

THE GENIUS GUIDE TO

THE TALENTED WITCH



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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TABLE OF CONTENTS

INTRODUCTION.....	3
CLASS FEATURES	4
Table: The Talented Witch.....	4
Table: Witch Bite Attacks	5
WITCH EDGES	5
Save vs. Wall of Text.....	6
Table: Witch Claw Attacks	7
Patronless?.....	12
Table: Prepared Witch Spells Per Day.....	16
Table: Spontaneous Witch Spells Per Day	17
WITCH TALENTS	18
Table: Spontaneous Witch Spells Known	18
Save vs. Wall of Text.....	19
Major Talents.....	39
Grand Talents.....	43
APPENDICES.....	46
Appendix One: Familiars	46
Improved Familiar	47
Templated Familiar	48
Appendix Two: Patrons.....	49
Patron Domains	52
Appendix Three: Compiled Witch Spell List ..	53
CREDITS.....	56
OGL	57

The witch is a powerful and versatile spellcaster, with arcane might rivaling any other class. With the option to select a hex at every other level, witches have access to a large number of potential builds, ranging from cursing crafters to cackling charmers.

If there is a downside to the witch, it's that even when modified by hexes and archetypes, most witches end up with the same assumptions. They are always some sort of patron-inspired primary spellcaster, usually possessing some kind of familiar or tool, with a mix of offensive and defensive hexes best used outside of melee combat. In essence, every witch has a single archetype—the spellcaster.

Of course, there is nothing wrong with that! Any primary spellcaster is incredibly powerful with a carefully chosen spell selection. Certainly witches in fantasy literature go hand in hand with spellcasting, but it is seldom the only thing to define them. Unfortunately, giving any character access to magic on par with the witch sets hard limits on additional options. Spells can be so powerful it becomes unfair to also allow new or interesting abilities. Spell selection can likewise become a chore, balanced between using the same old tried and true magic or combing volumes for something different. Spellcaster witches are a great iconic character concept, but they should be a type of witch, not the only option. If spells don't define a witch, what does?

Witchcraft in popular culture can cover a wide range of concepts. Green-skinned crones on broomsticks, skyclad ritualists dancing around bonfires, and book-obsessed wand-wielders name only a few. Real world history paints a sad and tragic picture of innocents accused of witchcraft facing gruesome torture and execution. Now, New Age religions add evolving ideas of what makes a “witch”—challenging age-old stereotypes of unholy minions in service to dark powers. What common threads do all of these ideas share?

Witches gain diverse abilities through communion with the unknown, most of which focus more on the ability to curse, hinder, or penalize foes rather than deal direct damage or augment themselves or allies. The forces empowering a witch can range from vague and mysterious to defined and

involved. Perhaps the force is simply a mindless universal concept, or maybe it is a being with goals and desires. In the Pathfinder Roleplaying Game they seem to share some sort of connection to hags, but perhaps both simply draw from the same well of inspiration. Many have some proclivity with spellcasting, blessings, and curses, but often possess unique traits setting them apart. They cannot call upon arcane power directly through study as a wizard, or ancestry as a sorcerer, and so must have a conduit. Sometimes this is a magical animal that aids and guides the witch, other times she might wield an athame or other tool.

So the core of the witch class is a person of significant eldritch power, drawn from forces that are neither well-designed nor well-trusted, who focuses these powers to cause malevolent effects (though possible doing so in the name of good). With the edge and talent system that has already been applied to so many other classes (see *The Genius Guide to the Talented Barbarian*, *The Genius Guide to the Talented Cavalier*, *The Genius Guide to the Talented Fighter*, *The Genius Guide to the Talented Monk*, *The Genius Guide to the Talented Rogue*, *The Genius Guide to More Barbarian Talents*, *The Genius Guide to More Cavalier Talents*, *The Genius Guide to More Fighter Talents*, *The Genius Guide to More Monk Talents*, and *The Genius Guide to More Rogue Talents*), we've built a new talented witch class that can take on any of a large number of roles. While these most certainly include a number of things that could be considered some form of spellcaster, they also allow for witches skilled in stealth and subterfuge, vicious hag-witches wielding spell-like abilities, or elementalists riding a fearsome familiar into the heart of a battle.

Many of the edges and talents presented below are adapted from witch archetypes, and playtesting has revealed no balance issues with allowing witches to select from talents derived from multiple archetypes. However, there is a broad segment of players who prefer strong niche protection and might prefer even a talent-based witch be restricted to one archetype-related concept. For campaigns where this is the standard, talents developed from archetype abilities note what archetype they are adapted from.

THE GENIUS GUIDE TO

Alignment: Any.

Hit Die: d6

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

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: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the talented witch.

Proficiencies: 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.

TABLE: THE TALENTED WITCH

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Edge x4, talent
2	+1	+0	+0	+3	Talent
3	+1	+1	+1	+3	Edge
4	+2	+1	+1	+4	Talent
5	+2	+1	+1	+4	Edge
6	+3	+2	+2	+5	Talent
7	+3	+2	+2	+5	Edge
8	+4	+2	+2	+6	Talent
9	+4	+3	+3	+6	Edge
10	+5	+3	+3	+7	Major talents, talent
11	+5	+3	+3	+7	Edge
12	+6/+1	+4	+4	+8	Talent
13	+6/+1	+4	+4	+8	Edge
14	+7/+2	+4	+4	+9	Talent
15	+7/+2	+5	+5	+9	Edge
16	+8/+3	+5	+5	+10	Talent
17	+8/+3	+5	+5	+10	Edge
18	+9/+4	+6	+6	+11	Grand talents, talent
19	+9/+4	+6	+6	+11	Edge
20	+10/+5	+6	+6	+12	Talent



THE TALENTED WITCH

WITCH EDGES

Every witch develops a unique set of abilities that evolve from her experiences and temperament, as well as the influence of her patron (if any). The core of a witch's abilities are known as edges. Edges help a witch tap eldritch forces other characters might have trouble fathoming. A witch might develop powerful spellcasting, the powers of hags, or a familiar as a result of edge selection. A witch gains four edges at 1st level. She picks up an additional edge at 3rd level, and every two levels thereafter (to a maximum of 13 edges at 19th level). If a witch selects an edge with benefits that improve as she increases in level, the witch gains all the edge's lower level benefits retroactively and immediately upon gaining the edge.

Talents are similar to witch edges, but are more fundamental to her background and personal worldview. Edges by contrast define a witch's base abilities in distinct and permanent ways. A witch may not take an edge more than once unless specified otherwise. Some edges are taken from various witch archetypes. These edges include the name of their originating archetype as a descriptor, to allow GMs to limit characters to edges from a single archetype (if desired).

Armored (Ex): The witch gains proficiency in light armor. She can cast witch spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other spellcaster, a witch wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass witch still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This edge may be taken a second time if the witch's class is 7th level or higher. The witch gains proficiency with medium armor. The witch can cast witch spells while wearing medium armor without incurring the normal arcane spell failure chance.

This edge may be taken a third time at 13th level or higher. The witch gains proficiency with heavy armor. The witch can cast witch spells while wearing heavy armor without incurring the normal arcane spell failure chance.

Base Saves (Ex): The witch replaces her weak base Fortitude or Reflex saving throw progression with a strong base saving throw progression. This gives her a base saving throw of +2 at 1st level, which increases by +1 at 2nd level and every two levels thereafter (4th, 6th, 8th, etc.). This edge may be taken up to twice, giving the witch all strong base saving throws.

Bite (Ex): The witch gains a natural bite attack that deals greater damage as she increases in level; see the table given below.

TABLE: WITCH BITE ATTACKS

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

Bonded Item (Sp): [Bonded Witch] The witch gains a bonded item. This bonded item is similar to a wizard's arcane bond bonded item, and follows all the rules of such an item with the following exceptions.

- A witch with the witch spells edge (prepared or spontaneous) must commune with her bonded item each day to regain her spells. A bonded item stores all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored by her bonded item. A witch may have both the bonded item edge and any other edges that allows communing for spells (familiar, fetish, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge (prepared or spontaneous) possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare or regain spells.
- A witch with the prepared witch spells edge can add spells to her bonded item as a familiar by learning them from scrolls (see familiar edge for details), but cannot add spells from familiars or other bonded items.

SAVE VS WALL OF TEXT

Spellcasting makes for a heady sacrifice and a lot of potential edges for any witch build. With over 40 unique edges, selecting the basic abilities of a witch can become a daunting task. Once a character has been written up, it's easy to look up any selected edges and talents if they are presented alphabetically, but when thinking about what edges and talents to take next, the abilities can form a hard to navigate "wall of text."

To help with this issue we've categorized all of the edges in the following section into common

themes. The beginning of the talents section includes a similar list organized by the talent's purpose. The themes for edges include: Combat (edges aiding the witch's offense or defense in battle), Cunning (increased skills, senses, or stealth), Elemental (bestowing elemental- or nature-themed abilities), Hag (granting powers similar to a hag), Patron, Spellcasting, and Spellcasting Conduits (familiar or item allowing spellcasting). Some of the options fall under more than one potential category and so are listed multiple times.

COMBAT

Armored
Base saves
Bite
Claws
Damage reduction
Disease
Grab
Rend
Tough
Vicious
White hair

CUNNING

Bonus feat
Mimicry
Quick
Senses
Skilled
Talent

ELEMENTAL

Breath weapon
Detonate
Elemental form
Elemental magic
Staff
Wilder witch

HAG

Bite
Claws
Damage reduction
Detonate
Elemental form
Horrid appearance
Mimicry
Rend
Shaping touch
Weakness

PATRON

Domain
Patron (and improved)

SPELLCASTING

Cantrips (and improved)
Cure spells
Inflict spells
Occultist
Prepared witch spells
Spontaneous witch spells

SPELLCASTING CONDUITS

Bonded item
Companion form
Familiar
Fetish
Mask
Spell deck
Spellbook

- Starting at 2nd level, the witch's bonded item can be used once per day to cast a spell dependent on the type of bonded object chosen by the witch. The spell is treated like any other spell cast by the witch, including its casting time, duration, and other effects dependent of the witch's level. This spell cannot be further modified by metamagic feats or any other ability. As the witch gains levels, the bonded item gains new spells that the witch can cast in this way. She can cast any one of these spells once per day using her bonded object, but gains greater flexibility in what spells she can cast, and gains more powerful spells as she gains new levels.

- The bonded item spells associated with each item type are as follows:

Amulet: 2nd—*stone fist*; 4th—*bear's endurance*; 6th—*burst of speed*; 8th—*mnemonic enhancer*; 10th—*stoneskin*; 12th—*monstrous physique IV*; 14th—*firebrand*; 16th—*iron body*; 18th—*overwhelming presence*.

Ring: 2nd—*shield*; 4th—*ablative barrier*; 6th—*protection from energy*; 8th—*nondetection*; 10th—*life bubble*; 12th—*resinous skin*; 14th—*antimagic field*; 16th—*deflection*; 18th—*spell immunity*.

THE TALENTED WITCH

Staff: 2nd—*shillelagh*; 4th—*warp wood*; 6th—*plant growth*; 8th—*arboreal hammer*; 10th—*passwall*; 12th—*move earth*; 14th—*changestaff*; 16th—*control plants*; 18th—*wooden phalanx*.

Wand: 2nd—*magic missile*; 4th—*knock*; 6th—*fireball*; 8th—*restoration*; 10th—*maximized scorching ray*; 12th—*mass bull's strength*; 14th—*greater restoration*; 16th—*empowered and maximized fireball*; 18th—*empowered and maximized fire shield*.

Weapon: 2nd—*warding weapon*; 4th—*versatile weapon*; 6th—*greater magic weapon*; 8th—*telekinetic charge*; 10th—*energy siege shot*; 12th—*blade barrier*; 14th—*arcane cannon*; 16th—*earthquake*; 18th—*ride the lightning*.

Bonus Feat: The witch gains a bonus feat. The witch must still meet all prerequisites for the bonus feat. This edge may be taken more than once.

Breath Weapon (Su): The witch gains a breath weapon that deals energy damage of the same type selected for the elemental magic edge. The witch's breath weapon deals a number of d6's in energy damage equal to 1/2 her witch level (minimum 1d6) in a 30-ft. cone as a standard action. The breath weapon allows a Reflex save for half damage (DC 10 + 1/2 the witch's level + witch's Constitution modifier). This edge is usable once per day per witch level, but can only be used every 1d4 rounds. At 5th level and every five levels thereafter (10th, 15th, and 20th), the range of the breath weapon's cone increases by 10 feet (to a maximum of 60 feet at 20th level).

A witch must have the elemental magic edge to select this edge.

Cantrips: The witch can cast cantrips, or 0-level spells. 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. If the witch possesses the witch spells edge (either prepared or spontaneous), the cantrips she knows and can cast each day are determined by the witch spells edge. If the witch does not possess the witch spells edge, she knows two cantrips

drawn from the witch spell list. She can use one of these cantrips each day, after communing with her spellcasting conduit (bonded item, familiar, etc.). If the witch gains the witch spells edge, these rules are superseded by the rules for cantrips detailed under the witch spells edge.

A witch must have an edge that provides a spellcasting conduit (bonded item, familiar, fetish, mask, spellbook, or spell deck) to select this edge.

Cantrips, Improved: The witch can use a number of cantrips each day equal to her Intelligence modifier (minimum 1), after communing with her spellcasting conduit (bonded item, familiar, spellbook, etc.). If she possesses the prepared witch spells edge she adds her Intelligence modifier to the number of cantrips she can prepare each day. At each witch level (including 1st), the witch learns one new cantrip, which may be drawn from either the witch or sorcerer/wizard spell list.

As she increases in level, her cantrips become more powerful. At 5th level, the witch's cantrips no longer possess material, somatic, or verbal components. At 10th level, the witch adds 1/2 her level to the damage of any cantrip she casts, and any saving throw DCs for her cantrips increases to 10 + 1/2 her witch level + her Intelligence modifier. At 15th level, the witch may quicken (as the Quicken Spell feat) one cantrip each round without increasing the spell level.

A witch must have the cantrips edge and a spellcasting conduit edge to select this edge.

Claws (Ex): The witch gains two natural claw attacks that deal greater damage as she increases in level; see the table given below.

TABLE: WITCH CLAW ATTACKS

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st-3rd	1d2	1d3	1d4
4th-7th	1d3	1d4	1d6
8th-11th	1d4	1d6	1d8
12th-15th	1d6	1d8	1d10
16th-19th	1d8	1d10	2d6
20th	1d10	2d6	2d8

THE GENIUS GUIDE TO

Companion Form (Ex): The witch's familiar can transform into a larger and more powerful creature or back again as a full-round action. The familiar's alternate form has the statistics of an animal companion per the druid's nature bond ability (see *Pathfinder Roleplaying Game: Core Rulebook* for details). The type of animal companion the familiar can transform into is determined when this edge is taken. Use the witch's level as her druid level for the purposes of the animal companion's statistics and size. An animal companion transformed in this manner loses all abilities it possesses in its base form for as long as it remains transformed; including abilities gained from being a familiar or witch abilities empowering a familiar.

The familiar can remain in animal companion form for 1 hour per witch level per day. Time spent in companion form must be expended in 1-hour increments (even if the familiar transforms back sooner), but the time need not be consecutive.

A witch must have the familiar edge to select this edge.

Cure Spells: If the witch prepares spells she 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 a cantrip in order to cast any cure spell of the same level or lower (a cure spell is any spell with "cure" in its name).

A witch must have the prepared witch spells edge to select this edge.

Damage Reduction (Ex): The witch gains damage reduction 1/cold iron. At 8th level and every four witch levels thereafter (12th, 16th, and 20th), this damage reduction rises by 1 point. At 10th level or higher the witch's damage reduction can only be penetrated by cold iron and magic weapons.

Detonate (Su): A witch in elemental form can explode in a 30-foot-radius burst that deals double the normal damage for elemental form (2d6 at 1st, 6d6 at 5th, 10d6 at 10th, and 14d6 at 15th level). A successful Reflex save (DC 10 + ½ witch's level + witch's Constitution modifier) halves this damage. Using this ability returns the witch to her normal form.

A witch must have the elemental form edge to select this edge.

Disease (Su): The witch's bite attack carries a supernatural disease. The onset time of the disease

is immediate and the frequency is 1/day. The Fortitude save DC to resist the disease is equal to 10 + 1/2 the witch's level + witch's Constitution modifier. The disease's effect and difficulty to cure improve as the witch increases in level; see the table given below.

Level	Cure	Effect
1st	1 save	1d3 Con damage
5th	1 save	1d4 Con damage (target must save a 2nd time or 1 point of the damage is drain instead)
10th	2 consecutive saves	1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead)
15th	2 consecutive saves	1d6 Con damage (target must save a 2nd time or all Con damage is drain instead)

A witch must possess the bite edge to select this edge.

