in contact with one another. At the end of this time, the subject receives a brief image of the future, usually no more than 1 year from the time of the vision. This is only one possible version of the future, making such visions unreliable at best. Most visions are slanted toward the alignment of the witch that granted them. For example, the visions granted by a Chaotic Evil witch often show scenes of death and destruction, while those of a Neutral Good witch tend to be of joyous events or occasions. A creature cannot be subject to another vision until the current vision has either come to pass or been prevented. A witch cannot use this ability on herself. Unwilling creatures receive a Will save to negate the vision.

Waxen Image (Su): The witch can spend a full-round action to create a wax duplicate of a creature she can see within 30 feet. Once the image is complete, the subject must make a Will save. If the subject fails, the witch gains a small measure of control over the creature. Whenever

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she exercises this control, the creature receives a new Will save to end the effect. This effect occurs on the witch's turn and does not impede the creature's actions on its turn. The witch can use the waxen image a number of times equal to her Intelligence modifier before it melts.

As a standard action, the witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lay down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours. The is an enchantment (compulsion) effect.

Weather Control (Su): A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

Grand Hex: Starting at 18th level, and every two levels thereafter, a witch can choose one of the following grand hexes whenever she could select a new hex.

Death Curse (Su): This powerful hex seizes a creature's heart, causing death within just a few moments. 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.

Eternal Slumber (Su): The witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a *wish* or similar magic, although slaying the witch ends the effect. The witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after 1 minute if not consumed. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Forced Reincarnation (Su): The witch can touch a creature, causing it to die and be immediately *reincarnated* into a

new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life with the spell *reincarnate*. This process takes 1 full round, during which time the creature is in complete agony. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Natural Disaster (Su): A witch using this hex calls down the forces of nature to wreak havoc on an area. This functions as a *storm of vengeance* combined with an *earthquake* that occurs on the second round of the effect (while acid is raining from the sky). A witch can only use this ability once per day.

Witch's Familiar

A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A familiar grants special abilities to the witch, as given on the table below. These special abilities apply only when the witch and familiar are within 1 mile of each other.

Familiar	Special Ability
Bat	Witch gains a +3 bonus on Fly checks
Cat	Witch gains a +3 bonus on Stealth checks
Fox	Witch gains a +2 bonus on Reflex saves
Goat	Witch gains a +3 bonus on Survival checks
Lizard	Witch gains a +3 bonus on Climb checks
Octopus	Witch gains a +3 bonus on Swim checks
Owl	Witch gains a +3 bonus on sight-based and opposed Perception checks in dim light or darkness
Pig	Witch gains a +3 bonus on Diplomacy checks
Rat	Witch gains a +2 bonus on Fortitude saves
Raven	Witch gains a +3 bonus on Appraise checks
Toad	Witch gains +3 hit points
Viper	Witch gains a +2 bonus on Bluff checks

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the witch's level. If a witch possesses such levels, her familiar always uses the witch rules for familiars, not those provided by other classes, such as wizards or sorcerers with the arcane bloodline. A witch's familiar only stores witch spells. All other spells are stored normally, as noted in their class features.



If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per witch level. The ritual takes 8 hours to complete. A new familiar begins knowing all of the 0-level spells plus two spells of every level the witch is able to cast. These are in addition to any bonus spells known by the familiar based on the witch's level and the familiar's type (see Bonus Spells).

Witch's Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, empathic link, improved evasion, share spells, store spells
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	Imbue with spells
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

Familiar Basics: Use the basic statistics for a creature of the familiar's kind as described in the *Pathfinder RPG Bestiary* and *Pathfinder RPG Bestiary II*, but with the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the witch's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has half the witch's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the witch's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with its natural weapons.

Damage equals that of a normal creature of the familiar's kind.

Saving Throws: For each saving throw, use either the familiar's base save bonuses or the witch's (as calculated from all her classes), whichever is higher. The familiar uses its own ability modifiers to saves, and doesn't share any of the other bonuses that the witch might have on saves.

Skills: For each skill in which either the witch or the familiar has ranks, use either the normal skill ranks for an animal of that type or the witch's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may

remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

Familiar Ability Descriptions: All familiars have special abilities depending on the witch's combined level in classes that grant familiars, as shown on the table. The abilities are cumulative.

Natural Armor Adj.: The number noted here is in addition to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness: While a familiar is within arm's reach, the witch gains the Alertness feat.

Empathic Link (Su): A witch has an empathic link with her familiar to a distance of 1 mile. The witch 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 witch has the same connection to an item or place that her familiar does.

