

BAB Low

HP per Lv 5(d6)

Weapon Proficiency Any 1 group (+0 group on multiclass)

Armor Proficiency None

Saving Throw Proficiency Will

Spells: A witch casts arcane spells drawn from the witch spell list. Her casting type is Prepared 9th casting, and her casting ability is Intelligence.

After long rest, a witch must spend 1 hour communing with her familiar to regain her daily allotment of spells and prepare spells. Familiar がいない場合、Witch は呪文を準備し直すことができないが、spell slot は回復するため、前日に準備した呪文を使うことができる。

Witch's Familiar (Ex): At 1st level, a witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Familiars also aid a witch by granting her skill bonuses, additional spells, and help with some types of magic. This functions like the wizard's arcane bond class feature, except as noted in the Witch's Familiar section.

A witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her familiar. A witch's familiar begins play storing all 1st-level witch spells in PFRPG Core. Lv が上がって新しい Lv の呪文が唱えられるようになると、Familiar はその Lv の Core の呪文を Store するようになる。A witch can also add additional spells to her familiar through a special ritual (see sidebar).

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

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is Int Class DC. 呪文の Lv を判定する必要がある場合、Witch が唱えられる最大の Witch 呪文の Lv として扱う。

特に記載がない限り、Witch 自身に効果がある Hex を除いて、同じ対象に 1 日にうちに同じ Hex を 2 回以上かけることはできない (効果を及ぼさない)。

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 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 will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level × 10 feet. Blighting a creature is a standard action that requires a melee spell touch attack. If used on a creature of the animal or plant type, the creature gains the following curse: Blight Hex; type curse; save Will negates; frequency 1/day; effect 1 Con damage. Both types of curse can be removed with a remove curse or similar magic, using the save DC as the DC to

remove the curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Cackle (Su): A witch can cackle madly as a standard action. Any creature that is within 30 feet that is under the effects of hex which last more than 1 round, the duration is extended by 1 round. この Hex は同じ対象に複数回効果を及ぼせる。

Cauldron (Ex): Science のスキルに Proficient する。調合・錬金術・毒物作成の際に、Alchemical Lab の代わりに大釜（この Hex を取得したときに一つを無料で入手する）を使う。さらに、調合・錬金術・毒物作成に必要な時間が半分になる。

Charm (Su): A witch can charm creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of the creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for 5 minutes. A Will save negates this effect and target is aware Witch has done something magical. 戦闘中など、対象が興奮状態にある場合（GM 判断）対象は ST に Advantage を得る。At 8th level, this effect improves the attitude of the target creature by 2 steps and lasts 1 hour. This is a mind-affecting charm effect.

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 hex is within 10 feet of another witch with this hex and when she cast a spell, she can use reaction to grant a +1 bonus to the other witch's caster level for that spell.

Disguise (Su): A witch can change her appearance as if using disguise self. 効果は 24 時間が続くが、変身する姿は呪文を準備するときに 1 つに定める必要があり、その姿に変身するか、元の姿に戻るしかできない。Witch 自身のサイズと同じサイズの姿に変身する必要がある。

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, attack rolls, saving throws, or skill checks. This hex lasts for 2 minutes. A Will save reduces this to just 1 round. This is a mind-affecting effect. At 8th level the penalty increases to –4.

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 class bonus on Athletics 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 hex 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 grant advantage on one roll. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round.

Healing (Su): A witch soothes the wounds of those she touches. This hex acts as cure wounds with level of

witch's highest spell level, using the witch's caster level.

Misfortune (Su): The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an attack roll, saving throw, or skill check, it has disadvantage. A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts.

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. 戦闘中など、対象が興奮状態にある場合 (GM 判断) 対象は ST に Advantage を得る。 If the save fails, the creature falls asleep for a number of rounds equal to the witch's level.

Tongues (Su): A witch with this hex 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.

Ward (Su): A witch places a protective ward over one creature. The warded creature receives a 10 temporary hit points. This effect lasts 24 hours. 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 hex while a previous ward is still active, that previous ward immediately ends. A witch cannot use this hex on herself. At 8th and 16th levels, temporary hp increase by 5 points.

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

Agony (Su): With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for 3 rounds. 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 at the end of his turn.

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

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 4th restoration, using the witch's caster level. At 15th level, this hex acts like 7th restoration.

Nightmares (Su): Calling upon fell powers, a witch can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell nightmare each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

Retribution (Su): A witch can place a retribution hex on a creature 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 hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for 3 rounds. A Will save negates this effect.

Vision (Su): A witch with the vision hex can grant a glimpse of the future to a creature touched. Granting a vision takes 1 minute, during which time the witch and the target must remain in contact with one another. At the end of this time, the subject receives a brief image of the future, usually no more than 1 year from the time of the vision, 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.

Waxen Image (Su): The witch can 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 hex can use control weather once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

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

Death Curse (Su): This powerful hex seizes a creature's heart, causing death within just a few moments. This hex has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 10d6 points of negative energy damage. Slaying the witch that hexed the creature ends the effect, but any fatigue or exhaustion remains.

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 24 hours if not consumed.

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.

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 7th raise dead, but it does not require a material component.

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

■ Witch's Familiar

Adding Spells to a Witch's Familiar

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

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.

Learn from a Scroll

A witch can use a scroll to teach her familiar a new spell. This process takes 8 hours, 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.

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.

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

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

familiar based on the witch's level and her patron (see patron spells).

Store Spells

Starting at 1st level, a witch's familiar stores all of the spells that the witch knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items. Starting at 2nd level, and every two levels thereafter, a witch's familiar adds new bonus spells to the witch's spell list based on her patron. These spells are automatically stored by the familiar and can be prepared as normal once they are gained.

Deliver Touch Spells (Su)

If a witch is 3rd level or higher, her familiar can deliver touch spells or hexes 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 hex, her familiar can be used to make the touch. She does not have to be in contact with the familiar to use this ability.

Patron Spells

At 1st level, when a witch gains her familiar, she must also select a patron. This patron is a vague and mysterious force, granting the witch power for reasons that she might not entirely understand. While these forces need not be named, they typically hold influence over one of the following forces. At 2nd level, and every two levels thereafter, a witch's patron adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar.

以下未整備

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.

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.

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

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.

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.

Plague: 2nd; detect undead, 4th; command undead, 6th; contagion, 8th; animate dead, 10th; giant vermin, 12th; create undead, 14th; control undead, 16

th—create greater undead, 18th—energy drain.

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.

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.

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.

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.

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*.

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.