Domain: The witch's close connection to her patron allows her to draw power in a fashion similar to a cleric. The witch selects one cleric domain appropriate for her patron. See the *Appendix Two: Patrons* for a list of recommendations, although other options are available at GM discretion. The witch may substitute the domain spells for patron spells of any equivalent level, gaining the domain spells in place of the patron spells. The witch does not gain any bonus spells per day from this edge. If this edge is taken after 1st level, this benefit is not retroactive and cannot alter spells the witch already knows (but may modify future bonus spells). The witch gains all the listed powers for the domain at the given levels, using her witch level as her cleric level. The witch may not select any subdomains.

A witch must have the patron edge to select this edge.

Elemental Form (Su): As a standard action, the witch can assume the form of a flying ball of the energy type she has selected for the elemental magic edge (acid, cold, electricity, or fire) for up to 1 round per witch level. After leaving elemental form, the

THE TALENTED WITCH

witch must wait 1d4 rounds before assuming it again. While in elemental form, the witch gains a fly speed of 60 feet with perfect maneuverability. A witch in this form who enters the same space as another creature stops moving for that round and deals 1d6 points of energy damage of the energy type chosen for the elemental magic edge. The creature is permitted a Reflex save (DC 10 + ½ the witch's level + witch's Charisma modifier) to negate this damage. The witch retains her armor class in elemental form and also has immunity to nonmagical attacks and effects. A successful targeted *dispel magic* spell or any damage from her opposing elemental descriptor returns her to her normal form (use her witch level as her caster level). A witch can assume an elemental form a number of times per day equal to her Charisma modifier (minimum 1).

At 5th level, the witch deals 3d6 points of damage in elemental form and while in elemental form, the witch can pass through openings and cracks as though in *gaseous form*. At 10th level, the witch deals 5d6 points of damage and it requires 20 points of damage from her opposition elemental descriptor to return her to normal form. At 15th level, the witch deals 7d6 points of damage and a successful Reflex save only halves the damage.

A witch must have the elemental magic edge to select this edge.

Elemental Magic (Ex): The witch attunes herself to primal elemental forces. She selects one elemental energy descriptor (acid, cold, electricity, or fire). When the witch casts spells with that descriptor, the save DC of the spell increases by +1. This increase improves by +1 at 6th level and every six levels thereafter (12th and 18th) to a maximum of +4 to save DCs at 18th level. This increase to saving throw DCs stacks with any other increase (such as from the Spell Focus feat). However, the witch cannot learn or cast spells with the opposing elemental descriptor.

Element	Opposing Element
Acid	Electricity
Cold	Fire
Electricity	Acid
Fire	Cold

A witch must have the witch spells edge (prepared or spontaneous) to select this edge.

Familiar (Ex): The 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. This functions like the wizard's arcane bond class feature (see *Pathfinder Roleplaying Game: Core Rulebook*), except as noted below and in *Appendix One: Familiars*.

A witch with the witch spells edge (prepared or spontaneous) must commune with her familiar each day to regain or prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored by her familiar. A witch may have both the familiar edge and any other edges that allow communing for spells (bonded item, fetish, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare or regain spells.

If the witch possesses the prepared witch spells edge, her familiar can learn spells from another witch's familiar (see sidebar). The familiar of a witch with the spontaneous witch spells edge cannot learn spells from another witch's familiar in this manner.

Appendix One: Familiars contains additional rules for familiars and a complete list of available familiars.

Fetish: [Bouda, Gravewalker] The witch keeps a small fetish: sometimes a carved idol, other times a necklace adorned with teeth or bones, or a poppet stitched from human skin.

A witch with the witch spells edge (prepared or spontaneous) must commune with her fetish each day to regain or prepare her spells. A fetish stores all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored in her fetish. A witch may have both a fetish and any other edges that allows communing for spells (bonded item, familiar, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare or regain spells.

A witch's fetish can't gain new spells from scrolls or other spellcasting conduits (familiars, spellbooks, etc.).

At 3rd level, the witch can use her fetish to deliver touch spells a number of times per day equal to 1/4 her witch level (minimum 1). When casting a touch spell, she can use this ability as a free action. When

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.

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.

she does, she can deliver her spell as a ranged touch spell within a range of 30 feet.

At 10th level, she can deliver these spells within a range of 60 feet.

At 15th level and higher, she can deliver these spells within a range of 90 feet.

Grab (Ex): When the witch hits with her claw or bite natural attack (chosen when this edge is taken) she deals damage normally and may attempt to start a grapple as a free action without provoking an attack of opportunity as the grab ability. The witch can only grab creatures of her size category or smaller.

A witch must have the bite or claws edge to select this edge.

THE TALENTED WITCH

Horrific Appearance (Su): The witch can make her appearance appear revolting to other creatures. This acts as a 30-ft. gaze attack that the witch can cease or resume as a standard action. Any creature viewing the witch must succeed on a Fortitude save (DC 10 + ½ the witch's level + witch's Charisma modifier) or be weakened, taking 1d3 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected by the same witch's horrific appearance for 24 hours. This is a mind-affecting effect.

At 5th level, the Strength damage increases to 1d4 and the range increases to 40 feet. At 10th level, the Strength damage increases to 1d6 and the range increases to 50 feet. At 15th level, the damage increases to 1d8 and the range increases to 60 feet.

Inflict Spells: If the witch prepares spells she can channel stored spell energy into inflict spells that she did not prepare ahead of time. The witch can lose any prepared spell that is not a cantrip in order to cast any inflict spell of the same level or lower (an inflict spell is any spell with "inflict" in its name).

A witch must have the prepared witch spells edge to select this edge.

Mask (Su): [Scarred Witch Doctor] The witch forms a bond with a mask. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque.

A witch with the witch spells edge (prepared or spontaneous) must commune with her mask each day to regain or prepare her spells. A mask stores all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored by her mask. A witch may have both the mask edge and any other edges that allows communing for spells (familiar, fetish, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare or regain spells.

A witch's mask cannot gain new spells from scrolls or other conduits (familiars, spellbooks, etc.).

When wearing her mask, the witch gains a +2 circumstance bonus on Heal and Intimidate checks and gains a +2 bonus on saving throws against effects that specifically cause pain or have

the pain descriptor. If the mask is destroyed, the witch can create another fetish mask (which almost immediately adopts the shocking appearance of the original) for the same price and time it takes a witch to replace a dead familiar.

At 5th level, the witch gains the ability to add magical abilities to her mask as if she had the Craft Wondrous Item feat.

Mimicry (Su): The witch gains abilities of deception and shapechanging as she increases in level. At 1st level, the witch gains the Bluff and Disguise skills as class skills. Additionally, she can perfectly imitate the voice or sounds of any creature she hears, granting her a bonus on Disguise checks to impersonate a particular individual equal to 1/2 her witch level. At 8th level, the witch can change her appearance at will, as the *disguise self* spell, except the effect is not an illusion subject to disbelief, and does not affect her equipment. At 16th level, the witch can change her appearance at will, as if using the *alter self* spell. The witch uses her class level as her caster level for these spells.

Occultist (Ex): The witch's close connection with her mysterious patron unlocks her hidden psychic potential. The witch gains the Psychic Sensitivity feat as a bonus feat. At any spell level for which the witch can cast spells as a result of the witch spells edge, she adds the following psychic spells of the same level to her class spell list. The witch automatically adds all of these psychic spells to her spellcasting conduit (bonded item, familiar, spellbook, etc.) at the level they are gained or when she becomes capable of casting spells of the given level. The witch cannot cast psychic spells of a level she is unable to cast. See the *Pathfinder Roleplaying Game: Occult Adventures* for details on the Psychic Sensitivity feat and psychic spells.

Psychic: 2nd—*psychic reading*, 4th—*object reading*, 6th—*analyze aura*, 8th—*mind probe*, 10th—*retroognition*, 12th—*psychic surgery*, 14th—*dream council*, 16th—*greater possession*, 18th—*dream voyage*.

A witch must have the patron edge with one of the following patrons to select this edge (although others may be available at GM's discretion): arcana, dimension, ethereal, insanity, mind, occult, omens, portents, or spirits.

THE GENIUS GUIDE TO

Patron: The witch attracts a supernatural patron. The witch selects one witch patron—once this choice is made it cannot be changed. At any spell level the witch can cast spells as a result of the witch spells edge, she adds the patron spell of the same level to her class spell list. The witch automatically adds all patron spells to her spellcasting conduit (bonded item, familiar, fetish, mask, spellbook, or spell deck) at the level they are gained or when she becomes capable of casting spells of the given level. The witch cannot cast patron spells of a level she is unable to cast. A list of patrons is available in *Appendix Two: Patrons*.

A witch must have the witch spells edge (prepared or spontaneous) to select this edge.

PATRONLESS?

Patrons are a bit of a vague and mysterious subject by design. A patron can represent some undefined cosmic force or concept... from stars to insanity. It might also be a distinct creature (or type of creature) that embodies some grand idea. With the *Talented Witch* rules, it is possible to make a witch who does not possess a “patron”, and yet can still cast spells. Such a witch still draws power from some force or forces, using a conduit (like a familiar or fetish) to distill and focus her magic. However, she doesn’t see the need to put labels on it, or perhaps points to some even less well-defined “universal force” (like ki, ley lines, or an omnipotent creation god). A witch who takes on a patron seeks to cement her power through naming and commitment. She gains greater power through this pact, even if it is little more than a twist in her worldview.

Patron, Improved: The witch’s supernatural connection to her patron deepens. The witch gains one patron spell slot for each level of witch spells she can cast, from 1st on up. If the witch prepares spells, each day, the witch can prepare one of the spells from her patron in that slot. Additionally, the witch can spontaneously lose any prepared spell in order to cast any patron spell of the same spell level or lower.

If the witch casts spells spontaneously, the extra spell slot can only be used to cast patron spells.

A witch must have the patron edge and the witch spells edge (prepared or spontaneous) to take this edge.

Quick: The witch is impressively fast and agile. At 1st level she adds the Acrobatics skill to her list of class skills. At 5th level, her land speed is increased by +10 feet when she is wearing no armor or light armor and not carrying a medium or heavy load. At 10th level, she gains the uncanny dodge ability. At 15th level, she gains the improved uncanny dodge ability as a rogue of her witch level.

Rend (Ex): If the witch hits with both claw attacks in 1 round, she can rend (as the rend ability) for additional damage once per round. The additional damage is equal to the damage for her claw attack plus 1-1/2 her Strength bonus.

A witch must have the claws edge to select this edge.

Senses (Ex): The witch gains improved sensory abilities as she increases in level. At 1st level, she gains low-light vision and darkvision 60 feet. At 5th level, her darkvision improves to a range of 120 feet. At 10th level, she gains the scent universal monster ability. At 15th level, she can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shaping Touch (Ex): The witch can twist flesh like clay. At 1st level, the witch can work for 10 minutes to change the appearance of a willing, grappled, or helpless victim. The effect acts as a permanent *alter self* spell with a caster level equal to the witch’s class level. Unwilling victims may resist the transformation with a Fortitude save (DC 10 + ½ the witch’s level + witch’s Charisma modifier). Creatures that are affected by this power or successfully save against it cannot be affected by the same witch’s shaping touch for one month.

At 5th level, the witch can use this edge as a full-round action that draws an attack of opportunity. At 10th level, the witch can work for 10 minutes to increase or decrease a target’s age category by one step; doing so does not grant mental ability score boosts but does inflict or remove physical ability score penalties as normal. At 15th level, the witch can alter a creature’s appearance as a standard action that does not draw an attack of opportunity. The creature does not have to be willing, grappled, or helpless.

A witch must have the mimicry edge to select this edge.

THE TALENTED WITCH

Skilled: The witch gains two additional skill ranks at 1st level, and two additional ranks whenever she gains a witch level. If this edge is taken after 1st level, the witch gains two skill ranks for each witch level, and then gains two additional ranks whenever she gains a witch level. The witch also adds a number of skills to her list of class skills equal to her Intelligence modifier (minimum 1).

Spellbook: The witch possesses a spellbook that allows her to prepare spells using the prepared witch spells edge. A witch with the prepared witch spells edge must commune with her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook, except for *read magic*, which she can prepare from memory.

A witch with the spellbook edge can add spells to her spellbook from other spellbooks, scrolls, or any witch spellcasting conduit (bonded items, familiars, etc.). See *Pathfinder Roleplaying Game: Core Rulebook* for details on adding spells to a spellbook from scrolls or spellbooks. The spellbook acts as a familiar for the purposes of adding spells from familiars. Any other spellcasting conduit acts as a familiar for the purposes of adding spells to the spellbook.

A witch may have both the spellbook edge and any other edges that allow communing for spells (familiar, fetish, spell deck, etc.), gaining the benefits of all edges selected. If a witch with the prepared witch spells edge possesses multiple spellcasting conduits, she may commune with any of her conduits to prepare spells.

Spell Deck: [Cartomancer] The witch carries a special tarot deck that holds her magic and gives her special abilities.

A witch with the witch spells edge (prepared or spontaneous) must commune with her spell deck each day to regain or prepare her spells. A spell deck stores all of the spells that a witch knows, and a witch cannot prepare or cast a spell that is not stored by her spell deck. A witch may have both the spell deck edge and any other edges that allows communing for spells (familiar, fetish, spellbook, etc.), gaining the benefits of all edges selected. If a witch with the witch spells edge possesses multiple spellcasting conduits, she may commune with any of her conduits to regain or prepare spells.

A witch's spell deck cannot gain new spells from scrolls or other conduits (familiars, spellbooks, etc.).

At 2nd level, the witch gains Arcane Strike as a bonus feat even if she does not meet the prerequisites, but only for the purposes of throwing cards. She can throw a card as if it were a dart, with the same damage, range, and other features. She must use the Arcane Strike feat when throwing a card in this way, or else the card lacks the magical



THE GENIUS GUIDE TO

force and precision to deal lethal damage. A card is destroyed when thrown in this way. A typical deck has 50-100 cards. Replacing a card costs 2 sp. If a deck has fewer than 25 cards, it cannot be used to replenish spells.

Cards from the witch's spell deck are treated as masterwork weapons when thrown using this ability. A witch with this ability can enhance a deck of cards as though it were a ranged weapon with pieces of ammunition equal to the number of cards. This enhancement functions only when used in tandem with this ability and has no effect on any other way the cards might be used. Only a character who possesses this ability can use an enhanced deck of cards; she must still use the Arcane Strike feat to activate the cards' enhancement.

At 3rd level, when the witch throws a card from her spell deck, the card is not destroyed and gains the returning weapon special ability. In addition, the witch can deliver a touch spell with a thrown card. The attack is resolved as a ranged touch attack and the card deals no damage of its own. This ability can be used with any card (not just one from the witch's spell deck).

Spell-Like Ability (Sp): The witch gains a spell-like ability usable 1/day. The spell selected must be drawn from the witch spell list and cannot have any costly material components (costing more than 1 gp). The maximum spell level for the spell-like ability is equal to ½ the witch's class level (minimum 1, maximum 9). This edge may be taken multiple times, each time granting a new spell-like ability. To regain her spell-like abilities each day, the witch must commune with her spellcasting conduit (bonded item, familiar, etc.).

Upon reaching 4th level, and at every even-numbered witch level thereafter (6th, 8th, and so on), the witch can choose to learn a new spell-like ability in place of one she already knows. The new spell-like abilities' level must be the same as that of the spell being exchanged. A witch may swap only a single spell-like ability at any given level, and must choose whether or not to swap the spell-like ability when she gains the level.

A witch must have the cantrips edge and a spellcasting conduit edge (bonded item, familiar, fetish, mask, spellbook, or spell deck) to select this edge.

Staff (Su): The witch can perform an hour-long ritual once per week to create a magical staff imbued with elemental power. When wielded by the witch, the staff possesses a +1 magical enhancement bonus. At 4th level, and every four levels thereafter (8th, 12th, 16th, and 20th) the staff's magical enhancement bonus increases by +1 (to a maximum of +5 at 20th level). At 5th level, the staff gains the *flaming*, *frost*, *shock*, or *vicious* magic weapon special ability based on the energy type selected for the witch's elemental magic edge. At 10th level, the staff gains the *flaming burst*, *icy burst*, *shocking burst*, or *wounding* magic weapon special ability based on the energy type selected for the witch's elemental magic edge. At 15th level, the witch gains a spell-like ability usable once per day, determined by the energy type selected for the witch's elemental magic edge. See the table given below for the elemental staff's abilities by level and energy type. The witch's magical staff does not function for any other creature, and disintegrates after 1 week.

The witch must have the elemental magic edge to select this edge.