Improved Evasion: 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: A witch may cast a spell with a target of "you" on her familiar (as a touch spell) instead of on herself. A witch may cast spells on her familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Store Spells: A witch's familiar stores all of the spells that the witch knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items. Starting at 2nd level, and every two levels thereafter, a witch's familiar adds new bonus spells to the witch's spell list. These spells are automatically stored by the familiar and can be prepared as normal once they are gained. The spells gained depend upon the type of familiar (see bonus spells).

Deliver Touch Spells (Su): If a witch is 3rd level or higher, her familiar can deliver touch spells for her. If the witch and the familiar are in contact at the time the witch casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the witch would. As usual, if the witch casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If a witch is 5th level or higher, she and her familiar can communicate with each other verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If a witch is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire

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and giant varieties). Such communication is limited by the intelligence of the conversing creatures.

Imbue with Spells (Su): If a witch is 9th level or higher, she can imbue her familiar with a number of spells that the familiar can then cast on its own. At 9th level, she can imbue a single o-level spell. Unlike other cantrips, the familiar can only cast this spell once. At 11th level, and every two levels thereafter, the witch can imbue another spell into her familiar, each one level higher than the previous (1st at 11th level, 2nd at 13th level, and so on, up to a 5th-level spell at 19th level). This spell is cast as if the witch had cast it, using her caster level and save DC. Every spell imbued in this way consumes two of the witch's available spell slots of that level until the spell is cast (o-level spells reduce the number of o-level spells she can prepare by 2). When the witch prepares spells, she can remove imbued spells from her familiar.

Spell Resistance (Ex): If a witch is 11th level or higher, her familiar gains spell resistance equal to the witch's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the witch is 13th level or higher, she may scry on her familiar (as if casting the scrying spell) once per day.

WITCH SPELLS

o-Level Witch Spells

Bleed	Mending
Dancing Lights	Message
Daze	Read Magic
Detect Magic	Resistance
Detect Poison	Stabilize
Guidance	Touch of Fatigue
Light	

1st-Level Witch Spells

Burning Hands	Identify
Cause Fear	Inflict Light Wounds
Charm Person	Mage Armor
Chill Touch	Mount
Command	Obscuring Mist
Comprehend Languages	Ray of Enfeeblement
Cure Light Wounds	Reduce Person
Detect Secret Doors	Sleep
Enlarge Person	Summon Monster I
Grease	Unseen Servant
Hypnotism	

FAMILIAR BONUS SPELLS

At 2nd level, and every two levels thereafter, a witch's familiar adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. The spells gained depend upon the type of familiar chosen.

Bat: 2nd—feather fall, 4th—darkness, 6th—deeper darkness, 8th—shadow conjuration, 10th—shadow evocation, 12th—shadow walk, 14th—greater shadow conjuration, 16th—greater shadow evocation, 18th—shades.

Cat: 2nd—jump, 4th—cat's grace, 6th—haste, 8th—freedom of movement, 10th—polymorph, 12th—mass cat's grace, 14th—ethereal jaunt, 16th—animal shapes, 18th—shapechange.

Fox: 2nd—animate rope, 4th—mirror image, 6th—major image, 8th—phantasmal killer, 10th—mirage arcana, 12th—mislead, 14th—reverse gravity, 16th—screen, 18th—time stop.

Goat: 2nd—endure elements, 4th—bear's endurance, 6th—protection from energy, 8th—stoneskin, 10th—spell resistance, 12th—mass bear's endurance, 14th—greater restoration, 16th—iron body, 18th—miracle.

Lizard: 2nd—charm animals, 4th—speak with animals, 6th—dominate animal, 8th—summon nature's ally IV, 10th—animal growth, 12th—antilife shell, 14th—beast shape IV, 16th—animal shapes, 18th—summon nature's ally IX.

Octopus: 2nd—bless water/curse water, 4th—chill metal, 6th—water breathing, 8th—control water, 10th—cone of cold, 12th—elemental body III (water only), 14th—elemental body IV (water only), 16th—polar ray, 18th—implosion.

Owl: 2nd—shield of faith, 4th—owl's wisdom, 6th—magic vestment, 8th—lesser globe of invulnerability, 10th—dream, 12th—greater globe of invulnerability, 14th—spell turning, 16th—protection from spells, 18th—mage's disjunction.

Pig: 2nd—divine favor, 4th—bull's strength, 6th—greater magic weapon, 8th—divine power, 10th—righteous might, 12th—mass bull's strength, 14th—giant form I, 16th—giant form II, 18th—shapechange.

Rat: 2nd—detect undead, 4th—command undead, 6th—contagion, 8th—animate dead, 10th—giant vermin, 12th—create undead, 14th—control undead, 16th—create greater undead, 18th—energy drain.