Elemental Staff Abilities	5th-level	10th-level	15th-level
Acid	<i>vicious</i>	<i>wounding</i>	<i>acid fog</i>
Cold	<i>frost</i>	<i>icy burst</i>	<i>cone of cold</i>
Electricity	<i>shock</i>	<i>shocking burst</i>	<i>lightning arc</i>
Fire	<i>flaming</i>	<i>flaming burst</i>	<i>fire snake</i>

Talent: The witch may select a witch talent for which she meets the prerequisites. This edge may be selected more than once. Each time it is selected, it grants a different talent.

Tough (Ex): The witch has the vitality of a hag. She gains additional hit points equal to her class level plus her base Fortitude save from her witch class levels. Each time she gains a new witch level, her bonus hit points are recalculated.

Vicious: The witch has a warrior streak, making her a better killer. She gains proficiency in any martial or exotic weapon and her base attack bonus increases by +1, possibly granting her additional attacks in a full attack action (depending on her total base attack bonus, as normal).

THE TALENTED WITCH

This edge may be taken a second time if the witch's class level is 7th or higher, a third time at 11th level or higher, a fourth time at 15th level or higher, and a fifth time at 19th level or higher.

Weakness (Su): The witch's claws sap strength from those she strikes. Each time the witch hits a foe with her claw attack, the victim takes 1 point of Strength damage. The victim negates this damage with a Fortitude save (DC 10 + ½ the witch's level + the witch's Charisma modifier). Alternately, the witch can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the witch makes claw attacks. The opponent touched must succeed on a Fortitude save or take 1d4 points of Strength damage.

The Strength damage dealt by this edge improves as the witch increases in level; see the table given below.

Level	Claw Attack	Touch Attack
1st	1 Str	1d4 Str
5th	2 Str	1d6 Str
10th	3 Str	1d8 Str
15th	4 Str	2d4 Str

A witch must have the claws edge to select this edge.

White Hair [White-Haired Witch]: The witch gains the ability to use her hair as a weapon. This functions as a primary natural attack with a reach of 5 feet. The hair deals 1d4 points of damage (1d3 for a Small witch) plus the witch's Intelligence modifier. In addition, whenever the hair strikes a foe, the witch can attempt to grapple that foe with her hair as a free action without provoking an attack of opportunity, using her Intelligence modifier in place of her Strength modifier when making the combat maneuver check. When the witch grapples a foe in this way, she does not gain the grappled condition. The hair cannot be sundered or attacked as a separate creature.

At 4th level and every four levels thereafter, the witch's hair adds 5 feet to its reach, to a maximum of 30 feet at 20th level.

Wilder Witch (Su): The witch possesses a close connection to the harshest aspects of nature. At 1st level, she gains the Handle Animal and Survival skills as class skills. She gains the benefits of a

constant *endure elements* spell effect, except this is a non-magical effect which cannot be dispelled and is not suppressed by antimagic.

At 8th level, the witch gains the benefits of a constant *speak with animals* effect, but only toward predatory or carnivorous animals. This is a non-magical effect which cannot be dispelled and is not suppressed by antimagic.

At 16th level, the witch can use *dominate animal* as an at will spell-like ability on any predatory or carnivorous animal. However, she can only have one animal dominated in this manner at a time. Using this spell-like ability on a second animal dispels the effect on the first. The witch uses her class level as her caster level.

Witch Spells, Prepared: The witch gains the ability to cast arcane spells drawn from the witch spell list (see *Appendix Three: Compiled Witch Spell List*). She is considered to have all 1st-level witch spells on her spell list (for spell-completion magic items and other purposes). A witch must choose and prepare her spells in advance. To prepare 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 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 spellcasting conduit (familiar, spellbook, etc.). While communing, the witch decides which spells to prepare.

Like other spellcasters, a witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment of 1st-level spells is given on Table: Prepared Witch Spells per Day. In addition, she receives bonus spells per day if she has a high Intelligence score (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells). The witch's caster level is equal to her class level.

While the witch gains additional spells per day as she increases in level for the spell levels she can cast, she does not automatically gain access to higher level spells. A witch may select this edge a second time if she is 3rd level, and one additional time every two class levels thereafter (to a maximum of nine total times at 17th level).

THE GENIUS GUIDE TO

Each time, she gains access to witch spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The witch's spells per day for those levels of spell she can cast are always determined by Table: Prepared Witch Spells per Day.

If the witch possesses the cantrips edge, her spellcasting conduit (bonded item, familiar, etc.) contains all 0-level witch spells. Additionally, the spellcasting conduit of a witch with this edge begins by storing three 1st level spells of the witch's choice. The witch also selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her spellcasting conduit. For every witch level beyond the 1st, the witch adds two new spells of any spell levels she can cast to her spellcasting conduit. Some spellcasting conduits allow the witch to add additional spells to her list of spells known (see individual spellcasting conduits for details).

A witch must have an edge that provides a spellcasting conduit (bonded item, familiar, fetish, mask, spellbook, or spell deck) to select this edge. A witch with the spontaneous witch spells edge may not take this edge.

Witch Spells, Spontaneous [Feytouched Horror, Ley Line Guardian] The witch casts arcane spells drawn from the witch spell list (see *Appendix Three: Compiled Witch Spell List*). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, the witch must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against the witch's spell is 10 + the spell level + the witch's Charisma modifier.

Like other spellcasters, a witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment of 1st-level spells is given on Table: Spontaneous Witch Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma score (see the

TABLE: PREPARED WITCH SPELLS PER DAY

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

THE TALENTED WITCH

Pathfinder Roleplaying Game Core Rulebook for more information on bonus spells). The witch's caster level is equal to her class level.

The witch's selection of spells is extremely limited. She begins play knowing four 0-level spells and two 1st-level spells of her choice from the witch spell list. At each new witch level, she gains one or more new witch spells, as indicated on Table: Spontaneous Witch Spells Known. The witch's spells known are stored in her spellcasting conduit (bonded item, familiar, etc.). Unlike a spellcaster with the prepared witch spells edge, a spontaneous spellcaster witch cannot add new spells to her spellcasting conduit by any other means. She must get 8 hours of sleep and spend 15 minutes communing with her spellcasting conduit to regain her spells each day.

Upon reaching 4th level, and at every even-numbered witch level after that (6th, 8th, and so on), a witch can choose to learn a new spell in place of one she already knows. In effect, the witch

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. A witch may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

While the witch gains additional spells per day as she increases in level for the spell levels she can cast, she does not automatically gain access to higher level spells. A witch may select this edge a second time if she is 3rd level, and one additional time every two class levels thereafter to a maximum of nine total times at 17th level. Each time, she gains access to witch spells of one higher level (2nd-level spells if taken twice, 3rd-level spells if taken three times, and so on). The witch's spells per day for those levels of spell she can cast are always determined by Table: Spontaneous Witch Spells per Day and Table: Spontaneous Witch Spells Known shows the witch spells known.

TABLE: SPONTANEOUS WITCH SPELLS PER DAY

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

THE GENIUS GUIDE TO

Note that since the spontaneous witch spellcasting progression gains access to higher level spells at even levels, a witch might use an edge to gain access to spells higher than her level allows. In this case, the witch gains access to the given spell level when her witch level is sufficient to cast the spells, and not before.

A witch must have an edge that provides a spellcasting conduit (bonded item, familiar, fetish, mask, or spell deck) to select this edge. A witch with the spellbook or prepared witch spells edges may not take this edge.

WITCH TALENTS

As a witch gains experience, she learns a number of talents that expand her access to otherworldly powers. A witch gains one talent at 1st level, and another at 2nd level. She picks up additional talents at 4th level, and every two levels thereafter (to a maximum of 11 talents at 20th level). At 10th level or higher, the

witch can select major talents in place of a normal talent, and at 18th level or higher the witch can select grand talents in place of major or normal talents.

Some talents are taken from various witch archetypes. These talents include the name of their originating archetype as a descriptor to allow GMs to limit characters to talents from a single archetype, if desired.

Unless otherwise noted, a witch cannot select an individual talent more than once, and using a talent is a standard action that does not provoke an attack of opportunity. The save to resist a witch's talent is equal to $10 + 1/2$ the witch's level + the witch's Intelligence modifier.

Many, but not all witch talents are also hexes. A witch talent that is also a hex (including major or grand hexes) is noted with an asterisk (*). These talents are applicable as hexes for any feat, spell, etc. that references the witch's hex class feature (such as Extra Hex or *hex vulnerability*).

TABLE: SPONTANEOUS WITCH SPELLS KNOWN

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

SAVE VS WALL OF TEXT

Similar to the edge section, the over 140 talents listed in this book have been categorized by purpose for easier reference during character creation. Each option gives its name and notes if it is a talent, a major talent, or a grand talent. The talent purposes include: Blessing, Crafting, Curse, Necromancy,

Personal (bestowing some permanent blessing or ability to the witch), Spellcasting (modifying spellcasting), and Utility (providing some useful benefit, generally outside of combat). Some of the options fall under more than one potential category and so are listed multiple times.

BLESSING

Alter fate (talent)*
Aura of purity (talent)*
Boneless steps (talent)*
Channel energy (talent)
Eldritch masque (talent)*
Elemental warp (talent)*
Empathic healing (talent)
Fortune (talent)*
Good luck talisman (major talent)*
Hoar blade (talent)*
Life giver (grand talent)*
Major healing (major talent)*
Mighty thews (talent)*
Payback (major talent)*
Primal fury (talent)*
Race shift (talent)*
Shroud (talent)*
Spare time (talent)*
Spirit knife (talent)*
Vision (major talent)*
Vitality (talent)*
Ward (talent)*
Water lung (talent)*
Whispers from beyond the grave (talent)*
Witch's charge (major talent)*

CRAFTING

Cauldron (talent)*
Concentrate poison (talent)
Cook people (major talent)*
Herb lore (talent)
Hex trader (talent)
Malignant poison (major talent)
Poison conversion (talent)
Poison steep (talent)*
Sticky poison (talent)
Witch's brew (major talent)*

CURSE

Abominate (grand talent)*
Agony (major talent)*
Babble (talent)*
Beast of ill-omen (talent)*
Blight (talent)*
Bouda's eye (talent)*
Channel energy (talent)
Charm (talent)*
Curdle thoughts (talent)
Curse of nonviolence (grand talent)*
Cursed wound (talent)*
Dark desires (talent)*
Death curse (grand talent)*
Delicious fright (major talent)*
Dire prophecy (grand talent)*
Discord (talent)*
Disrupt connection (talent)*
Dream possession (major talent)
Dream thief (talent)
Dust and ashes (major talent)*
Eternal slumber (grand talent)*
Evil eye (talent)*
Forced reincarnation (grand talent)*
Glory of the heavens (talent)*
Greater toxic words (major talent)
Hoarfrost (major talent)*
Ice tomb (major talent)*
Infected wounds (major talent)*
Mark of plague (talent)*
Misfortune (talent)*
Natural disaster (grand talent)*
Nightmares (major talent)*
Pariah (major talent)*
Peacebond (talent)*
Poison touch (grand talent)

THE GENIUS GUIDE TO

Retribution (major talent)*
Scar (talent)*
Slumber (talent)*
Soothsayer (talent)*
Steal voice (major talent)*
Sunder hope (talent)
Swamp's grasp (talent)*
Toxic words (talent)
Unnerve beasts (talent)*
Waxen image (major talent)*

NECROMANCY

Aura of desecration (talent)
Bonethrall (talent)
Gravebound (talent)*
Lay to rest (grand talent)*
Possess undead (talent)
Shared subconscious (talent)
Touch of the grave (talent)*
Whispers from beyond the grave (talent)*

PERSONAL

Advanced rogue talent (grand talent)
Animal skin (major talent)*
Beast eye (major talent)*
Boneless form (talent)*
Child of the streets (talent)
Child-scent (talent)*
Cold flesh (talent)
Disguise (talent)*
Familiar form (talent)
Feral speech (talent)*
Flight (talent)*
Frostfoot (talent)*
Greater symbiosis (major talent)
Hyena shape (major talent)
Insight (talent)*
Scent (major talent)*
Symbiosis (and lesser) (talent)
Master trickster (talent)*
Mud witch (talent)*
Nails (talent)*
Nauseating flesh (major talent)
Poison use (talent)

Prehensile hair (talent)*
Retributive strike (talent)*
Rogue talent (major talent)
Scarshield (talent)
Soul walker (grand talent)
Speak in dreams (major talent)*
Swamp hag (talent)*
Terrain empathy (talent)
Waterborn (talent)*
White hair constriction (talent)
White hair pull (talent)
White hair strangle (talent)
White hair trip (talent)

SPELLCASTING

Conduit surge (and greater) (talent)
Coven (talent)*
Dimensional augmentation (talent)
Dream spinner (talent)
Ectoplasmic aptitude (talent)
Frozen caress (talent)*
Spontaneous healing (talent)

UTILITY

Brightening (talent)*
Cackle (talent)*
Commune with familiar (talent)
Dimensional waypoints (major talent)
Enhanced familiar (talent)
Hag crony (major talent)
Hag's eye (major talent)*
Healing hands (talent)*
Hex trader (talent)
Hidden home (major talent)*
Summon spirit (grand talent)*
Third eye (talent)*
Tongues (talent)*
Twin soul (major talent)
Weather control (major talent)*
Witchlight (talent)*
Witch's bottle (talent)*
Witch's bounty (major talent)*
Witch's hut (grand talent)*



THE GENIUS GUIDE TO

*Alter Fate (Su)**: The witch can change fate in slight and subtle ways. When an ally within 30 feet fails an attack roll, save, or skill check the witch can, as an immediate action, add +1 to the roll. At 8th level this bonus increases to +2, and at 16th level it increases to +3. If the bonus is enough to make the failure a success, the roll succeeds. The witch cannot target herself with this talent. A creature cannot be the target of this talent again for 1 day.

Aura of Desecration (Su): [Gravewalker] The witch can create a 20-foot-radius aura of evil power. This aura increases the DC of channeled

negative energy by +1 and the turn resistance of undead by +1. At 2nd level and every two levels thereafter, the radius of the aura increases by 5 feet, to a maximum of 70 feet at 20th level.

*Aura of Purity (Su)**: Diseases, inhaled poisons, and noxious gaseous effects (such as *stinking cloud*) are negated in a 10-foot aura around the witch for a number of minutes equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Effects caused by spells whose level is more than half the witch's class level are unaffected.

*Babble (Su)**: The witch can cause a creature within 30 feet to have the urge to loudly spout gibberish for 1 round. Each round there is a 50% chance the target shouts nonsense, making it impossible to be quiet, communicate verbally, or cast any spell with a verbal component. A Will save negates this talent.

At 8th level and 16th level, the duration of this talent is extended by 1 round. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

A witch must have the insanity patron edge to select this talent

*Beast of Ill-Omen (Su)**: The witch imbues her familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by *bane* (caster level equal to the witch's level). The witch can use this talent on her familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach



THE TALENTED WITCH

to within 60 feet of each other, the curse takes effect). The *bane* affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the *bane* effect for 1 day (later uses of this talent ignore that creature when determining who is affected).

A witch must have the familiar edge to select this talent. [Could this work equally well with the Fetish and Mask edges?]

Blight (Su)*: The witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the witch and her familiar (if any) must be in contact with 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 grows 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. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: *Blight—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 effect is made, the first immediately ends.

Boneless Form (Ex)*: The witch's bones and flesh can become rubbery and flexible, allowing her to contort her form into impossibly tight spaces or escape from nearly any binding. She gains the compression ability and a bonus to all Escape Artist checks and combat maneuver checks to escape a grapple equal to 1/2 her witch level.

Boneless Steps (Su)*: The witch can grant a creature within 30 feet additional preternatural flexibility for 1 round. The target gains a bonus to all Acrobatics checks made to avoid provoking attacks of opportunity while moving through threatened spaces. This bonus is equal to the witch's Intelligence bonus +1/2 the witch's level.

Additionally, subjects of this talent may make such Acrobatics checks even when wearing medium or heavy armor, or carrying a medium or heavy load.

At 8th level and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from the boneless steps talent, it cannot benefit from it again for 24 hours.

A witch must have the agility patron edge to select this talent.

Bonethrall (Su): [Gravewalker] The witch can take control of an undead creature within her aura of desecration by forcing her will upon it (Will negates, using her hex DC) If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's.

A witch must be at least 4th level and have the aura of desecration talent to select this talent.

Bouda's Eye (Su)*: [Bouda] The witch's gaze can bestow ill fortune on her enemies. This talent can affect a creature within 30 feet that the witch 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. The effect lasts for a number of rounds equal to $3 +$ the witch's Intelligence modifier. A successful Will saving throw reduces the duration of the effect to 1 round. Once per day when the witch uses this talent, she can impose two different penalties on the target instead of just one. If the witch takes the evil eye talent, it increases the number of different penalties she can impose on the effect's target by 1. At 8th level, the penalties imposed by this talent increase to -4 . This is a mind-affecting effect.

A witch must have the fetish edge to select this talent.

Brightening (Su)*: The witch may touch any single light source (mundane or magic), and cause it to increase light levels one step more than its usual illumination (to a maximum of bright light). This illumination also acts a spell with the light descriptor, with a spell level equal to one third the witch's level (minimum 1st level) for purposes of its impact on darkness spells. The brightening talent

THE GENIUS GUIDE TO

lasts until the witch is killed or falls unconscious or the light source moves more than 30 feet from the witch, but she may only have one such talent active at a time. If she grants the talent to a new light source, any previous brightening talent ends.

A witch must have the light patron edge to select this talent.

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, babble, boneless steps, charm, dark desires, discord, disrupt connection, elemental warp, evil eye, fortune, glory of the heavens, mark of plague, misfortune, or primal fury talent caused by the witch has the duration of that talent 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.

Channel Energy (Su): [Hex Channeler] The witch can release a wave of energy from herself or her familiar (if any). A good witch channels positive energy (like a good cleric), and an evil witch channels negative energy (like an evil cleric). A witch who is neither good nor evil must choose whether she channels positive or negative energy; once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the witch. The witch can channel energy a number of times per day equal to 3 + her Charisma modifier (minimum 1). This otherwise functions as a cleric using channel energy, except the witch does not require a holy symbol to use this ability. She uses her witch level as her cleric level for all other effects dependent upon channel energy (except increasing the amount of damage healed or dealt). The witch can choose whether or not to include herself or her familiar (if any) in this effect.

This burst heals or deals 1d6 points of damage. Every time the witch is able to learn a new talent (including major or grand talents, but not talents gained through the Extra Hex feat), she can instead increase her channel energy amount by 1d6. However, the maximum number of d6's of damage that can be healed or dealt is equal to 1/2 the witch's class level.

A witch must be at least 2nd level to select this talent.

Charm (Su):* A witch can charm an animal or humanoid creature within 30 feet 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 effect 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.

Child of the Streets: [Alley Witch] The witch draws power not from a patron, but from the crowd of minds around her. The witch gains Bluff and Knowledge (local) as class skills, but loses Knowledge (nature) and Knowledge (planes) as class skills. The witch builds a special rapport with a single city. At 1st level, she can select one settlement whose type is large town size or larger. Within this settlement, she gains a +2 bonus on initiative checks, as well as Knowledge (local), Perception, Stealth, and Sense Motive checks. At 6th level and every five witch levels thereafter, this bonus increases by 2. The alley witch can build a rapport with a new city after 30 days of remaining there; this severs her bond to her previous settlement.

Child-Scent (Ex):* The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Cold Flesh (Ex): [Winter Witch] The witch gains *endure elements* as a constant spell-like ability, but only against cold temperatures. At 4th level, she gains cold resistance 5, making her comfortable in near-freezing temperatures. At 9th-level, this increases to cold resistance 10, and at 14th level, it becomes immunity to cold.

A witch must be at least 4th level to select this talent.

Commune with Familiar (Sp): [Dimensional Occultist] The witch can use her familiar (or other means of communizing for spells, such as fetish or spell deck) as a link between herself and strange, otherworldly intelligences on other planes. Once per week, she may use this link to

THE TALENTED WITCH

cast *contact other plane* as a spell-like ability, at a caster level equal to her witch level. The entity contacted replies to the witch via her familiar (which speaks in a strange disembodied voice), via telepathic contact, or by some similarly disconcerting method of communication. When a witch uses this method to contact other planes, she gains a +4 bonus on the Intelligence check to avoid the decrease to Intelligence and Charisma. If she still fails the save, the Intelligence/Charisma decrease lasts only 24 hours rather than a number of weeks.

A witch must be at least 8th level and have the familiar edge to select this talent.

Concentrate Poison: [Veneficus Witch]

The witch can combine two doses of the same poison to increase their effects. This requires two doses of the poison and 1 minute of concentration. When completed, the witch has one dose of poison. The poison's frequency is extended by 50% and the save DC increases by +2. This poison must be used within 1 hour of its creation or it is ruined.

Conduit Surge (Su): [Ley Line Guardian] The witch is adept at channeling energy from ley lines to enhance her own spells. As a swift action, she can increase her effective caster level for the next spell she casts in that round by 1d4-1 levels. After performing a conduit surge, the witch must succeed at a Fortitude save (DC = 10 + level of spell cast + number of additional caster levels granted) or become staggered for a number of minutes equal to the level of the spell cast. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

A witch must have the witch spells edge (prepared or spontaneous) to select this talent.

Conduit Surge, Greater: [Ley Line Guardian] The witch's caster level increase from conduit surge becomes 1d4.

A witch must be at least 8th level and have the witch spells edge (prepared or spontaneous) to select this talent.

Coven (Ex)*: The witch counts as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever the witch with this talent is within 30 feet of another





witch with this talent, she can use the aid another action to grant a +1 bonus to the other witch's caster level for 1 round. This bonus applies to the witch's spells and all of her talents.

Curdle Thoughts (Su): [Dark Sister] The witch can insert negative emotions into the mind of a single target. She gains a +2 bonus on Diplomacy and Bluff checks to sow suspicion, hatred, or other forms of animosity. In addition, the witch can choose to increase the save DC of any spell with the fear descriptor she casts by 2. She can increase a spell's DC in this way a number of times per day equal to 1/2 her witch level.

A witch must be at least 2nd level and have the witch spells edge (prepared or spontaneous) to select this talent.

Cursed Wound (Su):* The witch can curse a living creature within 30 feet, preventing it from healing completely. For a number of days equal to 3 + the witch's Intelligence modifier (minimum 1), whenever the victim is the target of a conjuration (healing) spell or magical healing effect, the caster of the healing effect must succeed at a caster level check (DC = 11 + the witch's level) to end this talent. If the check fails, the healing effect functions as normal, except it cannot remove the last 10 points of damage the victim suffered. Similarly, natural healing, fast healing, and regeneration fail to cure the victim's last 10 points of damage. Thus, the victim's effective maximum number of hit points is 10 fewer than normal. A successful Will save reduces the duration of this talent to 1 round. At 5th level, the victim of this talent also takes a -2 penalty on Fortitude saving throws to avoid contracting a disease or poison from an injury. This is a curse effect and can be removed by *remove curse*.

Dark Desires (Su):* The witch can cause a creature within 30 feet to suffer desires it finds distasteful and distracting for 1 round. Anytime the creature attempts to use a spell or spell-like ability, or use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration, it must make a concentration check to do so. (Creatures that do not normally have a concentration check may make one of 1d20 +

THE TALENTED WITCH

the creature's Hit Dice + creature's Constitution modifier). The DC of this check is equal to 10 + the witch's level + the witch's Intelligence modifier. A Will save negates this talent.

At 8th level and 16th level, the duration of this talent is extended by 1 round. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Dimensional Augmentation (Su): [Dimensional Occultist] The witch can augment her spells by incorporating complex mathematical equations and formulae into the casting, typically by inscribing these equations with chalk or charcoal onto a solid surface (although scribing them on paper or into wet sand works fine as well). Augmenting a spell in this way adds both a somatic component (the actual scribing of the equations) and a material component (the writing stylus and ink, chalk, charcoal, or other medium) to the spell, and increases its casting time to a number of rounds equal to the spell's level (if the spell's casting time is already 1 minute or more, the casting time is not altered). As a result, using dimensional augmentation to cast a spell isn't a good option in the heat of combat. Augmenting a spell in this manner increases its effective caster level by +1. The witch can augment her spells in this manner once per day at 2nd level, plus one additional time per day for every even-numbered witch level she gains.

A witch must be at least 2nd level and have the witch spells edge (prepared or spontaneous) to select this talent.

*Discord (Su)**: The witch can make an animal or humanoid within 30 feet distrust another creature within line of sight. The target's attitude toward the other creature decreases by one step. A successful Will save negates this effect. The effect lasts for a number of rounds equal to the witch's Intelligence modifier. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. At 8th level, this effect decreases the attitude of the target creature by two steps. This is a mind-affecting charm effect.

*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.

*Disrupt Connection (Su)**: The witch disrupts the connection between a summoned creature within 30 feet and its master. The summoned creature must succeed at a Will save or be confused for 1d4 rounds. While it's confused in this way, during any round in which the percentile die roll to determine the creature's *confusion* result is 76–100, the affected creature instead acts as if the witch had summoned it (attacking the witch's enemies or performing such other tasks that the witch can communicate to it). At 8th level, this talent causes the summoned creature to act as if the witch had summoned it on a result of 51–100. At 16th level, this talent causes the summoned creature to act this way on a result of 26–100. Once a creature has been the target of this talent, that creature is immune to this talent for 24 hours.

Dream Spinner (Su): [Dreamweaver] When the witch casts a mind-affecting spell on a target that is sleeping because of her slumber talent or a spell she cast, she adds +1 to the mind-affecting spell's DC. If the target succeeds at the saving throw against the spell, it does not wake up, nor does it have any recollection of having resisted a spell. If appropriate, the witch may incorporate elements of a mind-affecting spell (i.e., *sow thoughts*, *suggestion*, and so on) into the target's subconscious so it believes the spell's effects originated in its dreams (the details of how these elements fit into the dream is up to the GM).

A witch must be at least 2nd level and have the slumber talent or witch spells edge (prepared or spontaneous) to select this talent.

Dream Thief (Su): [Dreamweaver] The witch can alter the sleeping mind of any creature that is sleeping because of her slumber talent or a spell she cast. She can reshape one of the target's memories as if using *modify memory*. Alternatively, she may insert herself into the dreaming memories of the target, prompting the target's mind to show her some specific information; the dreamer's subconscious may resist, or try to deceive her with out-of-context memories, similar to the way a corpse can resist when questioned with *speak with dead*. A Will save negates either effect (DC equal 10 + 1/2 the witch's level + the witch's Intelligence modifier). Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

THE GENIUS GUIDE TO

A witch must be at least 6th level and have the slumber talent or witch spells edge (prepared or spontaneous) to select this talent.

Ectoplasmic Aptitude (Su): [Medium] The witch can sling spells at ghosts and spirits as surely as at corporeal foes. She gains the Ectoplasmic Spell metamagic feat as a bonus feat. In addition, as an immediate action a number of times per day equal to her Intelligence modifier, the medium can apply the Ectoplasmic Spell feat to any spell she is casting without increasing its spell level.

A witch must be at least 2nd level and have the witch spells edge (prepared or spontaneous) to select this talent.

*Eldritch Masque (Su)**: The witch may touch a creature to make it significantly more difficult to gain information about that creature through magical means. The creature acts as though the witch has cast a *nondetection* spell on it, but the effect only protects against detect spells (spells with detect in the name) and not any other form of divination.

An eldritch masque talent lasts until the witch is killed or falls unconscious, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous eldritch masque talent ends.

A witch must have the deception patron edge to select this talent.

*Elemental Warp (Su)**: The witch can grant a creature within 30 feet the ability to change what kind of elemental damage it deals for one round. Whenever the target does damage of the acid, cold, electricity, fire, or sonic type, it may choose as a swift action to instead have the same damage be of a different one of those damage types.

At 8th level and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from the elemental warp talent, it cannot benefit from it again for 24 hours.

A witch must have the elements patron edge to select this talent.

Empathic Healing (Su): [Hedge Witch] The witch can minister to a diseased or poisoned target, redirecting the affliction into herself. For a poisoned target, the witch must tend to him as a standard action; he makes his next saving throw against the poison as normal, but the witch suffers the effects of the failed save instead of the poisoned creature. For a diseased target, the witch must tend to the sick person for an hour; he makes his

next saving throw against the disease as normal, but the witch suffers the effects of the failed save instead of the diseased creature. The witch does not actually become poisoned or diseased (and is not contagious and does not need to be cured), but suffers the effects of the affliction as if she had been. The witch normally uses this ability to extend the life of someone near death, giving him time to recover. This ability has no effect if the witch is immune to disease or poison.

A witch must be at least 8th level to select this talent.

Enhanced Familiar (Su): [Beast-Bonded] The witch's connection with her familiar strengthens. For the purposes of determining her familiar's powers and abilities, she treats her familiar as if she were one level higher than her actual witch level. Whenever the witch is capable of learning a new feat, she may choose to instead have her familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If her familiar is lost or dies, the witch can reclaim the feat slots and select new feats for herself, or apply the slots toward her new familiar.

A witch must be at least 4th level and have the familiar edge to select this talent.

*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 effect lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to -4.

Familiar Form (Sp): [Beast-Bonded] The witch may take the shape of her familiar (or a giant version of her familiar or a similar kind of animal) as if using *beast shape II*. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. The witch can remain in animal form for a number of minutes per day equal to her level.

A witch must be at least 8th level and have the familiar edge to select this talent.

*Feral Speech (Su)**: This talent 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 talent, she must decide to communicate with either amphibians, birds, fish,

THE TALENTED WITCH

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 talent does not predispose any animal so addressed toward the witch in any way. At 12th level, the witch can use this talent to communicate with vermin.

*Flight (Su)**: The witch grows lighter as she gains power, eventually gaining the ability to fly. At 1st level, the witch can use *feather fall* at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast *levitate* once per day. At 5th level, she 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. This talent only affects the witch.

*Fortune (Su)**: The witch can grant a creature within 30 feet 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 talent is extended by 1 round. Once a creature has benefited from the fortune talent, it cannot benefit from it again for 24 hours.

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

*Frozen Caress (Su)**: Whenever the winter witch casts a touch spell, she can infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect. If the touch spell allows a saving throw, a successful save negates this additional cold damage.

A witch must have the witch spells edge (prepared or spontaneous) to select this talent.

*Glory of the Heavens (Su)**: The witch can direct a fantastic display of the glory of the stars at one creature within 30 feet, overawing it for 1 round and causing it to be shaken. A Will save negates this talent. At 8th level and 16th level, the duration of this talent is extended by 1 round. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day. This talent is a mind-affecting fear effect.

A witch must have the stars patron edge to select this talent.

*Gravebound (Su)**: A witch can infuse a creature she touches with a fraction of the power of undeath, causing it to take on some aspects of the appearance of an undead (pale skin, red eyes, fangs, and similar features). Additionally, the creature gains a +1 bonus to saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), death effects, disease, paralysis, poison, sleep effects, stunning, ability drain, and energy drain. At 8th level this bonus increases to +2, and at 16th level it increases to +4.



THE GENIUS GUIDE TO

The gravebound talent lasts until the witch is killed or falls unconscious, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous gravebound talent ends.

A witch must have the occult patron edge to select this talent.

Healing Hands (Su):* The witch's hands soothe wounds as well as the application of medicinal material. The witch is always considered to have the benefit of a healing kit when she makes Heal skill checks (gaining a +2 circumstance bonus to such checks, and is always able to treat deadly wounds as if she had expended two uses from a healer's kit). Additionally the witch may make a Heal skill check to treat a disease or tend to a creature wounded by a spike growth or spike stones spell as a standard action (rather than the normal 10 minutes of work).

A witch must have the healing patron edge to select this talent.

Herb Lore (Ex): [Herb Witch] The witch masters herbalism, and can use herbs to duplicate many of the effects of alchemy, as well as craft tinctures of their own. The witch can attempt a Profession (herbalist) check in place of any Craft (alchemy) check and gains a bonus on Profession (herbalist) checks equal to half her class level.

In addition, the witch is adept at brewing thick herbal cure-alls called remedies. The witch prepares her remedies while preparing spells (or over 1 hour if she possesses no spellcasting) and can prepare a number of remedies equal to 3 + her Intelligence modifier (minimum 1 remedy). A remedy becomes inert if it leaves the witch's possession, reactivating as soon as it returns to her keeping. A witch can never have more remedies than 3 + her Intelligence modifier.

As a standard action, the witch can administer a remedy to herself or a creature within reach. This consumes the remedy, and the witch attempts a Profession (herbalist) check against the save DC of any one disease or poison currently afflicting the consumer. If the check is successful, the effect immediately ends. If the disease or poison doesn't allow saving throws, the remedy is ineffective.

The witch can also use a remedy to attempt to end the blinded, deafened, fatigued, nauseated, or sickened conditions. This requires a Profession (herbalist) check with a DC equal to the spell or effect that caused the condition, or a DC 25 check if the condition was caused by an effect that doesn't allow for a saving throw. If successful, the condition ends. Only a single condition, disease, or poison can be removed with each application of a remedy.

Hex Trader: [Alley Witch] Once per day as a full-round action, the witch can bind a talent she knows into a feather, bead, or other small token. Any creature holding this token can use that talent once as if using a potion, targeting itself or a creature it touches. While a talent is sealed into a token, the witch loses her ability to use that talent until the token is used or she can recover the token. If a talent can be used in increments (like the disguise talent), the witch decides how many increments the token contains when making it. If a talent has no set duration, it lasts for 1 minute once activated.