Raven: 2nd—ventriloquism, 4th—invisibility, 6th—blink, 8th—confusion, 10th—passwall, 12th—programmed image, 14th—mass invisibility, 16th—scintillating pattern, 18th—time stop.

Toad: 2nd—jump, 4th—bear's endurance, 6th—beast shape I, 8th—beast shape II, 10th—beast shape III, 12th—form of the dragon I, 14th—form of the dragon II, 16th—form of the dragon III, 18th—shapechange.

Viper: 2nd—shocking grasp, 4th—flaming sphere, 6th—fireball, 8th—wall of ice, 10th—flame strike, 12th—freezing sphere, 14th—prismatic spray, 16th—fire storm, 18th—meteor swarm.



2nd-Level Witch Spells

Alter Self	Glitterdust
Augury	Hold Person
Blindness/Deafness	Inflict Moderate Wounds
Cure Moderate Wounds	Levitate
Daze Monster	Scare
Death Knell	See Invisibility
Delay Poison	Spectral Hand
Detect Thoughts	Status
Enthrall	Summon Monster II
False Life	Summon Swarm
Find Traps	Touch of Idiocy
Fog Cloud	Web
Gentle Repose	Zone of Truth

3rd-Level Witch Spells

Arcane Sight	Remove Blindness/Deafness
Bestow Curse	Remove Curse
Clairaudience/Clairvoyance	Remove Disease
Deep Slumber	Sepia Snake Sigil
Dispel Magic	Sleet Storm
Fly	Speak with Dead
Glyph of Warding	Stinking Cloud
Heroism	Suggestion
Lightning Bolt	Summon Monster III
Locate Object	Tongues
Rage	Vampiric Touch
Ray of Exhaustion	Water Walk

4th-Level Witch Spells

Arcane Eye	Geas, Lesser
Black Tentacles	Ice Storm
Charm Monster	Inflict Serious Wounds
Confusion	Locate Creature
Crushing Despair	Minor Creation
Cure Serious Wounds	Neutralize Poison
Death Ward	Phantasmal Killer
Detect Scrying	Poison
Dimension Door	Scrying
Discern Lies	Secure Shelter
Divination	Solid Fog
Enervation	Summon Monster IV
Fear	

5th-Level Witch Spells

Baleful Polymorph	Mark of Justice
Blight	Mind Fog
Break Enchantment	Overland Flight
Cloudkill	Prying Eyes
Contact Other Plane	Reincarnate
Cure Critical Wounds	Secret Chest
Dominate Person	Summon Monster V
Feeblemind	Symbol of Pain

Hold Monster	Symbol of Sleep
Inflict Critical Wounds	Telepathic Bond
Magic Jar	Teleport
Major Creation	Waves of Fatigue

6th-Level Witch Spells

Analyze Dweomer	Inflict Light Wounds, Mass
Animate Objects	Legend Lore
Cone of Cold	Raise Dead
Cure Light Wounds, Mass	Slay Living
Dispel Magic, Greater	Stone to Flesh
Eyebite	Suggestion, Mass
Find the Path	Summon Monster VI
Flesh to Stone	Symbol of Fear
Geas/Quest	Symbol of Persuasion
Guards and Wards	Transformation
Heroism, Greater	True Seeing

7th-Level Witch Spells

Arcane Sight, Greater	Plane Shift
Chain Lightning	Power Word Blind
Control Weather	Regenerate
Cure Moderate Wounds, Mass	Scrying, Greater
Harm	Summon Monster VII
Heal	Symbol of Stunning
Hold Person, Mass	Symbol of Weakness
Inflict Moderate Wounds, Mass	Teleport, Greater
Insanity	Teleport Object
Instant Summons	Vision
Phase Door	Waves of Exhaustion

8th-Level Witch Spells

Antipathy	Mind Blank
Charm Monster, Mass	Moment of Prescience
Clone	Power Word Stun
Cure Serious Wounds, Mass	Prying Eyes, Greater
Demand	Resurrection
Destruction	Summon Monster VIII
Discern Location	Symbol of Death
Horrid Wilting	Symbol of Insanity
Inflict Serious Wounds, Mass	Sympathy
Irresistible Dance	Trap the Soul
Maze	

9th-Level Witch Spells

Astral Projection	Power Word Kill
Cure Critical Wounds, Mass	Refuge
Dominate Monster	Soul Bind
Elemental Swarm	Storm of Vengeance
Foresight	Summon Monster IX
Hold Monster, Mass	Teleportation Circle
Inflict Critical Wounds, Mass	Wail of the Banshee

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