A witch must be at least 6th level to select this talent.

Hoar Blade (Su):* The witch can grant a creature within 30 feet the ability to deal +1d6 cold damage with unarmed, weapon, and natural weapon attacks for 1 round. At 8th level and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from the hoar blade talent, it cannot benefit from it again for 24 hours.

A witch must have the winter patron edge to select this talent.

Insight (Su):* The witch gains Perception as a class skill, and gains a competence bonus to Perception checks equal to half her witch level. This talent affects only the witch.

A witch must have the wisdom patron edge to select this talent.

Mark of Plague (Su):* The witch can make a creature within 30 feet to feel seriously ill for 1 round, causing it to be sickened. A Fortitude save negates this talent. At 8th level and 16th level, the duration of this talent is extended by 1 round. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

A witch must have the plague patron edge to select this talent.

THE TALENTED WITCH

Master Trickster (Su):* The witch gains Sleight of Hand as a class skill, and gains a competence bonus to Sleight of Hand checks equal to half her witch level. This talent affects only the witch.

A witch must have the trickery patron edge to select this talent.

Mighty Thews (Su):* A witch can infuse a creature she touches with great lifting power, doubling its carrying capacity. This does not stack with any other effect that increasing a creature's carrying capacity without altering its Strength (such as *ant haul*). At 8th level the creature gains triple its carrying capacity, and at 16th level it gains quadruple its carrying capacity.

A mighty thews talent lasts until the witch is killed or falls unconscious, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous mighty thews talent ends.

A witch must have the strength patron edge to select this talent.

Misfortune (Su):* The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

A Will save negates this effect. At 8th level and 16th level, the duration of this talent is extended by 1 round. This talent 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 effect again for 1 day.

Mud witch (Su):* A witch with this talent can assume the form of viscous brown mud. The witch's type changes to ooze and she is able to squeeze through even the smallest cracks, but she can't make attacks or cast spells with verbal, somatic, material, or focus components while in this form, and she loses her supernatural abilities. If the witch has a touch spell ready to use, that spell is discharged harmlessly when she uses this talent. While the witch is in mud form, her speed becomes 10 feet and she gains a swim speed of 20 feet. The witch gains DR 10/slashing and cold resistance 10. At 10th level, while the witch is in mud form, her speed increases to 20 feet and her swim speed increases to 40 feet. She can use this ability for a number of minutes per day equal to her level. The duration doesn't need to be consecutive, but it must be spent in 1-minute increments. This talent affects only the witch.



STORI

THE GENIUS GUIDE TO

Nails (Ex):* The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

Peacebond (Su):* A witch can use this talent on a creature within 30 feet to prevent it from drawing a weapon for a number of rounds equal to 3 + the witch's Intelligence modifier. This talent has no effect on natural weapons or weapons already in a creature's hands, but does prevent an archer from drawing arrows. A Will save negates this effect.

Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Poison Conversion: [Veneficus Witch] By spending 1 minute, the witch can convert 1 dose of poison from its current type (contact, ingested, inhaled, or injury) to another type. For example, the witch can convert a dose of Small centipede poison (an injury poison) to an inhaled poison. This process requires an alchemy lab.

A witch must be at least 6th level and have the poison use talent to select this talent.

Poison Steep (Sp):* The witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a *poison* spell. Brewing the toxin and then steeping the food takes 1 hour in total; steeping can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The food tastes normal, but magic detects it as poisonous.

A witch must have the cauldron and poison use talents to select this talent.

Poison Use: [Veneficus Witch] The witch cannot accidentally poison herself when applying poison to a weapon.

Possess Undead (Sp): [Gravewalker] The witch may take direct control of one of her undead minions (per the bonethrall talent) within her aura of desecration, as if using *magic jar*; the witch's familiar acts as the soul receptacle for this ability. The minion gets no saving throw against this ability.

A witch must be at least 8th level, have the bonethrall talent, and have the familiar or fetish edge to select this talent.

Prehensile Hair (Su):* 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



THE TALENTED WITCH

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 talent can also manipulate his beard, moustache, or eyebrows.

Primal Fury (Su)*: The witch can grant a creature of the animal type that is within 30 feet a burst of primitive rage for 1 round. The animal gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class.

At 8th level and 16th level, the duration of this talent is extended by 1 round. Once an animal has benefited from the primal fury talent, it cannot benefit from it again for 24 hours.

A witch must have the animals patron edge to select this talent.

Race Shift (Su)*: A witch can cause a creature she touches to shift in appearance to seem to be a member of a different race of the same type. The creature acts as if under the effects of a *disguise self* spell, only to appear to be a member of a different race. While so transformed, the creature gains one of the following abilities if the race it is shifted into gains that ability: elven immunities, intimidating, keen senses, stability, sure-footed. A GM may decide to grant other abilities of the same approximate power level if the creature shifts into a race with none of the abilities listed. A race shift talent lasts until the witch is killed or falls unconscious, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous race shift talent ends.

A witch must have the transformation patron edge to select this talent.

Retributive Strike (Su)*: When a creature strikes the witch in melee, it provokes an attack of opportunity from the witch. Once a creature has provoked an attack of opportunity as a result of

this talent (regardless of whether the witch takes the attack of opportunity, or if the attack hits), the creature does not provoke as a result of this talent again until 24 hours have passed.

A witch must have the vengeance patron to select this talent.

Scar (Su)*: This talent curses a single target touched with horrible scars of the witch's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burnlike scars on his body. The target may make a Will save to resist this effect. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. The witch can use her talents on the scarred target at a range of up to 1 mile, and she is considered to have a body part from the target for the purpose of *scrying* and similar divination spells. They persist through disguises and shapechanging. The witch can withdraw this effect from a target as a move action at any range. The number of supernatural scars the witch can maintain at once is equal to her Intelligence bonus; once she reaches this limit, she must remove the scar from a current victim in order to mark another. This effect can be removed with a *remove curse* or similar magic, using the using the save DC as the DC to remove the curse.

Scarshield (Su): [Scarred Witch Doctor] The witch learns how to harden her skin through mutilation, gaining an enhancement bonus to her natural armor bonus equal to 1/2 her class level (minimum +1). She can use this ability for a number of minutes per day equal to her class level. These minutes do not need to be consecutive but she must spend them in 1-minute increments.

Shared Subconscious (Su): [Medium] The witch can temporarily link her subconscious to that of an undead creature in order to gain preternatural knowledge. As long as the medium is within 100 feet of an intelligent undead creature, as a swift action she can target said creature and attempt any trained Knowledge check. If the target has ranks in the same Knowledge skill, it also attempts the Knowledge check (if it doesn't have ranks, this effect fails). If the target's result is higher than the witch's, the witch may choose to use the undead creature's Knowledge result instead of her own,

THE GENIUS GUIDE TO

learning any information the undead creature has about the subject in question. This ability does not allow a witch to attempt a previously failed Knowledge check again.

A witch must be at least 6th level to select this talent.

Shroud (Su):* A witch can infuse a creature she touches with a fraction of the power of shadow, causing it to be totally covered in a black shroud. This does not impair the creature's sight, but does make it impossible to identify the creature's features or identity by sight and grants the target a circumstance bonus to Stealth checks in dim or less light equal to the Witch's Intelligence modifier. Additionally, the creature gains a +1 bonus to saving throws against blindness and light effects. At 8th level this bonus increases to +2, and at 16th level it increases to +4.

The shroud talent lasts until the witch is killed or falls unconscious, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous shroud talent ends.

A witch must have the shadow patron edge to select this talent.

Slumber (Su):* A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This talent 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 effect ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Soothsayer (Su):* The witch's predictions become self-fulfilling prophecies. When the witch uses the evil eye talent, fortune talent, misfortune talent, or retribution major talent, she can choose to delay the effect. If she does so, the talent takes effect the next time the target makes a roll that could be affected by the talent (such as an ability check, attack roll, saving throw, or skill check) or is affected by an action that could be modified by the talent (such as being attacked when the talent would affect the target's AC), whichever comes first (ignoring actions that are not in combat and actions that have

no penalty for failure). The duration of the talent begins on the same round as the action that causes it to take effect. The talent is wasted if it is not triggered within 24 hours.

Swamp's Grasp (Su):* One 10-foot square per witch level within 90 feet becomes difficult terrain for a number of rounds equal to 3 + the witch's Intelligence modifier. If the witch uses this talent again before the duration of the previous use has expired, the effects of the previous use of this talent end immediately.

Spare Time (Su):* A witch can give extra time to one creature within 30 feet, granting it an extra swift action on its next turn. At 8th level, this becomes an extra swift or move action. Once a creature has benefited from a spare time talent, it cannot be affected again for 24 hours.

A witch must have the time patron edge to select this talent.

Spirit Knife (Su):* The witch can grant a creature within 30 feet the ability to deal unarmed, weapon, and natural weapon damage normally to incorporeal creatures for 1 round, as if the creature had a *ghost touch* weapon. At 8th level and 16th level, the duration of this talent is extended by 1 round. Once a creature has benefited from the spirit knife talent, it cannot benefit from it again for 24 hours.

A witch must have the spirits patron edge to select this talent.

Spontaneous Healing (Su): [Hedge Witch] The 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 a cantrip in order to cast any cure spell of the same spell level or lower, even if she doesn't know that cure spell.

A witch must be at least 4th level and have the prepared witch spells edge to select this talent.

Sticky Poison: [Veneficus Witch] Any poison the witch creates is sticky—when the witch applies it to a weapon, the weapon remains poisoned for a number of strikes equal to the witch's Intelligence modifier.

A witch must be at least 6th level and have the poison use talent to select this talent.

THE TALENTED WITCH

Sunder Hope (Su): [Dark Sister] The witch can violently dismiss her curses to counter magical boons and impose her own capricious whims. Once per day, after the witch has successfully affected a creature within 30 feet with a mind-affecting spell, spell-like ability, or talent with a duration of longer than 1 round, she can choose to dismiss the mind-affecting effect as an immediate action. If she dismisses this effect in response to another creature targeting her victim with a beneficial spell or ability, the witch's effect is dismissed and the caster of the beneficial spell or ability must succeed at a Will save (DC = 10 + 1/2 the witch's level + her Intelligence modifier) or the spell or ability is wasted to no effect and the targeted victim takes 1d4 points of Wisdom damage. At 14th and 20th levels, the witch can use this ability an additional time per day.

A witch must be at least 8th level to select this talent.

*Swamp Hag (Sp)**: While traveling through swamps, mires, bogs, and similar terrain, the witch leaves no trail and cannot be tracked, as the trackless step druid ability. The witch can walk through mud and even quicksand as if it were normal ground.

Symbiosis (Su): [Synergist] As lesser symbiosis, except during symbiosis the witch gains any abilities the familiar possesses that are listed under *beast shape II*. If the familiar can fly, the synergist can fly for a total of 1 minute per witch level she possesses per day while in symbiosis. This duration need not be consecutive, but it must be spent in 1-minute intervals.

Additionally, during symbiosis the witch gains a single natural attack of a type possessed by its familiar.

The attack deals 1d6 points of damage if a primary attack (1d6 for Small witches) and 1d4 points of damage if a secondary attack (1d3 for Small witches).

At 11th level, during symbiosis the witch gains any abilities the familiar possesses that are listed under *beast shape III*. If the familiar can fly, the synergist can fly for an unlimited amount of time each day while in symbiosis.

A witch must be at least 8th level and have the lesser symbiosis talent to select this talent.

Symbiosis, Lesser (Su): [Synergist] The witch gains the ability to meld or unmeld with her familiar as a standard action. While the familiar is melded, its body becomes part of the witch's and can't be targeted or affected by any means



THE GENIUS GUIDE TO

(including ongoing effects), though the familiar can still communicate its feelings empathically. The symbiosis causes the synergist to adopt some basic physical features of the familiar and grants darkvision or low-light vision if the familiar possesses it.

At 5th level, during symbiosis the witch gains any abilities the familiar possesses that are listed under *beast shape I*, except flight.

A witch must have the familiar edge to select this talent.

Terrain Empathy (Ex): [Mountain Witch, Sea Witch] The witch can influence the attitude of animals, as the druid's wild empathy class feature but only on animals native to a single terrain type (cold, desert, forest, jungle, mountain, plains, swamp, underground, urban, water, or a single non-Material Plane). The witch uses her witch level as her druid level for this ability. As long as the witch is within or near to her chosen terrain type, she may cast *know direction* at will as a spell-like ability. This talent can be selected more than once, each time applying to a different terrain type.

A witch must be at least 2nd level to select this talent.

*Third Eye (Su)**: A witch can determine if an action taken by a specific creature in the next 10 seconds (1 round) will bring good or bad results for in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per witch level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the third eye talent succeeds, the witch determines if the action is a boon (if the action probably brings good results), bane (for bad results), boon and bane (for both), or nothing (for actions that don't have especially good or bad results).

If the talent fails, the witch gets the "nothing" result. A witch who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful third eye talent. The result of a third eye talent does not take into account the long-term consequences of a contemplated action. Once a creature's actions have been the subject of a third eye talent, it cannot be the subject of the talent again for 24 hours.

A witch must have the portents patron edge to select this talent.

*Tongues (Su)**: A witch with this talent can understand any spoken language for a number of minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

*Touch of the Grave (Su)**: The witch can touch a dead creature to make it significantly more difficult to bring back to life. The creature is treated as having been killed by a death effect for purposes of what spells can restore it to life.

A witch must have the death patron edge to select this talent.

Toxic Words (Ex): [Veneficus Witch] Whenever the witch targets a single creature with a talent that allows a saving throw, she can imbue the effect with a dose of injury or contact poison she is holding. The DCs of her talent and the poison are each reduced by 2; if the creature fails its save against the talent, the poison is expended and the creature must succeed at a Fortitude save against the poison or become poisoned.

A witch must be at least 2nd level and have the poison use talent to select this talent.

*Unnerve Beasts (Su)**: The target becomes offensive to animals (Will negates). Animals become distraught and aggressive in the victim's presence—horses buck, dogs snap and bark, bulls charge, and so on. The effect lasts a number of hours equal to the witch's Intelligence modifier. A creature that saves against the effect cannot be affected by the talent for 1 day. The reaction of the animals is a mind-affecting charm effect, but the effect on the target is not.

*Vitality (Su)**: A witch can boost the life force of those she touches. This grants the creature touched 1d8 temporary hit points, +1 temporary hit point per two witch levels. A vitality talent lasts until the witch is killed or falls unconscious or the temporary hit points are expended, but the witch may only have one such talent active at a time. If she grants the talent to a new creature, any previous vitality talent ends.

A witch must have the endurance patron edge to select this talent.

THE TALENTED WITCH

Ward (Su):* A witch can use this talent 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.

Waterborn (Su):* The witch grows more at home in water as she gains power, eventually gaining the ability to operate in water as easily as in air. At 1st level, the witch can breathe water at will and gains a +4 racial bonus on

Swim checks. At 3rd level, she gains a 20 foot swim speed. At 5th level, she can act as if under the effects of a *freedom of movement* spell (in regards to restrictions of combat underwater only), for a number of minutes per day equal to 10 times level. These minutes do not need to be consecutive, but they must be spent in 10-minute increments. This talent only affects the witch.

A witch must have the water patron edge to select this talent.

Water Lung (Su):* An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the witch uses this talent on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

Whispers from Beyond the Grave (Su):* With a touch, the witch grants a creature the ability to commune with the wisdom of its ancestors. This allows the target to reroll one Knowledge skill it has failed in the past one minute, with a bonus equal to the witch's Intelligence modifier. Once a creature has benefited from the whispers from beyond the grave talent, it cannot benefit from it again for 24 hours.

A witch must have the ancestors patron edge to select this talent.

White Hair Constriction (Ex): [White-Haired Witch] When the witch's hair successfully grapples an opponent, it can begin constricting her victim as a swift action, dealing damage equal to that of its attack.

A witch must be at least 2nd level and have the white hair edge to select this talent.

White Hair Pull (Ex): [White-Haired Witch] A witch who successfully strikes a foe with her hair can attempt a combat maneuver check to pull the creature 5 feet closer to her as a swift action.

A witch must be at least 6th level and have the white hair edge to select this talent.

White Hair Strangle (Ex): [White-Haired Witch] When the witch's hair is grappling with an opponent, that creature is considered strangled, and cannot speak or cast spells with verbal components.

A witch must be at least 8th level and have the white hair edge to select this talent.

White Hair Trip (Ex): [White-Haired Witch] A witch who successfully strikes a foe with her hair can attempt a combat maneuver check to trip the creature as a swift action.

A witch must be at least 4th level and have the white hair edge to select this talent.

Witchlight (Su):* The witch may create a light from any object she is holding, as the *light* spell. For a number of minutes per day equal to her witch level, she may choose to make this light only visible to herself (and up to six creatures she touches when she uses the talent), in which case the light does not increase illumination levels for other creatures and cannot dispel magic darkness (having no effect on magic darkness even for creatures able to see the witchlight).

A witch must have the moon patron edge to select this talent.

Witch's Bottle (Su):* Once per day, the witch can perform a 10-minute ritual to create a potion imbued with the power of one of her talents. Any creature that consumes this potion is affected by the talent as if cast by its creator. The witch cannot use that talent until the potion is consumed or rendered inert. Only talents that can target a creature other than the witch can be distilled in this way. The potion remains potent until consumed or rendered inert by the witch as a free action.

A witch must have the cauldron talent to select this talent.



MAJOR TALENTS

Beginning at 10th level, whenever the witch gains a talent, she may instead select a major talent. Major talents otherwise follow the rules for talents. A witch should not automatically expect to take major talents—many effective witch builds simply select additional talents even at 10th level and higher.

*Agony (Su)**: With a quick incantation, a witch can affect one creature within 60 feet with this talent, 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 talent again for 1 day.

*Animal Skin (Su)**: The witch can become any animal of a size from Tiny to Large whose skin she wears. This ability is similar to the *beast shape II* spell, except she takes on the appearance of the specific individual creature from which the skin came.

*Beast Eye (Su)**: The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; the witch may use this ability on her own familiar (if any) as if it were an animal. If the witch has the coven talent, all other witches within 10 feet of her who also have the coven talent can see through this animal at will, although the acting witch still controls the ability. The witch can use this ability for a number of minutes per day equal to her level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

*Cook People (Su)**: The witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead. Using this talent creates one meal or serving of food of the witch's choice, typically a delicious stew or a dough suitable for cookies, pastries, or other desserts. Cooking the victim takes 1 hour. Eating the food provides one of the following benefits for 1 hour: *age resistance*, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *neutralize poison* (instantaneous), *owl's wisdom*, *remove disease* (instantaneous). Alternatively, the witch can shape the dough into a Small, humanlike creature, animating it as a homunculus for 1 hour. Using this talent or knowingly eating its food is an evil act.

A witch must have the cauldron talent to select this talent.

*Delicious Fright (Su)**: The witch can feed on the fear of her victim. The target of this talent becomes shaken for a number of rounds equal to 3 + the witch's Intelligence modifier. As long as the witch remains within 30 feet of her target, she gains a +1 morale bonus on attack rolls and a +1 morale bonus on saving throws as long as this effect persists. A successful Will save reduces the duration of this talent to 1 round. This is a mind-affecting fear effect.

Dimensional Waypoints (Ex): [Dimensional Occultist] The witch can create a dimensional waypoint by spending 2d4 minutes inscribing a number of equations on a solid surface (such as a wall, tree, stone floor, or structure) with a writing instrument. The exact configuration of these equations is unique to each witch. From that point on, when she uses dimensional travel to travel to that location, she does so without any chance of mishap. Teleport always sends the witch to this spot, and even *plane shift*, if used to travel to that site, is precisely accurate. Once a dimensional waypoint is set, it remains active for that witch despite the condition of the inscription or even that of the surface upon which it was inscribed—it is the act of inscribing the waypoint, not the waypoint itself, that matters. At 12th level, and then again every two witch levels thereafter, the dimensional occultist can maintain an additional waypoint. She can replace a waypoint she's already set by simply using that waypoint's unique equation at a new site.

THE GENIUS GUIDE TO

A witch must be at least 12th level and have the witch spells edge (prepared or spontaneous) to select this talent.

Dream Possession (Su): [Dreamweaver] The witch can take control of any creature that is sleeping because of her slumber talent or a spell she casts. This effect functions as *magic jar*, using the witch's familiar or some prepared soul receptacle. A Will save negates either effect (DC equal 10 + 1/2 the witch's level + the witch's Intelligence modifier). Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

A witch must have the slumber talent or witch spells edge (prepared or spontaneous) to select this talent.

*Dust and Ashes (Su)**: The witch curses a target within 60 feet to find any food or drink turning to dust and ashes in their mouth. They are unable to gain any benefits from food or drink for 1 day per witch level, and eventually must make Constitution checks for starvation and thirst (see *Pathfinder Roleplaying Game: Core Rulebook* for details). While this talent is active, the cursed victim gains no benefits from consumable spells or items. A Will save negates this effect. This effect can be removed with a *remove curse* or similar magic, using the using the save DC as the DC to remove the curse. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

*Good Luck Talisman (Su)**: By spending one hour to write a mystic charm on a creature, the witch can ward a creature, as per the ward talent. A witch can have a number of active good luck talismans at the same time equal to her Intelligence modifier.

A witch must have the ward talent to select this talent.

Hag Crony (Su): [Dark Sister] The witch gains a blessing in the form of an alliance with a night hag. Once per week, the witch can as a full-round action summon the night hag from the Shadow Plane. The night hag serves the witch to the best of its ability as long as the witch's commands are consistent with the night hag's alignment and goals, but flees back to its native plane after a number of rounds equal to the witch's level or upon losing half or more of its hit points. The night hag may provide the witch with other favors or gifts at the GM's discretion. At 15th and 18th levels, the witch can call upon her hag crony an additional time per week.

*Hag's Eye (Su)**: A witch with this talent can create a magic sensor that she can see through. This functions as per the spell *arcane eye*. If the witch has the coven talent, all other witches within 10 feet who also have the coven talent can see through this sensor as well, although the witch that created it still controls it. 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.

*Hidden Home (Sp)**: The witch can conceal or disguise her home and the area around it as if using *mirage arcana*. Before using the talent, she must spend 1 day pacing out the border of an area that measures roughly 40,000 square feet (approximately 200 feet by 200 feet) to define her home territory. Thereafter, she can use the talent to change the appearance of that area as a standard action as long as she is within the area. The illusion persists until the witch changes or dismisses it. For the purpose of this ability, a witch can only have one "home" at a time.

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

Hyena Shape (Su): [Bouda] The witch gains the ability to turn into a hyena or dire hyena and back again a number of times per day equal to her Intelligence modifier. This ability functions as *beast shape II*, except for the following. The effect lasts for 1 hour per witch level, or until the witch changes back. Changing form (to animal or back) is a standard action that does not provoke attacks of opportunity. At 20th level, the witch can change her form at will. If the witch dies while in hyena shape, she does not revert back to her true form. The witch does not lose the ability to speak while in animal form, and can communicate with hyenas and dire hyenas as if under the effects of *speak with animals*. Furthermore, while in this form, the witch gains the benefit of the Natural Spell feat, even if she does not meet the prerequisites.

A witch must have the fetish edge to select this talent.

THE TALENTED WITCH

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

Infected Wounds (Su)*: The target's wounds become infected (Fortitude negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

Malignant Poison: [Veneficus Witch] As a full-round action, the witch can increase the save DC of any poison by 4 and increase its duration by 2 frequency increments (for example, large scorpion venom lasts 8 rounds instead of 6 and drow poison lasts 4 minutes instead of 2). Additionally, malignant poisons take effect immediately and do not have an onset time. This alchemical change lasts until the poison's extended duration ends or for a number of minutes equal to the witch's level, whichever comes first. After that, the poison reverts back to its original state.

A witch must have the poison use talent to select this talent.

Major Healing (Su)*: By calling upon eerie powers, the witch's touch can mend even the most terrible wounds of those she touches. This acts as *cure serious wounds* spell, using the witch's class level as her caster level. Once a creature has benefited from the major healing talent, it cannot benefit from it again for 24 hours. At 15th level, this talent acts like *cure critical wounds*.

Nauseating Flesh: [Veneficus Witch] The witch's body is suffused with poison. Any creature that bites, engulfs, or swallows the witch must make a Fortitude saving throw or be nauseated for 1d4 rounds. The witch with this talent does not suffer the effect of the poison of her own nauseating flesh.

A witch must be at least 12th level to select this talent.

Nightmares (Su)*: Calling upon fell powers, a witch can cause the sleep of a creature within 60 feet 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.

Pariah (Su)*: The witch can cause a creature within 60 feet to be shunned by its allies for a number of rounds equal to 3 + the witch's Intelligence modifier. Any other creature attempting to directly assist the target with a harmless spell or aid another action must attempt a Will save. If the save succeeds, the aiding creature is unaffected by this talent. If the save fails, the aiding creature can't follow through, the action is lost, and the aiding creature can't directly aid the target for the duration of this talent. This talent does not prevent the target from benefiting from area of effect spells.



THE GENIUS GUIDE TO

Payback (Su):* A witch can place a payback effect on a creature within 60 feet, causing terrible wounds to open across the flesh of any creature dealing damage to it in melee. Immediately after the target creature suffers damage in melee, the attacker 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 from the opponent attacking the target creature negates this effect.

Retribution (Su):* A witch can place a retribution effect on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately after the target 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.

Rogue Talent: [White-Haired Witch] The witch learns one of the following rogue talents, using her witch level in place of her rogue level: assault leader, combat trick, finesse rogue, major magic, minor magic, positioning attack, resiliency, surprise attack, and weapon training. This talent can be taken multiple times, each time the witch gains a new rogue talent.

Scent (Ex):* The witch gains the scent special ability. The witch must have the child-scent talent to select this talent.

Speak in Dreams (Sp):* The witch can contact a creature as if using *dream*. The witch can use this ability on a number of creatures per day equal to her Intelligence bonus, but can dream-speak to those creatures as often as desired throughout that time period.

Steal Voice (Su):* The witch can steal the voice of one creature within 30 feet, causing it to lose, for a number of rounds equal to the 3 + the witch's Intelligence bonus, all abilities that rely on speech, including talking, casting spells with verbal components, and using auditory bardic performances. A successful Will saving throw negates this effect. If this talent is used upon a willing target, the duration lasts for a number of hours equal to 3 + the witch's Intelligence bonus. The witch can change her voice to match that of

any creature whose voice she has stolen with this talent, as per *vocal alteration*.

Symbiosis, Greater (Su): [Synergist] As symbiosis, except during symbiosis the synergist gains any abilities the familiar possesses that are listed under *beast shape IV*. If the familiar has multiple natural attacks, the synergist gains them all, instead of just one.

A witch must be at least 14th level and have the familiar edge and symbiosis talent to select this talent.

Toxic Words, Greater (Ex): [Veneficus Witch] When using toxic words, the DC of the witch's talent and poison are each reduced by only 1 and the witch can imbue her talents with inhaled and ingested poisons as well.

A witch must have the poison use and toxic words talent to select this talent.

Twin Soul (Su): [Beast-Bonded] The witch or her familiar is gravely injured or about to die, the soul of the dying one immediately transfers to the other's body. The two souls share the surviving body peaceably, can communicate freely, and both retain their ability to think and reason. The host may allow the guest soul to take over the body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the guest can return to its own body (if available) by touch, transfer into a suitable vessel (such as a *clone*), or take over another body as if using *magic jar* (with no receptacle).

A witch must have the familiar edge to select this talent.

Vision (Su):* A witch with the vision talent 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, subject to GM discretion. 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.

THE TALENTED WITCH

*Waxen Image (Su)**: The witch can spend a full-round action to create a crude and unnerving 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 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. This is an enchantment (compulsion) effect.

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

*Witch's Bounty (Su)**: The witch may bless a bush, plant, or tree that is planted in the ground, so that it creates a plentiful harvest. Each day at dawn, this blessed bush grows a number of *goodberries* (as the spell) equal to twice her witch level. Berries on the tree remain until they are picked, but the tree can never manifest a number of berries greater than twice her witch level at one time. The witch may only have one witch's bounty active at a time, but can shift her blessing to a new plant with a ritual requiring 1 hour.

*Witch's Charge (Su)**: Once per day when preparing spells, a witch can designate a willing creature as her charge. She gains a constant *status* effect on this creature and can target it with beneficial touch spells from a range of 30 feet. The creature remains her charge until she designates a new one.

*Witch's Brew (Ex)**: When the witch uses her cauldron talent to brew a potion, she may spend double the cost to create 2 identical potions that day instead of just 1. At 15th level, she may spend triple the cost to create 3 identical potions that day.

A witch must have the cauldron talent to select this talent.

GRAND TALENTS

At 18th and 20th level, a witch can choose a grand talent in place of a witch talent. Grand talents otherwise follow the rules for talents.

*Abominate (Sp)**: The witch transforms a creature within 30 feet into an aberration. This talent acts as *baleful polymorph*, except the target is transmuted into a Small, Medium, or Large aberration. The target's abilities are modified as *monstrous physique IV*. Whether or not its save is successful, a creature cannot be the target of this talent again for 1 day.

Advanced Rogue Talent: [White-Haired Witch] The witch learns one of the following advanced rogue talents, using her witch level in place of her rogue level: another day, defensive roll, opportunist, redirect attack, slippery mind, and thoughtful reexamining. This talent can be taken multiple times, each time the witch gains a new advanced rogue talent.

*Curse of Nonviolence (Su)**: The witch can curse a creature to prevent it from attacking innocents. If the target fails its Will save, it cannot take violent actions or do anything destructive against any creature with fewer Hit Dice than itself. If another creature takes hostile action against the cursed creature, the cursed creature can act normally in regard to that creature only. This is an abjuration effect. The curse is permanent but can be removed with a *break enchantment*, *miracle*, or *wish* spell. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

*Death Curse (Su)**: This powerful talent seizes a creature's heart, causing death within just a few moments. This effect has a range of 30 feet. The target creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the effect. On the second round of the effect, 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

THE GENIUS GUIDE TO

that targeted 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 effect again for 1 day.

*Dire Prophecy (Su)**: The witch curses the target so he is doomed to die (Will negates). As long as the curse persists, the target takes a -4 penalty to his Armor Class and on attack rolls, saves, ability checks, and skill checks. While the curse persists, the witch may end it by bringing its full force upon her victim all at once. Doing so gives the victim a penalty equal to the witch's caster level to his Armor Class or on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw.



THE TALENTED WITCH

The witch must decide to apply this penalty before the roll to be modified is made. If the witch does not have line of sight to the target, the full force of the curse occurs when the GM considers it most appropriate, such as when the target is in mortal danger. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the effect is successful, a creature cannot be the target of this talent for 1 day. This is a curse effect.

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 talent again for 1 day.

Forced Reincarnation (Su):* The witch causes a creature within 30 feet 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*. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Lay to Rest (Sp):* The witch may target a single undead creature with this talent as if with an *undead to death* spell. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this talent again for 1 day.

Life Giver (Su):* Once per day the witch can, as a full round action, touch a dead creature and bring it back to life. This functions as *resurrection*, but it does not require a material component.

Natural Disaster (Su):* A witch using this talent 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 must concentrate for the duration of this effect. If disrupted, the effect immediately ends. A witch can only use this ability once per day.

Poison Touch: [Veneficus Witch] The witch gains a poisonous touch, as if under the effects of a *poison* spell. She can suppress or activate this ability as a free action. The physical appearance of how the witch generates and delivers her poisonous touch varies from witch to witch.

Soul Walker (Ex): [Medium] The witch can drift into the spirit world, becoming incorporeal for 1 minute per class level. When she does so, the witch gains the incorporeal subtype, taking only half damage from corporeal magical attacks and no damage from non-magical weapons and objects. Her spells deal only half damage to corporeal creatures, but spells and abilities that do not deal damage function normally. The duration of this ability need not be continuous, but it must be used in 1-minute increments.

A witch must be at least 20th level to select this talent.

Summon Spirit (Sp):* The witch calls forth the ghost of a humanoid creature with no more than 18 Hit Dice. The ghost has a personality and individual desires, but is willing to bargain with the witch, as if she had cast *greater planar ally*. To seal an agreement with the witch, the ghost requires life energy equal to 1 temporary negative level (this is in addition to the standard payment for the ghost's service). This negative level persists as long as the ghost remains in the service of the witch; the witch can end the agreement as a standard action, immediately removing the negative level.

Witch's Hut (Su):* The witch can animate a hut, small house, covered wagon, tent, or similar construction as an animated object. The hut can be of up to Huge size (approximately 15 feet by 15 feet). The animated hut's hardness increases to 8 and its hit points double. The witch can give the hut the following commands: guard (the hut watches for trespassers within 120 feet using the witch's Perception modifier and screams if it spots any), hide (all entrances are hidden by *illusory wall* spells and locked with *arcane lock*), and move (moves at speed 60 on giant bird or bone legs as directed by the witch, even obeying commands such as "follow me from 100 feet away"). The hut remains animate for 24 hours, until she dismisses it or she animates another, at which time the hut stops where it is and reverts to its nonmagical state.

THE GENIUS GUIDE TO

APPENDICES

The following sections compile and detail useful information for the talented witch, including familiars, improved familiars patrons, and a compiled witch spell list.

APPENDIX ONE: FAMILIARS

By forging strange bonds with unnameable beings, witches gain the service of a mystical advisor, a familiar to both serve her and reveal to her secrets unknown to most mortals. A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. This uses the same rules as the wizard's arcane bond class feature, except as noted below. A witch uses her level as her effective wizard level when determining the abilities of her familiar. A witch can choose any of the familiars available to a wizard in addition to the new familiars presented here.

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.

At 3rd level or higher, her familiar can deliver touch spells or talents 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. If the witch activates a talent that requires touch, her familiar can be used to make the touch. She does not have to be in contact with the familiar to use this ability.

The following familiars are available to any witch with the familiar edge. These familiars are all drawn from *Pathfinder Roleplaying Game* references, with the source listed.

Familiar	Special Ability
Archaeopteryx[5]	Master gains a +2 bonus on Reflex saves
Bat[1]	Master gains a +3 bonus on Fly checks
Blue-ringed octopus[3]	Master gains +3 bonus on Swim checks
Cat[1]	Master gains a +3 bonus on Stealth checks
Centipede[2]	Master gains a +3 bonus on Stealth checks
Chicken [5]	Master gains 3 hit points
Compsognathus dinosaur[4]	Master gains a +4 bonus on Initiative checks
Crab[2]	Master gains a +2 bonus on grapple checks
Dodo[5]	Master gains a +4 bonus on initiative checks
Donkey rat[3]	Master gains a +2 bonus on Fortitude saves
Flying fox[6]	Master gains a +2 bonus on Fortitude saves
Fox[2]	Master gains a +2 bonus on Reflex saves
Giant flea[5]	+3 bonus on Fortitude saves against disease
Goat[3]	Master gains a +3 bonus on Survival checks
Greensting scorpion[3]	Master gains a +4 bonus on Initiative checks
Hawk[1]	Master gains a +3 bonus on sight-based and opposed Perception checks in bright light
Hedgehog[3]	Master gains a +2 bonus on Will saves
House centipede[3]	Master gains a +3 bonus on Stealth checks
King crab[3]	Master gains a +2 bonus on CMB checks to start and maintain a grapple

THE TALENTED WITCH

Lizard[1]	Master gains a +3 bonus on Climb checks
Monkey	Master gains a +3 bonus on Acrobatics checks
Octopus[2]	Master gains a +3 bonus on Swim checks
Owl[1]	Master gains a +3 bonus on sight-based and opposed Perception checks in shadows or darkness
Penguin [5]	Master gains a +3 bonus on Swim checks
Pig[3]	Master gains a +3 bonus on Diplomacy checks
Platypus[5]	Master gains a +3 bonus on Swim checks
Rat [1]	Master gains a +2 bonus on Fortitude saves
Raven*[1]	Master gains a +3 bonus on Appraise checks
Red panda[6]	Master gains a +3 bonus on Acrobatics checks
Scarlet spider[3]	Master gains a +3 bonus on Climb checks
Scorpion[2]	Master gains a +2 bonus on initiative rolls
Seal[6]	Master gains a +3 bonus on Swim checks
Sloth[5]	Master gains a +3 bonus on Climb checks
Snapping turtle[4]	Master gains a +2 bonus on all Fortitude saves
Spider[2]	Master gains a +3 bonus on Climb checks
Thrush*[3]	Master gains a +3 bonus on Diplomacy checks
Toad[1]	Master gains +3 hit points
Trilobite[6]	Master gains a +1 natural armor bonus to AC
Tuatara[5]	Master gains a +3 bonus on Survival checks

Turtle[3]	Master gains a +1 natural armor bonus to AC
Viper[1]	Master gains a +3 bonus on Bluff checks
Weasel[1]	Master gains a +2 bonus on Reflex saves

*Familiar can speak one language of its master's choice as a supernatural ability.

[1] See *Pathfinder Roleplaying Game Core Rulebook*

[2] See *Pathfinder Roleplaying Game Advanced Player's Guide*

[3] See *Pathfinder Roleplaying Game Ultimate Magic*

[4] See *Pathfinder Roleplaying Game Bestiary 2*

[5] See *Pathfinder Roleplaying Game Bestiary 4*

[6] See *Pathfinder Roleplaying Game Bestiary 5*

IMPROVED FAMILIAR

The following familiars are available to any witch with the familiar edge, the Improved Familiar feat, the listed arcane spellcaster level, and an alignment up to one step away from the listed alignment. These familiars are all drawn from *Pathfinder Roleplaying Game* references, with the source listed.

Familiar	Alignment	Arcane Spellcaster Level
Almiraje[4]	Any	5th
Arbiter inevitable[2]	Lawful neutral	7th
Augur kyton[3]	Lawful evil	7th
Brain mole[5]	Neutral	5th
Brownie[2]	Neutral	7th
Cacodaemon daemon[2]	Neutral evil	7th
Carbuncle[3]	Neutral	5th
Cassian angel[2]	Neutral good	7th
Chuspiki[5]	Chaotic neutral	7th
Clockwork familiar*[5]	Any	7th

THE GENIUS GUIDE TO

Cythnigot qlippo[2]	Chaotic evil	7th
Dire rat[1]	Neutral	3rd
Doru div[3]	Neutral evil	7th
Elemental, Small (any type) [1]	Neutral	5th
Esipil sahkil[5]	Neutral evil	7th
Faerie dragon[3]	Chaotic good	7th
Homunculus*[1]	Any	7th
Imp[1]	Lawful evil	7th
Isitoq*[4]	Neutral evil	5th
Liminal sprite[5]	Chaotic neutral	7th
Lyrakien azata[2]	Chaotic good	7th
Mephit (any type) [1]	Neutral	7th
Nosoi psychopomp[4]	Neutral	7th
Nuglub gremlin[2]	Chaotic evil	7th
Nycar[4]	Chaotic neutral	7th
Paracletus aeon[2]	Neutral	7th
Pipefox[4]	Neutral	7th
Pseudodragon[1]	Neutral good	7th
Quasit[4]	Chaotic evil	7th
Raktavarna rakshasa[3]	Lawful evil	7th
Ratling[4]	Chaotic evil	7th
Shadow drake[4]	Chaotic evil	7th
Shikigami kami[3]	Lawful neutral	7th
Silvanshee agathion[2]	Neutral good	7th
Spirit oni[3]	Lawful evil	7th
Sprite[1]	Chaotic neutral	5th
Stirge[1]	Neutral	5th
Tripurasura asura[3]	Lawful evil	7th
Voidworm protean[2]	Chaotic neutral	7th
Wisp (any type) [5]	Neutral	7th
Xiao[5]	Chaotic neutral	7th
Zoog[3]	Chaotic evil	5th

*The master must first create the homunculus.

[1] See *Pathfinder Roleplaying Game Bestiary*

[2] See *Pathfinder Roleplaying Game Bestiary 2*

[3] See *Pathfinder Roleplaying Game Bestiary 2*

[4] See *Pathfinder Roleplaying Game Bestiary 4*

[5] See *Pathfinder Roleplaying Game Bestiary 5*

TEMPLATED IMPROVED FAMILIAR

The following familiars represent creatures from the standard familiar list with a template applied. Any of the following templates are available to be applied to any standard familiar by any witch with the familiar edge, the Improved Familiar feat, the listed arcane spellcaster level, and an alignment up to one step away from the listed alignment. These templates are all drawn from *Pathfinder Roleplaying Game* references, with the source listed.

Familiar	Alignment	Arcane Spellcaster Level
Celestial hawk[1]	Neutral good	3rd
Ectoplasmic compsoognathus dinosaur[4]	Chaotic evil	5th
Entropic monkey[1]	Chaotic neutral	3rd
Fey fox[3]	Chaotic neutral	5th
Fiendish viper[1]	Neutral evil	3rd
Foo owl[3]	Neutral good	3rd
Mummified cat[4]	Neutral evil	5th
Mutant scorpion[5]	Neutral	5th
Plagued rat[5]	Neutral evil	5th
Resolute owl[1]	Lawful neutral	3rd
Shadow spider[4]	Neutral	3rd

[1] See *Pathfinder Roleplaying Game Bestiary*

[3] See *Pathfinder Roleplaying Game Bestiary 2*

[4] See *Pathfinder Roleplaying Game Bestiary 4*

[5] See *Pathfinder Roleplaying Game Bestiary 5*

THE TALENTED WITCH

APPENDIX TWO: PATRONS

The following patrons are available to a witch with the patron edge, and grant the listed spells.

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

Ancestors: 2nd— *bless*, 4th—*aid*, 6th—*prayer*, 8th—*blessing of fervor*, 10th—*commune*, 12th—*greater heroism*, 14th—*refuge*, 16th—*euphoric tranquility*, 18th—*weird*.

Angels: 2nd—*sanctuary*, 4th—*compassionate ally*, 6th—*archon's aura*, 8th—*spiritual ally*, 10th—*cleanse*, 12th—*serenity*, 14th—*joyful rapture*, 16th—*greater angelic aspect*, 18th—*overwhelming presence*.

Animals: 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*.

Arcana: 2nd—*magic missile*, 4th—*arcane lock*, 6th—*greater magic weapon*, 8th—*lesser globe of invulnerability*, 10th—*mage's faithful hound*, 12th—*globe of invulnerability*, 14th—*limited wish*, 16th—*prismatic wall*, 18th—*wish*.

Beauty: 2nd—*charm animal*, 4th—*eagle's splendor*, 6th—*bestow grace*, 8th—*good hope*, 10th—*dream*, 12th—*veil*, 14th—*joyful rapture*, 16th—*binding*, 18th—*overwhelming presence*.

Boundaries: 2nd—*protection from evil*, 4th—*see invisibility*, 6th—*magic circle against evil*, 8th—*dimensional anchor*, 10th—*control summoned creature*, 12th—*banishment*, 14th—*ethereal jaunt*, 16th—*dimensional lock*, 18th—*gate*.

Crowds: 2nd—*ears of the city*, 4th—*alter self*, 6th—*witness*, 8th—*shadow step*, 10th—*mage's private sanctum*, 12th—*heroes' feast*, 14th—*limited wish*, 16th—*create demiplane*, 18th—*shades*.

Death: 2nd—*deathwatch*, 4th—*blessing of courage and life*, 6th—*speak with dead*, 8th—*rest eternal*, 10th—*suffocation*, 12th—*circle of death*, 14th—*finger of death*, 16th—*symbol of death*, 18th—*power word kill*.

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

Devotion: 2nd—*divine favor*, 4th—*martyr's bargain*, 6th—*magic vestment*, 8th—*greater magic weapon*, 10th—*flame strike*, 12th—*mass bull's strength*, 14th—*bestow grace of the champion*, 16th—*holy aura*, 18th—*mass heal*.

Dimensions: 2nd—*hold portal*, 4th—*rope trick*, 6th—*blink*, 8th—*dimensional anchor*, 10th—*lesser planar binding*, 12th—*planar binding*, 14th—*banishment*, 16th—*greater planar binding*, 18th—*gate*.

Dragons: 2nd—*snapdragon fireworks*, 4th—*elemental touch*, 6th—*draconic reservoir*, 8th—*dragon's breath*, 10th—*fire snake*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*fiery body*.

Dreamweaver: 2nd—*sow thoughts*, 4th—*dust of twilight*, 6th—*deep slumber*, 8th—*modify memory*, 10th—*dream*, 12th—*cloak of dreams*, 14th—*ethereal jaunt*, 16th—*moment of prescience*, 18th—*astral projection*.

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

Enchantment: 2nd—*unnatural lust*, 4th—*calm emotions*, 6th—*unadulterated loathing*, 8th—*overwhelming grief*, 10th—*dominate person*, 12th—*geas*, 14th—*euphoric tranquility*, 16th—*demand*, 18th—*dominate monster*.

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

Ethereal: 2nd—*detect undead*, 4th—*see invisibility*, 6th—*ectoplasmic snare*, 8th—*condensed ether*, 10th—*ethereal envelope*, 12th—*ethereal jaunt*, 14th—*ectoplasmic eruption*, 16th—*ethereal envelopment*, 18th—*etherealness*.

Fiends: 2nd—*protection from evil*, 4th—*undetected alignment*, 6th—*magic circle against good*, 8th—*unholy blight*, 10th—*dispel good*, 12th—*banishment*, 14th—*blasphemy*, 16th—*unholy aura*, 18th—*energy drain*.

THE GENIUS GUIDE TO

Healing: 2nd—remove fear, 4th—lesser restoration, 6th—remove disease, 8th—restoration, 10th—cleanse, 12th—pillar of life, 14th—greater restoration, 16th—mass cure

critical wounds, 18th—true resurrection.

Insanity: 2nd—memory lapse, 4th—hideous laughter, 6th—distracting cacophony, 8th—confusion, 10th—mind fog, 12th—envious urge, 14th—insanity, 16th—symbol of insanity, 18th—overwhelming presence.

Light: 2nd—dancing lantern, 4th—continual flame, 6th—daylight, 8th—rainbow pattern, 10th—fire snake, 12th—sirocco, 14th—sunbeam, 16th—sunburst, 18th—fiery body.

Mind: 2nd—mindlink, 4th—mental block, 6th—mindscape door, 8th—create mindscape, 10th—psychic asylum, 12th—create mindscape (greater), 14th—psychic surgery, 16th—moment of prescience, 18th—microcosm.

Moon: 2nd—darkness, 4th—darkvision, 6th—owl's wisdom, 8th—moonstruck, 10th—aspect of the wolf, 12th—control water, 14th—lunar veil, 16th—horrid wilting, 18th—meteor swarm.

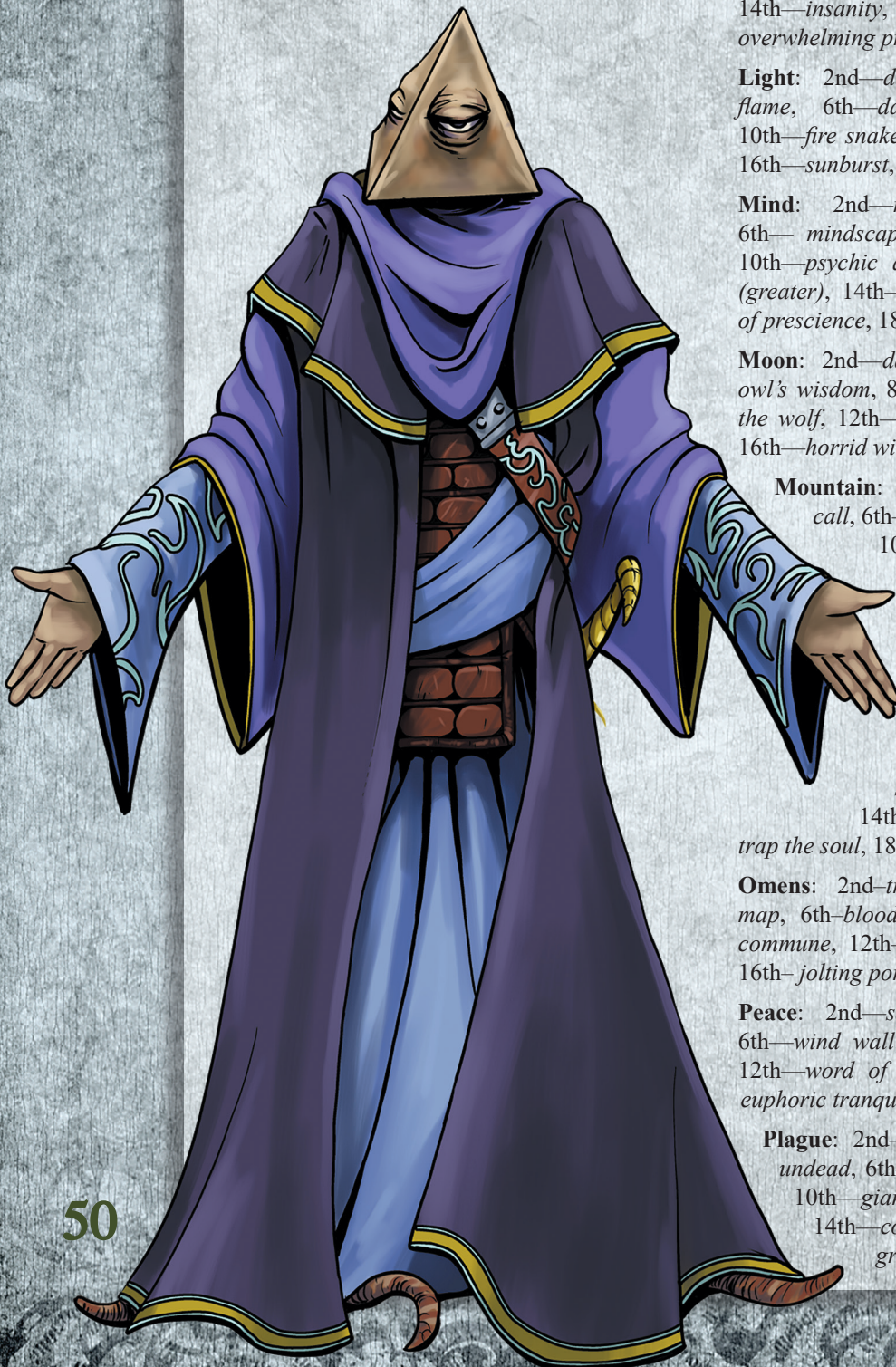
Mountain: 2nd—magic stone, 4th—stone call, 6th—meld into stone, 8th—stoneskin, 10th—wall of stone, 12th—stone tell, 14th—statue, 16th—repel metal or stone, 18th—clashing rocks.

Occult: 2nd—detect undead, 4th—command undead, 6th—twilight knife, 8th—black tentacles, 10th—snake staff, 12th—create undead, 14th—waves of exhaustion, 16th—trap the soul, 18th—gate.

Omens: 2nd—true strike, 4th—create treasure map, 6th—blood biography, 8th—sending, 10th—commune, 12th—battlemind link, 14th—stone tell, 16th—jolting portent, 18th—miracle.

Peace: 2nd—sanctuary, 4th—calm emotions, 6th—wind wall, 8th—dismissal, 10th—serenity, 12th—word of recall, 14th—forcecage, 16th—euphoric tranquility, 18th—antipathy.

Plague: 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.



THE TALENTED WITCH

Portents: 2nd—*ill-omen*, 4th—*locate object*, 6th—*blood biography*, 8th—*divination*, 10th—*contact other plane*, 12th—*legend lore*, 14th—*vision*, 16th—*moment of prescience*, 18th—*foresight*.

Pyres: 2nd—*faerie fire*, 4th—*flameblade*, 6th—*quench*, 8th—*greater flaming sphere*, 10th—*wall of fire*, 12th—*fire seeds*, 14th—*fire storm*, 16th—*wall of lava*, 18th—*meteor swarm*.

Sea: 2nd—*touch of the sea*, 4th—*gust of wind*, 6th—*water breathing*, 8th—*control water*, 10th—*cloudkill*, 12th—*control winds*, 14th—*control weather*, 16th—*vortex*, 18th—*tsunami*.

Shadow: 2nd—*silent image*, 4th—*darkness*, 6th—*deeper darkness*, 8th—*shadow conjuration*, 10th—*shadow evocation*, 12th—*shadow walk*, 14th—*shadow conjuration (greater)*, 16th—*shadow evocation (greater)*, 18th—*shades*.

Sin: 2nd—*murderous command*, 4th—*oppressive boredom*, 6th—*chain of perdition*, 8th—*malicious spite*, 10th—*false vision*, 12th—*envious urge*, 14th—*resonating word*, 16th—*euphoric tranquility*, 18th—*winds of vengeance*.

Spirits: 2nd—*ghostbane dirge*, 4th—*invisibility*, 6th—*speak with dead*, 8th—*spiritual ally*, 10th—*mass ghostbane dirge*, 12th—*shadow walk*, 14th—*ethereal jaunt*, 16th—*planar ally*, 18th—*etherealness*.

Stars: 2nd—*faerie fire*, 4th—*dust of twilight*, 6th—*guiding star*, 8th—*wandering star motes*, 10th—*dream*, 12th—*cloak of dreams*, 14th—*circle of clarity*, 16th—*euphoric tranquility*, 18th—*astral projection*.

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

Time: 2nd—*ventriloquism*, 4th—*silence*, 6th—*haste*, 8th—*threefold aspect*, 10th—*teleport*, 12th—*disintegrate*, 14th—*expend*, 16th—*temporal stasis*, 18th—*time stop*.

Transformation: 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*.

Trespass: 2nd—*memory lapse*, 4th—*knock*, 6th—*gaseous form*, 8th—*greater invisibility*, 10th—*seeming*, 12th—*getaway*, 14th—*simulacrum*, 16th—*screen*, 18th—*etherealness*.

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

Twisting Void: 2nd—*blurred movement*, 4th—*twisted space*, 6th—*deeper darkness*, 8th—*shadow projection*, 10th—*vampiric shadow shield*, 12th—*conjure black pudding*, 14th—*reverse gravity*, 16th—*orb of the void*, 18th—*interplanetary teleport*.

Vengeance: 2nd—*burning hands*, 4th—*burning gaze*, 6th—*pain strike*, 8th—*shout*, 10th—*symbol of pain*, 12th—*mass pain strike*, 14th—*phantasmal revenge*, 16th—*incendiary cloud*, 18th—*winds of vengeance*.

Water: 2nd—*bless water/curse water*, 4th—*slipstream**, 6th—*water breathing*, 8th—*control water*, 10th—*geyser*, 12th—*elemental body III (water only)*, 14th—*elemental body IV (water only)*, 16th—*seamantle*, 18th—*tsunami*.

Wilds: 2nd—*shillelagh*, 4th—*barkskin*, 6th—*burst of nettles*, 8th—*arboreal hammer*, 10th—*tree stride*, 12th—*liveoak*, 14th—*animate plants*, 16th—*control plants*, 18th—*wooden phalanx*.

Winter: 2nd—*unshakable chill*, 4th—*resist energy (cold only)*, 6th—*ice storm*, 8th—*wall of ice*, 10th—*cone of cold*, 12th—*freezing sphere*, 14th—*control weather*, 16th—*polar ray*, 18th—*polar midnight*.

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

THE GENIUS GUIDE TO

PATRON DOMAINS

A witch with the patron and domain edges selects one domain suitable for her patron. The following domains are recommended as good matches for the given patrons, although different domains may be allowable at GM discretion.

Agility: Air
Ancestors: Repose
Angels: Good
Animals: Animal
Arcana: Magic or Artifice
Beauty: Charm
Boundaries: Law or Travel
Crowds: Community
Death: Death
Deception: Trickery
Devotion: Glory or Nobility
Dimensions: Travel or Void
Dragons: Nobility or Scalykind
Dreamweaver: Madness
Elements: Air, Earth, Fire, or Water
Enchantment: Charm
Endurance: Strength or Travel
Ethereal: Chaos or Liberation
Fiends: Evil
Healing: Healing
Insanity: Madness
Light: Sun
Mind: Trickery
Moon: Madness
Mountain: Earth
Occult: Magic or Rune
Omens: Luck
Peace: Protection
Plague: Destruction
Portents: Luck
Pyres: Fire
Sea: Water or Weather
Shadow: Darkness
Sin: Evil or Trickery
Spirits: Death or Repose
Stars: Void
Strength: Strength
Time: Knowledge or Travel
Transformation: Artifice or Magic
Trespass: Travel
Trickery: Trickery
Twisting Void: Void

Vengeance: War

Water: Water

Wilds: Animals or Plants

Winter: Weather

Wisdom: Knowledge



APPENDIX THREE: COMPILED WITCH SPELL LIST

The witch spell list has been compiled from the *Pathfinder Roleplaying Game: Core Rulebook*, *Pathfinder Roleplaying Game: Advanced Class Guide*, *Pathfinder Roleplaying Game: Advanced Race Guide*, *Pathfinder Roleplaying Game: Occult Adventures*, *Pathfinder Roleplaying Game: Ultimate Magic*, and *Pathfinder Roleplaying Game: Ultimate Combat*. All of these spells can be found on d20pfsrd.com or the Pathfinder Resource Document.

Witches gain access to the following spells. Spells that effect or depend upon witch hexes function with any applicable witch talent.

0-Level Witch Spells—A witch must have the cantrips edge to cast these spells.

arcane mark, bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilize, touch of fatigue.

1st-Level Witch Spells—A witch must have at least one witch spell edge and be at least 1st level to cast these spells.

adhesive spittle, air bubble, alchemical tinkering, alter musical instrument, animal purpose training, beguiling gift, blend, bungle, burning hands, cause fear, charm person, chill touch, command, compel hostility, comprehend languages, cure light wounds, damp powder, dancing lantern, decompose corpse, delay disease, delusional pride, detect secret doors, diagnose disease, discern next of kin, disguise weapon, ear-piercing scream, enlarge person, forced quiet, frostbite, fumble tongue, gentle breeze, hex vulnerability, hex ward, hypnotism, identify, ill omen, inflict light wounds, interrogation, jury-rig, karmic blessing, ki arrow, lock gaze, long arm, mage armor, marid's mastery, mask dweomer, memorize page, mirror polish, mount, nauseating dart, negative reaction, nereid's grace, obscuring mist, peacebond, ray of enfeeblement, ray of sickening, recharge innate magic, reduce person, reinforce armaments, remove sickness, restore corpse, sanctify corpse, shadow weapon, sleep, sow thoughts, strong

winds, summon minor monster, summon monster I, sundering shards, theft ward, touch of combustion, unerring weapon, undine's curse, urban grace, unprepared combatant, unseen servant, vocal alteration, wave shield, weaken powder, web bolt, whispering lore, youthful appearance.

2nd-Level Witch Spells—A witch must have at least two witch spell edges and be at least 3rd level to cast these spells.

aboleth's lung, adhesive blood, adoration, aggressive thundercloud, air step, alter self, ancestral regression, anonymous interaction, anticipate thoughts, apport object, augury, beastspeak, bestow insight, bestow weapon proficiency, binding earth, blindness/deafness, blood armor, blood blaze, blood transcription, boiling blood, bullet ward, buoyancy, burning gaze, climbing beanstalk, communal mask dweomer, communal mount, communal reinforce armaments, commune with birds, companion life link, crimson confession, cure moderate wounds, daze monster, death candle, death knell, delay pain, delay poison, demand offering, destabilize powder, detect thoughts, enemy's heart, enshroud thoughts, enthrall, euphoric cloud, extreme flexibility, false life, feast of ashes, fester, find traps, fog cloud, frost fall, fury of the sun, gentle repose, ghostly disguise, ghost whip, glide, glitterdust, hidden speech, hold person, inflict moderate wounds, investigative mind, levitate, life pact, mad hallucination, masterwork transformation, minor dream, mirror hideaway, miserable pity, molten orb, paranoia, perceive cues, pernicious poison, pox pustules, protective penumbra, qualm, recoil fire, returning weapon, river whip, scare, see invisibility, sentry skull, shadow anchor, share memory, sickening strikes, silent table, silk to steel, skinsend, spectral hand, squeeze, stabilize powder, status, steal breath, steal voice, stone discus, stricken heart, summon monster II, summon swarm, symbol of mirroring, thunder fire, twilight haze, unnatural lust, unshakeable chill, vomit swarm, web, web shelter, whip of spiders, whip of snakes, zone of truth.

3rd-Level Witch Spells—A witch must have at least three witch spell edges and be at least 5th level to cast these spells.

adjustable disguise, agonizing rebuke, air geyser, anchored step, anthropomorphic animal,

THE GENIUS GUIDE TO

apport animal, arcane sight, ash storm, aversion, babble, barrow haze, bestow curse, blood scent, cackling skull, catatonia, clairaudience/clairvoyance, communal delay poison, communal returning weapon, countless eyes, cup of dust, deep slumber, disable construct, dispel magic, eldritch fever, eruptive pustules, excruciating deformation, fearsome duplicate, fins to feet, flash fire, fly, gloomblind bolts, glyph of warding, guiding star, heart of the metal, healing thief, heroism, hex glyph, hostile levitation, howling agony, improve trap, inflict pain, ki leech, lightning bolt, loathsome veil, locate object, locate weakness, marionette possession, mindlocked messenger, nature's exile, nauseating trail, pain strike, paragon surge, pierce disguise, polymorph familiar, pup shape, rage, raging rubble, rain of frogs, ray of exhaustion, reckless infatuation, remove blindness/deafness, remove curse, remove disease, sands of time, screech, seek thoughts, sepia snake sigil, share senses, silver darts, sleet storm, speak with dead, spit venom, stinking cloud, strangling hair, suggestion, summon monster III, thorny entanglement, tongues, twilight knife, unadulterated loathing, unliving rage, vampiric touch, vermin shape I, vision of hell, ward of the season, water walk, witness.

4th-Level Witch Spells—A witch must have at least four witch spell edges and be at least 7th level to cast these spells.

absorb toxicity, adjustable polymorph, anti-incorporeal shell, arcane eye, battle trance, black tentacles, cape of wasps, charm monster, communal tongues, confusion, crushing despair, cure serious wounds, curse of burning sleep, curse of magic negation, death ward, debilitating portent, detect scrying, dimension door, discern lies, divination, enchantment foil, enervation, familiar melding, fear, fleshworm infestation, forgetful slumber, greater aggressive thundercloud, greater false life, greater object possession, hellmouth lash, ice storm, inflict serious wounds, lesser age resistance, lesser geas, lesser spellcrash, locate creature, mass daze, minor creation, mirror transport, moonstruck, named bullet, neutralize poison, nixie's lure, persistent vigor, phantasmal

killer, poison, purge spirit, resilient reservoir, ride the waves, riding possession, scrying, secure shelter, shadow step, sleepwalk, solid fog, speak with haunt, spite, summon monster IV, symbol of healing, symbol of laughter, symbol of revelation, symbol of slowing, threefold aspect, touch of slime, triggered suggestion, unbearable brightness, vermin shape II, volcanic storm, wall of blindness/deafness, wandering star motes, web cloud, wreath of blades.

5th-Level Witch Spells—A witch must have at least five witch spell edges and be at least 9th level to cast these spells.

baleful polymorph, banish seeming, blight, break enchantment, cloudkill, contact other plane, cure critical wounds, curse of disgust, damnation stride, dominate person, feast on fear, feeblemind, greater contagion, greater hex glyph, half-blood extraction, hold monster, hostile juxtaposition, inflict critical wounds, magic jar, major creation, major curse, mark of justice, mass pain strike, mind fog, object possession, old salt's curse, overland flight, plague carrier, possession, possess object, prying eyes, reincarnate, rest eternal, secret chest, seeming, sessile spirit, smug narcissism, suffocation, summon monster V, summoner conduit, symbol of fear, symbol of scrying, symbol of sleep, symbol of striking, telepathic bond, teleport, truespeak, village veil, waves of fatigue, whip of centipedes, wind blades.

6th-Level Witch Spells—A witch must have at least six witch spell edges and be at least 11th level to cast these spells.

age resistance, analyze dweomer, animate objects, banshee blast, cloak of dreams, cone of cold, dust form, epidemic, eyebite, find the path, flesh to stone, geas/quest, greater dispel magic, greater heroism, greater named bullet, guards and wards, ice crystal teleport, legend lore, mass binding earth, mass cure light wounds, mass fester, mass inflict light wounds, mass suggestion, mind swap, plague storm, raise dead, slay living, spellcrash, stone to flesh, summon monster VI, swarm skin, symbol of fear, symbol of persuasion, symbol of sealing, transformation, true seeing, unwilling shield, vengeful outrage, whip of ants.

THE TALENTED WITCH

7th-Level Witch Spells—A witch must have at least seven witch spell edges and be at least 13th level to cast these spells.

black mark, chain lightning, control weather, dimensional bounce, fairy ring retreat, familiar double, greater age resistance, greater arcane sight, greater hostile juxtaposition, greater object possession, greater scrying, greater teleport, harm, heal, ice body, insanity, instant summons, lesser create demiplane, lunar veil, mass cure moderate wounds, mass hold person, mass inflict moderate wounds, mass inflict pain, phase door; plane shift, primal regression, regenerate, scouring winds, shadow body, summon monster VII, symbol of stunning, symbol of weakness, teleport object, temporary resurrection, vision, walk through space, waves of ecstasy, waves of exhaustion, withdraw affliction.

8th-Level Witch Spells—A witch must have at least eight witch spell edges and be at least 15th level to cast these spells.

antipathy, clone, create demiplane, demand, destruction, discern location, frightful aspect, greater possession, greater spellcrash, horrid wilting, irresistible dance, mass charm monster, mass cure serious wounds, mass inflict serious wounds, maze, mind blank, moment of prescience, nine lives, power word stun, prediction of failure, resurrection, stormbolts, summon monster VIII, symbol of death, symbol of insanity, sympathy, trap the soul.

9th-Level Witch Spells—A witch must have at least nine witch spell edges and be at least 17th level to cast these spells.

astral projection, communal mind blank, cursed earth, dominate monster, elemental swarm, foresight, greater create demiplane, heroic invocation, mass cure critical wounds, mass hold monster, mass inflict critical wounds, mass suffocation, polar midnight, power word kill, refuge, soul bind, storm of vengeance, summon monster IX, symbol of strife, symbol of vulnerability, teleportation circle, wail of the banshee.



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